ROLEMASTER

Creature Law

PUBLIC PLAYTEST

IRON CROWN

GCP
Guild Companion Publications Ltd

Rolemaster

Creature Law

Public Playtest-Only Version 2.0
For Registered Playtesters Only

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Director: Nicholas HM Caldwell

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1. Introduction

The *Rolemaster* system provides players with an exciting and varied way of creating characters of all walks of life and from cultures and races real and imagined. The Gamemaster (GM) never was provided these tools, until now. *RMU Creature Law* (CrL). Using a modular system, where creatures are made essentially from certain building blocks and the necessary math is precalculated. Each creature now has the potential to become as individual as a Player Character, ready to be used as either minions employed by the campaign villain or as the important, one-off, Non Player Character the players will get their information from. CrL will allow GMs to modify any and all creatures to suit any taste, campaign style and Power Level.
CrL will expand the ways that a creature is detailed in such areas as Skills, RRs and movement modes and other talents. Each Creature's scores are based on its Level and Archetype. An archetype is like an *Arms & Character Law* (A&CL) profession. The archetype basically diverts Development Points (DP) to predetermined skills, making it possible to create more diverse Creature builds, making Offensive Archetypes good at performing attacks and bad at learning and casting spells and Spellcaster Archetypes bad at learning martial skills and good at learning magical skills and spells. Archetypes simplify upgrading creatures by providing precalculated paths of development for each level of basically a neutral race: the Human.
Using Race as a an add-on bonus for Stats and Skills and reserving DP for purchasing needed and interesting Talents. *CrL* also uses a new way of organizing the Creatures, based on their Category, Type and Variety, making finding a specific creature much easier and faster. This also ties in strongly with creature talents and descriptions and many creatures have been rearranged according to their abilities.
CrL provides creatures builton the same principles as Player Characters and makes them on par with each other, making them balanced. Keep a tight rein on the Power Level to tip the scales to either side.

I wanted to specifically thank Mariana Vassileva for putting me up to writing a book, although not this one in particular. Then there's my old gaming buddies Edwin van de Wal, Colin Haddon and Yuri Karman, whose input and feedback in the old days provided me with a solid knowledge base and a liking for GMing. Also my new gaming groups; Hayo Timmerman, Ronald Oude Nijhuis, Hans de Groot, Daniel Sievers, Bram Derksen, Erik van Brug, Jeffrey Potman, Arnold Visser, and Maik van der Meer, Marco Drop, Erik Schimmel. They have been providing me with hours of fun and a sounding board for my ideas. Also I wanted to thank Aaron Smalley as he has been testing creatures for me in the early stages and providing both feedback and motivation to go on. Dan Henry and Matt Hanson for challenging me to be my best and Nicholas Caldwell for somehow giving me the opportunity.
Lastly I need to express gratitude to my girlfriend Katja Fisscher and my family for their love and support.

1.1. Rolemaster

Rolemaster is a revision of Iron Crown Enterprise's original *Rolemaster* game system published in 1982. *Rolemaster* was original designed to be used as a complete fantasy role-playing (FRP) system or as individual modular components. This new version is no different, providing a modular and easy to modify

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core system that can be built upon to create a detailed RPG rule set for any setting. There are four core books:

Arms & Character Law (A&CL) contains all the core rules in three parts. *Character Law* contains a set of rules for creating rich and detailed characters with a complete and comprehensive skill system, as well as optional talents that can be used to enrich characters further. *Arms Law* contains rules for tactical combat amongst individuals and small groups using a detailed simulation of weapons and armor. Its detailed combat system covers the mechanics of attacks from weapons and animals to elemental attacks. Colorful critical and fumble results make every combat interesting and memorable. *Gamemaster Law* offers helpful guidance to Gamemasters, as well as rules and guidelines for adding setting rules such as creating races, cultures, and professions. Poison, disease, and other hazards that may come up in play are also covered.

Creature Law (CrL) contains stats for hundreds of monsters and fantastical creatures. As fantasy settings are often home to a variety of beasts, *Creature Law* contains rules for creating new ones for new and unusual settings.

Spell Law (SL) is a magic system with thousands of spells organized into three realms of magic. This provides characters with a wide variety of spell-using options for all types of professions. Spells are organized into lists, which are related in theme.

Treasure Law (TL) is a book of treasure, equipment and commerce; an important part of any RPG. Rules for crafting mundane objects as well as magical items are included along with the Alchemist profession.

Die Rolls

2 – 20 (2d10): Roll two dice and add the two results to obtain a result between 2 and 20.

1 – 100 (d100)*: Rolemaster* primarily uses two 10-sided dice to get a result between 1 and 100, referred to as 'percentiles'. Each of the 10-sided dice gives a result between 0 and 9 — one die is treated as the "tens" die and the other as the "ones" die. These may be distinguished by color or other marking (in which case it must be made clear which die is to be read as the tens before rolling; a fixed convention for your gaming table is recommended), or one may use a pair of percentile dice where one is marked "10, 20, 30, ... , 00". (It is also possible to roll a novelty hundred-sided die, but most gamers find these impractical.) Thus a random result between 01 and 100 (a "00" is treated as 100) is obtained.

1 – 100 Open-ended (d100OE): An open-ended roll means that there is no absolute minimum or maximum. First make a 1-100 roll; a roll of 96-00 indicates that the dice are rolled again and the result added to the first roll. If the second roll is 96-00, then a third roll is made and added, and so on until a non 96-00 roll is made. The total sum of these rolls is the result of the open-ended roll.

If the first roll is a 01-05 the dice are rolled again and the result subtracted from the first roll. If the second roll is 96-00, then a third roll is made and subtracted, and so on until a non 96-00 roll is made. The total

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of these rolls is the result of the low open-ended roll. A roll of 01-05 on anything other than the first roll does not cause one to roll again.

Some rolls, such as attacks and spell casting rolls are open-ended high only, which means that a 01-05 on the first roll has no effect. These rolls instead have unmodified 'fumble' or 'failure' ranges.

Example: *The GM asks a player to make an open-ended roll, and the initial roll is a 99 (thus between 96 and 100). A second roll is made with a result of 96, so a third roll is made with a result of 04. Thus, the high open-ended roll that the GM requested is a 199 (= 99 + 96 + 04).*

Example: *The GM asks a player to make an open-ended roll, and the initial roll is a 04 (thus between 01 and 05). A second roll is made with a result of 97 (thus between 96 and 00), so a third roll is made, resulting in a 03. Thus, the low open-ended roll that the GM requested is a -96 (= 04 - 97 - 03).*

Unmodified Rolls (UM)

Certain results on some rolls indicate an immediate effect and no modifications are considered. These rolls are marked with a "UM.", such as "01-04 UM" For example, all weapon attacks result in a fumble if the initial unmodified d100OE roll falls within the fumble range of the weapon. If a roll falls into the UM range, then no modifiers are applied to the roll and the unmodified result is applied (such as a fumble).

Optional Rules

In these rules, you will see rules separated out in boxed text, like the box this text is in. Boxed rules are optional or advanced rules, you can ignore them if you choose and the rules will work fine as is. These rules apply or do not apply at the GM's discretion, so if you are a player ask the GM if any particular boxed text rule is being used.

Power Level

Rolemaster is a very open role-playing game, and is built that way on purpose to allow for a wide variety of gaming experiences to be possible within the rules. Power level can vary widely between two gaming groups, or even between two different campaigns run by the same GM. Rule elements may be over-powered and game breaking in one campaign, but necessary or even casual elements in another campaign. In order to allow for a broad range of power levels, the power levels listed below are used in some sections of the rules to identify more powerful elements, to help GMs decide what they want to allow in play. The GM may even decide to use different power levels in different parts of the rules, such as using a Heroic power level for generating characters but an Average power level when dealing with magic.

1.2. The Basics

Action Point (AP): Each talent will have its own indication for how much activity it uses up. This will be defined as the type of action being performed, to match the AP costs in *RM A&CL*.

Archetype is the basis for the development of a monster's skills, and it affects everything: skill totals, OB, DB, Fatigue, etc.

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Creature Category: Creature base race: giving some core scores, such as life span, extra DP, Healing Rate, RR, perhaps even some base Stat bonuses. Examples: Undead, Race.

Creature Type: A subdivision of the Creature Category, a set of add-on abilities, to be bought by a creature using DP to narrow down its race. Examples: Vampire, Greater giant.

Creature Variety: Sub category of the Creature Type. It narrows down the exact species and will indicate the last talents and flaws to be developed, before a creature can be classified as an adult. After that they don't have to buy abilities anymore, but still can of course. Examples: Lesser vampire, Stone giant.

Development Points (DP): 50 DPs are awarded each Level to any and all Creatures. All Creatures also receive 50 DP to buy their culture and 50 DP to buy their racial talents and abilities. Higher Level Creatures will have spent more DP and logically have an advantage over lower Levels. It does not really matter how the DP have been spent, on Skills, on Talents, or other abilities, just that they have been spent. Having Creatures pay for their ability in the same currency and giving them the same amount to spend at each level, allows Characters to be compared one on one with the creatures. This will benefit any GMing style out there.

Stats: In *Rolemaster,* the stat bonuses vary from Creature to Creature, but based on the Archetype we can assume some basics. The Archetype needs specific stats to be at a specific level for the Archetype to be effective in their field. The Stat tables, including emulation of how they would change over Levels, appear in the Archetype table. For simplicity's sake, *Creature Law* uses the resulting bonus and any racial or individual deviation may modify this.

Talents: Every Creature is blessed to some extent with talents to improve its survival. Talents represent abilities beyond the human norm. They are very diverse, ranging from Prodigy II [+10 Stalking] for a bonus to Stalk/ Hide to Elemental Cone IV [Lightning, Lightning ball, 5', 1'D/ lvl, 1/ 3 rnds, 50x/ day] breath weapon. Depending on how powerful the Talent is, it costs a certain amount of DP.

Flaws: Every Creature has some vulnerabilities or areas where it is not as strong. Some creatures might be Uncoordinated I [+1 category penalties for current pace] or suffer extra damage from elements via Elemental Susceptibility [Heat, +1 Size]. Flaws can be added and the creature could be stronger in other areas because of the DP gained in acquiring the flaw.

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2. Creatures

2.1. Classification

Creature Law assigns each Creature a classification based on its basic abilities and its more advanced talents. The classification is made up of 3 parts; Creature Category, Creature Type, and Creature Variety. View this classification as a multi-part race and the creature will fit right in the *RM A&CL* system. The classification also allows GMs to easily find the creature they are looking for.

Creature Category

First, there is the creature category, an overarching creature type that begins to define that creature. Typical creature categories are animals and undead. In this example, animals have certain qualities that need to be present to define it as an animal, such as quadrupedal, or more movement, special adaptations to survival; such as camouflage, or special digestive tracts and teeth and they are not very bright, living only by instinct. Undead can be defined by being dead, but still walking around, their enormous physical prowess, taking less damage due to their dead flesh, and most have some ability to sustain their necessary energy by draining it from the living. This is useful in making new creatures, because talents and abilities tend to define a creature. It also aids in looking up certain creatures, or building adventures around certain areas. Graveyards tend to have more undead and strange worlds are populated by demons.

The categories begin to set a basis for designing creatures and acts like a determination system, used in modern biology. By specifying more exactly which creature you are modifying, the more precisely its talents will be known. This is not an exact science, however, and GMs may need to change some talents to suit their needs.

The categories might actually overlap when it concerns, for example, an undead animal. Both the category abilities seem to stack. Some don't make sense, such as a zombified horse with an herbivorous digestive tract, so these can be ignored, but for the untrained eye, the horse looks like a normal horse, until it is approached and it suddenly turns around to begin to shamble for your brains. Category abilities are very broad in scope and allow for a lot of tweaking, and only give an indication of what is needed for all creatures in the category.

Each category has the basic abilities, common for all those creatures that fall into it and start to define a common theme in a group of creatures. Giants, centaurs, and humans all fall in the Race category, while all normal animals, including dinosaurs and giant normal fauna, are also in one category together.

Creature Type

Creature type is more specialized than creature category, more narrowly defining the creature within its category. It represents talents as they will be used by the creature instead of indicating broad strokes. The Type will be adding specific ones that are needed to fill out the creature and should be kept in mind when designing the variety, because the variety will likely dictate the tiers of the talents and the direction a creature grows. Animals are typed according to where they reside, most of the time, such as land, sea, and air animals. They receive such type of abilities as they need, such as mode of locomotion (hooves, flippers, or wings) and specialized survival tools and weapons. These include things like heightened senses, such as a dog's nose, or python's infrared sensor pits. Creature types narrow down the category abilities, in scope, but might also add completely new ones that more closely define the creatures within.

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Creature variety

Creature Variety is a sub category of the Creature Type and is the final point in determining the specific creature. Varieties usually are specifications of power within a group, adding Levels and perhaps talents to the Creature Type. Sometimes they are subdivisions in a Creature Type that are completely different species. Mostly the variety indicates the final few abilities that are added and changed from the broader specifications, between certain groups in the Creature Type. For example Lycanthropes come in several shapes and sizes, classified according to their base animal and whether it is a lesser, or greater variety among their species. Lesser varieties tend to have fewer invulnerabilities and fewer stat changes and less chance to affect someone with the disease, while the greater Variety is even allowed to choose whether to inflict the disease at all. Demons can be from the Void or the Pales, or other outer-worldly places, altogether, but then diversify in many different Varieties according to their plane of origin, or the origin of their souls. Creature variety is the last stage in developing a creature's basic abilities and maybe defines tiers that the creature has in the various talents ascribed to it and add things like feats, stat bonuses, racial hits and resistances. Each variety will have slightly different abilities, defining the creature precisely.

2.2. Archetypes

An archetype is a profession from the *RM A&CL* that has been developed from level 1 to level 50. The archetypes are taken from popular culture, based on Rolemaster's professions. Each archetype has several well developed skills, plus some lesser skills, and each archetype is rated according to combat statistics and spell use in its own section below. The basic idea is that given a level, the GM may look in the tables and read off the archetype's OB, DB, skills and spells for that level as the basis for creating his own monsters and modifying the existing ones. These values are the basis for other modifications due to special abilities, talents and/or special and item bonuses and leave room for a lot of variation. The Archetypes specify Stats, Skills and other essential statistics according to the standard rules. For every Archetype there is also a spells and PP development category, but it does not need to be used by every Character and Creature.

The Archetypes are more or less a framework and might be used to come up with monsters on the fly. The GM can pick up a desired Archetype's table and read from the required Level row all the values of the abilities for an average, unmodified Creature of that Level and Archetype. Throw in some Talents and he has an encounter at his fingertips, or an NPC on the fly. Using this, every Creature may take on a more varied role. Stone giant tribes may be filled with lots of Offensive Archetypes, but the tribe might be led by a Stealth Archetype and have a shaman with the Spell user Archetype. This occurs usually only among intelligent Creatures, of course, but as an example lions are divided in males, who do all the fighting against real threats and are considered Offensive Archetypes, and females, that do all the hunting and will use their Stealth Archetype abilities to catch their prey. When they've cornered a particularly vicious bull, the males might be called in to finish it with brute strength. Most monsters are suitable only for one Archetype, due to specialization of their abilities in one area. Such monsters and also normal animals should not be assigned different Archetypes, because they will lose effectiveness and thus be less likely to survive, unless the GM has a special reason for doing so. Sometimes it is desirable to have a different Archetype on a particular monster. Mixing a vampire with a Spell user Archetype would be fun for the GM, as would a Discipline Archetype on a war troll.

The various Archetypes that will be used in *Creature Law* are classified according to their area of expertise. The skills here are listed according to *RM A&CL* categories, where they would develop in the listed categories, the specializations they favor at their highest development rate counting down to the

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lowest development rate for secondary skills, that are the slowest to develop. We mention only the general skill categories, instead of skill specializations, because the archetypes are meant to fill many niches. GMs need to do some work to adapt them to their own campaigns, so the Archetypes will fit any campaign style.

Developing an Archetype is much like developing a full character sheet, except a lot of the work has already been done. The various costs and how to spread the development points to get the most beneficial outcome have already been calculated and worked into the tables for archetypes. In that sense; Archetypes are not Professions, but they present the GM with a way of figuring an optimized development for non-player characters, creatures and monsters alike. Instead of making minor decisions and doing all the calculations, the final results can be read from each Archetype sheet. This is especially useful for creating the "Average Joe" creature.
Making more specific Creatures requires a little more attention, but the numbers can be based on the general Creature and then tuned more finely. The GM may create young of a certain monster by looking up a lower Level. Leaders and significant individuals should be assigned higher Levels than the base Creature, or as has been suggested; an entirely different Archetype.
The Archetypes are guidelines, not a system with rigid rules. This was done on purpose, to allow fast and fully free creativity, not limiting the GM in any way. This means that any numbers mentioned here can be changed as the GM sees fit, it is however recommended to stick to the general guidelines, to avoid unbalancing changes. The most important example would be the PP and spells results. Every Archetype has a result falling in those categories, but they represent merely that; if a Creature of that Archetype chose to develop spells, he could have developed this much spell ability. To balance out the spells option, simply reduce the number of primary and secondary skills that can be assigned. This does not apply to those Archetypes with the words: Spell user in their name.
Below is a summary of each archetype, together with all considerations and the tables that are used to create them.

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Defensive

This Archetype is bent on survival. It uses every trick in the book to avoid damage, repair it quickly, and avoid incoming damage. Most harmless animals are of this type, as are Creatures with fewer innate abilities of inflicting damage. OB will be mediocre to low, but its DB is its focus, if the creature is truly dedicated. Usually this Creature has an inaccessible lair, fast and agile locomotion and no defensive weaponry of note.
Stat: Quickness (Qu) and Agility (Ag)
Skill categories:
Primary: Awareness, Gymnastic and Movement
Secondary: Subterfuge and Environmental
Tertiary: Combat Training, Medical and Social
Spells will be mostly defensive and damage repair spells, but also plenty of miscellaneous spells.
Roles: They do not take much responsibility for others. They will flee before they are confronted and when confronted they will look for escape. Normal animals, timid creatures, weaklings and runts belong to the defensive archetype. They are prey; the hunted and as such will evade violence and confrontation.

	Skills									Stats										
lvl	Att	Att2	DB shield/ AD	Body dev	Prime skill	Secondary skill	Power dev	Spells	Talent DP	Ag	Co stat	Co	Em	In	Me	Pr	Re	Qu	SD	St
1	5	5	3	5	6	5	0	0	10	0	50	0	0	0	0	0	0	0	0	0
2	10	5	6	15	18	5	0	0	20	0	51	0	0	0	0	0	0	0	0	0
3	15	10	9	20	24	10	0	0	30	1	52	0	0	1	0	0	1	1	0	0
4	20	10	12	30	36	15	0	0	40	1	53	0	0	1	0	0	1	1	0	0
5	25	15	15	35	42	15	5	1	50	1	54	1	0	1	1	0	1	1	1	0
6	30	15	18	45	54	20	5	1	60	2	55	1	0	2	1	0	2	2	1	0
7	35	20	21	50	60	25	5	1	70	2	56	1	0	2	1	0	2	2	1	0
8	40	20	24	56	68	25	5	1	80	2	57	1	0	2	1	0	2	2	1	0
9	45	25	27	59	72	30	5	1	90	3	58	1	0	3	1	0	3	3	1	0
10	50	25	30	65	80	35	5	2	100	3	59	1	0	3	1	0	3	3	1	0
11	53	30	33	68	84	35	5	2	110	3	60	2	0	3	2	0	3	3	2	0
12	56	30	36	74	92	40	5	2	120	4	61	2	0	4	2	0	4	4	2	0
13	59	35	39	77	96	45	5	2	130	4	62	2	0	4	2	0	4	4	2	0

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14	62	35	42	82	103	45	5	2	140	4	63	2	0	4	2	0	4	4	2	0
15	65	40	45	84	106	50	5	3	150	5	64	2	0	5	2	0	5	5	2	0
16	68	40	48	88	112	53	5	3	160	5	65	2	0	5	2	0	5	5	2	0
17	71	45	51	90	115	53	5	3	170	5	66	3	0	5	3	0	5	5	3	0
18	74	45	54	94	121	56	5	3	180	6	67	3	0	6	3	0	6	6	3	0
19	77	50	57	96	124	59	5	3	190	6	68	3	0	6	3	0	6	6	3	0
20	80	50	60	100	130	59	10	4	200	7	69	3	0	6	3	0	6	7	3	0
21	82	53	63	101	132	62	10	4	210	8	70	3	0	6	3	0	6	8	3	0
22	84	53	66	103	136	65	10	4	220	8	71	3	0	6	3	0	6	9	3	0
23	86	56	69	104	138	65	10	4	230	8	72	4	0	7	4	0	7	9	3	0
24	88	56	72	106	142	68	10	4	240	9	73	4	0	7	4	0	7	10	3	0
25	90	59	75	107	144	71	10	5	250	9	74	4	0	7	4	0	7	11	3	0
26	92	59	78	109	148	71	10	5	260	10	75	4	0	8	4	0	8	12	3	0
27	94	62	81	110	150	74	10	5	270	10	76	4	0	8	4	0	8	13	3	0
28	96	62	84	112	154	77	10	5	280	10	77	4	0	8	4	0	8	14	3	0
29	98	65	87	113	156	77	10	5	290	10	78	5	0	8	5	0	8	15	3	0
30	100	65	90	115	160	80	10	6	300	10	78	5	0	8	5	0	8	15	3	0
31	101	68	90	116	162	82	10	6	310	10	78	5	0	8	5	0	8	15	3	0
32	102	68	90	118	166	82	10	6	320	10	78	5	0	8	5	0	8	15	3	0
33	103	71	90	119	168	84	10	6	330	10	78	5	0	8	5	0	8	15	3	0
34	104	71	90	121	172	86	10	6	340	10	78	5	0	8	5	0	8	15	3	0
35	105	74	90	122	174	86	15	7	350	10	78	5	0	8	5	0	8	15	3	0
36	106	74	90	124	178	88	15	7	360	10	78	5	0	8	5	0	8	15	3	0
37	107	77	90	125	180	90	15	7	370	10	78	5	0	8	5	0	8	15	3	0
38	108	77	90	127	184	90	15	7	380	10	78	5	0	8	5	0	8	15	3	0
39	109	80	90	128	186	92	15	7	390	10	78	5	0	8	5	0	8	15	3	0
40	110	80	90	130	190	94	15	8	400	10	78	5	0	8	5	0	8	15	3	0
41	111	82	90	131	192	94	15	8	410	10	78	5	0	8	5	0	8	15	3	0
42	112	82	90	133	196	96	15	8	420	10	78	5	0	8	5	0	8	15	3	0
43	113	84	90	134	198	98	15	8	430	10	78	5	0	8	5	0	8	15	3	0

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44	114	84	90	136	202	98	15	8	440	10	78	5	0	8	5	0	8	15	3	0
45	115	86	90	137	204	100	15	9	450	10	78	5	0	8	5	0	8	15	3	0
46	116	86	90	139	208	101	15	9	460	10	78	5	0	8	5	0	8	15	3	0
47	117	88	90	140	210	101	15	9	470	10	78	5	0	8	5	0	8	15	3	0
48	118	88	90	142	214	102	15	9	480	10	78	5	0	8	5	0	8	15	3	0
49	119	90	90	143	216	103	15	9	490	10	78	5	0	8	5	0	8	15	3	0
50	120	90	90	145	220	103	20	10	500	10	78	5	0	8	5	0	8	15	3	0

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Discipline

The way to survival for this Archetype is through control of its own body. It will be highly skilled in combat using its own body weaponry and also its defense is high. As for spells: this Archetype relies on skills that reproduce magical effects, so they are not really Spell users. Some might learn a few spells, at the cost of losing several Skills.
Stat: Self Discipline (SD) and Strength (St)
Skill categories:
Primary: Body Discipline and Combat Training
Secondary: Gymnastic, Mental Discipline and Social
Tertiary: Awareness, Brawn and Subterfuge
Spells: Those that possess some spells use them to supplement their other skills in areas they lack; such as healing and communication.
Roles: Disciplined Creatures control their bodies and mind to such a degree that they seem to perform supernatural feats. They use inner resources other than strength and cunning to survive. Monastic groups or specialized Creatures possess the necessary skills. Some rely on spirits, some on a special natural drug called adrenaline. All Creatures developed the skills as a necessity for survival, where strength was needed, but was not available in sufficient quantities. They will deal with most threats peacefully, or with all due violence as is necessary.

lvl	Att	Att2	DB shield&AD	Body dev	Prime skill	Secondary skill	Power dev	Spells	Talent DP	Ag	Co stat	Co	Em	In	Me	Pr	Re	Qu	SD	St
1	12	12	6	6	6	5	0	0	12	0	50	0	0	0	0	0	0	0	0	0
2	24	24	12	18	18	5	0	0	24	0	52	0	0	0	0	0	0	0	0	0
3	36	36	18	24	24	10	0	0	36	1	54	1	0	0	0	0	0	1	1	1
4	48	48	24	36	36	15	0	0	48	1	56	1	0	0	0	0	0	1	1	1
5	60	60	30	42	42	15	5	0	60	1	58	1	1	1	0	1	0	1	1	1
6	68	68	36	54	54	20	5	1	72	2	60	2	1	1	0	1	0	2	2	2
7	76	76	42	60	60	25	5	1	84	2	62	2	1	1	0	1	0	2	2	2
8	84	84	48	68	68	25	5	1	96	2	64	2	1	1	0	1	0	2	2	2
9	92	92	54	72	72	30	5	1	108	3	66	3	1	1	0	1	0	3	3	3
10	100	100	60	80	80	35	5	1	120	3	68	3	1	1	0	1	0	3	3	3
11	106	106	66	84	84	35	5	2	132	3	70	3	2	2	0	2	0	3	3	3
12	112	112	72	92	92	40	5	2	144	4	72	4	2	2	0	2	0	4	4	4
13	118	118	78	96	96	45	5	2	156	4	74	4	2	2	0	2	0	4	4	4
14	124	124	84	103	103	45	5	2	168	4	76	4	2	2	0	2	0	4	4	4

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15	130	130	90	106	106	50	5	2	180	5	78	5	2	2	0	2	0	5	5	5
16	134	134	90	112	112	53	10	3	192	5	80	5	2	2	0	2	0	5	5	5
17	138	138	90	115	115	53	10	3	204	5	82	5	3	3	0	3	0	5	5	5
18	142	142	90	121	121	56	10	3	216	6	84	6	3	3	0	3	0	6	6	6
19	146	146	90	124	124	59	10	3	228	6	84	6	3	3	0	3	0	6	6	6
20	150	150	90	130	130	59	10	3	240	7	85	6	3	3	0	3	0	7	6	6
21	154	154	90	132	132	62	10	4	252	8	85	6	3	3	0	3	0	8	6	6
22	158	158	90	136	136	65	10	4	264	8	86	6	3	3	0	3	0	8	6	6
23	162	162	90	138	138	65	10	4	276	8	87	7	3	3	0	3	0	8	7	7
24	166	166	90	142	142	68	10	4	288	9	88	7	3	3	0	3	0	9	7	7
25	170	170	90	144	144	71	10	4	300	9	89	7	3	3	0	3	0	9	7	7
26	174	174	90	148	148	71	15	5	312	10	90	8	3	3	0	3	0	10	8	8
27	178	178	90	150	150	74	15	5	324	10	90	8	3	3	0	3	0	10	8	8
28	182	182	90	154	154	77	15	5	336	10	90	8	3	3	0	3	0	10	8	8
29	186	186	90	156	156	77	15	5	348	10	90	8	3	3	0	3	0	10	8	8
30	190	190	90	160	160	80	15	5	360	10	90	8	3	3	0	3	0	10	8	8
31	194	194	90	162	162	82	15	6	372	10	90	8	3	3	0	3	0	10	8	8
32	198	198	90	166	166	82	15	6	384	10	90	8	3	3	0	3	0	10	8	8
33	202	202	90	168	168	84	15	6	396	10	90	8	3	3	0	3	0	10	8	8
34	206	206	90	172	172	86	15	6	408	10	90	8	3	3	0	3	0	10	8	8
35	210	210	90	174	174	86	15	6	420	10	90	8	3	3	0	3	0	10	8	8
36	214	214	90	178	178	88	20	7	432	10	90	8	3	3	0	3	0	10	8	8
37	218	218	90	180	180	90	20	7	444	10	90	8	3	3	0	3	0	10	8	8
38	222	222	90	184	184	90	20	7	456	10	90	8	3	3	0	3	0	10	8	8
39	226	226	90	186	186	92	20	7	468	10	90	8	3	3	0	3	0	10	8	8
40	230	230	90	190	190	94	20	7	480	10	90	8	3	3	0	3	0	10	8	8
41	234	234	90	192	192	94	20	8	492	10	90	8	3	3	0	3	0	10	8	8
42	238	238	90	196	196	96	20	8	504	10	90	8	3	3	0	3	0	10	8	8
43	242	242	90	198	198	98	20	8	516	10	90	8	3	3	0	3	0	10	8	8
44	246	246	90	202	202	98	20	8	528	10	90	8	3	3	0	3	0	10	8	8

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45	250	250	90	204	204	100	20	8	540	10	90	8	3	3	0	3	0	10	8	8
46	254	254	90	208	208	101	25	9	552	10	90	8	3	3	0	3	0	10	8	8
47	258	258	90	210	210	101	25	9	564	10	90	8	3	3	0	3	0	10	8	8
48	262	262	90	214	214	102	25	9	576	10	90	8	3	3	0	3	0	10	8	8
49	266	266	90	216	216	103	25	9	588	10	90	8	3	3	0	3	0	10	8	8
50	270	270	90	220	220	103	25	9	600	10	90	8	3	3	0	3	0	10	8	8

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Hybrid spell user

They fill the same role as Spell users, except they belong to 2 or even 3 Realms of magic. This more broad mastery has a profound effect on their skills and other powers, so they need to be explicitly implemented in the system. Trying to master more than one Realm affects their skills and other developments negatively, especially their offensive capabilities. Due to the prohibitive costs of spell development, they have fewer Skills developed as primary and secondary Skills, and they tend to lack even more in the non-magical offensive and defensive departments as their single Realm spell casting counterparts.
Stat: 2 Realm stats Empathy (Em), Intuition (In), and/ -or Presence (Pr)
Skill categories:
Primary: Magical Expertise, Power Manipulation and Spells
Secondary: Lore, Mental Discipline and Science
Tertiary: Awareness and Social
Spells: Mostly their Base Lists and some choice Open and Closed lists from their Realms.
Roles: Depending on their spell choices, hybrid spell users might fit in many roles: from seers, mystics and astrologers, to shamanic casters, mechanizers, and healers, and this Archetype could be used as an archmage. That would make an excellent adversary and a great story villain. They would preferably use a retinue of minions to fill out their own weak areas.

Skills										Stats										
lvl	Att	Att2	DB&shield	Body dev	Prime skill	Secondary skill	Power dev	Spells	Talent DP	Ag	Co stat	Co	Em	In	Me	Pr	Re	Qu	SD	St
1	5	5	1	5	6	5	12	20	6	0	50	0	0	0	0	0	0	0	0	0
2	15	5	1	5	18	5	24	40	12	0	51	0	0	0	0	0	0	0	0	0
3	20	10	1	10	24	10	36	60	18	0	52	0	1	1	1	0	0	1	1	0
4	30	10	2	10	36	10	48	80	24	0	53	0	1	1	1	0	0	1	1	0
5	35	15	2	15	42	15	60	100	30	0	54	1	1	1	1	1	1	1	1	0
6	45	15	2	15	54	15	68	120	36	0	55	1	2	2	2	1	1	2	2	0
7	50	20	3	20	60	20	76	140	42	0	56	1	2	2	2	1	1	2	2	0
8	56	20	3	20	68	20	84	160	48	0	57	1	2	2	2	1	1	2	2	0
9	59	25	3	25	72	25	92	180	54	0	58	1	3	3	3	1	1	3	3	0
10	65	25	4	25	80	25	100	200	60	0	59	1	3	3	3	1	1	3	3	0
11	68	30	4	30	84	30	106	220	66	0	60	2	3	3	3	2	2	3	3	0
12	74	30	4	30	92	30	112	240	72	0	61	2	4	4	4	2	2	4	4	0

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13	77	35	5	35	96	35	118	260	78	0	62	2	4	4	4	2	2	4	4	0
14	82	35	5	35	103	35	124	280	84	0	63	2	4	4	4	2	2	4	4	0
15	84	40	5	40	106	40	130	300	90	0	64	2	5	5	5	2	2	5	5	0
16	88	40	6	40	112	40	134	320	96	0	65	2	5	5	5	2	2	5	5	0
17	90	45	6	45	115	45	138	340	102	0	66	3	5	5	5	3	3	5	5	0
18	94	45	6	45	121	45	142	360	108	0	66	3	6	6	6	3	3	6	6	0
19	96	50	7	50	124	50	146	380	114	0	66	3	6	6	6	3	3	6	6	0
20	100	50	7	50	130	50	150	400	120	0	66	3	7	7	6	3	3	6	6	0
21	101	53	7	53	132	53	154	420	126	0	66	3	8	8	6	3	3	6	6	0
22	103	53	8	53	136	53	158	440	132	0	66	3	8	8	6	3	3	6	6	0
23	104	56	8	56	138	56	162	460	138	0	66	3	8	8	7	3	3	7	7	0
24	106	56	8	56	142	56	166	480	144	0	66	3	9	9	7	3	3	7	7	0
25	107	59	9	59	144	59	170	500	150	0	66	3	9	9	7	3	3	7	7	0
26	109	59	9	59	148	59	174	520	156	0	66	3	10	10	8	3	3	8	8	0
27	110	62	9	62	150	62	178	540	162	0	66	3	10	10	8	3	3	8	8	0
28	112	62	10	62	154	62	182	560	168	0	66	3	10	10	8	3	3	8	8	0
29	113	65	10	65	156	65	186	580	174	0	66	3	10	10	8	3	3	8	8	0
30	115	65	10	65	160	65	190	600	180	0	66	3	10	10	8	3	3	8	8	0
31	116	68	11	68	162	68	194	620	186	0	66	3	10	10	8	3	3	8	8	0
32	118	68	11	68	166	68	198	640	192	0	66	3	10	10	8	3	3	8	8	0
33	119	71	11	71	168	71	202	660	198	0	66	3	10	10	8	3	3	8	8	0
34	121	71	12	71	172	71	206	680	204	0	66	3	10	10	8	3	3	8	8	0
35	122	74	12	74	174	74	210	700	210	0	66	3	10	10	8	3	3	8	8	0
36	124	74	12	74	178	74	214	720	216	0	66	3	10	10	8	3	3	8	8	0
37	125	77	13	77	180	77	218	740	222	0	66	3	10	10	8	3	3	8	8	0
38	127	77	13	77	184	77	222	760	228	0	66	3	10	10	8	3	3	8	8	0
39	128	80	13	80	186	80	226	780	234	0	66	3	10	10	8	3	3	8	8	0
40	130	80	14	80	190	80	230	800	240	0	66	3	10	10	8	3	3	8	8	0
41	131	82	14	82	192	82	234	820	246	0	66	3	10	10	8	3	3	8	8	0
42	133	82	14	82	196	82	238	840	252	0	66	3	10	10	8	3	3	8	8	0

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43	134	84	15	84	198	84	242	860	258	0	66	3	10	10	8	3	3	8	8	0
44	136	84	15	84	202	84	246	880	264	0	66	3	10	10	8	3	3	8	8	0
45	137	86	15	86	204	86	250	900	270	0	66	3	10	10	8	3	3	8	8	0
46	139	86	16	86	208	86	254	920	276	0	66	3	10	10	8	3	3	8	8	0
47	140	88	16	88	210	88	258	940	282	0	66	3	10	10	8	3	3	8	8	0
48	142	88	16	88	214	88	262	960	288	0	66	3	10	10	8	3	3	8	8	0
49	143	90	17	90	216	90	266	980	294	0	66	3	10	10	8	3	3	8	8	0
50	145	90	17	90	220	90	270	1000	300	0	66	3	10	10	8	3	3	8	8	0

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Offensive

The Offensive archetype is dedicated to using its martial prowess and will excel in OB, and most of its Skills deal with his martial prowess. Of course it needs subsistence Skills, which will be less developed as the Offensive Archetype favors his battle skills.
Stat: Strength (ST) and Constitution (CO)
Skill categories:
Primary: Brawn, Combat Training and Movement
Secondary: Combat Expertise, Animal and Environmental
Tertiary: Awareness and Crafting
Spells: In the unlikely case that the Offensive Archetype developed spells, they are either wholly offensive; or healing and defense spells.
Roles: Offensive Archetypes are used to enforce the community's will on the unwilling. They represent the strongest Creatures around and serve as a defense for the weaker ones or a deterrent against violence from other groups. Warriors, guards, big game hunters, tyrant leaders, champions and predators are characterized by the Offensive Archetype. They prefer a frontal assault, relying on their physical prowess, although when confronted by a stronger opponent may try to flee.

Skills | Stats

lvl	Att	Att2	DB&shield	Body dev	Prime skill	Secondary skill	Power dev	Spells	Talent DP	Ag	Co stat	Co	Em	In	Me	Pr	Re	Qu	SD	St
1	12	6	1	12	6	5	0	0	12	0	50	0	0	0	0	0	0	0	0	0
2	24	18	3	24	12	5	0	0	24	0	52	0	0	0	0	0	0	0	0	0
3	36	24	4	36	18	10	0	0	36	1	54	1	0	0	0	0	0	0	0	1
4	48	36	6	48	24	10	0	0	48	1	56	1	0	0	0	0	0	0	0	1
5	60	42	7	60	30	15	0	0	60	1	58	1	0	0	1	1	1	1	1	1
6	68	54	9	68	36	15	0	0	72	2	60	2	0	0	1	1	1	1	1	2
7	76	60	10	76	42	20	0	0	84	2	62	2	0	0	1	1	1	1	1	2
8	84	68	12	84	48	20	0	0	96	2	64	2	0	0	1	1	1	1	1	2
9	92	72	13	92	54	25	0	0	108	3	66	3	0	0	1	1	1	1	1	3
10	100	80	15	100	60	25	0	0	120	3	68	3	0	0	1	1	1	1	1	3
11	106	84	16	106	64	30	5	0	132	3	70	3	0	0	2	2	2	2	2	3
12	112	92	18	112	68	30	5	1	144	4	72	4	0	0	2	2	2	2	2	4
13	118	96	19	118	72	35	5	1	156	4	74	4	0	0	2	2	2	2	2	4
14	124	103	21	124	76	35	5	1	168	4	76	4	0	0	2	2	2	2	2	4

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15	130	106	22	130	80	40	5	1	180	5	78	5	0	0	2	2	2	2	2	5
16	134	112	24	134	84	40	5	1	192	5	80	5	0	0	2	2	2	2	2	5
17	138	115	25	138	88	45	5	1	204	5	82	5	0	0	3	3	3	3	3	5
18	142	121	27	142	92	45	5	1	216	6	84	6	0	0	3	3	3	3	3	6
19	146	124	28	146	96	50	5	1	228	6	86	6	0	0	3	3	3	3	3	6
20	150	130	30	150	100	50	5	1	240	6	88	7	0	0	3	3	3	3	3	7
21	154	132	31	154	103	53	5	1	252	6	90	8	0	0	3	3	3	3	3	8
22	158	136	33	158	106	53	5	1	264	6	91	8	0	0	3	3	3	3	3	9
23	162	138	34	162	109	56	5	1	276	7	92	8	0	0	3	4	3	4	4	9
24	166	142	36	166	112	56	5	1	288	7	93	9	0	0	3	4	3	4	4	10
25	170	144	37	170	115	59	10	1	300	7	94	9	0	0	3	4	3	4	4	11
26	174	148	39	174	118	59	10	1	312	8	95	10	0	0	3	4	3	4	4	12
27	178	150	40	178	121	62	10	2	324	8	95	10	0	0	3	4	3	4	4	13
28	182	154	42	182	124	62	10	2	336	8	95	10	0	0	3	4	3	4	4	14
29	186	156	43	186	127	65	10	2	348	8	95	10	0	0	3	5	3	5	5	15
30	190	160	45	190	130	65	10	2	360	8	95	10	0	0	3	5	3	5	5	15
31	194	162	46	194	132	68	10	2	372	8	95	10	0	0	3	5	3	5	5	15
32	198	166	48	198	134	68	10	2	384	8	95	10	0	0	3	5	3	5	5	15
33	202	168	49	202	136	71	10	2	396	8	95	10	0	0	3	5	3	5	5	15
34	206	172	51	206	138	71	10	2	408	8	95	10	0	0	3	5	3	5	5	15
35	210	174	52	210	140	74	10	2	420	8	95	10	0	0	3	5	3	6	5	15
36	214	178	54	214	142	74	10	2	432	8	95	10	0	0	3	5	3	6	5	15
37	218	180	55	218	144	77	10	2	444	8	95	10	0	0	3	5	3	6	5	15
38	222	184	57	222	146	77	10	3	456	8	95	10	0	0	3	5	3	7	5	15
39	226	186	58	226	148	80	10	3	468	8	95	10	0	0	3	5	3	7	5	15
40	230	190	60	230	150	80	10	3	480	8	95	10	0	0	3	5	3	7	5	15
41	234	192	61	234	152	82	15	3	492	8	95	10	0	0	3	5	3	7	5	15
42	238	196	63	238	154	82	15	3	504	8	95	10	0	0	3	5	3	7	5	15
43	242	198	64	242	156	84	15	3	516	8	95	10	0	0	3	5	3	7	5	15
44	246	202	66	246	158	84	15	3	528	8	95	10	0	0	3	5	3	7	5	15

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45	250	204	67	250	160	86	15	3	540	8	95	10	0	0	3	5	3	7	5	15
46	254	208	69	254	162	86	15	3	552	8	95	10	0	0	3	5	3	7	5	15
47	258	210	70	258	164	88	15	4	564	8	95	10	0	0	3	5	3	7	5	15
48	262	214	72	262	166	88	15	4	576	8	95	10	0	0	3	5	3	7	5	15
49	266	216	73	266	168	90	15	4	588	8	95	10	0	0	3	5	3	7	5	15
50	270	220	75	270	170	90	15	4	600	8	95	10	0	0	3	5	3	7	5	15

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Semi spell user

Spells are more to the forefront of this Archetype's strategy. This combines with a reasonable Skill development and a somewhat reasonable OB for an effective Archetype. Its Skills complement its spells and usually are enhanced beyond the norm by magic.
Stat: Realm stat (EM, IN, PR) and one of AG, CO, ME, RE, QU, SD, or ST
Skill categories:
Primary: Awareness, Combat Training and Movement
Secondary: Magical Expertise, Social and Spells
Tertiary: Gymnastic, Environmental and Power Manipulation
Spells: Only assign baselists to this Archetype; or swap them with some good Open or Closed Lists.
Mostly it specializes in either information gathering, stealth, offense, influence or physical enhancement.
Roles: They can fulfill any non-spell using role, except they also can tap in to magical resources. Paladins, apprentices, warrior mages, magic thieves, monks and perhaps those skilled in more ethereal arts are characterized by the semi spell user archetype. They fill a niche between skills and magic, using both. They mostly stay behind the front lines, except for those that are specialized in combat. They complement their Skills with their Spells, using them in a mix to perform better than their peers.

lvl	Att	Att2	DB&shield	Body dev	Prime skill	Secondary skill	Power dev	Spells	Talent DP	Ag	Co stat	Co	Em	In	Me	Pr	Re	Qu	SD	St
1	6	6	2	6	6	5	6	6	10	0	50	0	0	0	0	0	0	0	0	0
2	18	6	4	12	12	5	6	12	20	0	51	0	0	0	0	0	0	0	0	0
3	24	12	6	18	18	10	6	18	30	1	52	0	1	0	0	0	0	0	0	0
4	36	18	8	24	24	10	12	24	40	1	53	0	1	0	0	0	0	0	0	0
5	42	18	10	30	30	15	12	30	50	1	54	1	1	1	0	1	0	1	0	1
6	54	24	12	36	36	15	12	36	60	2	55	1	2	1	0	1	0	1	0	1
7	60	30	14	42	42	20	18	42	70	2	56	1	2	1	0	1	0	1	0	1
8	68	30	16	48	48	20	18	48	80	2	57	1	2	1	0	1	0	1	0	1
9	72	36	18	54	54	25	18	54	90	3	58	1	3	1	0	1	0	1	0	1
10	80	42	20	60	60	25	24	60	100	3	59	1	3	1	0	1	0	1	0	1
11	84	42	22	64	64	30	24	66	110	3	60	2	3	2	0	2	0	2	0	2
12	92	48	24	68	68	30	24	72	120	4	61	2	4	2	0	2	0	2	0	2
13	96	54	26	72	72	35	30	78	130	4	62	2	4	2	0	2	0	2	0	2

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14	103	54	28	76	76	35	30	84	140	4	63	2	4	2	0	2	0	2	0	2
15	106	60	30	80	80	40	30	90	150	5	64	2	5	2	0	2	0	2	0	2
16	112	64	32	84	84	40	36	96	160	5	65	2	5	2	0	2	0	2	0	2
17	115	64	34	88	88	45	36	102	170	5	66	3	5	3	0	3	0	3	0	3
18	121	68	36	92	92	45	36	108	180	6	66	3	6	3	0	3	0	3	0	3
19	124	72	38	96	96	50	42	114	190	6	66	3	6	3	0	3	0	3	0	3
20	130	72	40	100	100	50	42	120	200	7	66	3	7	3	0	3	0	3	0	3
21	132	76	42	103	103	53	42	126	210	8	66	3	8	3	0	3	0	3	0	3
22	136	80	44	106	106	53	48	132	220	9	66	3	9	3	0	3	0	3	0	3
23	138	80	46	109	109	56	48	138	230	9	66	3	9	3	0	4	0	4	0	3
24	142	84	48	112	112	56	48	144	240	10	66	3	10	3	0	4	0	4	0	3
25	144	88	50	115	115	59	54	150	250	11	66	3	11	3	0	4	0	4	0	3
26	148	88	50	118	118	59	54	156	260	12	66	3	12	3	0	4	0	4	0	3
27	150	92	50	121	121	62	54	162	270	13	66	3	13	3	0	4	0	4	0	3
28	154	96	50	124	124	62	60	168	280	14	66	3	14	3	0	4	0	4	0	3
29	156	96	50	127	127	65	60	174	290	15	66	3	15	3	0	5	0	5	0	3
30	160	100	50	130	130	65	60	180	300	15	66	3	15	3	0	5	0	5	0	3
31	162	103	50	132	132	68	64	186	310	15	66	3	15	3	0	5	0	5	0	3
32	166	103	50	134	134	68	64	192	320	15	66	3	15	3	0	5	0	5	0	3
33	168	106	50	136	136	71	64	198	330	15	66	3	15	3	0	5	0	5	0	3
34	172	109	50	138	138	71	68	204	340	15	66	3	15	3	0	5	0	5	0	3
35	174	109	50	140	140	74	68	210	350	15	66	3	15	3	0	6	0	6	0	3
36	178	112	50	142	142	74	68	216	360	15	66	3	15	3	0	6	0	6	0	3
37	180	115	50	144	144	77	72	222	370	15	66	3	15	3	0	6	0	6	0	3
38	184	115	50	146	146	77	72	228	380	15	66	3	15	3	0	7	0	7	0	3
39	186	118	50	148	148	80	72	234	390	15	66	3	15	3	0	7	0	7	0	3
40	190	121	50	150	150	80	76	240	400	15	66	3	15	3	0	7	0	7	0	3
41	192	121	50	152	152	82	76	246	410	15	66	3	15	3	0	7	0	7	0	3
42	196	124	50	154	154	82	76	252	420	15	66	3	15	3	0	7	0	7	0	3
43	198	127	50	156	156	84	80	258	430	15	66	3	15	3	0	7	0	7	0	3

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44	202	127	50	158	158	84	80	264	440	15	66	3	15	3	0	7	0	7	0	3
45	204	130	50	160	160	86	80	270	450	15	66	3	15	3	0	7	0	7	0	3
46	208	132	50	162	162	86	84	276	460	15	66	3	15	3	0	7	0	7	0	3
47	210	132	50	164	164	88	84	282	470	15	66	3	15	3	0	7	0	7	0	3
48	214	134	50	166	166	88	84	288	480	15	66	3	15	3	0	7	0	7	0	3
49	216	136	50	168	168	90	88	294	490	15	66	3	15	3	0	7	0	7	0	3
50	220	136	50	170	170	90	88	300	500	15	66	3	15	3	0	7	0	7	0	3

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Skills

The Skills Archetype is versed in many non-combat Skills. Its focus may lie in crafting, vocational, influence, artistic, lore and science and even magical and delving skills. The Skills Archetype rounds out and takes care of the needs of other Archetypes, when part of a society. Most intelligent races, Creatures and monsters will be of the skills archetype. They will not have developed heavily in any offensive and defensive skills. They have a job to do and will not divert to other areas.
Stat: Agility (AG) and Reasoning (RE)
Skill categories:
Primary: Crafting, Social, Vocation
Secondary: Lore, Science, Technical
Tertiary: Brawn, Delving, Performance Art
Spells: The Skill Archetype may have learned a few spells to help him in his expertise area, or some low key alchemical spells.
Roles: The skills archetype might be a crafter, such as a smith or a carpenter, or a guide, tracker, orator, barrister, weather reader, circus artist, singer, or a politician. They make sure society is working correctly, supporting everyone so that other Archetypes can ply their own trade.

Skills | Stats

lvl	Att	Att2	DB&shield	Body dev	Prime skill	Secondary skill	Power dev	Spells	Talent DP	Ag	Co stat	Co	Em	In	Me	Pr	Re	Qu	SD	St
1	5	5	1	5	12	6	0	0	13	0	50	0	0	0	0	0	0	0	0	0
2	10	5	1	5	24	18	0	0	26	0	51	0	0	0	0	0	0	0	0	0
3	15	10	2	10	36	24	0	0	39	1	52	0	0	0	1	0	1	0	1	0
4	20	10	2	15	48	36	0	0	52	1	53	0	0	0	1	0	1	0	1	0
5	25	15	3	15	60	42	0	0	65	1	54	1	0	1	1	1	1	1	1	0
6	30	15	3	20	68	54	0	0	78	2	55	1	0	1	2	1	2	1	2	0
7	35	20	4	25	76	60	0	0	91	2	56	1	0	1	2	1	2	1	2	0
8	40	20	4	25	84	68	0	0	104	2	57	1	0	1	2	1	2	1	2	0
9	45	25	5	30	92	72	0	0	117	3	58	1	0	1	3	1	3	1	3	0
10	50	25	5	35	100	80	0	0	130	3	59	1	0	1	3	1	3	1	3	0
11	53	30	6	35	106	84	5	0	143	3	60	2	0	2	3	2	3	2	3	0
12	56	30	6	40	112	92	5	1	156	4	61	2	0	2	4	2	4	2	4	0
13	59	35	7	45	118	96	5	1	169	4	62	2	0	2	4	2	4	2	4	0
14	62	35	7	45	124	103	5	1	182	4	63	2	0	2	4	2	4	2	4	0

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15	65	40	8	50	130	106	5	1	195	5	64	2	0	2	5	2	5	2	5	0
16	68	40	8	53	134	112	5	1	208	5	65	2	0	2	5	2	5	2	5	0
17	71	45	9	53	138	115	5	1	221	5	66	3	0	3	5	3	5	3	5	0
18	74	45	9	56	142	121	5	1	234	6	67	3	0	3	6	3	6	3	6	0
19	77	50	10	59	146	124	5	1	247	6	68	3	0	3	6	3	6	3	6	0
20	80	50	10	59	150	130	5	1	260	7	69	3	0	3	6	3	6	3	6	0
21	82	53	11	62	154	132	5	1	273	8	70	3	0	3	6	3	6	3	6	0
22	84	53	11	65	158	136	5	1	286	9	71	3	0	3	6	3	6	3	6	0
23	86	56	12	65	162	138	5	1	299	9	72	4	0	4	7	3	7	3	7	0
24	88	56	12	68	166	142	5	1	312	10	73	4	0	4	7	3	7	3	7	0
25	90	59	13	71	170	144	10	1	325	11	74	4	0	4	7	3	7	3	7	0
26	92	59	13	71	174	148	10	1	338	12	75	4	0	4	8	3	8	3	8	0
27	94	62	14	74	178	150	10	2	351	13	76	4	0	4	8	3	8	3	8	0
28	96	62	14	77	182	154	10	2	364	14	77	4	0	4	8	3	8	3	8	0
29	98	65	15	77	186	156	10	2	377	15	78	5	0	5	8	3	8	3	8	0
30	100	65	15	80	190	160	10	2	390	15	78	5	0	5	8	3	8	3	8	0
31	101	68	16	82	194	162	10	2	403	15	78	5	0	5	8	3	8	3	8	0
32	102	68	16	82	198	166	10	2	416	15	78	5	0	5	8	3	8	3	8	0
33	103	71	17	84	202	168	10	2	429	15	78	5	0	5	8	3	8	3	8	0
34	104	71	17	86	206	172	10	2	442	15	78	5	0	5	8	3	8	3	8	0
35	105	74	18	86	210	174	10	2	455	15	78	5	0	5	8	3	8	3	8	0
36	106	74	18	88	214	178	10	2	468	15	78	5	0	5	8	3	8	3	8	0
37	107	77	19	90	218	180	10	2	481	15	78	5	0	5	8	3	8	3	8	0
38	108	77	19	90	222	184	10	3	494	15	78	5	0	5	8	3	8	3	8	0
39	109	80	20	92	226	186	10	3	507	15	78	5	0	5	8	3	8	3	8	0
40	110	80	20	94	230	190	10	3	520	15	78	5	0	5	8	3	8	3	8	0
41	111	82	21	94	234	192	15	3	533	15	78	5	0	5	8	3	8	3	8	0
42	112	82	21	96	238	196	15	3	546	15	78	5	0	5	8	3	8	3	8	0
43	113	84	22	98	242	198	15	3	559	15	78	5	0	5	8	3	8	3	8	0
44	114	84	22	98	246	202	15	3	572	15	78	5	0	5	8	3	8	3	8	0

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45	115	86	23	100	250	204	15	3	585	15	78	5	0	5	8	3	8	3	8	0
46	116	86	23	101	254	208	15	3	598	15	78	5	0	5	8	3	8	3	8	0
47	117	88	24	101	258	210	15	4	611	15	78	5	0	5	8	3	8	3	8	0
48	118	88	24	102	262	214	15	4	624	15	78	5	0	5	8	3	8	3	8	0
49	119	90	25	103	266	216	15	4	637	15	78	5	0	5	8	3	8	3	8	0
50	120	90	25	103	270	220	15	4	650	15	78	5	0	5	8	3	8	3	8	0

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Spell user

The spell user Archetype is fully versed in spell casting. Each belongs to one Realm of magic, which dictates its powers and weaknesses in magic. As with most spell casters this excludes a well-developed offensive ability, except that they may be trying to develop an elemental attack ability. Use their primary OB Att 1 for that. They are severely lacking in the offense and defense skill department, making them vulnerable and weak, which is, however, compensated for by their formidable spell casting potential.
Stat: Realm stat (EM, IN, PR) and one of ME, RE, or AG
Skill categories:
Primary: Delving, Magical Expertise and Spells
Secondary: Lore, Power Manipulation and Science
Tertiary: Medical, Mental Discipline and Vocation
Spells: Base Lists and fill out many Open and Closed list from its Realm.
Roles: They serve as wise men, lore masters, elders and leaders for their clan, or group, or they might be the support on the battlefield, providing healing and defensive spells. Especially powerful spell casters may serve as foci for entire societies, for better, or for worse, as they dominate others through their mastery of magic. Staying away from violence lets them grow old and in contrast to more physically oriented archetypes, they will continue to increase their knowledge and power.

											Stats									
lvl	Att	Att2	DB&shield	Body dev	Prime skill	Secondary skill	Power dev	Spells	Talent DP	Ag	Co stat	Co	Em	In	Me	Pr	Re	Qu	SD	St
1	10	5	1	5	12	5	12	18	6	0	50	0	0	0	0	0	0	0	0	0
2	20	5	1	5	24	10	24	36	12	0	51	0	0	0	0	0	0	0	0	0
3	30	10	1	10	36	15	36	54	18	1	52	0	1	0	1	0	1	0	0	0
4	40	10	2	10	48	20	48	72	24	1	53	0	1	0	1	0	1	0	0	0
5	50	15	2	15	60	25	60	90	30	1	54	1	1	1	1	1	1	0	1	0
6	56	15	2	15	68	30	68	108	36	2	55	1	2	1	2	1	2	0	1	0
7	62	20	3	20	76	35	76	126	42	2	56	1	2	1	2	1	2	0	1	0
8	68	20	3	20	84	40	84	144	48	2	57	1	2	1	2	1	2	0	1	0
9	74	25	3	25	92	45	92	162	54	3	58	1	3	1	3	1	3	0	1	0
10	80	25	4	25	100	50	100	180	60	3	59	1	3	1	3	1	3	0	1	0
11	84	30	4	30	106	53	106	198	66	3	60	2	3	2	3	2	3	0	2	0
12	88	30	4	30	112	56	112	216	72	4	61	2	4	2	4	2	4	0	2	0

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13	92	35	5	35	118	59	118	234	78	4	62	2	4	2	4	2	4	0	2	0
14	96	35	5	35	124	62	124	252	84	4	63	2	4	2	4	2	4	0	2	0
15	100	40	5	40	130	65	130	270	90	5	64	2	5	2	5	2	5	0	2	0
16	102	40	6	40	134	68	134	288	96	5	65	2	5	2	5	2	5	0	2	0
17	104	45	6	45	138	71	138	306	102	5	66	3	5	3	5	3	5	0	3	0
18	106	45	6	45	142	74	142	324	108	6	66	3	6	3	6	3	6	0	3	0
19	108	50	7	50	146	77	146	342	114	6	66	3	6	3	6	3	6	0	3	0
20	110	50	7	50	150	80	150	360	120	7	66	3	7	3	6	3	6	0	3	0
21	112	53	7	53	154	82	154	378	126	8	66	3	8	3	6	3	6	0	3	0
22	114	53	8	53	158	84	158	396	132	8	66	3	9	3	6	3	6	0	3	0
23	116	56	8	56	162	86	162	414	138	8	66	3	9	4	7	3	7	0	4	0
24	118	56	8	56	166	88	166	432	144	9	66	3	10	4	7	3	7	0	4	0
25	120	59	9	59	170	90	170	450	150	9	66	3	11	4	7	3	7	0	4	0
26	122	59	9	59	174	92	174	468	156	10	66	3	12	4	8	3	8	0	4	0
27	124	62	9	62	178	94	178	486	162	10	66	3	13	4	8	3	8	0	4	0
28	126	62	10	62	182	96	182	504	168	10	66	3	14	4	8	3	8	0	4	0
29	128	65	10	65	186	98	186	522	174	10	66	3	15	5	8	3	8	0	5	0
30	130	65	10	65	190	100	190	540	180	10	66	3	15	5	8	3	8	0	5	0
31	132	68	11	68	194	101	194	558	186	10	66	3	15	5	8	3	8	0	5	0
32	134	68	11	68	198	102	198	576	192	10	66	3	15	5	8	3	8	0	5	0
33	136	71	11	71	202	103	202	594	198	10	66	3	15	5	8	3	8	0	5	0
34	138	71	12	71	206	104	206	612	204	10	66	3	15	5	8	3	8	0	5	0
35	140	74	12	74	210	105	210	630	210	10	66	3	15	5	8	3	8	0	5	0
36	142	74	12	74	214	106	214	648	216	10	66	3	15	5	8	3	8	0	5	0
37	144	77	13	77	218	107	218	666	222	10	66	3	15	5	8	3	8	0	5	0
38	146	77	13	77	222	108	222	684	228	10	66	3	15	5	8	3	8	0	5	0
39	148	80	13	80	226	109	226	702	234	10	66	3	15	5	8	3	8	0	5	0
40	150	80	14	80	230	110	230	720	240	10	66	3	15	5	8	3	8	0	5	0
41	152	82	14	82	234	111	234	738	246	10	66	3	15	5	8	3	8	0	5	0
42	154	82	14	82	238	112	238	756	252	10	66	3	15	5	8	3	8	0	5	0

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43	156	84	15	84	242	113	242	774	258	10	66	3	15	5	8	3	8	0	5	0
44	158	84	15	84	246	114	246	792	264	10	66	3	15	5	8	3	8	0	5	0
45	160	86	15	86	250	115	250	810	270	10	66	3	15	5	8	3	8	0	5	0
46	162	86	16	86	254	116	254	828	276	10	66	3	15	5	8	3	8	0	5	0
47	164	88	16	88	258	117	258	846	282	10	66	3	15	5	8	3	8	0	5	0
48	166	88	16	88	262	118	262	864	288	10	66	3	15	5	8	3	8	0	5	0
49	168	90	17	90	266	119	266	882	294	10	66	3	15	5	8	3	8	0	5	0
50	170	90	17	90	270	120	270	900	300	10	66	3	15	5	8	3	8	0	5	0

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Stealth

An Archetype purely dedicated to survival, this one focuses on Stealth skills and Subterfuge attack methods. Stealth Archetypes have good OB and some DB. They prefer to stay in the shadows and get away with anything portable or strike when no one notices.
Stat: Agility (AG) and Intuition (IN)
Skill categories:
Primary: Awareness, Body Discipline and Subterfuge
Secondary: Combat Training, Movement and Technical
Tertiary: Combat Expertise, Gymnastic and Environmental
Spells: Of the non-spell users, these Archetypes are the most likely to learn a couple of spells. Sticking with aiding them in stealth, attack or healing, they could give the Archetype a significant boost.
Roles: Stealth Archetypes prefer not to be seen. They skulk in the shadows, or very near them and do their business; spying, lying in wait, escaping and evading in silence and unseen. They subsist on getting near their target and then striking hard and fast. Thieves, rogues, burglars, spies, hunters, camouflaged creatures, and weak, but smart beasts adhere to the Stealth Archetype. They prefer to strike from behind or not at all.

Skills										Stats										
lvl	Att	Att2	DB shield & AD	Body dev	Prime skill	Secondary skill	Power dev	Spells	Talent DP	Ag	Co stat	Co	Em	In	Me	Pr	Re	Qu	SD	St
1	6	6	2	5	12	5	0	0	10	0	50	0	0	0	0	0	0	0	0	0
2	18	12	5	15	24	5	0	0	20	0	51	0	0	0	0	0	0	0	0	0
3	24	18	7	20	36	10	0	0	30	1	52	0	0	0	0	0	0	1	1	0
4	36	24	10	30	48	15	0	0	40	1	53	0	0	0	0	0	0	1	1	0
5	42	30	12	35	60	15	5	0	50	1	54	1	0	1	0	1	1	1	1	1
6	54	36	15	45	68	20	5	1	60	2	55	1	0	1	0	1	1	2	2	1
7	60	42	17	50	76	25	5	1	70	2	56	1	0	1	0	1	1	2	2	1
8	68	48	20	56	84	25	5	1	80	2	57	1	0	1	0	1	1	2	2	1
9	72	54	22	59	92	30	5	1	90	3	58	1	0	1	0	1	1	3	3	1
10	80	60	25	65	100	35	5	1	100	3	59	1	0	1	0	1	1	3	3	1
11	84	64	27	68	106	35	5	2	110	3	60	2	0	2	0	2	2	3	3	2
12	92	68	30	74	112	40	5	2	120	4	61	2	0	2	0	2	2	4	4	2
13	96	72	32	77	118	45	5	2	130	4	62	2	0	2	0	2	2	4	4	2

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14	103	76	35	82	124	45	5	2	140	4	63	2	0	2	0	2	2	4	4	2
15	106	80	37	84	130	50	5	2	150	5	64	2	0	2	0	2	2	5	5	2
16	112	84	40	88	134	53	10	3	160	5	65	2	0	2	0	2	2	5	5	2
17	115	88	42	90	138	53	10	3	170	5	66	3	0	3	0	3	3	5	5	3
18	121	92	45	94	142	56	10	3	180	6	67	3	0	3	0	3	3	6	6	3
19	124	96	47	96	146	59	10	3	190	6	68	3	0	3	0	3	3	6	6	3
20	130	100	50	100	150	59	10	3	200	7	69	3	0	3	0	3	3	7	6	3
21	132	103	51	101	154	62	10	4	210	8	70	3	0	3	0	3	3	8	6	3
22	136	106	52	103	158	65	10	4	220	9	71	3	0	3	0	3	3	8	6	3
23	138	109	53	104	162	65	10	4	230	9	72	4	0	4	0	3	3	8	7	4
24	142	112	54	106	166	68	10	4	240	10	73	4	0	4	0	3	3	9	7	4
25	144	115	55	107	170	71	10	4	250	11	74	4	0	4	0	3	3	9	7	4
26	148	118	56	109	174	71	15	5	260	12	75	4	0	4	0	3	3	10	8	4
27	150	121	57	110	178	74	15	5	270	13	76	4	0	4	0	3	3	10	8	4
28	154	124	58	112	182	77	15	5	280	14	77	4	0	4	0	3	3	10	8	4
29	156	127	59	113	186	77	15	5	290	15	78	5	0	5	0	3	3	10	8	5
30	160	130	60	115	190	80	15	5	300	15	78	5	0	5	0	3	3	10	8	5
31	162	132	61	116	194	82	15	6	310	15	78	5	0	5	0	3	3	10	8	5
32	166	134	62	118	198	82	15	6	320	15	78	5	0	5	0	3	3	10	8	5
33	168	136	63	119	202	84	15	6	330	15	78	5	0	5	0	3	3	10	8	5
34	172	138	64	121	206	86	15	6	340	15	78	5	0	5	0	3	3	10	8	5
35	174	140	65	122	210	86	15	6	350	15	78	5	0	5	0	3	3	10	8	6
36	178	142	66	124	214	88	20	7	360	15	78	5	0	5	0	3	3	10	8	6
37	180	144	67	125	218	90	20	7	370	15	78	5	0	5	0	3	3	10	8	6
38	184	146	68	127	222	90	20	7	380	15	78	5	0	5	0	3	3	10	8	7
39	186	148	69	128	226	92	20	7	390	15	78	5	0	5	0	3	3	10	8	7
40	190	150	70	130	230	94	20	7	400	15	78	5	0	5	0	3	3	10	8	7
41	192	152	71	131	234	94	20	8	410	15	78	5	0	5	0	3	3	10	8	7
42	196	154	72	133	238	96	20	8	420	15	78	5	0	5	0	3	3	10	8	7
43	198	156	73	134	242	98	20	8	430	15	78	5	0	5	0	3	3	10	8	7

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44	202	158	74	136	246	98	20	8	440	15	78	5	0	5	0	3	3	10	8	7
45	204	160	75	137	250	100	20	8	450	15	78	5	0	5	0	3	3	10	8	7
46	208	162	76	139	254	101	25	9	460	15	78	5	0	5	0	3	3	10	8	7
47	210	164	77	140	258	101	25	9	470	15	78	5	0	5	0	3	3	10	8	7
48	214	166	78	142	262	102	25	9	480	15	78	5	0	5	0	3	3	10	8	7
49	216	168	79	143	266	103	25	9	490	15	78	5	0	5	0	3	3	10	8	7
50	220	170	80	145	270	103	25	9	500	15	78	5	0	5	0	3	3	10	8	7

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2.3. Power level

All the Creatures in *Creature Law* are made using the same rules as Player Characters, except with regards to Talent choices. Another important issue in Character development is the Power Level of the campaign. Player Characters made using a Power Level higher than the one the Creatures are made with will have an easier time during combat. To correct this, Creatures can be upgraded using bonuses from adding a Power Level. Power levels boil down to a stat modifier; and a skill modifier, as only the starting values are affected by power level.
These can be used to better tweak a Creature for a GM's campaign. So an Epic campaign uses several large modifiers, while low powered campaign should not go beyond the Average progression.

GMs need to add the stat modifier to the relevant stats choosing the two Primary Stats from the Archetype descriptions and also determining two secondary stats that receive the lesser bonus. The GM then chooses two primary skills to apply the skill bonuses to. In short, based on the archetype, the scores of the creature will improve in their particular area of expertise.

One aspect of the Power Level concept cannot be used with creatures however. The maximum amount spent on a talent is not applicable in many cases as a lot of talents are very expensive.

Example: Tantrim is not a basic minotaur. The GM determines he needs to be on par with the Heroic Power Level the PCs are made with. Tantrim uses an Offensive Archetype and GM likes this boss creature to hit really hard, so he applies the two +10 to Tantrim's main weapon skill and to his Ram attack. The GM also figures the +4 stat increases go to Strength and Constitution and the +2 go to Agility and Quickness. This increases Tantrim's Melee OBs with +10 (St/St/Ag), his missile OBs with +8 (Ag/Ag/St), Total Concussion Hits with +8 (Co/Co/SD) and DB with +6 (Qu/Qu/Qu). The GM may record other skill increases as he sees fit. This basically shows that the primary OB is 20 higher on Power Level Heroic, from Average and Hits 8 higher and DB increases by +6. This is true for most creatures of the Offensive archetype.

Power level	Prime stats	Secondary stats	Additional modifier on skills	Resultant modifiers from Power Level to Offensively Oriented Archetypes
Average	+0	+0	+0 on skills	Nothing
Superior	+2	+1	+5 on 2 prime skills	+10 OB, +4 Hits, +3 DB
Heroic	+4	+2	+10 on 2 prime skills	+20 OB, +8 Hits, +6 DB

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Legendary	+6	+3	+15 on 2 prime skills	+30 OB, +12 Hits, +9 DB
Epic	+7	+3	+20 on 2 prime skills	+37 OB, +14 Hits, +9 DB

2.4. Stats

Behind the stats block are the basic stats. In *Rolemaster* 10 stats define in deep detail the basic physical and mental abilities of a Creature. *Creature Law* will deal with all the detail of a Player Character, and will use those 10 stats to the fullest extent. Instead of working out the statistics following the rules for players, the relevant Archetype table has the relevant stat values for the given level, for the archetype, for an average Creature. See *A&CL* section 3.5 for any information regarding Stats

Since Stats in the *A&CL* are not static, values can and will change slowly over time by gaining Levels, suffering damage or other causes. Choice, happenstance and strategic need guide Player Characters and Non-Player Characters on how to divide their level stat gains. In *Creature Law*, this choice has been alleviated by assigning stats a progression table. This is dependent on the Power Level of the GMs campaign and stat distribution. We are assuming Average Creatures here, so it starts with 50 in each Stat and the stats are modified each Level using the Points Buy system and, as the Archetype is gaining Levels, so will the stats increase, according to how important they are to the Archetype. Starting modifications either come from the Race of the Creature or may be assigned by the GM.

2.5. Skills

Skills are what it comes down to in the *Rolemaster* system. They represent the abilities that can be developed by putting in effort and time. People and Creatures have access to exactly the same Skills. The Archetype system will take away any DP calculations from the process, but still the calculations for the Skill totals need to be done. The bonus from the applicable Stats needs to be figured in. The Archetypes have scores for the various basic Skills listed below.

OB

The most important ability for most creatures is their Offensive Bonus. This is a skill the creature may develop at 2 distinct rates. These are Primary OB, in the Archetype tables, are for the weapons considered most important and the Secondary OB, is for the weapons considered less important, or harder to develop. Use the Combat Training skill rank total; called Primary and Secondary OB and add the 3 applicable stats and any modifiers from other sources. For sample NPCs, such with the races section 13.0 consider the Primary and secondary OB to be the melee and ranged OBs.

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DB

This represents most of the defensive bonus for a Creature. Certain Creatures, with the Defensive Archetype or the Discipline Archetype, get a bonus from Body construction, flight, Shield, miscellaneous bonus items and Adrenal Defense or Movement skills and talents, otherwise it is only the Quickness (Qu/Qu/Qu) Stat.

Hits

Hits represent the ability to tolerate damage as per body development skill. Added should be Co/Co/SD bonuses. Each variety also adds a racial talent: Basic Hits. Body Development also determines a creature's Endurance; add the racial Basic Endurance to the Body Development skill. This result may be added to Endurance maneuvers, together with applicable modifiers from circumstances, and accumulated Fatigue penalties. To determine the Hits before death: add the body development rank bonus again to the total hits, to figure the amount of Hits a Character or Creature can go below zero Hits.

PP

This skill is hard to develop for most archetypes, so only spell user archetypes have consistently developed ranks. Here it lists the result of the power development skill. Modifiers from stats are double the Realm stat (see Archetype) and once Co (Rs*/Rs*/Co). For Hybrid Spell users use the lower of the 2 Realm stats.

Skills

Each Archetype has two rates of Skill development categories: Primary and Secondary. Looking at the Archetype tables, we can also see two Skill categories assigned to the Skill development categories. Choose 1-3 skills for each Primary, Secondary and Tertiary category to assign the skill results. This way the GM gets a good estimate of the skills a creature has developed. Add the normal applicable Stats, as per *A&CL* and any modifiers from talents, items and other sources.

Spell Casting

If Creatures are able to cast spells like a spell user, instead of their abilities being innate, the GM needs to examine the PP and Spells section, after determining casting level of the Creature and its Realm of magic. Usually they can be deduced from the Creature's Type and Variety. Determining Level is the easiest: simply look at the Creature's Level. This indicates what Level spells it might use, how fast it can cast those spells and what Level is used as the attack Level for Resistance Rolls (RR), as found in *Spell Law*.

Determining Realm is mostly dictated by the role of the Creature. Essence users will be potential damage dealers and great miscellaneous helpers. Channeling users can usually heal and be able to affect nature. Mentalism users will be beneficial to themselves, mostly, being able to heal and defend themselves and also provide some attack options.

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If the creature is a spell using Archetype, the GM must determine its Base Lists and it is very probable that the Creature will have at least developed those, unless the GM decides otherwise. If there are still spell picks left, its best to spend them on the Open and Closed lists in its Realm(s). Closed list require 2 picks, however.
Spell using Archetypes should select a Realm, but the Stat associated with that Realm should be high. As the Archetypes are shown in the tables above, they are set up for Essence. Simply switch the Empathy stat for Intuition or Presence for Channeling and Mentalism users respectively.
Non-spell-users usually get any spells and PP assigned, via Talents, but also may have developed a simple, limited set of spells for themselves at great DP cost. When assigning spells and PPs to Arms users, keep in mind that their other skills will suffer because of them.

2.6. Talents

Talents are what make a Creature a monster, if they are outside the realm of realism. All creatures have Talents and Flaws; player characters and non-player characters alike. A sampling of Talents can be found in the *A&CL*, for use with Characters. The more outlandish Talents are found in the *Creature Law* however. They cost DP, just as for Characters, and Creatures and monsters pay the same currency as Characters. Some Talents might be innate spells, others might be glands, and others might be extra limbs. Every creature has a certain amount of Talents assigned via a certain way. Creature Category, Type and Variety indicate Talents in almost the same way as a Race. Some might be developed by the GM as NPCs with extra Talents.

The GM allows Bruno to be of a race that has legendary shapechanging abilities to become a bear. The GM determines the chance of having this ability is 5%. Bruno's player rolls a 96 and as promised the GM allows him to add the Shapechange, therianthropy [Bear]. This costs him 30 DP, which Bruno gleefully pays.

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3. Creature Statistics

3.1. Stat block

Listing

Name	Lvl	BMR	Man	Init	Size	Crit	Hits	End	AT	DB	OB	RR C	RR E	RR M	RR P	Tre	Bio

Category		Height	
Type		Length	
Archetype		Weight	

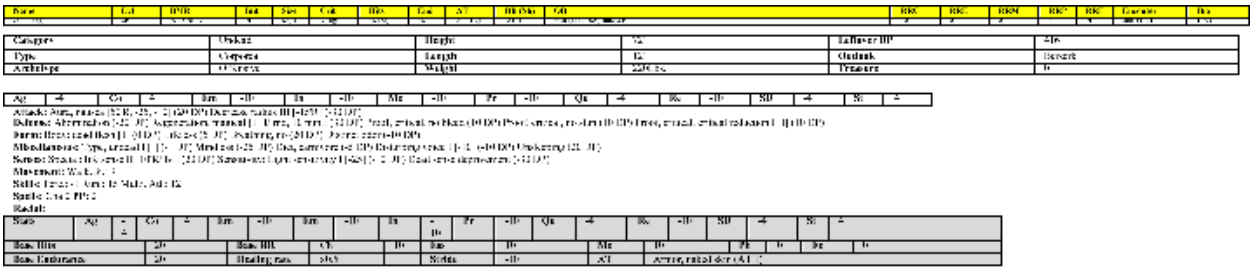
Stats	Ag		Co		In		Em		Me		Pr		Qu		Re		SD		St	

Talents:
Attack
Defense
Form
Miscellaneous
Senses
Movement
Skills
PP
Spells

Racial

Race Stats	Ag		Co		In		Em		Me		Pr		Qu		Re		SD		St		St	

Base Hits		Base RR	Ch		Ess		Me		Ph		Fe	
Base Endurance		Healing rate			Stride		AT					



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This encompasses any statistic a GM might need to run the monster appropriately. All the basics, but also the advanced stats are covered and the talent section 4.3 also gives a good description of anything you might need to know about the monster. The level of detail in the statistic block is absolute. It's a tiny character sheet and probably anything you would ever need is there, except individual spells.
Writing down a monster in such detail might seem like a lot of trouble, but the stat block remains the same for this zombie, or for his master the lich, or for any NPC and monster essentially. Based on the Creature Category, Type and Variety, the Archetype table, the assigned stats, and the creativity of the GM, all creatures can be defined in this way.

3.2. Stat Block Explanation

Variety: Specific creature type. Look in section 2.1 Classifications for a full description. Short version is that it's a member of a specific species of creature.

Archetype: Section 2.2 explains archetypes. They are like a profession for a creature. The Archetype tables provide scores for the creature, per Level.

Level: The foremost important statistic for any creature in *Creature Law* is Level. This defines most of its offensive and defensive power, how high the values are of its Skills and attacks and at what Level it uses its spells, spell-like powers and other talents like disease transmission and poison glands. Creatures of the average Level of the Player Character party are considered to be on par with the Player Characters in the party, providing a challenge to the players in most cases.
Just as for Player Characters, Level defines how much a Creature has learned from its experiences. Direct use of Level occurs mostly during RRs and when determining parameters of spell and Talent effects. This makes Level very important. Next to the Archetype, Creature Category, Type and Variety, the level is what puts numerical meat on a Creature's bones.
For young creatures, sometimes their DP goes in to the negative. This means that some of their talents aren't developed enough for them to use those.

Example: Hatchling dragon Fi hasTalents for elemental bolts, winged flight and casting spells due to being a dragon, but since he doesn't have enough DP to pay for them, he cannot use his breath weapon, take to the sky or cook the meat his mother brought in by heating it up.

Spread: This is meant to define Level spread for Creatures encountered. It indicates how much the Levels might differ within the creature group. Some GMs might look at it and choose a Level based on the spread, others might roll for each Creature, while some disregard the spread.

Level spread table

Roll	Level code							
OE	A	B	C	D	E	F	G	H
-00	Young	Young	Young	Young	Young	Young	Young	-3
01-10	-1	-2	-3	-4	-5	-6	-10	-2
11-15	0	-1	-2	-3	-4	-5	-8	-2

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16-20	0	0	-1	-2	-3	-4	-6	-1
2125	0	0	0	-1	-2	-3	-4	-1
26-35	0	0	0	0	-1	-2	-2	-1
36-45	0	0	0	0	0	-1	-1	0
46-55	0	0	0	0	0	0	0	0
56-65	0	0	0	0	0	+1	+1	0
66-75	0	0	0	0	+1	+2	+2	+1
76-80	0	0	0	+1	+2	+3	+4	+1
81-85	0	0	+1	+2	+3	+4	+6	+1
86-90	0	+1	+1	+3	+4	+5	+8	+2
91-100	+1	+1	+2	+4	+5	+6	+10	+2
101-140	+1	+1	+2	+5	+6	+7	+11	+3
141-170	+1	+2	+3	+6	+7	+8	+12	+3
171-190	+1	+2	+4	+7	+8	+9	+13	+3
191-200	+2	+3	+5	+8	+9	+10	+14	+3
201-250	+2	+4	+6	+9	+10	+11	+15	+3
251-300	+3	+5	+7	+10	+11	+12	+16	+4
301+	+4	+6	+8	+11	+12	+13	+17	+4

Category: Lists the overarching Creature classification. Section 2.1 explains this further. The creature can be found in the *Creature Law* chapter based on the Category.

Type: This is a further subdivision of creature classification. Section 2.1 may be consulted for a fuller explanation.

Stats: Here are listed the total bonuses or penalties for the stats. They include racial modifiers, power level bonus and are calculated for the Average power level. The stats include the 10 standard *Rolemaster* stats: Ag, Co, Em, In, Me, Pr, Qu, Re, SD, and St.

Height, Length and Weight: These statistics are listed not for fun, but because they are necessary for determining many stats for Sreatures, the ones listed and the ones created later. The values listed are averages for the whole gamut of lengths, heights and weights for all the creatures, so males usually are larger and females usually are smaller.
Height (inches): for bipedal Creatures this is measured to the head. For other creatures this is listed to the withers. It usually indicates the length of the stride.
Length (inches): viewed from the side, this is the measurement between the front and the back. Usually this does not include a head and tail.
Weight (Lbs.): weights are listed in pounds. They have a profound effect on the damage done and received by the creature.

Every time sizes change or when calculating weights for new creatures, the following formula is handy:

Look up a creature that has a very similar body structure, then:

(Length New divided by Length Old) raised to the third power times Weight Old gives Weight New.

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If a creature is made of a different material, then use the relative specific weights (relative to flesh) to calculate the final weight by simply multiplying the resulting weight in flesh by the number in the table below.
To account for morphological differences between different sizes, add 10% per size category above Medium.

Material	Mod
Aluminum	3.62
Ash wood	1.00
Balsa wood	0.17
Bone	2.45
Brass	11.70
Bronze	11.49
Cedar wood	0.74
Clay	2.98
Coal	2.13
Diamond	4.26
Ebony wood	1.62
Flesh	1.00
Glass	3.40
Gold	25.64
Granite	3.62
Ice	1.22
Iron	9.47
Ivory	2.49
Lead	15.11
Leather	1.15
Magnesium	2.34
Mahogany wood	0.87
Oak wood	1.00
Pine wood	0.60
Pitch/ tar	1.43
Platinum	28.51
Porcelain	3.19
Rubber	1.57
Salt	2.89
Sand	2.13
Silver	13.94
Steel	10.64
Titanium	5.96
Water	1.33
Wax	2.38

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Maneuver bonus: The maneuver bonus for the Creature is the first listed Movement Skill in its skill listing and any applicable modifiers, such as from their mode of locomotion. Sometimes the modifiers apply only in certain circumstances, such as the Creature wearing armor, or when it is traversing certain terrain; such as a crocodile, or a bird on land. Encumbrance also modifies the maneuver bonus. For specific Skills the creature might possess that allow for other movements; refer to the Skill listing.

Healing rate: Creature's healing rate is listed here. It might be faster, or slower than a common human's x1 wound recovery multiplier. The modifier listed indicates the modification to the time of recovery, so x2 means: creature's wounds take twice as long to heal. X0.5 means twice as fast, or half as long, which is the same. It applies also to concussion hit recovery.

Base hits: Creatures always have a certain base value to determine Hits. Base Hits are derived from the Birth Talent: Tough, or Flaw: Fragile. The creature modifies its base 25 Hits by the value under the Talent Tough or the Flaw Fragile.

Base Endurance: Creature might have some bonus on its basic value for Endurance, when it is special. It is provided by the Talent: Endurance or Flaw: Feeble. Horses, dogs and other naturally long winded creatures should get some bonus. Sickly or inhibited creatures should get a penalty here.

Size: The creature's comparative size is listed here. Medium indicates a creature 6' tall and about 200 lbs. in weight. Medium is the basic size. Larger creatures will use larger attacks and might get bulk and damage bonuses. Smaller creatures might have an easier time hiding, but also suffer penalties due to lack of weight in Feats of Strength contests, cannot use larger items, and suffer more damage from larger attacks. The Increased and Decreased Size Talents will be found among the Talents that modify this. Dense/ Light Boned, Strength Beyond Form/ Weakling are others. Weight determines the size category of the creature, although not necessarily the damage and critical modifications that apply.

High Elven Paladin Nin is a very statuesque female of the species. Her weight, due to her martial training and remarkable size approaches the threshold for becoming Big. However, since her race does not provide the Increased Size Talent, she can never progress in size category, even if she started a pop tart only diet.

Size	weight	example
Miniscule (Mi (1))	0 – 1	Insects, birds, rodents
Diminutive (D (2))	1 – 4	Frog, rabbit, ferret
Tiny (T (3))	4 – 16	Housecat, Tasmanian devil, Tiny antelope
Small (S (4))	16 – 64	Human child, dog, hawk
Medium (M (5))	64 – 256	Dwarf, wolf, pig, man
Big (B (7)	256 – 1,000	Male lion, troll
Large (L (7))	1k – 4k	young drake, horse
Huge (H (8)	4k - 16k	Cyclops, elephant, tyrannosaur
Gigantic (G (9))	16k – 64k	Triceratops, mature drake, mighty earth elemental
Enormous (E (10))	64k – 262k	Old Drakes
Immense (I (11))	262k – 1,000k	Baleen whale

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Behemoth (O (12))	1,000 – 4,000k	dragon construct, behemoth
Leviathan (V (13))	4,000k +	Leviathan

AT: This represents the first line of defense of the Creature. AT stands for Armor Type and indicates to which armor type the Creature's armor is matched. When on humanoid foes the AT is usually just 1, representing naked skin or light clothes. ATs for creatures are rated according to the same numbers as armors for humanoids, except it is the creature's skin, or other covering. AT affects damage received from weapons. Specific natural ATs are talents.

Armor worn: Especially low natural AT creatures may use armoring that can be put on. These fall in the same classifications as armors in the *A&CL*. The creature needs to develop this as a skill to reduce the penalty imparted by wearing the armor. Wearing armor over natural armor doesn't increase armoring. Simply use the best of the ATs.

AT	Animal	Fantasy	Manufactured
1	naked, light fur, light feather coat	Insubstantial	clothing
2	light blubber, heavy fur, thick feather coat, thick skin		thick clothing
3	Herbaceous fibrous structure, thick blubber, scaly bumps, small scales, thick leather skin		padded clothing, soft leather armor
4	Spines, large scales	Brittle, soft crystalline, Chitin, half plate	leather scales armor
5	Arborescent fibrous structure, keratin laminae, small bone plates, large leather plates, leathery shell	Chitin, full plate, very light dragon scales	rigid leather laminae armor
6	bone plate, keratin plate, rigid leathery shell	reinforced thick hide	rigid leather plate armor
7	Brittle crystalline structure	light dragon scales, iron-like scales,giant feather coat, giant snail shell, thick calcium shell	scale armor
8	None	Medium dragon scales, iron-like fur, iron-like skin	mail armor
9	None	hardened chitin half plate, heavy dragon scales, iron-like large plates, stone slab growths	lamellar armor, brigandine
10	None	dragon turtle shell, hardened chitin full plate, iron-like body	plate armor

Critical code: This is where special critical modifications are listed, such as extra critical modifications and damage results a creature might ignore. Talents will dictate which modifiers will be found here. The first indicator is the roman numeral for the size and damage and critical modifications. Simply deduct the number of the opponent that is being attacked. Compare the number against the table below to see the

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modifications to damage done and criticals. A negative number means that the defender has an advantage and a positive number means the attacker has an advantage.

Difference	Damage modification	Critical severity modification		Difference	Damage modification	Critical severity modification
+12	x 13	+12		0	x 1	No mod.
+11	x 12	+11		-1	x ½	-1
+10	x 11	+10		-2	x 1/3	-2
+9	x 10	+9		-3	x ¼	-3
+8	x 9	+8		-4	x 1/5	-4
+7	x 8	+7		-5	x 1/6	-5
+6	x 7	+6		-6	x 1/7	-6
+5	x 6	+5		-7	x 1/8	-7
+4	x 5	+4		-8	x 1/9	-8
+3	x 4	+3		-9	x 1/10	-9
+2	x 3	+2		-10	x 1/11	-10
+1	x 2	+1		-11	x 1/12	-11
0	x 1	No mod		-12	x 1/13	-12

Code	Explanation
I	Creature reduces the severity of any critical by 1. Criticals reduced below A are not rolled. This is in addition to any critical modifications due to Size difference.
!	Creature is immune to stagger, knock back and knock down results.
@	Creature is immune to daze, stun, stunned unable to parry and down results. If the creature can be staggered, relegate the result to the comparable Stagger result: Daze - stagger, Stun/ stun unable to parry - knock back, down- knock down.
#	Creature is immune to bleeding results. Convert every hit of bleeding to a concussion hit.
PK	No Krush: Creature is only affected by half concussion damage from Krushing attacks and does not suffer critical damage.
PG	No Grapple: This creatue cannot be grappled. Apply only half damage from Hits damage and no critical results.
PP	No Punctures: creature takes but half damage from attacks delivering puncture damage and no critical is rolled.
PS	No Slash: creature suffers only half damage from slashing attacks and no critical should be rolled.
PT	No Strikes: creature is partly insusceptible by strike attacks and takes only half damage and no critical damage.
PU	No Unbalancing: creature cannot be unbalanced and receives only half damage from such an attack and never any critical damage.

Adjudicating criticals on non humanoids

Critical results assume a humanoid opponent, which can easily be adjusted for most beings. Across all critical tables and severities, for a given roll, the location is the same (e.g., a roll of 56-60 is a torso hit). In the case more guidance is needed, use the rough rules below.

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Left - right: It is often necessary to know on which side of the body the hit has been scored. If the unmodified attack roll is odd, the hit has been on the foe's left side, while if the unmodified attack roll is even, the hit has been on his right side.

Death: Any critical that specifies death should be considered as causing death, regardless of the target. For example, if a skeleton who does not have a brain receives a critical result that says brain is destroyed, the skeleton's head is destroyed and it is "dead" anyway. Any specific exceptions to this rule will be noted in the creature's description in *Creature Law*.

Multiples of the same limb pair: If the foe has multiple sets of arms, or legs, determine the side using the left-right rule, then randomly determine which limb was hit.

Non-humanoids: If the foe is non-humanoid then shift the location to the most analogous location on the foe. A quadruped's hind legs would be leg locations, while the front legs would be arm locations. An octopus' tentacles would be the leg and arm locations (determine left-right then randomize).

No such location: Snakes, amoebas, and certain other creatures might not have a specific location that matches the given critical location. In these cases, change the text of the critical to affect the torso or other appropriate part, while keeping the actual results of the critical.

Tail: Tails are sensitive areas, being an extension of the spine, so it equates to a groin strike. If it is plausible that the tail has been hit in combat (e.g., frontal attack in a narrow corridor is not), use odd/even to determine groin/tail. For a 66 result, randomly determine if it is the groin or tail.

Wings: For birds and other creatures with no arms, wings will equate to arms. However, if the foe has arms and wings, use the left-right rule then randomly determine if it is an arm or a wing.

Micha, a half human, half snake, is in a fight. Micha has no legs so he will equate the legs to the snake lower body. The next strike to the legs is looked up as normal, but applied to the torso.

Initiative: Each creature embroiled in combat must roll initiative in the ordinary fashion. Added to the initiative roll is this number, the QU stat bonus, only once. Some talents may increase this further, such as Fast Attack.

OB 1-10: This lists the Offensive Bonus of the creature. Each archetype is rated on their primary and secondary weapon choice. Add to this the appropriate stat. Melee attacks will be adjusted by ST/ST/AG, Missile weapons by AG/AG/ST, Thrown weapons by ST/ST/AG. In case of multiple attacks, determine which attacks are developed at maximum capacity and which at a lower rate and use primary and secondary OBs as appropriate.

Attacks: Attacks come from many sources, such as talents, form and as acquired weapons.
Animal attacks are listed with a size of the attack letter first, capitalized; being Mi (1),D (2),T (3),S (4),M (5),B (6),L (7),H (8),G (9), E (10), I(11), O(12), V (13), followed by two or three letters indicating the attack type. Weapons and spell attacks are indicated in exactly the same way: Size letter first with the size class number in parenthesis, then a two or three letter abbreviation for the used attack table.

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Attack directions: In the statistics block there are a number of modifiers that will direct the GM to specifically apply the attacks. First of all: the order of the attacks. The first attack is either the most prominent unarmed attack of the creature. The second number is either the second most important unarmed, or the primary weapon OB. From there the GM is free to apply the attacks, except when there are indications after an attack.

Attack sequence additions

- > the single arrow indicates that the next listed attack may be initiated without spending AP in the same round, if the first listed attack achieves a critical result. This critical result should result in rolling an A critical on the victim. This means that larger creatures are less subject to such follow up attacks. This is due to a natural order of a compound attacks, such as a horn ram or a grab and crush. Sometimes attack sequences might be from attack modes such as pouncing or Unbalancing attacks. In case this symbol appears after a grappling attack, a critical is not enough to trigger it, but the creature needs to engage in grappling, to achieve a 100% grappling percentage, after which the next attack is initiated.
- >> the double arrow means the attack sets the victim up for a second attack the next round, if the first attack yields a critical result. This attack will cost AP as normal. When the first attack is a grappling attack, achieving a critical is not enough to initiate the next attack. The creature needs to achieve 100% grappling percentage to be able to use the next attack.

Cooperation additions

- Coop## This behind an attack signifies that the creature, if it comes in sufficient numbers may jointly attack their victim. If it has the talent: Cooperation: Flock/ Pack Attack: the creatures will add a bonus to their joint attack and may increase the size of their attack by one. If the creatures have Cooperation: Strength In Number, they confuse their foe who gets a -25 to all actions when the ## number of creatures engage it. With the Cooperation: Pick Up and Drop talent, the creatures may use the attack listed to grab their prey and air lift it. They will fly up and deliver it somewhere, or drop it back to the earth from great height (600' is about enough to achieve maximum velocity for a human body).

Multiple attack additions:

- # WF This addition signifies that the # number of attacks that came before it may be used in a # kata attack at the listed bonus. Such an attack will list either the attack to be used when all attacks are the same, or it will list as All, signifying the attacks are diverse. The OB for the attack is the OB used for all the attacks, calculated according to the Kata rules in the *Core book*.

Attack size			Natural attacks			Weapon attacks	
Abbr	Explanation		Abbr	Explanation		Abbr	Explanation
Mi(1)	Miniscule		be	beak, pincer		bo	bola
D(2)	Diminutive		bi	bite, maw		bs	broad sword
T(3)	Tiny		cl	claw, talon		bx	battle axe

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S(4)	Small		cr	crush, fall		cu	club
M(5)	Medium		gr	grapple, wrestle,		da	dagger
B(6)	Big		ho	horn, gore		fa	falchion
L(7)	Large		ra	ram, butt, bash		fl	flail
H(8)	Huge		st	strike		ha	halberd
G(9)	Gigantic		si	stinger		hc	heavy crossbow
E(10)	Enormous		sw	Sweeps throws		hf	heavy flail
I(11)	Immense		tr	trample, stomp		hx	hand axe
O(12)	Behemoth		ebo	Earth bolt		ja	javelin
V(13)	Leviathan		fbo	Fire bolt		lb	long bow
			ibo	Ice bolt		lc	light crossbow
			lbo	Lightning bolt		ls	long sword
			wbo	Water bolt		ma	mace
			cba	Cold ball		px	Pole axe
			fba	Fire ball		qs	quarterstaff
			lba	Lightning bolt		rp	rapier
			sba	Shard ball		sb	short bow
						sc	scimitar
						sl	sling
						sp	spear
						ss	short sword
						ta	lhrown hand axe
						tc	2 handed club
						td	thrown dagger
						tp	thrown spear
						ts	two handed sword
						tw	thrown war hammer
						tx	two handed axe

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						wh	war hammer
						wi	whip
						wm	war mattock

DB: DB is the numerical value deducted from the attack roll of someone trying to hit and means: Defensive Bonus. DB is the Qu bonus times 3, skill ranks from the appropriate Movement Skill in an attempt at passive dodging, flight locomotion bonus and perhaps the learned defense Talent, Adrenal Defense. It should be noted that if the creature is aware, it can elect to use OB as DB, using parrying, or it might elect to use cover, Dodging or Evading, or even Protect someone else. Other DB bonuses may come from Talents and items. Qu DB, Shield and shield skill and Adrenal Defense cannot be used against attacks the creature is not aware of.

Shield: If this says "-", the Creature does not normally use a shield. If there is a letter and a number, this is the total that the Creature may use against a limited number of frontal attackers and the shield skill ranks. Shield DB can be used against only a limited number of opponents, as per *A&CL*.

Hits: These are the basic unit of determining physical punishment this Creature can take. Talents are able to change the number of Hits, such as; Birth Talent: Tough, stat changes to CO and SD affects hit points too. The applicable stats are CO/CO/SD. The creature's size acts as a modifier to any damage received and is applied to the damage before the total damage is applied to the hits. When this number is depleted it means the Creature is unconscious.
Death hits: Creatures drop unconscious on reaching 0 hits, but could suffer more damage, up to their *Brawn: Body Development* rank bonus again negative before dying. (Death occurs at Minus rank bonus).

Endurance: This score is the bonus to a roll to determine if a Creature is getting tired from performing a certain activity. The score adds, together with applicable penalties to an Absolute Maneuver made before performing a certain activity for a specified time. If the roll succeeds, no fatigue penalty is applied to almost all maneuvers of the creature afterwards. Failing the Endurance maneuver results in a -5 or -10 penalty, that will slowly build up, until it reaches -50. Going beyond -50 results in an additional penalty resulting not in easily removed fatigue, but in a minor injury (sprained ankle, stretched tendon), that will also build up in the same manner and progressively get worse as the Character keeps on attempting maneuvers that require Endurance rolls. After rest, the Fatigue penalty up to -50 can be rested off, but any penalty beyond that stays until healed or tended to.

PP: Power Points. The Creature can use these to power its magical Talents. Spells and certain Talents that add spells use up PP. These come from the Power Manipulation: Power Development skill, using Realm/ Realm/ CO as stat bonus because a creature only gets PP for its own Realm. Beings with more than one realm use their Lowest Realm stat bonus to add to the Skill bonus. The talent Innate Power Points will add to this total.

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Spells: Here are noted either several spells the Creature may use, or the total number of spells the Creature has developed. These must be divided over spell lists that the Creature has access to. Normally spell picks listed here may be picked from Base Lists and Open lists one on one, while Hybrid and Pure Spell user Archetypes may convert two of the listed spell picks to one Closed spell, or 6 listed picks for one Restricted spell. Semi spell users do not have this luxury and the GM must figure out the conversion rate for each Semi spell user type.

Realm: The creature's likely Realm is noted for many purposes. It may differ, except for certain Spell user Archetypes, who get assigned specific Realms. Realm determines which stat bonus to use for PP calculations, where the Creature may choose its spells, if any and the RR bonus of +10 to own Realm.

RR (C)hanneling/ RR (E)ssence/ RR (M)entalism/ RR (P)hysical/ RR (F)ear: Here the Resistance Rolls are recorded. Each RR has special modifiers from the Race modifiers and the applicable Stat bonuses. RR Channeling uses IN, RR Mentalism uses PR bonus and RR Essence uses EM stat bonus. When resisting spells from one's own Realm, add +10 to the RR. RR Physical, which is used against Poisons, Diseases and the the like, use the CO stat and RR Fear uses SD. Add the appropriate score when a RR is made to compare against the target number.

Skill: The following is a complete listing of all Skills and their specializations, usable in most games.

Category	Skill	Specialization	Abbreviation			
Non	Non	Non	Non	x	x	x
Animal	Animal Handling	Horse	Ani. Han. Horse	Ag	Em	Pr
Animal	Animal Handling	Camel	Ani. Han. Camel	Ag	Em	Pr
Animal	Animal Handling	Donkey	Ani. Han. Donkey	Ag	Em	Pr
Animal	Animal Handling	Elephant	Ani. Han. Elephant	Ag	Em	Pr
Animal	Animal Handling	Giant Eagle	Ani. Han. G.Eagle	Ag	Em	Pr
Animal	Animal Handling	Specific	Ani. Han. Spec.	Ag	Em	Pr
Animal	Riding	Horse	Rid. Horse	Ag	Em	Pr
Animal	Riding	Camel	Rid. Camel	Ag	Em	Pr
Animal	Riding	Donkey	Rid. Donkey	Ag	Em	Pr
Animal	Riding	Elephant	Rid. Elephant	Ag	Em	Pr
Animal	Riding	Giant Eagle	Rid. G.Eagle	Ag	Em	Pr
Animal	Riding	Specific	Rid. Spec.	Ag	Em	Pr
Awareness	Perception		Perc.	Re	SD	In
Awareness	Tracking		Track.	Re	SD	In
Body Discipline	Adrenal Focus		Adr. Foc.	St	Co	SD
Body Discipline	Adrenal Resistance		Adr. Res.	St	Co	SD
Body Discipline	Adrenal Speed		Adr. Spe.	St	Co	SD
Body Discipline	Adrenal Strength		Adr. Str.	St	Co	SD

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Brawn	Body Development		Body dev.	Co	Co	SD
Brawn	Weight-training		Wei. Trn.	Co	Co	SD
Combat Expertise	Blind Figthing		Bl. Fight.	x	x	x
Combat Expertise	Disarm		Disarm	x	x	x
Combat Expertise	Maneuver in Armor		Man. In Arm.	x	x	x
Combat Expertise	Mounted Combat		Mount. Com.	x	x	x
Combat Expertise	Multiple Attacks		Multi. Att.	x	x	x
Combat Expertise	Protect		Prot.	x	x	x
Combat Expertise	Restricted Quarters		Restr. Quar.	x	x	x
Combat Expertise	Reverse Strike		Rev. Str.	x	x	x
Combat Expertise	Subduing		Subd.	x	x	x
Combat Training	Directed Spell	Shock bolt	Dir. Spe. Shock	Ag	SD	R*
Combat Training	Directed Spell	Water bolt	Dir. Spe. Water	Ag	SD	R*
Combat Training	Directed Spell	Ice bolt	Dir. Spe. Ice	Ag	SD	R*
Combat Training	Directed Spell	Fire bolt	Dir. Spe. Fire	Ag	SD	R*
Combat Training	Directed Spell	Lightning bolt	Dir. Spe. Lightn.	Ag	SD	R*
Combat Training	Directed Spell	Spec.	Dir. Spe. Spec.	Ag	SD	R*
Combat Training	Energy Weapons	Spec.	En. Wea. Spec.	Ag	Ag	SD
Combat Training	Firearms	Spec.	Firearms. Spec.	Ag	St	SD
Combat Training	Melee Weapons	Spec.	Mel. Wea. Spec	Ag	St	St
Combat Training	Ranged Weapons	Spec.	Ran. Wea. Spec.	Ag	Ag	St
Combat Training	Shield		Shield	Ag	St	St
Combat Training	Siege Weapons	Spec.	Sie. Wea. Spec	Re	SD	In
Combat Training	Unarmed	Strikes	Strikes	Ag	St	St
Combat Training	Unarmed	Sweeps	Sweeps	Ag	Ag	St
Composition	Illusion Crafting		Comp. Illusion	Em	In	Re
Composition	Musical Scoring		Comp. Mus. Sco.	Em	In	Re
Composition	Reporting		Comp. Report.	Em	In	Re
Composition	Speech Writing		Comp. Speech	Em	In	Re
Composition	Song Wrting		Comp. Song.	Em	In	Re
Composition	Play Wright		Comp. Play	Em	In	Re
Composition	Specific		Comp. Spec.	Em	In	Re
Crafting	Fabric craft	Specific	Fabric Cr. Spec.	Ag	SD	Me
Crafting	Wood Craft	Specific	Wood Cr. Spec.	Ag	SD	Me
Crafting	Metal Craft	Specific	Metal Cr. Spec.	Ag	SD	Me

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Crafting	Stone Craft	Specific	Stone Cr. Spec.	Ag	SD	Me
Crafting	Drawing/ painting	Specific	Draw. Craft. Spec.	Ag	SD	Me
Crafting	Leather Craft	Specific	Leath. Cr. Spec.	Ag	SD	Me
Crafting	Culinary Craft	Specific	Culinary Cr. Spec.	Ag	SD	Me
Delving	Attunement		Attune.	Em	In	Pr
Delving	Runes		Runes	Em	In	Pr
Gymnastic	Acrobatics		Acrob.	Ag	Qu	St
Gymnastic	Contortions		Contor.	Ag	Qu	St
Gymnastic	Jumping		Jump.	Ag	Qu	St
Lore	Alchemical		Lor. Alch.	Me	Me	Re
Lore	Artifact		Lor. Arti.	Me	Me	Re
Lore	Chemistry		Lor. Chem.	Me	Me	Re
Lore	Elemental		Lor. Elem.	Me	Me	Re
Lore	Extra planar		Lor. Extr. Planar	Me	Me	Re
Lore	Fauna		Lor. Fauna	Me	Me	Re
Lore	Fey		Lor. Fey	Me	Me	Re
Lore	Flora		Lor. Flora	Me	Me	Re
Lore	Heraldry		Lor. Herald.	Me	Me	Re
Lore	History	Specific	Lor. Hist. Spec.	Me	Me	Re
Lore	Materials	Metal	Lor. Metal	Me	Me	Re
Lore	Monster		Lor. Mon.	Me	Me	Re
Lore	Materials	Organics	Lor. Organics	Me	Me	Re
Lore	Race	Specific	Lor. Rac. Spec.	Me	Me	Re
Lore	Region	Specific	Lor. Regio. Spec.	Me	Me	Re
Lore	Religion	Specific	Lor. Reli. Spec.	Me	Me	Re
Lore	Shapechanger		Lor. Shapech.	Me	Me	Re
Lore	Spell		Lor. Spell	Me	Me	Re
Lore	Materials	Stone	Lor. Stone	Me	Me	Re
Lore	Symbol		Lor. Symb.	Me	Me	Re
Lore	Undead		Lor. Und.	Me	Me	Re
Lore	Materials	Wood	Lor. Wood	Me	Me	Re
Lore	Materials	Cloth	Lor. Cloth	Me	Me	Re
Lore	Materials	Leather	Lor. Leather	Me	Me	Re
Magical Expertise	Grace	Spell list	Grace. Spell l.	x	x	x
Magical Expertise	Transcendence		Transcend.	x	x	x
Magical Expertise	Spell Trickery		Spell Trick.	x	x	x

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Medical	Herbalism		Herbalism	Me	Re	In
Medical	Medicine		Medicine	Me	Re	In
Medical	Poison Mastery		Pois. Mast.	Me	Re	In
Mental Discipline	Control Lycanthropy		Contr. Lycanthr.	SD	SD	Pr
Mental Discipline	Meditation		Meditation	SD	SD	Pr
Mental Discipline	Mental Focus		Men. Foc.	SD	SD	Pr
Movement	Climbing		Climb.	Ag	Co	St
Movement	Flying		Fly.	Ag	Co	St
Movement	Swimming		Swim.	Ag	Co	St
Movement	Running		Run.	Ag	Co	St
Environmental	Navigation		Nav.	Re	Me	In
Environmental	Piloting	Wagon	Pilot. Wagon	Re	Me	In
Environmental	Piloting	Steam ship	Pilot. Steam	Re	Me	In
Environmental	Piloting	Sailing ship	Pilot. Sail.	Re	Me	In
Environmental	Piloting	Dirigible	Pilot. Dirigible	Re	Me	In
Environmental	Piloting	Sled	Pilot. Sled	Re	Me	In
Environmental	Piloting	Specific	Pilot. Spec.	Re	Me	In
Environmental	Survival	Biome	Surv. Biome	Re	Me	In
Environmental	Survival	Arctic	Surv. Arctic	Re	Me	In
Environmental	Survival	Desert	Surv. Desert	Re	Me	In
Environmental	Survival	Marsh	Surv. Marsh	Re	Me	In
Environmental	Survival	Ocean	Surv. Ocean	Re	Me	In
Environmental	Survival	Swamp	Surv. Swamp	Re	Me	In
Environmental	Survival	Temperate	Surv. Tempe.	Re	Me	In
Environmental	Survival	Tropical	Surv. Tropic.	Re	Me	In
Environmental	Survival	Urban	Surv. Urban	Re	Me	In
Performance Art	Acting		Acting	Me	Em	Pr
Performance Art	Music	Singing	Singing	Me	Em	Pr
Performance Art	Music	Drums	Drums	Me	Em	Pr
Performance Art	Music	Flutes	Flutes	Me	Em	Pr
Performance Art	Music	Wood Winds	Wood Winds	Me	Em	Pr
Performance Art	Music	Horns	Horns	Me	Em	Pr
Performance Art	Music	Plucked String	Pl. Strings	Me	Em	Pr
Performance Art	Music	Specific	Spec.	Me	Em	Pr
Performance Art	Music	Bowed String	Bow. Strings	Me	Em	Pr
Performance Art	Trickery	Sleight of Hand	Slei of Hand	Me	Em	Pr

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Performance Art	Trickery	Cheating	Cheat.	Me	Em	Pr
Performance Art	Trickery	Pick Pocket	Pick Pocket	Me	Em	Pr
Performance Art	Trickery	Stage Magic	Stage Mag.	Me	Em	Pr
Performance Art	Trickery	Specific	Spec.	Me	Em	Pr
Power Manipulation	Channeling		Channel.	R*	R*	Co
Power Manipulation	Power Development		Pow. Dev.	R*	R*	Co
Power Manipulation	Power Projection		Pow. Proj.	R*	R*	Co
Science	Research		Sci. Research	Me	Re	Re
Science	Archeology		Sci. Archeo.	Me	Re	Re
Science	Architecture		Sci. Archi.	Me	Re	Re
Science	Engineering	Mechanical	Sci. Eng. Mech.	Me	Re	Re
Science	Mathematics		Sci. Mathe.	Me	Re	Re
Science	Astronomy		Sci. Astro.	Me	Re	Re
Science	Biology		Sci. Biol.	Me	Re	Re
Science	Physics		Sci. Phys.	Me	Re	Re
Science	Specific		Sci. Spec.	Me	Re	Re
Social	Influence	Charm	Charm	Em	In	Pr
Social	Influence	Duping	Duping	Em	In	Pr
Social	Influence	Intimidation	Intimidat.	Em	In	Pr
Social	Leadership		Leadersh.	Em	In	Pr
Social	Social Awareness		Soc. Aware.	Em	In	Pr
Social	Trading		Trading	Em	In	Pr
Spells	Magic Ritual	Alteration	Mag. Rit. Alt.	R*	R*	Me
Spells	Magic Ritual	Creation	Mag. Rit. Crea.	R*	R*	Me
Spells	Magic Ritual	Defensive	Mag. Rit. Def.	R*	R*	Me
Spells	Magic Ritual	Destruction	Mag. Rit. Dest.	R*	R*	Me
Spells	Magic Ritual	Elemental	Mag. Rit. Elem.	R*	R*	Me
Spells	Magic Ritual	Healing	Mag. Rit. Heal.	R*	R*	Me
Spells	Magic Ritual	Informational	Mag. Rit. Info.	R*	R*	Me
Spells	Magic Ritual	Summoning & Transporting	Mag. Rit. Summ.	R*	R*	Me
Spells	Spell list	Specific	Spell list Spec.	R*	R*	Me
Subterfuge	Ambush	Melee	Amb. Melee	Ag	SD	In
Subterfuge	Ambush	Ranged	Amb. Rang.	Ag	SD	In
Subterfuge	Ambush	Directed Spell	Amb. Dir. Spell	Ag	SD	In
Subterfuge	Ambush	Unarmed	Amb. Unarmed	Ag	SD	In

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Subterfuge	Ambush	Specific	Amb. Spec.	Ag	SD	In
Subterfuge	Hiding		Hiding	Ag	SD	In
Subterfuge	Stalking		Stalking	Ag	SD	In
Technical	Mechanics	Specific	Mechanics. Spec.	Ag	Re	In
Technical	Mechanics	Mechanical	Mechanics. Mech.	Ag	Re	In
Technical	Locks		Locks	Ag	Re	In
Technical	Traps		Traps	Ag	Re	In
Vocation	Trade	Sailor	Prof. Sailor	Em	Me	Re
Vocation	Trade	Soldier	Prof. Soldier	Em	Me	Re
Vocation	Trade	Farmer	Prof. Farmer	Em	Me	Re
Vocation	Trade	Miner	Prof. Miner	Em	Me	Re
Vocation	Trade	Trapper	Prof. Trapper	Em	Me	Re
Vocation	Trade	Scribe	Prof. Scribe	Em	Me	Re
Vocation	Trade	Specific	Prof. Spec.	Em	Me	Re
Vocation	Service	Valet	Serv. Valet	Em	Me	Re
Vocation	Service	Porter	Serv. Proter	Em	Me	Re
Vocation	Service	Coachman	Serv. Coachman	Em	Me	Re
Vocation	Service	Reader	Serv. Reader	Em	Me	Re
Vocation	Service	Preacher	Serv. Preacher	Em	Me	Re
Vocation	Service	Lawyer	Serv. Lawyer	Em	Me	Re
Vocation	Service	Notary	Sev. Notary	Em	Me	Re
Vocation	Service	Specific	Serv. Spec.	Em	Me	Re
Vocation	Service	Attendant	Serv. Attendant	Em	Me	Re
Vocation	Administration	Officer	Org. Officer	Em	Me	Re
Vocation	Administration	Quartermaster	Org. Quarterm.	Em	Me	Re
Vocation	Administration	Seneschal	Org. Seneschal	Em	Me	Re
Vocation	Administration	Librarian	Org. Librarian	Em	Me	Re
Vocation	Administration	Teacher	Org. Teacher	Em	Me	Re
Vocation	Administration	Specific	Org. Spec.	Em	Me	Re

Biomes: Creatures have places that they live. Some have a preferred climate, others a preferred terrain for survival. The information presented here classifies creatures according to the following table:

Code	Biome	Humidity	Flora	Fauna
I	Ice Caps & Polar Deserts	Arid	Dwarf shrubs, mosses, lichen, some woody	Seals, penguins, walruses, arctic foxes,

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			shrubs in southern regions, scattered grasses and herbs	arctic terns, whales.
T	Tundra	Semiarid	Low shrubs, sedges, mosses, lichen, grasses, flowers,	Mosquitoes, flies, bees, caribou, seals, wolves, migratory birds.
B	Boreal Forests	Humid	Evergreen conifers: pine, fir, spruce, taiga, and blue spires. Some oak, maple, elm, poplar in southern parts	Chipmunks, weasels, foxes, wolves, deer, bear, Large herbivores (moose), owls, hawks, a few reptiles
X	Desert& Xeric Shrublands	Arid	Evergreen or deciduous shrubs with small leaves or spines, succulents, bore-burrs	Burrowing animals, reptiles such as lizards and snakes, owls, *large carnivorous reptiles*
P	Prairies & Steppes	Semiarid	Perennial grasses and flowering plants adapted to drought, fire, and cold, blastnuts, bore-burrs	Grazing animals, wild horses, canines, rodents, weasels, badgers, foxes, *giant beetles, spiders*.
F	Temperate Forests	Humid	Broadleaf and coniferous trees – oak, hickory, maple, cedar, flowering herbs.	Most boreal fauna, squirrels, rabbits.Reptiles & amphibians, snakes, turtles,mountain lions, timber wolf, *giant insects*
D	Hot Deserts	Arid	Ground-hugging shrubs, short woody trees, cacti, balloonpods.	Burrowers, kangaroo rats, insects, arachnids, reptiles, and birds.
S	Savannas & Grasslands	Semiarid	Perennial grasses 3'+ tall. Drought and fire resistant trees and shrubs, *giant carnivorous plants*	Hoofed mammals, antelopes, cats, canines, elephants, giraffes, rhinos, *giant beetles and spiders*
J	Tropical Forests	Humid	Large variety of trees, orchids, vines, ferns, mosses, and palms, *gort (euphoric drug)*	Simians, large cats, variety of insects, birds, *large reptiles and amphibians, giant insects*
A	Alpine	Any	Varies by elevation, as forests (low), shrublands (mid), or tundra (high) Varies	mountain goats, alpacas, marmots, elk, beetles, *large birds (griffons, rocs)*
E	Essænce	Any	Enchanted varieties, *healing herbs*	Enchanted varieties, *unicorns, dragons.*
O	Oceans	Any	Seaweed, algae, fungi, sponges.	Shellfish, fish, some mammals, crustaceans, turtles, *giant fish and serpents.*

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U	Underground	-	Fungi, root systems from above.	Many insects of all sizes, burrowers, reptiles, amphibians, bats, *giant slug, Earth Drake, Cyclops.*
L	Any Land	-		
W	Anywhere	-	Plants are mostly biome specific.	*Demons, Elementals, Artificials, Races.*

Frequency: This statistic is given to indicate the overall rarity of the Creature in its Biomes. It is an indication how populous the Creature is in its natural habitat. Extraneous factors apply to heighten or lower the frequency rating. It may actually be found outside its climate comfort zone, but it will be even more rare than is indicated here. If someone is specifically looking for the Creature; add the Frequency difficulty modifier to the appropriate Academic: Lore (specific) Skill maneuver and Awareness: Tracking maneuvers to locate such a creature.

Outlook: This indicates how this Creature will react to outside influences. It is linked to how the Creature lives and will react to the outside world, but also determines in broad strokes how it will have developed its skills. Depending on any natural Talents, the outlook will determine largely in which archetype the Creature can be classified.

Aggressive: The Creature is actively looking to commit violent acts. It will provoke others, impose itself on more timid beings and and reacts forcefully to any provocation. The Offensive Archetype is most probably its path of development. Sometimes the Stealth Archetype might be more appropriate.
Aloof: The aloofness usually has a good reason. Either the being knows it can easily escape, or it is so powerful that others present pose no more threat than a fly to a human. Interaction is useless because the being doesn't care, or it will only check to see if violence is imminent. The Defensive Archetype applies here, or perhaps the Spell caster Archetype.
Altruistic: Altruism is not very common, because of the survival of the fittest principle. Those that are altruistic are either rich beyond the wildest dreams, or have abilities that grant them freedom from normal needs, so they are free to help others. They do this even if that means going against their own goals, or sacrificing some of their wealth. The Discipline Archetype is not a bad way to go here, although the Hybrid and, or Spell user Archetypes might be used.
Belligerent: This being is actively seeking to pose its will on others by any means, often resorting to violence. It will attack without provocation, or react in a bad way to most interactions. The Offensive Archetype might do well, or the Stealth Archetype.
Berserk: The creature is either mindless, or driven insane and will indiscriminately attack anything it perceives as living, or a threat. The Offensive Archetype is typical, as no other Archetype's abilities will be used.
Carefree: Carefree demeanor is a sign of control. The Creature is convinced of its own superiority, imagined, or real. It will, however, react to interactions, with appropriate measures. Discipline Archetypes might be carefree, or Skill Archetypes, when in their normal environment.
Considerate: Beings that adhere to a considerate demeanor help others and believe in the greater good of all. They are positive and helpful and will resort only to violence if provoked on many occasions. Skill Archetypes might be considerate. Semi spell user Archetypes as well.

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Cruel: This demeanor is most rotten. Not only does the creature actively seek violence, it delights in inflicting pain, suffering and sadness. Stealth Archetype fit in this demeanor, but Offensive archetypes might be cruel as well.
Crusading: These creatures are out to get something big done. They feel everything and everyone is involved and they will be blatantly expecting aid and alliance, and not being given that, take it as their right. They are hard to reason with, unless their goal is parallel to one's own. Discipline or Semi spell user Archetypes might fit this bill.
Dominant: Creatures that display dominant behavior seek to bend others to their will. Threats of violence, or perhaps magic powers are frequent to cow others to their will. In the end they might execute their threats for real. Spell users of any type might be like this, but Offensive Archetypes also display this kind of behavior.
Friendly: Seeks to befriend beings, without any ulterior motives, or desires other than companionship and talk. Spell user Archetypes might be appropriate or Defensive ones.
Greedy: Greed is the root of all evil, but basic greed is human nature. Greedy beings covet what they have not and might resort to any trick to get it, from barter to stealing to outright murder. The Stealth Archetype is most appropriate, but also the Skill Archetype.
Helpful: The helpful demeanor is all about helping others, but within reason. Also it usually has its own goals that coincide with those being aided. Skill Archetype, or Spell user Archetype fit well in this demeanor.
Hidden agenda: This Outlook displays some other demeanor than its actual demeanor, to mislead, or trick others, or it might be to escape persecution. Stealth Archetypes typically belong in this demeanor, but Spell users of any kind could have hidden agendas. They pursue these, regardless of the situation.
Hostile: This demeanor is very dangerous. Violence ensues on any interaction and it differs from berserk only that it is not a state of mindless slaughter. Offensive Archetype only.
Hungry: This being has a normal disposition, but when it is hungry, it turns into something different....It will probably hunt anything down that seems edible. Offensive, or skill Archetypes could be like this.
Hunting: These beings are looking for something that is on the move, such as game, or criminals. They will be asking questions, or examining their surroundings and then leaving unless they have found their quarry. Stealth and Semi spell user Archetypes are possibly hunting.
Inconsiderate: Being inconsiderate is more a way of living. Trying to get on top by any means. Such creatures do not care for the suffering of others and gladly tread anything in their path down. Stealth Archetypes almost by definition fall in this demeanor, although Offensive archetypes fit well, as well.
Inquisitive: This creature is actively looking to learn more. This says nothing of its motive, but it will intrude on any business, private or no. Also it will be initiating interaction at every possibility. Skill Archetypes might be disposed such, but also perhaps Semi spell users.
Jumpy: Jumpy creatures will extensively scan their surroundings and anything that startles them, or seems threatening, will cause them to turn tail and bolt. Defensive Archetypes mostly are of this disposition. Skill Archetypes might react the same.
Normal: Having a normal demeanor means that the Creature neither bolts at the first sign of danger, neither charges headlong in every fight, but is somewhere in between. Most beings leading an ordinary life will be normally disposed. Skill and discipline Archetypes fit well enough.
Obsessive: Beings on a quest are very focused on achieving it. Hindering them might lead to violent interactions, and helping them might incur their friendship. They usually cannot talk of anything else besides their obsession and distractions from it as viewed with distrust. Discipline and Semi spell user Archetypes might be obsessively following a quest most often.

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Open: The open demeanor is about exchange of information. They don't mind questions, asked and asking. They can be too inquisitive, but will not press on if rebuffed. Discipline and Semi spell user Archetypes are most likely to have this demeanor.
Passive: Passive creatures just wait and see what happens. They somehow aren't reacting fully to outside influences. They will react against violence, but little else moves them. Defensive archetypes are sometimes passive. As are Spell user Archetypes.
Playful: Normally youthful, or fey, these creatures want to have fun, all the time. For them its play, for others it might be more serious. Interactions are mostly fun, embarrassing, or painful and might resolve in hostilities. Spell user and Semi spell user Archetypes are likely to have a playful demeanor.
Protective: Protective demeanor is where a being has something that is valued and wants to protect it. Sometimes they are under a geas to stand watch and sometimes it is a mother protecting her babies. Actions that deal with approaching and/ or taking the protected subject, lead to violence. Defensive Archetypes are sometimes considered protective, or Offensive archetypes.
Secretive: The creature has a secret it needs to hide and will do anything, like posing as some other demeanor, to keep it. The nature of the secret could be anything, but the deception is always there. Spell user Archetypes are notoriously secretive as are Stealth archetypes.
Timid: Shy and unforthcoming, this demeanor makes beings shy away from interaction. They respond mostly with silence and will back off at every opportunity, especially when confronted with violence. Defensive archetypes are likely to be timid, as are Skill Archetypes.

Example: Pixies have been assigned Playful as their demeanor. The GM decides he needs a more serious pixie NPC, who occasionally can't resist the temptation of pulling a prank on those around him. He assigns the demeanor Inquisitive, to indicate a desire for the Pixie to interact, not pull pranks all the time, and get a chance to get acquainted with the PC party in order to serve his storyline.

Treasure: This gives the average treasure a member of the variety is likely to own, either on its person, or in a lair, somewhere.

TREASURE CODE TABLE

Encounter: Number encountered. This is mostly a logical number range indication, such as social group size, or soloist tendencies. It is better to assign how many beings are encountered, to keep the challenging factor in line.

Encounter	Average Number	Random	Group
Solo	1	1d2	Any.
Yoke	2	1d3	Any, oxen.
Streak	3	1d6	Tigers.
Span	4	1d8	Horses, oxen.
Team	5	1d10	Horses, oxen, ducks.
Gaggle	6	1d12	Geese.
Section	7	2d6	Squids.

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Brood	8	3d4	Birds, Chickens, jellyfish.
Array	9	2d8	Hedgehogs.
Coterie	10	4d4	Prairie dogs.
Posse	11	2d10	Turkeys.
Party	12	3d6	Jays.
Ensemble	13	2d12	Any.
Parliament	14	3d8	Owls.
Band	17	3d10	Jays.
Gang	19	4d8	Bisons, buffalos, elks.
Pod	20	3d12	Pelicans, walruses, seals, whales, porpoises, alligators.
Platoon	22	4d10	
Pack	25	5d10	Coyotes, carnivorous dinosaurs, dogs, sheep, hounds, weasels, wolves, mules.
Group	27	6d10	Giraffes, guinea pigs.
Flight	30	8d10	Swallows, doves, birds, swans.
Unit	50	1d100	
Crew	60	12d10	
Troop	83	15d10	Buffalos, foxes, kangaroos, monkeys, baboons, apes, gorillas.
Herd	101	2d100	Pronghorns, reindeer, seals, sheep, swans, walruses, whales, wrens, yaks, zebras.
Company	152	3d100	Actors, soldiers.
Flock	202	4d100	Ducks, goats, sheep, geese, magpies, camels, ostrich, parrots, pidgeons, wrens.
School	303	6d100	Porpoise, sharks, whales, codfish, dolphins, Fish.
Tribe	400	8d100	Goats, magpies.
Brigade	500	1d1000	
Horde	1000	2d1000	Rats, gerbils, gnats, hamsters, mouse.
Host	1500	3d1000	Sparrows, locusts.
Regiment	2500	5d1000	
Swarm	5000	1d10000	Termites, bees, eels, butterflies, flies, grasshoppers, ants, locusts.
Army	10000	2d10000	Caterpillars, frogs.

BMR: Base Movement Rate. This is related to creature size, its Quickness and how many legs it uses for movement. Four legs is quite efficient, and having more legs makes the speed increase drop off. Base rate indicates the amount of feet traversed during a round of movement at walking pace. Pace multipliers apply when the creature is trying to move faster, or slower. Using the assigned movement talents, the base rate can be calculated using the following formula: Base movement for movement talent + 1'/ rnd per 3" difference from 6' + Qu bonus/2 (once) + any modifiers from Movement and Form Talents.

Talents: These are special abilities that a creature has not trained for but was born with, or gained by following a certain regime, which then accustomed their body to being able to use the specific talent. Talents may add anything from within the realm of physical reality, or outside those bounds, such as elemental breaths or such a terrible visage as to turn people to stone.

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Attack: Here are the creature's offensive capabilities listed. They range from physical attacks, to immolations and poison and disease use.

Defense: This lists the creature's defensive talents. Immunities, proofs, certain auras and special ATs are among the list.

Form: Creature's form is always a big contributor to its abilities and talents. This lists the talents under the Form category.

Misc: Being's talents that do not fall in one of the other talent categories are named here. Understandably a very diverse group.

Sense: Creature's enhanced, or bad senses are revealed under this heading. Having no sense organs, or specialized senses are listed here as well. Senses that are basically as powerful as a human's will not be listed and assumed to be present.

Locomotion: The modes of locomotion available to a creature can be found here. In all cases each creature has at least one mode of locomotion, even if it is Rooted. The modes give a base movement rate to work from, as modified shown below. Flight should be faster and burrowing should be slower. Also given is the bonus to the maneuver score the creature uses for making its maneuvers. Every mode of locomotion is rated according to the natural grace, or lack thereof.
For modes of locomotion the creature is not adapted for, or there is no movement listed, assume the creature operates as if the Fifth Tier Awkward Movement talent is applicable: and apply a 80% movement penalty. Example: a human has only its bipedal movement listed; so if he goes climbing or swimming, his movement rate is decreased by 75% and he is limited to Run maximum pace. Also apply -20 to his standard movement maneuver total, unless he has developed *Movement: swimming skill*.

Description: Here one can read more about the creature. Its habits, favorite tactics, breeding and feeding habits. Sometimes small clues about attacks and special talents are given here. Ranges are sometimes listed. In the case of Range Increments, per *RM A&CL*, they are noted as <5'/ lvl>. If a range is given as a normal number, but the GM needs to figure out the range increments, divide the range by 5.
GMs should note that any value found in the descriptions is ultimately subject to his own judgement.

Example: The GM looks up the flying speed of a grand demon. It is listed as 46' per round. He decides to use 45' per round because his battlemat is divided in 5' hexes.

The same is true for talents and other abilities presented in the description. Sometimes the GM may need to adjudicate which talents are available to a creature at a certain time and which it may use.
In the case of shapechangers use which talent seems more appropriate. Most shapechangers may change to a half form and use as many talents as they have paid for. Such half forms are totally subject to GM discretion.

Example: In a bizarre twist of fate, Rockmelter Suzi has become half Sstoi'ss'lithi, half Dwarf. The two forms are very incompatible so the GM rules that she cannot become a dwarf with poison fangs nor a snake with hair and other mammalian feature. She pouts a little but accepts the GM's ruling.

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4. Creature Talents

Besides the normal talents for characters, *Creature Law* has a gigantic and diverse selection of other talents and abilities. These range from having some special armoring, to being able to breathe fire, to having flippers and fins to propel the creature through the water. Such talents set a creature apart from a character. Although the GM may allow a character to possess a talent from the creature list, it is recommended that this not be allowed unless, of course, the character belongs to a race of creatures which has this ability. These talents are usually above the power and scope of the talents allowed to the player characters and may not be appropriate for normal settings.

That said, it is possible to create a race from every creature, allowing the GM to shape any NPC in the way he wants, making it possible to develop pets, monster NPCs, and even player-characters with a monster race. The GM is advised to take extreme caution with this approach in terms of game balance. Also the general populace does not take well to monstrous characters, making it necessary to avoid attention and population centers.

Each talent adds not only some ability or power, but of course a corresponding bio-mechanical addition. Fire breath may require special glands, Gills would show on the outside of the neck or face, and pincer attacks would require some modification to the creature's hands or feet. The GM should keep control of these modifications and base the reactions of the populace on this. Likewise, creatures with talents do normally look a certain way and GMs should make an effort to describe a creature's talents and their workings to enhance his game and the players' experience.

Balorus the Mit has inherited a single pincer and some armored plates on his torso and arms from a distant ancestor who apparently was a lobster. He hides his pincer hand in a large oven mit and he always wears long sleeved garments, but when he must punish one of his underlings, he likes to confront them shirtless and slowly uncover his pincer before he shears off their finger.

Also sometimes creatures have extraordinary talents that fall outside the norm in terms of range, power and effect. Such talents are followed by modifier talents that always start with Increase X or Decrease Y. Simply add the value of the modifier talent to the previous talent. Sometimes more than one apply.

Teridas, a Dragonian, can spit fire in a long stream. His special glands and his Dragonian lungs increase the range of this stream. Normally the Elemental bolt V talent has a range of 5'/ lvl and the Increase range II talent adds another 5'/ lvl, for a total of 10'/ lvl or <2'>/ lvl range increments.

4.1. Talent categories

Creature talents and flaws are categorized using the following categories: Attack, Defense, Miscellaneous, Sense and Movement. These are arbitrary categories and do not have the same meaning as

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those in the *A&CL*. Where the *A&CL* may be used to restrict and bar access to certain talents to certain characters, the Creature Law categories are used for easy reference when looking up a creature and playing an encounter.

Attack

These talents add attacks, or damage to attacks, or attack-like abilities. This category enhances the challenge of a creature by enhancing its ability to deal damage. Also theoffense related flaws are found here, so they can be found quickly.

Defense

In this category are talents that increase the challenge of a creature by making it more resilient against attacks, by adding AT, proofs, immunities, and special abilities such as auras of elemental energy and others. Also here are the susceptibilities and other defense flaws.

Form

This category encompasses talents linked with shape and body. A creature's form is usually telling of its purpose, power and other factors. Form talents add special, visible features on a creature, or within the creature, but they are not offensive or defensive features, barring a few exceptions.

Movement

Movement talents assume that most creatures have at least one type of movement. The more modes of locomotion, the more talents they have. However, when a certain type of movement is not listed, such as swimming type movement, or climbing type movement, it will be treated as awkward movement. Normally this is handled as tier IV (75% reduction) for most types, derived from the primary, first listed, movement. Deviations from this will be listed in most cases.

Senses

Any creature needs at least one type of sense to be able to survive. Normally all creatures have a number of senses to more fully be aware of their surroundings and increase their survival. The basic senses sight, hearing, smell, taste and touch are assumed to be present, as well as the less well known senses of balance, temperature and pressure. These senses might be missing, or enhanced from their normal human baseline and will be listed under the senses talents.
Poor senses will be listed as a penalty and acute normal senses will impart a bonus to the Perception skill, but some senses will be given qualifications of animal senses. These impart a bonus and give more and improved abilities in their sensor range and power.

Miscellaneous

This talent category is a catch all for those talents that do not fit in another category, such as magical talents, reproductive talents and all others.

4.2. Talent action times

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To execute a Talent or other action, it is necessary to know the number of Action Points (AP) this takes. This roughly indicates how much time it takes and if an action can be shortened for a penalty to the activity. *Creature Law* rates every talent according to the *A&CL* Action Points.

Some Talents are rated as Automatic. These can be always active, or activated at will, costing no AP in activation nor operation.

4.3. Talent table

5.1 RMU Talent name	CL	RMU	Flaw	Parameters	Tier	# tier	Cost DP	Parameter 1	Parameter 2	Parameter 3	Parameter 4	Parameter 5	Parameter 6	Parameter 7	Action
Accurate attacks	Attack	Combat		[Attack, Bonus]	1	4	15/ tier	Attack	5/ tier						Attack
	Certain **Attacks,** when they connect and cause criticals, may add **Bonus** to the critical.														
Accurate attacks, slaying	Attack	Combat		[Attack, Condition, Bonus]	1	4	10/ tier	Attack	Condition	5					Attack
	Certain **Attacks,** when they connect and cause criticals, may add **Bonus** to the critical, if a certain **Condition** is satisfied. Conditions might range from hitting a certain individual, certain creature category, type or variety or to hitting a certain Size.														
Acid attack	Attack	Combat		[Attack, Critical, Severity]	1	5	5+5/ tier	Attack	Acid	A/ tier					Auto
	Attack is accompanied by equal severity, but capped at maximum of **Severity, Acid** critical. Apply the maximum critical if a foe is touching the creature on its own volition.														
Acid mouth I	Attack	Combat		[Range, Attack, Radius, Severity]	1	3	25	2'/ lvl	Mwater bolt	3'R	B				Attack
Acid mouth II	Attack	Combat		[Range, Attack, Radius, Severity]	2	3	40	3'/ lvl	Lwater bolt	4'R	C				Attack
Acid mouth III	Attack	Combat		[Range, Attack, Radius, Severity]	3	3	55	5'/ lvl	Hwater bolt	5'R	D				Attack
	Creatures saliva is extremely acidic. It may spit at creatures in **Range,** using the water bolt table at **Size**. Creatures in **Radius** of initial victim get splashed with a +0 Mwater bolt attack. All criticals are Acid. Also when it bites, victims receive an equal severity, maximum **Severity** Acid critical.														
Adrenal defense	Attack	Combat		[Bonus]	1	10	5/ tier	5/ tier							Auto
	When aware of the attack, the creature may gain **Bonus** as DB from a defensive fighting style learned with one Combat training skill. Bonus DB is affected by encumbrance.														
Ambush predator	Attack	Combat		[Terrain, Ambush rank bonus, Ambush ranks]	1	10	12+3/ tier	Terrain	+5/ tier	+1/ tier					Attack
	Creature lies in wait in **Terrain,** to emerge to strike unsuspecting victim, using **Ambush skill bonus** to ambush skill, if succesful **Ambush ranks** skill to critical result.														
Animate vines	Attack	Combat		[Range, Attack]	1	3	6+4/ tier	2'/ tier/ lvl	Grapple						Attack
	Creatures viny limbs may crawl along the ground with astonishing speed to trip and envelop creatures caught by its attack, within **Range** on **Attack** table.														
Attacks sequence	Attack	Combat		[Attack1, Sequence1, Attack2, Sequence2, Etc.]		1	10								Auto
	Attacks must be sequenced. Any attack followed by a ">" allows the next attack to be made in the same round. If an attack is followed by a ">>" the following attack must be made the next round. The creature may also make any attack separate from the other attacks, but must follow normal rules. This talent simulates such attacks as horn butts, bear hugs and wolf takedowns.														

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Augmented natural attack	Attack	Combat	[Attack, Critical, Severity]	1	3	10/ tier	Attack	Critical	-3 Severity +1/ tier				Attack
	The **Attack** of this creature also inflicts a **Critical** of **Severity** extra. The critical usually is of the mechanical type: Krush, Slash, Puncture, Grapple, and Unbalancing. Each tier will raise the severity, based upon the primary critical, starting -2 severities for tier I.												
Aura, blood	Attack	Birth	[Radius]	1	1	120	50'R						Auto
	Creature attracts blood. Any open bleeding wound has its bleeding rate doubled in **Radius** and it splatters unto the creature, after flying unnaturally through the air. Any blood that touches the creature is absorbed and added to its current hits total, up to its maximum.												
Aura, chaos I	Attack	Birth	[Radius, Percent, Sev1, Sev2]	1	5	40	10'R	10%	C	A			Auto
Aura, chaos II	Attack	Birth	[Radius, Percent, Sev1, Sev2]	2	5	45	10'R	10%	D	A			
Aura, chaos III	Attack	Birth	[Radius, Percent, Sev1, Sev2]	3	5	50	10'R	10%	D	B			
Aura, chaos IV	Attack	Birth	[Radius, Percent, Sev1, Sev2]	4	5	55	10'R	10%	E	B			
Aura, chaos V	Attack	Birth	[Radius, Percent, Sev1, Sev2]	5	5	60	10'R	10%	E	C			
	Creature's alien nature warps reality around it to suit its chaotic nature. **Percent** chance within **Radius** to change random objects in the creature's vicinity. Weapons that attack the creature may also be affected. Creature's touch yields **Severity1** Impact critical. In its vicinity, 10'R, one receives **Severity2** Impact critical. Instead of Impact criticals, the GM may vary the critical randomly at his discretion.												
Aura, fear	Attack	Birth	[Radius, RR mod]		5	10+5/tier	1'R/ tier/ lvl	0					Auto
	Creature has a magical effect that makes others jumpy and panicky. Seeing the creature will cause others in the area **Radius** to lose nerve and turn tail and run. Fear RR at **RR mod** against creature level. Mild failure1-25: Balk, Moderate failure 26-50: Retreat, Severe failure 51-100: Routed, Extreme failure 100+: Broken.												
Aura, gloom	Attack	Birth	[Radius, RR mod, Time]		1	40	20'R	-10	1 hr				Auto
	Creature spreads the depression and anguish that is the source of its existence. In **Radius,** all make a Fear RR, at **RR mod**, or suffer depression (-15 to all actions) for **Time.**												
Aura, nausea	Attack	Birth	[Radius, Penalty, RR mod]		1	20	50'R	-25	-10				Auto
	Sensing this creature and its foul habits, powers, appearance or other emanations, forces a victim in **Radius** to make a RR versus Fear at **RR mod**, or suffer the **Penalty** to all actions due to nausea. This last as long as exposure to the creature and for 10 minutes thereafter.												
Aura, nightmare	Attack	Birth	[Radius, RR mod, Stat, Dmg, Interval]		1	30	10'R	-20	Co	2	1x/ rnd		Auto
	This creature's gift for disturbing magical song lends them the ability to destroy the recuperative benefits of sleep by inducing terrible nightmares. All in **Radius** make a Mentalism RR, at **RR mod**, or do not gain any benefits from sleeping, such as reducing lost Hits, PP and Fatigue penalty. A second Physical RR without RR mod is allowed against **Stat** drain of **Dmg** each **Interval.**												
Aura of Sith	Attack	Birth	[Radius 1, Sev 1, Radius 2, Effect 1, Radius 3, Effect 2]		1	125	50'R	C	20'R	Drain 50% Hits and PP	5'R	*20- Absolution Pure*	Auto
	Sith drains souls that come too close to him. Within **Radius 1**, victims experience a soul chilling experience and receive a Cold critical of **Sev 1**, every round. Within **Radius 2**, the victim must make a Channeling RR or lose half their remaining Hits and PP, replenishing Sith's, this effect applies just once within a 24 hrs. period. Within **Radius 3**, everyone is subjected to the spell 20- Absolution Pure (Dark Channels, Evil Base, Channeling), every round.												
Aura, paralytic	Attack	Birth	[Radius, RR mod, Interval]		1	30	10'R	-10	1x/ hr				Spell
	The creature may unleash a burst in **Radius** that paralyzes victims for 1 round per 5% failure on a Mentalism RR at **RR mod**. The creature may unleash the burst every **Interval.**												
Bad eye/ weak arm	Attack	Combat	Flaw [Penalty]	1	5	-5/ tier	-10/ tier						Attack
	Creature's ineptitude in either its bad eye for aiming, or its weak throwing arm, cause it to miss often. Apply the **Penalty** to any ranged attack.												
Bone discus thrower	Attack	Birth	[Attack, Poison, Range]	1	20	Hand axe	Poison	5'/ lvl					Attack
	Internal discus thrower launches discs coated with **Poison,** strike on **Attack** table, within **Range.** Attacks can be made every other round, due to need for momentum. Serrated edges cause the disks to inflict an additional, same severity **Slash** critical.												

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Aura, Attack effect I	Attack	Birth	[Effect, Radius, RR mod, Realm]	1	50	15+5/ tier	Effect	1'R/ lvl	0		Auto
Aura, 9- *Holy Aura I*	Attack	Birth	[Effect, Radius, RR mod, Realm]	9	50	60	9- *Holy Aura I*	10'R	0	Channeling	Auto
Aura, 15- *Holy Aura II*	Attack	Birth	[Effect, Radius, RR mod, Realm]	15	50	90	15- *Holy Aura II*	10'R	0	Channeling	Auto
Aura, 20- *Holy Aura III*	Attack	Birth	[Effect, Radius, RR mod, Realm]	20	50	115	20- *Holy Aura III*	10'R	0	Channeling	Auto
Aura, 9- *Major Pain*	Attack	Birth	[Effect, Radius, RR mod, Realm]		1	60	9- *Major Pain*	9'R	-25	Mentalism	Auto

Creature presence causes those within **Radius,** to suffer **Spell or Effect**. **Realm** RR with **RR mod** allowed to avoid Spell.

Cooperation: flock/ pack attack I	Attack	Combat	[Attack, Number, Bonus, Size]	1	5	10	Attack	100	20	+1Size	Auto
Cooperation: flock/ pack attack II	Attack	Combat	[Attack, Number, Bonus, Size]	2	5	15	Attack	20	15	+1Size	
Cooperation: flock/ pack attack III	Attack	Combat	[Attack, Number, Bonus, Size]	3	5	20	Attack	10	10	+1Size	
Cooperation: flock/ pack attack IV	Attack	Combat	[Attack, Number, Bonus, Size]	4	5	25	Attack	5	10	+1Size	
Cooperation: flock/ pack attack V	Attack	Combat	[Attack, Number, Bonus, Size]	5	5	30	Attack	3	10	+1Size	

Creature, when **Number** are attacking on a single creature, may use **Attack** table with **Bonus** and **Size** modifiers. Restrictions on how many creatures can fit around a combatant apply. A Medium creature can be attacked by 3 large, 6 Medium, 10 Small, 20 Tiny and 100 Diminutive creatures. This scales up and down similarly.

Cooperation: pick up and drop I	Attack	Combat	[Number, Size]	1	4	5	2	+0 Size			Attack
Cooperation: pick up and drop II	Attack	Combat	[Number, Size]	2	4	15	4	+1 Size			
Cooperation: pick up and drop III	Attack	Combat	[Number, Size]	3	4	30	10	+2 Size			
Cooperation: pick up and drop IV	Attack	Combat	[Number, Size]	4	4	55	25	+3 Size			

When **Number** of creature's kind have a hold on **Size** target, they take him to the air and drop him from 600' height maximum: subjecting it to a +600 Fall crush attack. Attaining a hold means that the collective grappling percentage must have reached 100%.

Cooperation: strength in numbers I	Attack	Combat	[Number, Penalty]	1	5	10	50	-25			Auto
Cooperation: strength in numbers II	Attack	Combat	[Number, Penalty]	2	5	20	20	-25			
Cooperation: strength in numbers III	Attack	Combat	[Number, Penalty]	3	5	25	10	-25			
Cooperation: strength in numbers IV	Attack	Combat	[Number, Penalty]	4	5	35	5	-25			
Cooperation: strength in numbers V	Attack	Combat	[Number, Penalty]	5	5	50	3	-25			

These creatures may come in such great **Number,** as to overwhelm and confuse their foes, incurring a **Penalty** on foe's actions when engaged.

Cry, despairing I	Attack	Combat	[Radius,RRmod, Interval]	1	5	20	20'R	0	1x/ 6 rnds		Spell

Being may utter a despairing Wail once per **Interval,** all in **Radius** make a Mentalism RR with **RR mod** or suffer despair (-1 per 1 failure) Apply the despair penalty also on Fear RR. Fail by 101+: Suicide.

Cry, fearing II	Attack	Combat	[Radius, RRMod, Interval]	2	5	25	20'R	0	1x/ 6 rnds		Spell

All those hearing in Radius are subjected to making a Fear RR at **RR mod**. Confer to the normal fear rules. Creature may repeat the cry at **Interval.** Those unaffected will not be afraid for another 24 hrs.

Cry, stunning III	Attack	Combat	[Radius, RR mod, Interval]	3	5	30	20'R	0	1x/ 6 rnds		Spell

Using its high, piercing, wailing cry, this creature could stun its foes, if they fail a Physical RR, at **RR mod** in **Radius**. Per 5 failure, 1 rnd stunned. Creature may use it at **Interval.**

Cry, paralyzing IV	Attack	Combat	[Radius,RRmod,Interval]	4	5	40	20'R	0	1x/ 6 rnds		Spell

Being may utter a Cry in **Radius,** all make Physical RR at **RR mod** and be paralyzed for 1 rnd/ 5 failure. Cry may be uttered at **Interval.**

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Cry, fearing, greater tier V	Attack	Combat		[Radius, RRMod, Interval]	5	5	50	100'R	0	1x/ 6 rnds			Spell
All those hearing in **Radius** are subjected to making a Fear RR at **RR mod**. Confer to the normal fear rules. Creature may repeat the cry at Interval. Those unaffected will not be afraid for another 24 hrs.													
Dead eye/ Great arm	Attack	Combat		[Range bonus]		5	7/ tier	+10					Attack
Being has a knack for aiming, or a talent for throwing objects, all his range penalties may be reduced by range **Bonus,** up to zero (0).													
Death roll	Attack	Combat				1	20						Attack
Being may inflict terrible damage when it gets a solid grip. On 100% grappled targets, roll any subsequent criticals from further attacks twice, applying the best result on the appropriate critical table. Subsequent attacks usually are bites. This does not allow an extra critical.													
Decrease attack size	Attack	Combat	Flaw	[Attack, Size reduction]	1	3	-10/ tier	Attack	-1 size/ tier				Auto
Size of previous talent with Attack is reduced by **Size reduction.**													
Decrease radius	Attack	Combat		[Radius decrease]	1	3	-10/ tier	-5'R/ tier					Auto
The radius of the aforelisted Talent is reduced by **Radius decrease.**													
Decrease time	Attack	Combat		[Time decrease]	1	3	3/ tier	-1 rnd/ tier					Auto
The time in the Talent that is listed before this talent is reduced by **Time decrease.**													
Disease mouth I	Attack	Birth		[Disease, Range, RR mod]	1	4	15	Disease	Touch	0			Attack
Disease mouth II	Attack	Birth		[Disease, Range, RR mod]	2	4	20	Disease	1'/ lvl	0			
Disease mouth III	Attack	Birth		[Disease, Range, RR mod]	3	4	25	Disease	2'/ lvl	0			
Disease mouth IV	Attack	Birth		[Disease, Range, RR mod]	4	4	30	Disease	3'/ lvl	0			
Creature's saliva is toxic with **Disease** agents. Either its bite, when it achieves a critical, forces a Physical RR against creature's level, with **RR mod**, or it may eject a spit bolt of diseased saliva in **Range.** Resolve this attack on the waterbolt table, doing no damage, but when a critical is achieved, the target must make a Physical RR, against **RR mod**, at creature's level, or suffer specific **Disease.**													
Disease touch	Attack	Birth		[Disease, RR mod]	1	1	25	Disease	0				Attack
Upon achieving a critical, the being inflicts its victim with **Disease**. A Physical RR is allowed at **RR mod**.													
Distracting light	Attack	Birth			1	1	15						Skill
Creature may flare up a light in its vicinity, fooling others in to thinking it is a far off camp fire or a lit window, or perhaps a firefly nearby. Sheer Folly (-50) Perception maneuver to distinguish which is which, in addition to other modifiers.													
Elemental ball I	Attack	Birth		[Element, Attack, Radius, Range, Interval, Uses]	1	3	30	Element	MCold ball	10'R	<1'>/ lvl	1x/ 3 rnds	50x/ day	Spell
Elemental ball II	Attack	Birth		[Element, Attack, Radius, Range, Interval, Uses]	2	3	45	Element	SFire ball	10'R	<1'>/ lvl	1x/ 3 rnds	50x/ day	
Elemental ball III	Attack	Birth		[Element, Attack, Radius, Range, Interval, Uses]	2	3	60	Element	MFire ball	10'R	<1'>/ lvl	1x/ 3 rnds	50x/ day	
Elemental ball IV	Attack	Birth		[Element, Attack, Radius, Range, Interval, Uses]	3	3	75	Element	MLightning ball	10'R	<1'>/ lvl	1x/ 3 rnds	50x/ day	
Creature's elemental breath may be expelled as a ball of 1'D of type **Element,** up to **Range.** At a chosen or determined center point, the ball explodes and in **Radius** everyone suffers **Attack.** Threat a chosen center target as suffering a Big attack. Every **Interval** can it expel a new ball, for **Uses** per day.													
Elemental bolt I	Attack	Birth		[Element, Attack, Range, Interval, Uses]	1	6	20	Element	DLightningbolt	<1'>/ lvl	1x/ 3 rnds	50x/ day		Spell
Elemental bolt II	Attack	Birth		[Element, Attack, Range, Interval, Uses]	2	6	25	Element	MWater bolt	<1'>/ lvl	1x/ 3 rnds	50x/ day		
Elemental bolt III	Attack	Birth		[Element, Attack, Range, Interval, Uses]	3	6	30	Element	Mice bolt	<1'>/ lvl	1x/ 3 rnds	50x/ day		
Elemental bolt IV	Attack	Birth		[Element, Attack, Range, Interval, Uses]	4	6	35	Element	BIce bolt	<1'>/ lvl	1x/ 3 rnds	50x/ day		
Elemental bolt V	Attack	Birth		[Element, Attack, Range, Interval, Uses]	5	6	40	Element	Mfire bolt	<1'>/ lvl	1x/ 3 rnds	50x/ day		

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Elemental bolt VI	Attack	Birth	[Element, Attack, Range, Interval, Uses]	6	6	45	Element	Mlightning bolt	<1'>/ lvl	1x/ 3 rnds	50x/ day	
	Creature can project **Element** of type as a bolt, on a single target in **Range.** It may do this every **Interval,** for **Uses** per day.											
Elemental cone I	Attack	Birth	[Element, Attack, Cone, Interval, Uses]	1	4	40	Element	Mcold ball	<1'>, 1'D/ lvl	1x/ 3 rnds	50x/ day	Spell
Elemental cone II	Attack	Birth	[Element, Attack, Cone, Interval, Uses]	2	4	45	Element	Sfire ball	<1'>, 1'D/ lvl	1x/ 3 rnds	50x/ day	
Elemental cone III	Attack	Birth	[Element, Attack, Cone, Interval, Uses]	3	4	55	Element	Mfire ball	<1'>, 1'D/ lvl	1x/ 3 rnds	50x/ day	
Elemental cone IV	Attack	Birth	[Element, Attack, Cone, Interval, Uses]	4	4	70	Element	Mlightning ball	<1'>, 1'D/ lvl	1x/ 3 rnds	50x/ day	
	Being's breath may be used to breathe a cone of **Element** type. It is Resolved as **Attack** within **Cone.** Victims on the center line are treated as suffering a Large attack. This can be done every **Interval,** for **Uses** per day.											
Elemental immolation	Attack	Birth	[Element, Severity, Radius]	1		15+5/ tier	Element	A/ tier	5'R			Auto
	All within **Radius** of creature receive **Severity** of type **Element** critical.											
Elemental internals	Attack	Combat	[Element, Attack, Severity]	1	5	5+5/ tier	Element	Attack	A/ tier			Attack
	Attacking with its **Attack,** creature also inflicts a critical of equal severity, up to a maximum of **Severity,** critical of **Element** type. Such extra criticals are not subject to Size System, meaning they are not reduced, nor increased by the victim being a different size. Any natural or melee attacks on the creature, also inflict the elemental critical on the attacker, also of the same severity of the attack and with a maximum as indicated by the tier. This applies also to a continued touch, such as a grappled creature, applying the critical severity of type to the victim. Higher tiers allow higher criticals.											
Elemental volatility	Attack	Birth	[Element, Size]	1	3	10/tier	Element	+1 Size/ tier				Attack
	By ramming its victim, this elemental being of **Element** type, may explode causing damage as Type elemental, also dissipating itself. Air and Earth: Cold ball with Krush crits, Ice: Coldball, Fire: Fireball, Lightning: Lightning ball, Water: Fireball with Impact crits. Apply the being's Size modifier, as per standard size rules on the first tier and further tiers increase the size of the attack.											
Elemental weave	Attack	Birth	[Element, Severity, Range, Time]	1	5	20+5/ tier	Element	A/ tier	5'/ lvl	1 rnd		Spell
	Creature's elemental ability allows it to form a wall, 1' thick, 10' high, of **Element** type, that it can extend 60' per round within **Range.** The wall lasts **Time** and does a **Severity** critical of elemental type. The severity is indicated by the tier.											
Enhanced natural attack	Attack	Combat	[Attack, Size]	1	3	10/ tier	Attack	+1 Size/ tier				Auto
	Creature has a natural weapon that is scaled up in size from its normal size. Apply the **Size** to the initial size modifiers to **Attack** table.											
Fast attack	Attack	Combat	[Bonus]	1	4	10/ tier	+5/ tier					Auto
	Creature gets **Bonus** to initiative.											
Fighting brick	Attack	Combat	Flaw [Pace level increase]	1	2	-10/ tier	+1 pace					Skill
	Creature is not maneuverable. It suffers an increased penalty to OB and maneuvers when it tries to move. Apply the pace penalty that is either one or two **Pace level**s higher, depending on the tier of this flaw.											
Foiler	Attack	Combat	[Fumble]	1	5	7/ tier	+1 Fumble/ tier					Auto
	Creature fights underhanded and dirty. Any attacks made by opponents against it have an increased **Fumble** range.											
Gaping maw	Attack	Birth	[Size difference]	1	3	15+10/ tier	-4 Size + 1 Size/ tier					Attack
	Creature's maw is so large it may swallow beings of **Size difference**, or smaller, whole. Default Size is 4 size categories smaller then own size. Resolve a grapple attack on the target, in addition to the bite attack. At 100% grapple the victim is forced to the stomach or gullet.											
Gaze: trance I	Attack	Birth	[Range,RR mod]	1		15	5'/ lvl	0				Spell
	The being can lock eyes with a victim in **Range** to hold it in a trance-like state, if it fails its Mentalism RR at **RR mod.** The victim is so far gone that pain, or other discomfort will not wake it from this trance. Concentration keeps up the trance.											
Gaze, holding II	Attack	Birth	[Range, RR mod]	2		20	5'/ lvl	0				Spell
	When gazes lock, Mentalism RR with **RR mod,** within **Range** to avoid hold as Hold Kind spell, lvl 8, Mentalism, Mind control. Concentration keeps up the hold.											
Gaze: sleep III	Attack	Birth	[Range,RR mod]	3		25	5'/ lvl	0				Spell
	The being may catch eyes with a victim in **Range** to inflict a sleep, if it fails its Mentalism RR at **RR mod.** The victim is asleep as if during normal night.											
Gaze, charm IV	Attack	Birth	[Range, RR mod, Time]	4		30	5'/ lvl	0	10 min/ lvl			Spell

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	Being may lock gaze with other, for a Mentalism RR with **RR mod,** if within **Range.** Failure indicates a victim is charmed as *Charm kind, Mentalism, Mind Control*. Lasts **Time.**										
Gaze, electrifying V	Attack	Birth	[Range, Bonus, Attack, Interval]	5		35	5'/ lvl	30	DLightningbolt	1x/ 3 rnds	Spell
	On locking gazes, bolts of energy leap from some appendage, within **Range** with OB **Bonus** on **Attack** table. Can be done as often as described by **Interval.**										
Gaze: true hold VI	Attack	Birth	[Range, RR mod, Time]	6		40	5'/ lvl	0	1 rnd/ lvl		Spell
	This creature's gaze causes its victim to lose all power of motion and remain motionless. Mentalism RR at **RR mod.** As *16- Hold Kind True* (Mind Control, Mentalist, Mentalism). Works at **Range,** for **Time.**										
Gaze, petrifying VII	Attack	Birth	[Range, RR mod]	7		50	5'/ lvl	0			Spell
	Locking gaze with this creature can turn one to stone. This lock can happen even when eyes meet by way of a mirror. Fear RR with RR mod within **Range.** The duration of petrification is determined by the degree of RR failure. Mild failure results in petrification for d100OE minutes; Moderate failure results in petrification for d100OE days, Severe failure results petrifies victim for d100OE months and extreme failure turns the hapless victim to stone for 1d100OE years.										
Grappling horns	Attack	Birth		1	1	30					Attack
	Horns capture prey of one size below own size to allow a secondary attack after achieving a 100% grapple.										
Grip strength	Attack	Birth	[Size]	1	3	10+10/ tier	+1 Size/ tier				Attack
	Creature may use larger weapons than normal. **Size** larger weapons may be used as one handed weapons, or **Size** larger weapons plus one in 2 hands.										
Grip, unrelenting I	Attack	Combat		1	3	25					Auto
	Any grapple% the creature attains cannot be reduced by brute strength maneuvers and it can be made to relent only if stunned, physically killed, or destroyed.										
Grip, smothering II	Attack	Combat		2	3	35					Auto
	On a 100% grapple result, the victim is cut off from air and begins asphyxiation. See *A&CL*.										
Grip, crushing III	Attack	Combat		3	3	40					Auto
	Creature's grappling attack also crush the life from its victims. If the grappling percentage reaches 100, the victim dies from shock, trauma and crushed and shattered bone fragments traveling up his blood stream. Treat up to 30% grappling percentage as light, up to 50% as moderate and above as severe bone injuries, with associated penalties and for severe injuries treat the affected body part as useless.										
Hollow projectile thorns I	Attack	Birth	[Range, Attack, Bleed]	1	2	15	<1'>/ lvl	MCrossbow	1B		Attack
Hollow projectile thorns II	Attack	Birth	[Range, Attack, Bleed]	2	2	25	<1'>/ lvl	BCrossbow	2B		
	Creature can fire hollow thorns at victims within **Range.** The thorns strike on the **Attack** table. Being hollow, any hit will cause the victim to lose blood at **Bleed** rate.										
Holy fire strike	Attack	Birth			1	25					Attack
	Creature's attacks are considered holy and fiery. Evil beings, and those with Abomination talent, struck receive additional Holy and Heat criticals of equal severity to the normal attack.										
Holy/ unholy champion	Attack	Birth			1	15					Attack
	This creature is such good standing with its deity that its attacks are accompanied by Holy criticals, of equal severity already delivered on beings of opposite standing, or with the Abomination talent.										
Hypnotic I	Attack	Combat	[Range,RR mod]	1	2	20	2'/ lvl	0			Spell
Hypnotic II	Attack	Combat	[Range,RR mod]	2	2	26	5'/ lvl	0			
	Failing a Mentalism RR, at **RR mod,** those in **Range** must follow the light and do not care where they thread. This opens the victims up for trickery, entrapment and feeding.										
Increase attack size	Attack	Combat	[Attack, Size increase]	1	3	10/ tier	Attack	+1 Size/ tier			Auto
	The previous **Attack** listed is increased by **Size increase.**										
Increase cone I	Attack	Combat	[Cone parameter increase]	1	3	5	+1', 1'D/ lvl				Auto
Increase cone II	Attack	Combat	[Cone parameter increase]	2	3	10	+2', 1'D/ lvl				
Increase cone III	Attack	Combat	[Cone parameter increase]	3	3	15	+3', 2'D/ lvl				
Increase cone IV	Attack	Combat	[Cone parameter increase]	4	3	20	+4', 2'D/ lvl				
Increase cone V	Attack	Combat	[Cone parameter increase]	5	3	25	+5', 3'D/ lvl				

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Creature's cone attack that precedes this talent is enhanced by adding **Cone parameter increase** to the initial cone volume.

Increase radius	Attack	Combat	[Radius increase]	1	3	10/ tier	+5'R/ tier					Auto

Being's previously listed talent that has a radius is enhanced by **Radius increase.**

Increase range I	Attack	Combat	[Range increase]	1	3	4	+<0.5'>/ lvl					Auto
Increase range II	Attack	Combat	[Range increase]	2	3	10	+<1'>/ lvl					
Increase range III	Attack	Combat	[Range increase]	3	3	20	+<2'>/ lvl					

Creature's preceding talent's range is enhanced by **Range increase.**

Increase RR modification	Attack	Combat	[RR modification increase]	1	5	10/ tier	+10/ tier					Auto

Creature's preceding talent with a RR mod is enhanced by adding **RR mod increase.**

Increase splash radius	Attack	Birth	[Radius increase]	1	10	2/ tier	+1'R/ tier					

Creature's previously listed talent with a splash radius has its splash radius increased by **Radius increase.**

Leech, adrenaline	Attack	Birth	[Fatigue penalty, RR mod]	1	5	10+5/ tier	-5 fatigue/ tier	-10				Attack

Being's touch is draining internal energy, causing a **Fatigue penalty,** reducing its own fatigue penalty. The target gets a Physical RR at **RR mod.** The GM may wish to have a varying drain amount, by dividing the penalty across critical severities. For example a -20 fatigue penalty could become -4 penalty per severity, so an A critical would inflict just a -4 penalty, while a G critical inflicts a -28 penalty.

Leech, blood	Attack	Birth	[Dmg, RR mod]	1	6	10+5/ tier	5 hits/ tier	-10				Attack

When the creature strikes true, i.e. achieves hits damage on its attack, it may also leech away **Dmg** hits, adding them to his own. The victim is allowed an RR vs Physical, at **RR mod,** to defend against this. GMs may wish to distribute the drained Hits amount per critical severity, so a 10 Hits drain, becomes 2 Hits drain per severity.

Leech, mana	Attack	Birth	[PP, RR mod]	1	5	10+5/ tier	5 PP/ tier	-10				Attack

If creature hits with one of its attacks, it also siphons **PP** from the target, adding them to its own. RR vs creature's Realm, at **RR mod** is allowed. A GM may wish to vary the PP drained by critical severity, distributing the Hits drained per severity. E.g. 15 PP drain, could become a 3 PP per critical severity.

Life drain, aura	Attack	Birth	[Radius, Time]	1	10	15+5/ tier	+5'R/ tier	3 rnds		3 rnds		Auto

Creature needs energy so badly, that it drains it from victims within **Radius.** Life drain, hunger talent determines damage done. It begins to drain after Time. Victims in the radius experience a cold feeling.

Life drain, paralysis or sleep	Attack	Birth	[Spell, Spell list, Realm, lvl]		1	24	Paralyze I	Mind attack	Mentalism	7		Attack

Creature's Life drain talent may either convey a *2- Sleep* (Mentalism, Mind Control) , or *8- Hold kind (*Mentalism, Mind Control) Spell, RR against Mentalism as normal.

Life drain, stun	Attack	Birth	[Spell, Spell list, Realm, lvl]		1	20	Jolts III	Mind attack	Mentalism	5		Attack

Creature's Life drain talent also causes the victim to be stunned on an additional RR vs Channeling, as the spell: 2- Dark Stunning for 1 rnd/ 5 failure.

Life drain, hunger	Attack	Birth	[Stat, Dmg, RR mod]	1	10	5/ tier	Stat	1/ tier	-10			Attack

This creature has need for a specific type of energy, supplied by **Stat.** It may use its Phantom touch, Life drain, touch, or Life drain, aura talent to gather it, although simply touching the victim is sufficient to affect the drain. Victim must make an RR vs. Physical at **RR mod,** or suffer **Dmg,** applied as a penalty to the Stat bonus with all effects associated, such as decrease in skill bonuses. Stat bonus reduced to -15, but has been drained at least 20 points, results in victim's death. Stat could be Ag, Co, Pr, In, Em, St, Qu, SD, Me, Re. Every extra stat allows a separate RR against draining. GMs may wish to distribute the amount drained over the critical severity, so a 5 point drain might become 1 point per severity. On touch, or hits at least 1 point is drained.

Life drain, touch I	Attack	Birth	[Element, Severity, Bonus, Attack]	1	5	10	Element	A	10	Cold ball		Attack
Life drain, touch II	Attack	Birth	[Element, Severity, Bonus, Attack]	2	5	15	Element	B	10	Cold ball		Attack
Life drain, touch III	Attack	Birth	[Element, Severity, Bonus, Attack]	3	5	20	Element	C	10	Fire ball		Attack
Life drain, touch IV	Attack	Birth	[Element, Severity, Bonus, Attack]	4	5	25	Element	D	10	Fire ball		Attack
Life drain, touch V	Attack	Birth	[Element, Severity, Bonus, Attack]	5	5	30	Element	E	10	Lightning ball		Attack

This talent may apply damage from the Life drain, hunger talent. It represents more extreme forms of stat draining. When attacking with weapons this creature does an additional, maximum Severity critical of **Element** type. If touched with a bare appendage, it does a **Bonus** attack on **Attack** table with **Element** type criticals. Although the ball attack tables are used, neither center target bonus, nor any radius applies.

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Magical secretion	Attack	Birth	[Effect, Lvl, RR mod]		1	14	2- Sleep (Mentalist Base, Mentalism, Mind Control)	2	0			Auto
	Creatures subject to this being's secretions, suffer **Effect,** if they fail a RR versus **Lvl,** at **RR mod**. Effect can be anything described, but usually a spell, or other talent. RR type is dependent on the Effect.											
Material destruction I	Attack	Combat	[Material, Volume ,Time]	1		20	Flesh	5cu'	1 rnd			Attack
Material destruction II	Attack	Combat	[Material, Volume ,Time]	2		30	Wood	5cu'	1 rnd			
Material destruction III	Attack	Combat	[Material, Volume, Time]	3		40	Brittle/ earth	5cu'	1 rnd			
Material destruction IV	Attack	Combat	[Material, Volume, Time]	4		50	Stone	1cu'	1 rnd			
Material destruction V	Attack	Combat	[Material, Volume, Time]	5		60	Metal	1cu'	1 rnd			
	Creature may envelop a **Volume** of Material, or weaker stuff, and crush it in at least **Time.**											
Material destruction, enhanced	Attack	Combat		1	1	20						Auto
	Creature has enhanced capacity for destruction. It may multiply the amounts it can destroy per round by 3.											
Mist tendrils	Attack	Birth	[Number]	1	5	16+4/ tier	5 + 1/ tier					Auto
	Being can form up to **Number** tendrils from mist that can manipulate magical object. Per tier the **Number** increases by one.											
Mobile pods I	Attack	Birth	[Animal, Radius]	1		10	Lamb	50'R				Auto
Mobile pods II	Attack	Birth	[Animal, Radius]	2		30	Tiger	50'R				
	This creature grows several pods that resemble an **Animal.** These animal pods act independently as the animal they portrait. They remain connected to their parent by their tail. This keeps them within **Radius** of the parent.											
Natural weaponry	Attack	Birth	[Attack]	1	1	5	Attack					Attack
	Creature has an appendage capable of **Attack,** or has other features enabling it to use the attack. This attack will be considered to be creature's own size. Each creature gets the first 3 attacks for free.											
Nonviolent	Attack	Combat	Flaw [Penalty]	1	2	-10/ tier	-5/ tier					Attack
	Creature's pacifism makes it less effective in combat after it has caused injury and pain to someone. Apply **Penalty** to OB after a critical has been achieved on the previous round on the same opponent.											
Opportunistic strike	Attack	Combat		1	1	15						Auto
	When an opponent in combat fumbles in the the being's melee range, it is subject to an extra attack (0 AP).											
Paralyzing burst I	Attack	Birth	[Radius, RR mod, Time, Interval]		3	40	20'R	0	6 rnds	1x/ 6 rnds		Spell
Paralyzing burst II	Attack	Birth	[Radius, RR mod, Time, Interval]		3	50	25'R	0	6 rnds	1x/ 6 rnds		
Paralyzing burst III	Attack	Birth	[Radius, RR mod, Time, Interval]		3	60	30'R	0	6 rnds	1x/ 6 rnds		
	Being can initiate a burst of paralytic energy in **Radius.** Causing all victims to make a Physical RR at **RR mod,** or stand motionless for **Time.** It can do this at **Interval.**											
Phantom touch	Attack	Birth	[Attack, Size]		1	10	Attack	Size				
	Creature's touch is harmful, even though it is incorporeal. Uses **Attack** table, at **Size.** Non-magical armor protects only as AT 1 against a Phantom touch. Phantom touch allows for interaction with the physical non-magical world at the will of the creature.											
Poison mastery	Attack	Combat	[Poison]	1	2	20	Poison					Auto
	Creature knows how to use poisons correctly and often coats its weapon with **Poison** or may apply poison on touch or disperse it in the air.											
Poison mastery, greater	Attack	Combat	[Poison]	2	2	30	Poison					Auto
	Creature knows how to use poisons and often coats its (natural) weapons with **Poison.** The poison travels from its glands to the weapon tips and will also jump to attackers, via their weapons, causing them to make a Physical RR as well. The poison may travel in one round 100', which is also the maximum range for controlling the poison.											
Poison sack, cloud	Attack	Birth	[Poison, Range, Radius, Time, RR mod]	4		40	Nerve poison	5'/ lvl	10'R	10 rnds	0	Spell
	The being has a poison ability with **Poison** effect and can use it to eject an airborne poison cloud at **Range,** All in **Radius** make Physical RR made with **RR mod** against creature's own level. The cloud stays an average of **Time,** drifting with the wind. More air movement decreases hang time.											

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Poison sack, contact	Attack	Birth	[Poison, RR mod]	3		35	Muscle poison	0			Attack
	Being secretes poisonous slime over its body. On contact it seeps in the victims skin, delivering a **Poison,** for a Physical RR at **RR mod.** Poison is creature's level.										
Poison sack, immolation	Attack	Birth	[Poison, Radius, RR mod]	5		50	Nerve poison	10'R	0		Auto
	Creature releases a constant cloud of poisonous aerosol, or spores. Any that comes in **Radius** must make a Physical RR at **RR mod** to avoid **Poison** effect. Poison is the creature's level in strength.										
Poison sack, injection	Attack	Birth	[Poison, Attack, RR mod]	1		20	Circulatory poison	Stinger	0		Attack
	Creature may use one of its **Attacks** to inject **Poison** when it achieves a critical. **RR mod** applies to Physical RR. Poison is the same level as the creature.										
Poison sack, spray	Attack	Birth	[Poison, Interval, Cone, RR mod]	2		30	Respiratory poison	1x/ 60 rnds	2',1'D/ lvl	0	Attack
	The creature may use his poison ability with **Poison** effect, within an area of effect of Cone. Apply **RR mod** to Physical RR. Poison is rated at creature's own level. It can use this at **Interval** to save up enough poison for a new strike.										
Poison, special, petrification	Attack	Birth				20					Auto
	Creature has a special poison that petrifies the body. Inhaling the poison causes a Physical RR against creature's level, taking in account RR mods. After the onset time of 1-2 rnds, the poison starts to turn the victim to stone. This does not include its items and clothes. Mild: 1-10 hrs. petrified. Moderate: 1-10 days of petrification, Severe: 1-12 months stoned or Extreme: 1-100 yrs. turned to stone. Certain herbs or curative magic can reduce the effects.										
Pounce jump	Attack	Combat	[Range, Height]	1	1	10	5'/ lvl	2'/ lvl			Attack
	Creature may leap **Range** far and **Height** of the ground to execute its attacks.										
Prehensile extension I	Attack	Birth	[Extension, Range]	1	4	25	Extension	2'			Attack
Prehensile extension II	Attack	Birth	[Extension, Range]	2	4	35	Extension	5'			
Prehensile extension III	Attack	Birth	[Extension, Range]	3	4	45	Extension	10'			
Prehensile extension IV	Attack	Birth	[Extension, Range]	4	4	55	Extension	15'			
	Being has a long and prehensile **Extension** (tongue, tail or other)**.** It may strike at **Range.**										
Pressing the advantage	Attack	Combat	[Bonus]	1	5	5/ tier	+5/ tier				Attack
	Creature makes an attack at **Bonus,** after it has attained a critical with that attack in the previous round, against the same victim.										
Quickdraw/ quickload	Attack	Combat		1	1	7					Auto
	Creature can quick draw, or quick load its weapon an instantaneous action instead of costing 1 AP.										
Quill bash, gigantic	Attack	Birth	[Attack 1, Number, Attack 2]	7	7	5	Gram	1d2	Hstinger		Attack
Quill bash, huge	Attack	Birth	[Attack 1, Number, Attack 2]	6	7	5	Hram	1d4	Lstinger		Attack
Quill bash, large	Attack	Birth	[Attack 1, Number, Attack 2]	5	7	5	Lram	1d5	Bstinger		Attack
Quill bash, big	Attack	Birth	[Attack 1, Number, Attack 2]	4	7	5	Bram	1d6	Msting er		Attack
Quill bash, medium	Attack	Birth	[Attack 1, Number, Attack 2]	3	7	5	Mram	1d8	Sstinger		Attack
Quill bash, tiny	Attack	Birth	[Attack 1, Number, Attack 2]	1	7	5	Tram	1d12	Dstinger		Attack
Quill bash, small	Attack	Birth	[Attack 1, Number, Attack 2]	2	7	5	Sram	1d10	Pstinger		Attack
	Creature's spine covered body is an effective weapon. Using **Attack 1**, if it hits it may then make **Number** of **Attack 2**. The Number is based on attacking a medium creature. Larger creatures may suffer more attacks and vice versa.										
Quill launch, diminutive	Attack	Birth	[Attack,Range]	1	8	2	DStinger	1'/ lvl			Attack
Quill launch, gigantic	Attack	Birth	[Attack,Range]	4	8	58	HStinger	4'/ lvl			Attack
Quill launch, huge	Attack	Birth	[Attack,Range]	4	8	46	BStinger	3'/ lvl			Attack
Quill launch, big	Attack	Birth	[Attack,Range]	5	8	46	LStinger	3'/ lvl			Attack
Quill launch, large	Attack	Birth	[Attack,Range]	4	8	36	MStinger	3'/ lvl			Attack

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Quill launch, medium	Attack	Birth	[Attack,Range]	4	8	24	SStinger	2'/ lvl		Attack
Quill launch, small	Attack	Birth	[Attack,Range]	3	8	14	PStinger	2'/ lvl		Attack
Quill launch, tiny	Attack	Birth	[Attack,Range]	2	8	12	DStinger	1'/ lvl		Attack
	Creatures body is covered in quills it can shoot off to **Range**. They use **Attack table**. Due to the nature of this attack, multiple quills are shot, but one attack roll is made. Apply the attack result only once. Also these attacks are not subject to range penalties because they are considered area attacks.									
Riposte	Attack	Combat		1	1	20				Attack
	When creature uses all its OB to parry and it renders the opponent's attack ineffectual, allows the creature to riposte against this opponent at 50 – missed attack result for OB.									
Rock heaving, one handed	Attack	Combat	[Range]	3	3	10	<1'>/ lvl	+0 Size		Attack
Rock heaving, two handed	Attack	Combat	[Range]	3	3	20	<1'>/ lvl	+1 Size		Attack
	Creature may pick up rocks of suitable size and heave them **Range,** attacking on the rock attack table, with Size modifier on own size on damage and criticals. Suitable size is determined by the GM. For medium: one handed rock: about 2 pounds, 2 handed rock, about 8 pounds.									
Sense weakness	Attack	Combat		1	1	30				Skill
	Using concentration for one round and succeeding a Medium Perception maneuver, the creature may try to sense a weak spot in its opponent's defense, armor, or magical wards and reroll the next critical against that opponent.									
Sharpshooter	Attack	Combat	[Bonus]	1	4	5/ tier	+5/ tier			Attack
	Creature may take careful aim. Every round of aiming allows up to +5 OB to applied be to the attack roll, to the maximum of Bonus.									
Slow on the draw	Attack	Combat	Flaw	1	4	-5				Auto
	Creature draws its weapon, or loads its bow in more time. Creature takes twice as long for this (2 AP).									
Smooth footwork I	Attack	Combat	[Percentage]	1	2	10	10,00%			Movement
Smooth footwork II	Attack	Combat	[Percentage]	2	2	20	20,00%			Movement
	Creature's smooth foot work allows it to freely move Percentage of Move without expending activity, and not take a penalty on subsequent actions.									
Soul rending	Attack	Birth	[RR mod]		1	30	-20			Spell
	Creature may use its hands to rend the targets soul from its body, if it fails an Essence RR with RRmod. Target dies if not dead already. Soul will be lost and life giving spells have no effect.									
Special acid, flesh absorbtion	Attack	Birth		1	2	20				Attack
	The creature's acid is special that damage is flesh being absorbed by the creature in its body, to grow. Killed victims have been completely absorbed.									
Special acid, potent	Attack	Birth		2	2	30				Auto
	Creature's acid has special properties and will burn through anything. Magical objects may make an Essence RR or be destroyed.									
Specific training	Attack	Combat	[Creature, Archetype, Lvl]	1	50	50	Creature	Archetype	1	Auto
	Being's **Archetype** training is the same as **Creature** and gains all attacks, and bonuses and skills as Creature at its **lvl.**									
Strength beyond form	Attack	Birth	[Size]	1	3	20/ tier	+1 Size/ tier			Auto
	Being's great strength is well beyond the norm for its size. Add Size to its normal size damage and critical severity modifiers. Note that this does not reduce the damage the creature receives.									
Stink gland I	Attack	Birth	[Range, Radius, RR mod, Penalty, Time]		5	20+5/ tier	1'/ lvl	3'R/ tier	-20 -5/ tier	Day Attack
	In **Range** creature can affect **Radius.** Victims in the area must make a Physical RR, with **RR mod** or suffer nauseation **Penalty** for Time. Penalty applies doubled to all interactions with unaffected people.									
Strike reflex	Attack	Combat	[Bonus]		1	5	20			Auto
	This creature has an Auto strike reflex. Any sudden movement to or away from the creature will trigger it. This strike reflex is a survival instinct, impossible to quell. It is very fast, adding **Bonus** to initiative.									
Swallow and digest	Attack	Combat	[Critical, Severity]	1	3	25+5/ tier	Acid	B+1 severity/ tier		Auto
	Creature may try to consume its victim. After achieving 100% grapple with its bite/ feeding orifice attack, the victim is transferred to the food processing system. Apply **Critical** of **Severity** every round for the victim until it has broken free and cut itself out. The creature is free to grapple another victim.									
Swooping	Attack	Combat			1	25				Attack

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The creature may execute one of its attacks in the middle of a long dive working as a charge. This ability works equally well in the water, as in the air, if the creature possesses that particular movement ability. Victims with weapons set to receive a charge will inflict damage of the same size the creature is causing. During the swoop, only those who's melee range includes the victim, may protect or counter attack, if they are prepared.

Trapping pods, diminutive	Attack	Birth		[Attack, Size]	1	9	5	Attack	Diminutive		
Trapping pods, gigantic	Attack	Birth		[Attack, Size]	9	9	70	Attack	Gigantic		Attack
Trapping pods, huge	Attack	Birth		[Attack, Size]	8	9	60	Attack	Huge		
Trapping pods, large	Attack	Birth		[Attack, Size]	7	9	50	Attack	Large		
Trapping pods, big	Attack	Birth		[Attack, Size]	6	9	40	Attack	Big		
Trapping pods, medium	Attack	Birth		[Attack, Size]	5	9	30	Attack	Medium		
Trapping pods, small	Attack	Birth		[Attack, Size]	4	9	20	Attack	Small		
Trapping pods, tiny	Attack	Birth		[Attack, Size]	2	9	10	Attack	Tiny		

Creature has pods that can snap shut enveloping a **Size** victim. Creature may make an attack on **Attack** Table, on critical, the victim is enveloped.

Wave of fear	Attack	Birth		[Level, Range, RR mod]		1	20	10	100'	0	Auto

The onslaught of many creatures with this talent (minimum 10) invokes a **Level** fear in those in front at **Range** at **RR mod of Fear RR**. Mild failure1-25: Balk, Moderate failure 26-50: Retreat, Severe failure 51-100: Routed, Extreme failure 100+: Broken.

Weak natural attack	Attack	Combat	Flaw	[Attack, Size}	1	3	-5/ tier	Attack	-1 Size/ tier		Auto

Creature possesses a natural A**ttack** that is weaker than expected. It is counted as a smaller **Size** attack than its own size.

Weaponized appendage	Attack	Birth		[Attack, Bonus]	1	1	5	Attack	0		Attack

Creature has a special appendage, that strikes on Attack table, with Creature's size, add Bonus to OB.

Wing buffeting	Attack	Combat		[Radius]		4	25	3'R/ lvl			Movement

In the Radius, creatures of 3 categories, or more below creature's Size are at -75, two categories below Size at -50 and of one category smaller at -25, all fires burn at double rate, increasing their Size by 1.

Wreck ships	Attack	Combat				1	20				Attack

Creature may rip through boat hulls after a long charge. Maximum boat length affected is determined by the body length of the creature.

Acid coating I	Defense	Birth		[Substance, RR mod]	1	5	5	Flesh	0		Auto
Acid coating II	Defense	Birth		[Substance, RR mod]	2	5	10	Organic	-5		Auto
Acid coating III	Defense	Birth		[Substance, RR mod]	3	5	15	Metal	-10		Auto
Acid coating IV	Defense	Birth		[Substance, RR mod]	4	5	20	Stone	-15		Auto
Acid coating V	Defense	Birth		[Substance, RR mod]	5	5	25	Precious metal	-20		Auto

Weapons of **Substance,** or softer, must make a modifierless RR at **RR mod,** to avoid being destroyed. Magic weapons get their bonus to the RR..

Abomination	Defense	Birth			1	1	-20				Auto

Monster is abhorrent and is affected by Holy criticals. If the creature is Type, extra planar, it is affected by special spells that affect abominable extra planars. If the creature is Type, undead, it is affected by spells that affect undead. These monsters are always subject to detection by *Detect Evil* and *Detect Enemies*.

Sanctified	Defense	Resistance			1	1	20				Auto

Being is in tune with benevolent deities and as such is affected by Unholy criticals. *Detect Good* and *Detect Enemies* cast by servants of less benevolent Gods will detect a sanctified being.

Agitated	Defense	Combat		[Move increase, Effect]			10	50%	Weapon proof [Except magic],		Auto

Being will be acting more acute when challenged. **Move increase** to its normal Move and apply other **Effect.**

Armor, light feather coat (AT 1)	Defense	Birth		[AT 1]	1		0	AT 1			Auto

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Being is bedecked with a light layer of small feathers. Light weight insulation and like an aerofoilic in shape, it is not real protection.

Armor, insubstantial (AT 1)	Defense	Birth	[AT 1]	1	0	AT 1	Auto

Being is made up of smoke, mist, ectoplasm or photons. Offering no resistance to blows it protects as the least protective Armor Type.

Armor, light fur (AT 1)	Defense	Birth	[AT 1]	1	0	AT 1	Auto

Creatures fine and thin fur is no protection, except from the natural cold.

Armor, naked skin (AT 1)	Defense	Birth	[AT 1]	1	0	AT 1	Auto

Creature is unarmored. It has thin, hairless skin that is easily cut, pierced and crushed.

Armor, crystaline skin (AT 10)	Defense	Birth	[AT 10]	10	45	AT 10	Auto

This creature is made up from crystalline elements. Its skin and flesh are very hard. The brittleness is lessened by the underlying mass.

Armor, dragon turtle (AT 10)	Defense	Birth	[AT 10]	10	45	AT 10	Auto

Giant bony plates fused together serve as skeleton and protection for these massive beasts. Almost impenetrable, if the creature retracts its limbs and head, nothing short of a dragon can pry it out.

Armor, hardened Chitin full plate (AT 10)	Defense	Birth	[AT 10]	10	45	AT 10	Auto

Chitinous exoskeleton with special hardening covers the entire creature, including joints and overlap at adjoining sections.

Armor, iron-like skin (AT 10)	Defense	Birth	[AT 10]	10	45	AT 10	Auto

Being has flexible skin that is as resilient and hard as iron. Sometimes it is completely composed of metal.

Armor, heavy fur (AT2)	Defense	Birth	[AT 2]	2	5	AT 2	Auto

Creature has thick fur, and a leathery skin. Its fur is tough and insulating.

Armor, light blubber (AT 2)	Defense	Birth	[AT 2]	2	5	AT 2	Auto

Creature's subcutaneous fat is firm, but not too thick. It protects well from crushing blows, less against other damage mechanics.

Armor, thick feather coat (AT 2)	Defense	Birth	[AT 2]	2	5	AT 2	Auto

Being is covered in a coat of thick sturdy feathers. Made from keratin and in a layered configuration with blow absorbing capabilities, it is rated as the lightest of armoring. It is also excellent insulation from the weather and its aerofoilic shape facilitates lift.

Armor, thick skin (AT 2)	Defense	Birth	[AT 2]	2	5	AT 2	Auto

This armoring is a naturally thickened skin. Its sensitivity to parasites is deceptive, as it is fairly effective.

Armor, herbaceous fibrous structure (AT 3)	Defense	Birth	[AT 3]	3	10	AT 3	Auto

Creature or plant is made of succulent tissue, strengthened by fibrous structures that give it rigidity to stand up.

Armor, scaly bumps (AT 3)	Defense	Birth	[AT 3]	3	10	AT 3	Auto

Creature's hide grows ugly wart-like bumps that might ward against some damage. Otherwise its skin is tough and leathery.

Armor, small scales (AT 3)	Defense	Birth	[AT 3]	3	10	AT 3	Auto

Tiny scales of keratin cover most exposed parts of creature's body. Although the coverage is well, the tiny scales mostly keep moisture in or out but it is no good against a willful attack.

Armor, thick blubber (AT 3)	Defense	Birth	[AT 3]	3	10	AT 3	Auto

Thick skinned creature with ample subcutaneous fat. The fat is tough and settled and provides some good protection.

Armor, thick leather skin (AT 3)	Defense	Birth	[AT 3]	3	10	AT 3	Auto

This armoring is a naturally thickened skin of a special composition with a sturdy, fibrous outer layer and possibly coarse hairs covering the outside. It makes excellent armor.

Armor, brittle soft crystaline (AT 4)	Defense	Birth	[AT 4]	4	15	AT 4	Auto

Creature's skin or whole body is made up of soft crystalline material, such as chalk, talc, or something similar. This resists damage somewhat, but is prone to shearing and spalting.

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Armor, chitin, half plate (AT 4)	Defense	Birth	[AT 4]	4	15	AT 4	Auto
Creature's exoskeleton is a tough chitinous shell. It leaves some openings because the coverage is less than ideal. Sections of its body are well armored, but it leaves gaps for attackers to exploit.							
Armor, large scales (AT 4)	Defense	Birth	[AT 4]	4	15	AT 4	Auto
The creature's hide is covered with thick lumpy scales. They cover critical parts of the creature's body, such as the back, shoulders and head.							
Armor, spines (AT 4)	Defense	Birth	[AT 4]	4	15	AT 4	Auto
Creature's body is covered in thick spines that the creature can direct towards the attacker. Any natural attacks will be punished by its points and the tough keratin spines can deflect some blows.							
Armor, chitin, full plate (AT 5)	Defense	Birth	[AT 5]	5	20	AT 5	Auto
The chitin exoskeleton of this being is thick and tough, but not overlapping. It leaves some joints and section adjoinings free for attack.							
Armor, dragon scales, very light (AT 5)	Defense	Birth	[AT 5]	5	20	AT 5	Auto
Creature's body is set with many small scales. This is either for small, young dragons, or perhaps belly scales of a larger one.							
Armor, keratin laminae (AT 5)	Defense	Birth	[AT 5]	5	20	AT 5	Auto
Thick bands of overlapping keratin protect this creature. It is very effective against most predators, especially if the creature performs a defensive stance as a rolled up ball.							
Armor, arborescent fibrous structure (AT 5)	Defense	Birth	[AT 5]	5	20	AT 5	Auto
Creature or plant is covered in fibrous tough skin that is resistant to a lot of punishment.							
Armor, large plates (AT 5)	Defense	Birth	[AT 5]	5	20	AT 5	Auto
Leathery thick skin forms natural plates of hardened leather.							
Armor, leathery shell (AT 5)	Defense	Birth	[AT 5]	5	20	AT 5	Auto
This creature has a resilient thick leather shell around its body, but its limbs stick out to the side and its head and tail from the front and back. It can retract in to the shell for safety.							
Armor, small bone plates (AT 5)	Defense	Birth	[AT 5]	5	20	AT 5	Auto
Creature's skin is set with an exoskeleton that evolved in an armor. Bone platelets cover the vital spots: back, head, but also the limbs.							
Armor, bone plate (AT 6)	Defense	Birth	[AT 6]	6	25	AT 6	Auto
Large thick plates of bone provide good protection for this creature. It protects most of the creature, sometimes with overlapping plate joints, or with singular large plates. Some of this armor is so encapsulating that the defender may withdraw within, virtually impervious to anything a common predator can do.							
Armor, reinforced thick hide (AT 6)	Defense	Birth	[AT 6]	6	25	AT 6	Auto
Creature has an absurdly thick hide that covers its whole frame. The leathery, resilient rubbery feel affords excellent protection.							
Armor, keratin plate (AT 6)	Defense	Birth	[AT 6]	6	25	AT 6	Auto
Creature is covered in keratin plates that overlap and provide good protection.							
Armor, rigid leathery shell (AT 6)	Defense	Birth	[AT 6]	6	25	AT 6	Auto
Creature is encased in a hardened leather shell. It is a fusion of skin and bone and it is tough and resilient. If the creature retracts in the shell, it might be unassailable.							
Armor, brittle crystalline skin (AT 7)	Defense	Birth	[AT 7]	7	30	AT 7	Auto
Being's skin is covered in silicate tessellation or made of a hard but brittle stony shell. It breaks easily when subjected to solid concentrated blows, but it deflects slashes, glancing blows and less determined strikes.							
Armor, dragon scales, light (AT 7)	Defense	Birth	[AT 7]	7	30	AT 7	Auto
Being's skin is covered in light scales. This means they are flexible and that has its own advantage.							
Armor, giant snail shell (AT 7)	Defense	Birth	[AT 7]	7	30	AT 7	Auto
Giant snails make thick shells made from precipitated calcium carbonate, called conchiolin. It resists damage up to a certain degree, but once it is cracked, it loses its strength and it becomes useless.							

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Armor, iron-like scales (AT 7)	Defense	Birth	[AT 7]	7	30	AT 7	Auto
Scales covering this creature are thin, but very strong, allowing for great maneuverability, while still protecting very well.							
Armor, giant feather coat (AT 7)	Defense	Birth	[AT 7]	7	30	AT 7	Auto
Thick keratin feathers overlap to form a warm and light covering. It also provides ample protection.							
Armor, thick calcium shell (AT 7)	Defense	Birth	[AT 7]	7	30	AT 7	Auto
Giant bivalves will generate thick shells. The layered construction and the thickness provides some good protection, but once it is broken, it is broken.							
Armor, dragon scales, medium (AT 8)	Defense	Birth	[AT 8]	8	35	AT 8	Auto
This creature's scales are wide and thick. They provide excellent protection.							
Armor, iron-like fur (AT 8)	Defense	Birth	[AT 8]	8	35	AT 8	Auto
Creature's fur is like steel wool and resists attacks well.							
Armor, iron-like flexible skin (AT 8)	Defense	Birth	[AT 8]	8	35	AT 8	Auto
The skin of this creature is a flexible skin as tough as iron, protecting it from cuts, and punctures but less from crushes.							
Armor, bone, improved (AT 9)	Defense	Birth	[AT 9]	9	40	AT 9	Auto
Creature's body is made of magically hardened bone. All areas are covered by it. The enchantment provides a hardness and toughness like iron.							
Armor, dragon scales, heavy (AT 9)	Defense	Birth	[AT 9]	9	40	AT 9	Auto
These scales are hardened and thick. They typically cover the vital parts of the creature or for really old dragons might cover their whole body.							
Armor, hardened Chitin half plate (AT 9)	Defense	Birth	[AT 9]	9	40	AT 9	Auto
This creature's exoskeleton is especially hard. It is widespread over its body, but joints and section adjoinings are exposed.							
Armor, iron-like large plates (AT 9)	Defense	Birth	[AT 9]	9	40	AT 9	Auto
Providing excellent protection for the creature, its thin, flexible laminae cover its body and especially vulnerable areas.							
Armor, stone slab growths (AT 9)	Defense	Birth	[AT 9]	9	40	AT 9	Auto
From its skin, the creature grows overlapping stony plates. Cracked or shattered plates are replaced gradually. Although this armor is not for the long run, its protective value in not in dispute.							
Aura, disturbing	Defense	Other	[Radius]	1	1	20	10'R	Auto
Spells cast with **Radius** of this being suffer a penalty of -20 to their resolution roll and casters and non-casters are unable to maintain concentration of any kind.							
Aura, purification	Defense	Other	[Radius]	1	1	25	10'R	Auto
Poisons and diseases that come within **Radius** are rendered ineffectual and purified. Magical poisons and Diseases get a Channeling RR.							
Aura, evil enchantment breaking	Defense	Other	[Radius]	1	1	50	10'R	Auto
Items aligned with "Darkness and Evil" that come within Radius are purified and magical items must succeed in a Channeling RR or their enchantment is broken.							
Aura, silence	Defense	Birth	[Radius]	1	1	25	20'R	Auto
At will, the being may absorb surrounding sound in **Radius**.							
Aura, whirling sand	Defense	Birth	[Radius]	1	1	40	10'R	Auto
Creature animates sand around its body in **Radius**. Victims in area must pass an Extremely Hard *Survival: Desert* maneuver or be blinded when inside the radius. The blindness lasts 1-10 minutes after leaving the area. Those failing the maneuver must also make a Mentalism RR or fall in a deep natural sleep.							
Body condition, intangible	Defense	Other	[Time]		1	20	10 min	Spell
The creature may assume a bodily state, for up to **Time** that is unable to be harmed. It seems as if it is still there, except nothing can harm it. It is immune to everything.							

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Body covering quills	Defense	Birth		1	10					Auto
	Auto: Being is covered in long slender spikes that react like hairs. Touching creature, with weapon of 2'or shorter, results in A Puncture critical. Quills lodge in the wound, infecting it and causing debilitating pain. Physical RR vs Septic disease.									
Constant Defense effect I	Defense	Birth	[Effect, Range, Radius]	1	50	5	Effect	1'/ lvl	1'R/ lvl	Auto
Constant 3- Aura III	Defense	Birth	[Effect, Range, Radius]	3	50	15	3- Aura	0'	0'	Auto
Constant 3- Blur III	Defense	Birth	[Effect, Range, Radius]	3	50	15	3- Blur	0'	0'	Auto
Constant 6- True Aura VI	Defense	Birth	[Effect, Range, Radius]	3	50	30	9- True aura	0'	0'	Auto
Constant 30- Alkar XXX	Defense	Birth	[Effect, Range, Radius]	30	50	150	30- Alkar	0'	0'	
	Being radiates a certain **Effect.** It might have a **Range** and **Radius.**									
Dense	Defense	Birth	[Size]	1	6	17	+1 Size			Auto
	This being is composed of very dense material or has a special internal construction or is magically enhanced. Due to this it will be reckoned as a larger **Size** against attacks.									
Disease transmission	Defense	Combat	[Disease, RR mod]			15	Disease	0		Auto
	Transmittable **Disease** residing on defender will be transmitted on attacker during any transference of blood, saliva, parts or goods forces a Physical RR at **RR mod** on the assailant.									
Elemental blockade	Defense	Combat	[Element, RR mod]			20	Element	-10		Auto
	Being is composed of type **Elemental** material that is in constant motion. Due to its nature, creatures that try to pass in and/ or out must make a RR versus Fear at **RR mod.** Maneuvers inside the being are modified by: air: -50, cold, water: -60, Light: -65, Earth: -70, Fire: -75. This is in addition to any other consequences, such as elemental criticals.									
Elemental blood	Defense	Combat	[Element]	1		5	Element	A		Auto
	This creature possesses blood that reacts with air to cause damage of an elemental nature. Causing bleeding on this creature incurs **Element** critical, on all within 5'R of the wound of equal severity, which caused the bleeding, up to a maximum of **Severity.**									
Elemental immunity, dragon	Defense	Combat	[Dragon]		1	80	5 elements			Auto
	The creature is immune to all elements, normal and magical, except its bane element. This element, in its magical form only, is able to harm the creature and even do more serious harm. Dragons do not like folk that use that against them.									
Elemental immunity, total	Defense	Combat	[All]		1	100	All elements			Auto
	The creature is completely immune to all elements and doesn't receive damage, or criticals from one. This does not mean the creature is also immune to pressure, gravity, drowning, radiation, blinding, darkness, or any other physical effect, just the elements in their magical and natural incarnations.									
Elemental immunity, vampire	Defense	Resistance	[Vampire]		1	60	4 elements			Auto
	Being is immune to elemental damage from Fire, Ice, Wind and Earth. Damage. Criticals from Lightning and Water are not affected.									
Elemental immunity, slime	Defense	Resistance	[Slime]		1	60	4 elements			Auto
	Creature is immune to elemental damage from Light, Water, Wind and Earth.									
Elemental immunity	Defense	Resistance	[Elements]		1	20	Element			Auto
	Some genetic make-up makes this target completely immune to the **Element** in its magical and normal form.									
Elemental immunity, natural	Defense	Resistance	[Natural Element]		1	20	Natural element			Auto
	Being is impervious to application of the **Natural Elements** mentioned. (Default is all natural elements: High temperatures, Low temperatures, Natural acid, Electricity, Water pressure, Air pressure, Erosion, Sand storm, Mud, Rockfall)									
Elemental resistance	Defense	Resistance	[Element, Bonus]		5	4	Element	5		Auto
	Creature is resistant to certain elemental energies. Add Bonus to DB, RRs and Endurance rolls against the specified **Element.** Also applies to *Outdoors: Survival specializations* as appropriate.									
Elemental reflection	Defense	Resistance		1	1	40				Auto

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Elemental spells directed at this creature get reflected back at the caster, as +0 attacks.

Elemental susceptibility	Defense	Resistance	Flaw	[Element, Penalty]	1	5	-3/ tier	Element	-5/ tier		Auto

Creature has a problem facing the specific **Element.** Add **Penalty** to DB, RRs and Endurance rolls against it. Also applies to *Outdoors: Survival specializations* as appropriate.

Elemental vulnerability	Defense	Resistance	Flaw	[Elements, Size]	1	3	-5 - 10/ tier	Element	+1 Size/ tier		Auto

Mentioned Elemental damage is considered Size larger than normal against this creature.

Gigantism, diminutive	Defense	Birth		[Size increase]		3	-105	Diminutive (2)			
Gigantism, Leviathan	Defense	Birth		[Size increase]		-1	280	leViathan (13)			Auto
Gigantism, Behemoth	Defense	Birth		[Size increase]		0	245	behemOth (12)			Auto
Gigantism, Immense	Defense	Birth		[Size increase]		1	210	Immense (11)			Auto
Gigantism, Enormous	Defense	Birth		[Size increase]		2	175	Enormous (10)			Auto
Gigantism, gigantic	Defense	Birth		[Size increase]		3	140	Gigantic (9)			Auto
Gigantism, huge	Defense	Birth		[Size increase]		3	105	Huge (8)			Auto
Gigantism, big	Defense	Birth		[Size increase]		4	35	Big (6)			Auto
Gigantism, large	Defense	Birth		[Size increase]		3	70	Large (7)			Auto
Gigantism, medium	Defense	Birth		[Size increase]		3	0	Medium (5)			Auto
Gigantism, small	Defense	Birth		[Size increase]		3	-35	Small (4)			Auto
Gigantism, Miniscule	Defense	Birth		[Size increase]		4	-140	Miniscule (1)			Auto
Gigantism, tiny	Defense	Birth		[Size increase]		3	-70	Tiny (3)			Auto

Creature has mass and size and could do more damage and inflict greater wounds and receives less damage in return from smaller creatures. Larger creatures would do more damage on it and take less damage and lower severity critical in return. Apply the Size increase to relevant areas, such as attacks and damage soaking. All attacks assume this size as their basis.

Hideous countenance	Defense	Other		[Range, RR mod]	1	2	20	100'	-20		Auto

Looking at this creature forces Fear RR with **RR mod,** within **Range,** or victim cannot look at this creature, incurring the victim a -50 on its attacks.

Hideous countenance, petrifying	Defense	Other		[Range, RR mod]	2	2	30	100'	0		Auto

This creature is so hideous that it turns onlookers to stone, unless they view the creature via a mirror. A Fear RR at **RR mod** is required, if the creature is within **Range.** Mild failure results in 1d100 (open ended) minutes of petrification, Moderate failure turns to stone a victim for 1d100 (epen ended) days, Severe failure causes 1d100 (open ended) months of petrification and Extreme failure inflicts the victim with 1d100 (open ended) years of petrification.

High magic resistence	Defense	Resistance		[Realm,Percent]		1	15/ tier	Realm	25%/ tier		Auto

Being has partial immunity (unless tier IV is concerned) against a certain type of magic from **Realm.** Reduce hits damage from spell in that **Realm** by **Percent.** Spells that rely on a RR to take hold on the being first have **Percent** chance of deflecting harmlessly.

Immune to disease, greater	Defense	Resistance			2		30				Auto
Immune to disease, lesser	Defense	Resistance			1		10				Auto

Being is immune to disease. Lesser immunity includes all normal diseases, while greater immunity grants it against all normal and magical diseases.

Immunity, gaze	Defense	Resistance				1	25				Auto

This being is immune to gaze attacks.

Immunity, Illusion	Defense	Resistance		[Range]		1	25	5'/ lvl			Auto

Creature cannot be fooled by mental illusions. It simply ignores them, elemental illusions might fool the creature until it gets within **Range.** It also sees through invisibility at **Range.**

Immunity, life drain	Defense	Resistance				1	25				Auto

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Creature is somehow impervious to draining of his Life essence. It will not suffer ill effects associated with it, nor accrue Stat penalties.

Immunity, mental spells	Defense	Resistance			1	25				Auto

Being is immune to spells and effects of the "m" type.

Immunity, realm	Defense	Resistance	[Realm]		1	100	Realm			Auto

Being is immune to spells from **Realm.**

Immunity, magic, except Force spells	Defense	Resistance			1	60				Auto

Creature cannot be affected by any other spell, besides Force (Type: F) spells. This does not include Elemental (Type: E) spells, unless it is immune to the particular element as well.

Immunity, Slash	Defense	Resistance		1	1	30				Auto

Creature is completely immune to the effects of attacks dealing Slash criticals.

Immunity, Krush	Defense	Resistance		1	1	30				Auto

Krush damage is completely ignored by this creature.

Immunity, Puncture	Defense	Resistance		1	1	30				Auto

Being is unaffected by attacks dealing Puncture criticals.

Immunity, specific effect	Defense	Resistance	[Effect]	1	1	25	Effect			Auto

Creature cannot be affected by **Effect** inducing spells, talents or otherwise.

Increase radius	Defense	Combat	[Radius increase]	1	3	10/ tier	+5'R/ tier			Auto

The preceding talent is upgraded with **Radius increase.**

Ink gland	Defense	Ink gland	[Size]	7	7	5/ tier	+1 Size/ tier			Instant

In time of need, the creature may release a cloud of ink in water, or dark spores in air, up to 4 times body Size, measured in actual cubic feet, that obscures all in its radius penalizing actions in the cloud with -50. The creature will then effect its escape. Each Size category number needs an equal amount of tiers in the Ink gland talent to fully conceal it.

Iron will	Defense	Resistance	[Bonus]	1	5	4/ tier	+5/ tier			Auto

Creature gets **Bonus** to DB and RR against mental attacks. Also applies on Fear RRs.

Light boned	Defense	Birth	Flaw	[Size]	4	-17/ tier	-1 Size/ tier			Auto

Being is built so lightly that it suffers increased damage, as if it is **Size** smaller.

Light emitting organs I	Defense	Birth	[Intensity, Radius, Penalty]	1	2	5	10'R	Glow	-20	
Light emitting organs II	Defense	Birth	[Intensity, Radius, Penalty]	2	2	15	100'R	Glow	-25	Auto

Creature's light organs produce a shimmering haze in **Radius,** with **Intensity,** penalizing maneuvers of others by **Penalty,** if they are also underwater.

Magical resistance	Defense	Resistance	[Realm, Bonus]	1	10	5/ tier	Realm	5/ tier		Auto

Being is more resistant to magic from **Realm,** adding **Bonus** to RR against it.

Magical vulnerability	Defense	Resistance	Flaw	[Realm, Penalty]	1	10	´-5/ tier	Realm	´-5/ tier	Auto

Creature's resistance to **Realm** is worse than normal, adding **Penalty** to its RR.

Magical vulnerability, general	Defense	Resistance	Flaw	[Realm, Penalty]	1	3	´-30/ tier	´-10/ tier		Auto

Being is somehow vulnerable to magic. Apply Penalty to all RR vs magical attacks.

Material susceptibility	Defense	Birth	Flaw	[Material, Bonus]	1	4	-10/ tier	Material	5/ tier	Auto

Being is allergic, or in other ways susceptible, to a certain **Material**. Using this material to hurt the being results in **Bonus** on a critical dealt. **Material** can be Silver, Crystalline, Raw Iron, or any of the elements: Earth, Fire, Ice, Lightning, Water, and Wind.

Natural armor, partial I	Defense	Birth	Flaw	[Location, AT]		10	-5	Location	AT 1	Auto

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Natural armor, partial II	Defense	Birth	Flaw	[Location, AT]		10	-5	Location	AT 2	Auto
Natural armor, partial III	Defense	Birth	Flaw	[Location, AT]		10	-4	Location	AT 3	Auto
Natural armor, partial IV	Defense	Birth	Flaw	[Location, AT]		10	-4	Location	AT 4	Auto
Natural armor, partial V	Defense	Birth	Flaw	[Location, AT]		10	-3	Location	AT 5	Auto
Natural armor, partial VI	Defense	Birth	Flaw	[Location, AT]		10	-3	Location	AT 6	Auto
Natural armor, partial VII	Defense	Birth	Flaw	[Location, AT]		10	-2	Location	AT 7	Auto
Natural armor, partial VIII	Defense	Birth	Flaw	[Location, AT]		10	-2	Location	AT 8	Auto
Natural armor, partial IX	Defense	Birth	Flaw	[Location, AT]		10	-1	Location	AT 9	Auto
Natural armor, partial X	Defense	Birth	Flaw	[Location, AT]		10	0	Location	AT 10	Auto
	Creature has a certain AT, but at particular **Location** it has another **AT.** Take -25 to target this location, for reduced AT and apply critical to location as would be normal.									
Poison blood	Defense	Birth		[Poison, RR mod]	1	1	35	Poison	RR mod	Auto
	When being is struck with a bleeding result, some of its blood sprays on attacker, forcing a Physical RR, versus **Poison,** at **RR mod.**									
Physical resistance	Defense	Resistance		[Bonus]	1	10	5- tier	´+5/ tier		Auto
	Creature has a better than normal resistance against poisons, disease and other effects that attack the physical body. Add **Bonus** to its Physical RR.									
Physical vulnerability	Defense	Resistance	Flaw	[Penalty]	1	4	-5/ tier	-5/ tier		Auto
	Poisons, diseases and other effects affect this being more severely and more often. Add Penalty to its Physical RR.									
Proof, critical, critical reduction	Defense	Resistance		[Severity reduction]	1		10/ tier	+I/ tier		Auto
	Creature is not as sensitive to damage as normal beings. The roman numeral serves as a direct **Severity reduction** of any critical dealt to the creature. Reducing a critical below A, means no critical is rolled.									
Proof, critical, no bleed	Defense	Resistance		[No Bleed (#)]	1		10			Auto
	Being cannot lose blood. Each hit per round bleeding will be converted to 1 hit concussion damage.									
Proof, critical, no stagger	Defense	Resistance		[No stagger (!)]	1		10			Auto
	This creature cannot be staggered, knocked back or down, due to its construction, physical make up, or a special ability.									
Proof, critical, no stun	Defense	Resistance		[No Stun (@)]	1		10			Auto
	Creature cannot be stunned. If it can be staggered, Daze will be converted to stagger, Stuns and Stunned and unable to parry will be converted to knock back. Down will be converted to knock down.									
Proof, critical, specific	Defense	Resistance		[No Critical]	1		10	Critical		Auto
	Take full damage from normal physical attacks, except apply only halve damage and critical damage and no stuns, bleeding or penalties from mentioned **Critical.** Stagger, knock back and knock downs are applied.									
Proof, elemental	Defense	Resistance		[Elements, Size]		1	15/ tier	Element	-1 Size/ tier	Auto
	Correct **Elemental** damage is considered to be **Size** lower than normal.									
Proof, weapon, all	Defense	Birth		[All]	2	2	50			Auto
	Take half damage from normal weapons and in this case when there is no way of circumventing the damage reduction. Apply only half Hit damage from criticals and no other effects, such as stuns, penalties and bleeding. Staggering does apply.									
Proof, weapon, except crystalline	Defense	Birth		[Except Crystaline (EC)]	1	1	20			Auto
	Take half damage from blows of non-Crystalline weapons. Half critical damage, don't apply stuns, penalties and bleeding.									
Proof, weapon, except magic	Defense	Birth		[Except Magic (EM)]	1	1	20			Auto
	Take half damage from blows of non-Magical weapons. Half critical damage, don't apply stuns, penalties and bleeding.									
Proof, weapon, except magic or silver	Defense	Birth		[Except Magic (EM)]	1	1	15			Auto

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	Take half damage from blows of non-Magical or -Silver weapons. Half critical damage, don't apply stuns, penalties and bleeding.										
Proof, weapon, except raw iron	Defense	Birth	[Except Raw iron (ER)]	1	1	20					Auto
	Take half damage from blows of non-Raw iron weapons. Half critical damage, don't apply stuns, penalties and bleeding.										
Proof, weapon, except silver	Defense	Birth	[Except Silver (ES)]	1	1	20					Auto
	Take half damage from blows of non-Silver weapons. Half critical damage, don't apply stuns, penalties and bleeding.										
Proof, weapon, except wood	Defense	Birth	[Except Wood (EW)]	1	1	20					Auto
	Take half damage from blows of non-Wooden weapons. Half critical damage, don't apply stuns, penalties and bleeding.										
Rapid bleeder	Defense	Birth talent	Flaw	[Bleed increase]	1	2	-25/ tier	+1 B/ tier			Auto
	Creature is prone to profusely bleeding wounds. It suffers **Bleed increase** on any wound that draws blood.										
Regeneration, no	Defense	Resistance	Flaw		1	9	-20				
	Creature does not Autoally repair its own body. It might be artificial, needing repairs, or has a bodily make-up that is not setup for regeneration. It might have other ways of taking care of damage on its wounds, however, such as life drain, blood drain or other talents.										
Regeneration, body part	Defense	Resistance		[Time]	5	9	30	1 hr			Auto
	Creature has great healing powers, not suffering bleeding from severed limbs, instead regeneration them in **Time.**										
Regeneration, conditional	Defense	Resistance		[Condition, Hits, Time]	4	9	25	Condition	1 H/ rnd	10 mins.	Auto
	Under **Condition,** this being starts regenerating **Hits** and critical damage in **Time.** Condition could be: in darkness, under sunlight, underwater, or anything really. Elemental beings regenerate in their own element.										
Regeneration, head	Defense	Resistance		[Time]	7	9	40	10 rnds			Auto
	Regenerative powers replace creature's severed or slain head by 2 new ones in **Time.**										
Regeneration, magical, accelerated	Defense	Resistance		[Hits, Time]	6	9	40	8H/ rnd	10 min		Auto
	Its magical nature makes its body pieces clump together really fast after destruction. Creature regains **Hits** and regenerates other damage as per normal rules and instead of days use **Time.**										
Regeneration, magical	Defense	Resistance		[Hits, Time]	6	9	30	1 H/ rnd	10 min		Auto
	Its magical nature makes its body pieces clump together after destruction. Creature regains **Hits** and repairs other damage as per normal healing rules instead of days use **Time.**										
Regeneration, natural	Defense	Resistance		[Hits, Time]	3	9	20	1 H/ min	Hour		Auto
	Creature has greatly increased regenerative abilities. It recovers **Hits.** Wounds take as long as per normal healing rules except instead of days use **Time.**										
Regeneration, natural, slow	Defense	Resistance		[Hits, Time]	2	9	0	Hits	Day		Auto
	Beings will recuperate over time from wounds and disease and other ills. Normal beings regenerate 1 Hit per rank of *Body Development* per 8 hours of sleep, or Ranks of *Body Development* divided by 8 per hour: see *Core Rules*.										
Regeneration, whole body	Defense	Resistance		[Time]	8	9	50	1 week			Auto
	If even the tiniest piece of this creature is left over, its whole body will regrow from that in **Time.**										
Regeneration, damage	Defense	Resistance		[Type, Hits]	9	9	30	Type	1 H/ hit		Auto
	By inflicting a certain **Type** of damage, this creature replenishes **Hits** at rate. It even heals previous criticals in the following way: a critical of the type will heal an equal severity critical of another type.										
Shadow shroud	Defense	Birth		[Radius]	1	1	25	20'R			Movement
	During movement, this being cloaks itself in a **Radius** of dark fog that, during the night, disallows other beings to detect its movements using normal means. During the day the dark fog will be obvious.										
Slow bleeder	Defense	Birth talent		[Bleed reduction]	1	2	25/ tier	-1 B/ tier			Auto
	This being has a limited ability to close wounds faster. It bleeds less quickly and profusely than others, reducing bleeding results from each wound by **Bleed reduction.**										
Sticky	Defense	Birth talent		[Penalty]	1	1	10	-20			Auto
	Weapon sticks on or in foe on any strike that only delivers hits. Stuck weapon can be freed with a **Penalty** on a Feat of Strength, or *Brawn: Weight Lifting* maneuver.										
Sun susceptibility I	Defense	Birth	Flaw	[Damage,Interval]	1		-10	1	1x/ 1 min		Auto

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This creature cannot tolerate the sun on its skin. When exposed to full sun light it suffers **Damage,** every **Interval.** Cloud cover and a forest canopy reduces the **Interval.**

Sun susceptibility II	Defense	Birth	Flaw	[Severity]	2	-40	E			Auto

Being is harmed by direct sunlight. Every round of exposure it suffers a **Severity** Heat critical.

Sun susceptibility III	Defense	Birth	Flaw		3	-25				Auto

Creature cannot stand the sun. When in direct sunlight, it will revert back to the material it once was made of: ice. It stands as an irregular pillar of snow and ice. When the sunlight is gone, and the pillar is still standing, the creature, slowly, returns to life.

Sun susceptibility IV	Defense	Birth	Flaw		4	-30				Auto

Being is allergic to sunlight in the extreme. Any part of its body exposed to direct sunlight is changed to stone for the duration of the exposure. When unexposed, the body parts, or the whole creature slowly revert back to living.

Sun susceptibility V	Defense	Birth	Flaw		5	-40				Auto

Creature is vulnerable to direct sunlight and touch of the direct rays of the sun causes the creature to turn to stone, irrevocably.

Sun susceptibility VI	Defense	Birth	Flaw		5	-40				Auto

Creature is slain by direct exposure to bright light such as sun light or an Utter Light spell. Creature is allowed a Physical RR if the light effect is a spell.

Wavy mirror	Defense	Birth		[Condition, RR mod]	1	1	15	Underwater	-10	Full round preparation

Mentalism RR with **RR mod,** or attacker sees himself and cannot attack. Works in **Condition.**

Weak spot	Defense	Birth talent	Flaw	[Location, Penalty]	1	1	-10	Location	-25	Auto

When the **Location** of the weak spot is known, take **Penalty** to OB to increase the size of your attacks by 1 against this foe.

Adapted form: water	Form	Birth			1	15				Auto

Being is adapted to living in water. Its limbs are flared like flippers, webbed fingers, gills for breathing, and/ or a bluish, silvery skin. Its blood can handle sudden pressure changes and extreme pressures.

Additional head	Form	Birth		[Size, Type, Number]	1	10	15+10/ tier	Size	Type	1	Auto

The creature possesses **Number** extra heads, normally of the **Type** of the base creature. The extra head(s) are of **Size.** Each head has its own consciousness, but only the first main head is capable of controlling the body. The additional head(s) may execute their own attacks autonomously and keep vigil, talk (if capable) and take their rest separately. Heads can be of a different **Type** with their own attacks and senses.

Additional limb pair	Form	Birth		[Location]	1	5	20/ tier	Location		Auto

Instead of a two pairs of limbs, this creature has 1 or more additional pairs of limbs in **Location.** Front limbs add attacks and manipulative capabilities and hind limbs increase movement and stability. Each tier adds a limb pair.

Additional limb spawn	Form	Birth		[Number]	1	10	10/ tier	1		Skill

As needed, this creature can spawn up to **Number** limbs from its body. Each is very limber. The creature may use up to 3 limbs to attack the same target. Other limbs may cast spells, wield a shield, or prepare other actions.

Additional spirit	Form	Birth			1	1	35			Attack

Any extra attacks are directed by separate spirits, making them autonomous and extra. No Combat expertise (Multiple attacks) needed for extra attacks.

Air and water breathing	Form	Birth			1	20				Auto

Being can breathe as well in air, as in water.

Amphibious	Form	Birth		[Time]	1	10	23 hrs			Auto

Being is equally at home on the land, as in the water. It may stay dry for up to **Time,** each day, but it needs a bath for the remaining time. Defaulting on bathing incurs a cumulative penalty of -1 per hour on all activity. To alleviate the problem creature must make good on the bathing deficit.

Beast of burden	Form	Birth		[Base percentage]	1	5	10/ tier	10% + 10%/ tier		Auto

Creature has an unencumbered load capacity of **Base percentage,** which is why it is used as a beast of burden.

Body condition, partial incorporeality	Form	Birth			1	10				Auto

Creature has normal weapon proof, except magical weapons. It negates criticals against its limbs 25% of time, while its visible torso and head do not enjoy such negation.

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Body condition, projected	Form	Birth			1	50				Auto
	Being is somewhere else, or incorporeal and projects a body on the physical realm, which is real in all aspects. If killed, or destroyed it will vanish. This has no consequences other than that the being needs to project another body. This takes 24 hours.									
Body condition, shadow	Form	Birth	[Bonus]		1	25	50			Auto
	Creature's black and wispy body is nearly invisible in darkness. Add **Bonus** to Hide and DB while in darkness.									
Body condition, transparent	Form	Birth	[Time, Interval]		1	20	24 hrs	1x/ 1 rnd		Spell
	Creature is already transparent, but may become invisible **Interval** times per day, for **Time.**									
Body condition: colony	Form	Birth			1	50				Auto
	Creature is actually composed of multitudes of very small creatures, working together as one creature. Such beings have Proof, critical [Slash] and [Puncture] are Proof, elemental against Cold, and Wind. When the Hits of the colony are reduced to zero, it will disperse and its individual components die off within one hour if not sustained somehow, or taken up by another colony of the same type. Sometimes (5% chance) a former colony of size Large and larger, might reform within one hour, albeit at quarter Hits and PP of Small size.									
Body condition: Intricate parts	Form	Birth	Flaw	[Damage increase]	1	-15	50%			Auto
	The intricate parts of construction will jam and break more often. Increase damage of hits taken by **Damage increase.**									
Body condition: smoke	Form	Birth	[Time, Interval]		1	15	10 mins	1x/ hr		Auto
	With concentration the creature may transform in smoke, able to pass cracks and small opening. It is immune to any damage in this state and cannot attack, as well. It may remain in smoke form for **Time,** every **Interval.**									
Body, sound	Form	Birth			1	40				Auto
	Being is made of sound, or vibrations. This being can solidify its sound. As sound waves they travel at the speed of sound and can travel through objects. Solidified the creature can use its sound to harm others.									
Body, unknown energy	Form	Birth			1	100				Auto
	Creature is imperceptible, except with heightened senses and then only 10% of time. Detect spells have only 75% chance of detecting creature. Always has surprise bonus to attacks. Spells of the same energy will be invisible as well.									
Body: flesh	Form	Birth	[AT,Bonus,Effect]		1	25	0	1	0	Auto
	Flesh is not resistant to damage. This being should wear armor and wield weapons to do damage. Flesh is however cheap and easy to find in humanoid shape. **AT** and DB **Bonus** apply.									
Body: demon flesh	Form	Birth	[AT, Bonus, Effect]		2	25	5	2	0	Auto
	Demon flesh is very resistant to damage and hardship. The being gains **AT** and **Bonus** to DB and usually the creature has -1 critical reduction. More powerful demons get better flesh and might ignore stuns and bleeding as **Effects**.									
Body: dead flesh	Form	Birth	[AT,Bonus,Effect]		3	25	0	1	0	Auto
	Although once dead, this creature is now moving again, in a mockery of life. Dead flesh cannot be killed again; it must be utterly destroyed, burned, dissolved in acid, or the pieces thrown separately in a river. It usually has **AT** and DB **Bonus.** Also it cannot be stunned, or bled.									
Body: tar	Form	Birth	[AT,Bonus,Effect]		4	25	10	2	10	Auto
	Tar is very tough against physical attacks.Giving **AT** and **Bonus** to DB. This being cannot be stunned and can't bleed. Critical proof [No Krush]. Elemental susceptibility [Heat, +1 Size].									
Body: herbaceaous	Form	Birth	[AT,Bonus,Effect]		5	25	0	3	0	Auto
	This creature is made from succulent plant matter, supported by fibers of cellullose and lignin. It bends under Krush criticals; Critical proof [No Krush], Critical proof [Critical reduction I] and confers **AT** and DB **Bonus.** This creature cannot be stunned. It is vulnerable to the element Fire.									
Body: dried dead flesh	Form	Birth	[AT,Bonus,Effect]		5	25	0	3	0	Auto
	This creature was once living. After its death it was treated by rituals, magic, or the environment; to weather the ages. This process made its flesh and bone dry as tinder. This creature has at least -1 critical reduction, and cannot be stunned, or bled, except against fire elemental attack, to which it has Elemental susceptibility I [Heat, +1Size]. Also has **AT** and **Bonus** to DB.									
Body: incorporeal	Form	Birth	[AT,Bonus,Effect]		6	25	50	1	50	Auto
	The creature is not physically in the material world, instead lingering in the spirit world. The creature may choose to manifest visually and physically for short times with **AT** and **Bonus** to DB. During these times, the incorporeal being seems real and solid. When not manifesting physically, this creature may not affect the physical world in any way. When manifested physically it may be hit by magical weapons, but it cannot bleed, stagger or get stunned. Also it reduces criticals by at least 1.									

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Body: slime	Form	Birth	[AT,Bonus,Effect]	7	25	0	2	0	Auto

Creature is made of soft amorphous slime, giving it **AT** and **Bonus** to DB. Conferring Weapon proof, all and Critical proof [Impact]. Also confers immunity to stuns and staggers.

Body: skeletonized	Form	Birth	[AT,Bonus,Effect]	8	25	0	6	0	Auto

Creature has lost its flesh and what remains is bone. Creature is AT 6 and Critical proof [No Puncture] and immune to stunning and bleeding.

Body: ligneous	Form	Birth	[AT,Bonus,Effect]	9	25	10	5	10	Auto

Creature is made of wood, which is a complex structure of cellulose and lignin. **AT** and DB **Bonus** is gained and It is immune to stun and bleeding and lowers criticals by 1 severity and It is Critical Proof [No Krush] Elemental immunity [No Impact]. Though it suffers Elemental susceptibility [Heat, +1 Size].

Body: clay	Form	Birth	[AT,Bonus,Effect]	10	25	15	2	15	Auto

Being is composed of malleable clay. This makes it resistant to stun and bleeding and Elemental proof [Fire, Light]. It is Critical proof [No Krush]. Clay has **AT** and **Bonus** to DB.

Body: skeletonized, improved	Form	Birth	[AT,Bonus,Effect]	11	25	20	9	20	Auto

Creature has lost its flesh and what remains is bone. The bone has been improved by magic. Creature is **AT** with **Bonus** to DB and Critical proof [No Puncture] [II] and immune to stunning and bleeding. It reduces damage from non-magic weapons.

Body: brass	Form	Birth	[AT,Bonus,Effect]	12	25	10	9	10	Auto

Brass is a hard metal giving a brass creature **AT** and **Bonus** to DB. Brass beings don't bleed or get stunned. They are Elemental Immunity [Electricity] criticals and might break weapons softer than Brass and Bronze, reducing breakage numbers by 10.

Body: salt	Form	Birth	[AT,Bonus,Effect]	13	25	10	7	10	Auto

Being is made of salt conferring AT and Bonus to DB. Effect is usually No bleeding and stuns. Creature is Elemental Proof [Heat, -1] and Elemental Immunity [Electricity]. It is Proof, weapon [Except Crystalline]. All weapons suffer a -10 breakage check on hit. Additionally salt is elemental vulnerable against Water.

Body: stone	Form	Birth	[AT,Bonus,Effect]	14	25	20	7	20	Auto

Being is made of stone, conferring **AT** and **Bonus** to DB. Effect is usually No bleeding and stuns. Creature is Elemental Proof [Heat, -1] and Elemental Immunity [Electricity]. It is Proof, weapon [Except Crystalline]. All weapons suffer a -10 breakage check on hit.

Body: sand	Form	Birth	[AT,Bonus,Effect]	15	25	10	4	10	Auto

Creature is made from free flowing sand, held in place with magic, providing proof, critical [No Slash, No Puncture]. The nature of loose sand also gives it Elemental Immunity [Electricity] and Elemental proof [Heat, Cold, -1]. It gains **AT** and **Bonus** to DB. As Effect it cannot bleed.

Body: iron	Form	Birth	[AT,Bonus,Effect]	16	25	20	9	20	Auto

Creature is made from iron. This confers excellent AT, DB Bonus and Stun and bleeding immunity. Creature is Proof, critical [No Slash] Elemental Proof [Heat, -1 Size] and has Elemental Immunity [Electricity]. Weapons softer than iron suffer a -20 to breakage number.

Body: elemental energy	Form	Birth	[AT, Bonus, Effect, Element, Severity]	17	25	40	1	40	Auto

Being may cause elemental damage and effects by touch. This talent is the basis for many of the elemental talents. This being is vulnerable to being slowed or held by spells and natural forces and when under one of these conditions suffers a reduction of its size against attacks by one class. (e.g a Medium sized, slowed elemental will be counted as a Small creature). Elemental energy beings are proof against stuns, bleeding and staggering, are difficult to damage without using magic weapons. They have Elemental Immunity [Own element], Elemental vulnerability [Counter element, -1] and they may use Elemental Immolating [Own element, A]. They have at least **AT** and **Bonus** to DB.

Body: crystal	Form	Birth	[AT,Bonus,Effect]	18	25	20	7	20	Auto

Being is made of crystal and has **AT** and **Bonus** to DB. It is immune to stuns, bleeding and energy attacks, conferring Elemental Immunity [Fire, Electricity, Cold]. Shock, fire and lightning bolts are reflected back at the caster at +0. It is Proof, weapons [Except Crystalline]. All weapons have their breakage strength reduced by -20 on hitting the crystal.

Body: steel	Form	Birth	[AT,Bonus,Effect]	19	25	30	10	30	Auto

Forged from hardened steel this creature is difficult to destroy. It gains **AT** and **Bonus** to DB. It is Proof, weapon [Magic] and Proof, critical [@, #, No Slash], Elemental proof [Heat, Cold] and Elemental Immunity [Electricity, Impact]. Weapons doing damage check their breakage modified by -30.

Body: mithril	Form	Birth	[AT,Bonus,Effect]	21	25	40	10	40	Auto

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Mithril is magical metal conferring incredible boons. It is Proof, weapon [Except silver and magic]. Elemental Immunity [Heat, Electricity, Cold], so these criticals do not affect it. All weapon strikes against it have their breakage strength reduced by -40 and they are critical proof [No Slash]. Mithril beings cannot be stunned or bled and have **AT** and **Bonus** to DB.

Body: mist	Form	Birth	[AT,Bonus,Effect]	22	25	50	1	50		Auto

Being is made of mist. Confers **AT** and **Bonus** DB and can fly. Mist requires magical weapons to hit it, or Cold. Proof against stagger, stun and bleeding, as well as Unbalancing and Grappling.

Body: pure energy	Form	Birth	[AT,Bonus,Effect]	23	25	50	1	50		Auto

Energy takes many forms. It gives **AT** and DB **Bonus.** Energy is Normal weapon proof [Magic] and creature counts as one size larger and cannot be stunned and bleed.

Body: diamond	Form	Birth	[AT,Bonus,Effect]	24	25	45	10	45		Auto

Diamond is the hardest non-magical substance, conferring AT and Bonus to DB. Beings made from it are Proof, weapon [Except Crystalline and Magic] Elemental Immunity [Electricity, Fire, Cold, Impact]. Energy attacks, such as shock, fire and lightning bolts are reflected back at their caster as +20 attacks. Diamond creatures do not bleed or suffer from stuns. All weapons striking diamond must pass a -50 breakage check.

Body: eog	Form	Birth	[AT,Bonus,Effect]	25	25	50	10	50		Auto

Eog is superior. Having an Eog body confers AT and DB Bonus. Cold, Electricity, Heat and Impact criticals immunity, weapons dealing damage must also pass a breakage test at -50. Proof, weapon [Except Magic and Raw Iron].

Breathing special	Form	Birth	[Substance]		1	15	Substance			Auto

Creature requires breathing to sustain life, but may also sustain itself from **Substance**.

Breathing, long breath	Form	Birth	[Time]		1	10	1 min/ lvl			Auto

Creature can remain without breath for **Time**. When the creature remains inactive this can be extended several times.

Breathing, no	Form	Birth		1	1	20				Auto

Creature does not need to breathe.

Camouflage, chameleon	Form	Birth	[Bonus]	2		40	50			Auto

Creature can change skin color and (apparant) texture to suit all terrain. Add **Bonus** to Hiding skill.

Camouflage, pattern	Form	Birth	[Terrain, Bonus]	1		10	Terrain	25		Auto

Creature has a specialized pattern, or a very terrain neutral color, giving it in **Terrain**, **Bonus** to its *Subterfuge: Hiding* skill.

Deformed feature	Form	Birth	Flaw	[Location]		1	-10	Location		Auto

This being has a bodily feature at **Location** that is ugly, or different from others of its kind. It is therefore considered to be of a lesser breed.

Dexterous pinchers	Form	Birth				1	10			Auto

Creature may manipulate objects without penalties.

Distinct odor	Form	Birth talent	Flaw			1	-10			Auto

Being smells radically different, foul or strange. This smell can be tracked with a +50 bonus, or smelled out with +50 to *Awareness: Perception* maneuvers. The smell transfers to objects touched and clothes worn.

Elemental blending	Form	Birth	[Element]			1	10	Element		Auto

While standing in **Element** of type, if fully covered, this creature is deemed invisible.

Elemental explosion	Form	Birth	[Attack, Radius,Bonus]			1	30	Attack	1'R/ lvl	10 Auto

From its body a steady explosion of creature's internal element causes victims in **Radius**, to receive an attack with **Bonus** on **Attack** table.

Elemental incohesion	Form	Birth	Flaw			1	-10			Auto

The material of this creature's body is volatile and unstable. It needs to be sustained by a certain amount of its own elemental energy in the surroundings. If the surroundings are extremely favorable, the being may stay for 1-10 days, such as a fire elemental on an active volcanoe. If the surroundings aren't favorable, but also not detrimental, such as an air elemental on a world with an air atmosphere, it may remain 1-10 hours (for an air elemental a windswept plain, or during a massive hurricane would be considered favorable), or just 1-10 minutes if the prevailing elemental conditions are unfavorable (a water elemental in the desert, a cold elemental in the tropics, an earth elemental in a cloud castle). If the creature is under control, it will remain for as long as it is under control plus the elemental incohesion limit.

Elongated appendage	Form	Birth	[Location, Range]		1	5/ tier	Location	5'/ tier		Auto

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Elongated limb(s) in **Location** allow for attacks and manipulation to take place outside the normal area of control for its size. **Range** states the additional distance from the creature it can still strike in addition to normal melee range.

Extra joints	Form	Birth		[Location,Bonus]	1	1	20	Location	20	Auto
	This being is double-jointed in some limb at **Location**. All activity, such as melee, throwing, movement and other physical activity with the limb is at **Bonus.**									
Eyestalks	Form	Birth		[Number, Bonus]	1	5	4/ tier	2/ tier	-5 +5/ tier	Auto
	Being has **Number** eyestalks. These can gaze about the being keeping a 360 degree vigil. Being cannot be surprised, or flanked. Each eye stalk pair above 2 grants a +5 **Bonus** to *Awareness: Perception* skill when using sight.									
Fast healer	Form	Birth		[Healing rate]	1	1	10	x0.5		Auto
	The **Healing rate** of this creature is increased by 100% and its wounds take half as long to heal fully.									
Feeble	Form	Birth	Flaw	[Penalty]	1	5	-5	-10		Auto
	Creature gets fatigued more quickly. Add **Penalty** to Endurance score.									
Flattened body	Form	Birth		[Depth]	1	1	5	15'		Auto
	Creature has a flat body, allowing it to operate in **Depth** as shallow water. This will be unexpected for its size.									
Fragile	Form	Birth	Flaw	[Hits reduction]	1	10	-3/ tier	-5/ tier		Auto
	Creature is more vulnerable to Hits damage. Apply **Hits reduction** to Base hits.									
Gills	Form	Birth			1	1	10			Auto
	Filtering out oxygen in the water, allowing the creature to remain under water indefinetely.									
Increase multiplication	Form	Birth		[Number]		10	5/ tier	+1/ tier		Auto
	This talent augments the talent: Self-multiplication, by adding **Number** instances of multiplication.									
Superior stat	Form	Birth		[Stat, Bonus]		10	5/ tier	Stat	+1/ tier	Auto
	Creature receives **Bonus** to his **Stat.**									
Inferior stat	Form	Birth		[Stat, Penalty]		10	-5/ tier	Stat	-1/ tier	Auto
	Being takes **Penalty** to its **Stat.**									
Induce breakage	Form	Resistance		[Item strength penalty]	1	5	10 + 2/tier	-10/ tier		Auto
	Because of its solid and hard construction, every time being is struck by any item prone to breakage, roll the breakage check with the listed Item strength penalty.									
Lifeless	Form	Resistance				1	5			Auto
	Creature is immune to life draining, constitution draining, poisons and diseases and spells that affect life force, or cause death. It is also immune to Death blows from criticals, although it would suffer the physical effects from any critical. Cutting off the head or causing a Death result does have the effect of depleting all its Hits. Lifeless creatures have no lifespan.									
Methuselah I	Form	Birth		[Time]	1	3	0	up to 200 yrs		Auto
Methuselah II	Form	Birth		[Time]	2	3	0	Up to 500 years		
Methuselah III	Form	Birth		[Time]	3	3	0	1000 yrs or more		
	Being has an extended lifespan over normal creatures' lifespan of 100 years. Time is Lifespan.									
Immortal	Form	Birth talent			1	1	10			Auto
	Being does not age. This means its cells do not degrade, nor is it vulnerable to normal diseases and viruses.									
Neutral odor	Form	Birth talent				1	10			Auto
	Being exudes no distinguishable odor. -50 to perception for trying to smell it out. Eating garlic or carrying rotting fish might reduce the penalty.									
Protected senses and breathing	Form	Birth			1	1	15			Auto
	Creature's air ways and other vulnerable openings can be closed to protect the creature from harmful dust and sand. Creature can withstand even a sandstorm.									
Recurved musculature	Form	Birth			1	1	30			Auto

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Creature's muscles have tremendous capacity and also store negative energy, allowing the muscles to work like springs. Jumps up to 100'and performing skills using Strength and/ or Agility and/ or Quickness at +20.

Self-multiplication	Form	Birth		[Number, Range]	1	1	50	9	5'/ lvl			Spell

Creature can splice itself multiple times, up to **Number.** All duplicates act as one mind. All must stay in **Range** of original.

Shapechange, conditional	Form	Birth		[Condition,Shape1,Shape2, Shape3]	3		20	Condition	Shape 1	Shape 2	Shape 3	Spell

Creature changes shape in **Condition.** Normal **Shape1** to **Shape2,** alternate **Shape3.**

Shapechange, face	Form	Birth			1		10					Spell

Creature may change its facial appearance to look like a specific person. Once, and sometimes more, the creature may shift its bodily features to that of any one humanoid race.

Shapechange, flawed	Form	Birth	Flaw	[Flaw]		1	-25	Assine hind leg				Auto

Creature will always show **Flaw,** even though it may transform in other creatures.

Shapechange, moonphase	Form	Birth	Flaw			1	-50					Auto

Being's brand of shapechange is dictated by the phases of the moon.

Shapechange, mutable form	Form	Birth		[Radius]	5		20	1'R/ lvl				Auto

Being can change how much space it fills up to a **Radius.**

Shapechange, phase	Form	Birth		[Interval,Form 1,Form 2,Form 3]	6		30	1x/ 8 hrs	Young woman	Adult woman	Old woman	Spell

Creature transforms itself gradually to several distinct phases, every **Interval.** Each of its **Forms** has a different appearance, different powers and even a different profession.

Shapechange, single form	Form	Birth		[Form]	9		40	Form				Spell

The creature may shapechange to **Form** and back to its original shape later. In case of solid forms, the creature may stop the changing at mid change and use any half form as it sees fit. Suitable forms are vapor, races, monsters, etc.

Shapechange, size short duration	Form	Birth		[Size,Interval,Time]	2		15	Medium	1x/ hr	5 mins.		Spell

Being may alter its size up to **Size** category, for **Time,** every **Interval.**

Shapechange, therianthropy	Form	Birth		[Animal]	8		30	Animal				Spell

Creature can change into the specified Animal, or a half form. It is a sort of disease that can be passed on hereditarily and by blood contact.

Shapechange, true	Form	Birth			10		50					Spell

Creature may change form as it wishes. Taking specific forms require some amount of study. Changing to a specific being allows for +20 disguise.

Shapechanger, elemental	Form	Birth		[Shape1, Shape 2, Shape 3]	1	1	30	Phoenix	Fire serpent	Fire dragon		Spell

The creature has 3 forms, all of which resemble, or are imbued with elemental energy. Each **Shape** has specific advantages that the creature can exploit at the right times

Shapechanger, size	Form	Birth		[Max size, Min size, Actual size]	7		40	Large	Small	Medium		Spell

Creature may change its size, from **Actual size,** to **Max size,** to **Min size.**

Shapechanger, type	Form	Birth		[Category, Type]	4		20	Race	Humanoid			Spell

Being may alter its appearance in to any variety within its own **Type** and **Category.**

Slow healer	Form	Birth	Flaw	[Healing rate]		1	-10	x2				Auto

The **Healing rate** of this creature is reduced by 50%, so its wounds take twice as long to fully heal.

Stunted lifespan I	Form	Birth	Flaw	[Time]	1	3	0	50 years or less				Auto
Stunted lifespan II	Form	Birth	Flaw	[Time]	2	3	0	25 years or less				
Stunted lifespan III	Form	Birth	Flaw	[Time]	3	3	0	10 years or less				

This creature's life is shorter than average. Its lifespan, instead, is **Time.**

Third eyelid	Form	Birth			1	1	10					Auto

Creature isn't affected by dust, sand, or water in its eyes, as it possesses a third eye lid that is transparent.

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Tough	Form	Birth		[Hits]	1	10	3/ tier	+5/ tier				Auto
Creature is more resilient against Hits damage. Increase its Basehits by **Hits.**												
Twisted form	Form	Birth	Flaw			1	-25					Auto
Although they used to be fair, these creatures' forms have been twisted. The degree of corruption is individual and shows the malice of its soul.												
Vigorous	Form	Birth		[Bonus]	1	5	5/ tier	+10/ tier				Auto
Creature has an improved fatigue score. Add **Bonus** to Endurance rolls.												
Wings, diaphanous	Form	Birth			2	5	5					Auto
Being's wings are transparent. Wings may fold on the back, or side, sometimes protected by a carapace. Provide flight.												
Wings, feathered	Form	Birth			4	5	20					Auto
Being's limbs are very muscular and are set with feathers. Wings may fold on the back, or side. Provide flight.												
Wings, folding	Form	Birth			5	5	30					Auto
Creature's wings fold on their back for reduced damage. Only apply criticals after a called shot.												
Wings, membrane	Form	Birth			3	5	10					Auto
Creature has limbs that have thin membranous skin between its extremities and its body. The wings partially fold and partially cover body in rest. Provide flight.												
Wings, vestigial wings	Form	Birth			1	5	0					Auto
Useless in most cases, but may provide some gliding abilities.												
Addiction	Misc	Other	Flaw	[Behaviour]	1	1	-5	Behaviour				Auto
Being is mentally addicted to Behaviour. Withdrawal causes a penalty to all actions.												
Hybrid I	Misc	Magical talent		[Realm1]	1	2	25	1Realm				Auto
Hybrid II	Misc	Magical talent		[Realm1, Realm2]	2	2	50	2Realm				Auto
Being is attuned to 2, or 3 **Realms** of magic. May select its spells from both, or all realms, as its own. Also apply the realm RR bonus of +10 to the chosen Realm RR.												
Alien communication	Misc	Birth	Flaw	[Category, Type, Variety]	1	1	-10	Extra planar	Visitor	Own variety		Auto
Being is perceived as intelligent, but apparently it may only communicate with others of its own species determined by its **Category**, **Type** and **Variety**.												
Alien intelligence	Misc	Birth			1	1	40					Auto
Creature is possessed of at least some intelligence, but its motives are unintelligible. It will never act in any way that can be predicted, or comprehended, except by it. *Anticipation* spells and future forecasting spells do not work on this creature.												
Ambidextrous	Misc	Birth talent			1	1	10					Auto
Creature does not suffer penalty from using off hand attacks. Must be picked per limb pair.												
Animal empathy	Misc	Other		[Animal, Range]	1	5	10 + 5/ tier	Animal	75' + 25'/ tier			
Being is attuned to a single **Animal** variety. Animal handling maneuvers with this variety of animal are a +25. After one month closely associating with a specific animal, of the animal variety, may commune empathically with this animal, within **Range.**												
Animalistic	Misc	Birth	Flaw		1	1	-10					Auto
Being is a beast, living largely in the moment, lacking language and much, if any, capacity for abstract thinking.												
Body condition, fleeting soul	Misc	Birth	Flaw		1	1	-20					Auto
Creature is not tied to this plane and its body and soul dissipate right after death, sometimes in a wisp of smoke, sometimes in an explosion of raw energy. Their soul does not linger in their body for long so they die at attaining 0 Hits.												
Broken spirit	Misc	Other	Flaw		1	1	-20					Auto
Although these creatures used to be intelligent, they are now only slightly so. They are seemingly cut off from sensory input and they care only for very few things, if at all.												

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Can't speak	Misc	Birth	Flaw		1	1	-10					Auto
Creature lacks a voice box, due to injury, design or happenstance, and is unable to speak.												
Changing outlook	Misc	Other		[Interval, Low end, High end]	1	1	0	100 Years	Helpful	Dominant		Auto
Being 's outlook changes at Interval time period. Its outlook changes from **Low End,** to **High end** during the **Interval.** This change is not immediate, but matures in 1/100th of **Interval.**												
Control difficulty	Misc	Other		[Penalty]	1	5	5/ tier	-5/ tier				Auto
Creature is hard to control. Apply **Penalty** to all riding, animal handling and any mental control RR's as a subtraction (So a Penalty becomes a Bonus) on the creature.												
Control submission	Misc	Other		[Bonus]	1	5	-5/ tier	+5/ tier				Auto
This creature is trained to be obedient and submissive. Apply Bonus to ridng the animal and handling it and apply the bonus as a penalty to its mental control RR's.												
Diet, arcanovore	Misc	Birth	Flaw	[Energy]	1	1	-10	magic energy				Auto
Creature can absorb **Energy,** from magic power. It can absorb raw spell energy, PP from spell casters, or right from the source of power.												
Diet, alacritovore	Misc	Birth	Flaw	[Energy]	1	1	-10	Energy				Auto
Creature can absorb **Energy,** either in the form of life energy, light, heat and or electricity. Instead of receiving damage from it replenishes its internal energy, as Hits, Stats, PP and reduction of Fatigue penalty.												
Diet, carnivore	Misc	Birth	Flaw		1	1	-5					Auto
Being must eat animal organic matter to remain healthy.												
Diet, funghivore	Misc	Birth	Flaw		1	1	-5					
Creature eats only funghi.												
Diet, herbivore	Misc	Birth	Flaw		1	1	-5					Auto
Being can subsist on plant organic matter for its survival.												
Diet, insectovore	Misc	Birth	Flaw		1	1	-5					
Being only eats insects and thrives on them.												
Diet, metallovore	Misc	Birth			1	1	10					Auto
Metal can sustain this creature healthily. It is supposed that it can break it down and digest it somehow.												
Diet, nihilovore	Misc	Birth			1	1	20					Auto
Magically or otherwise, the creature doesn't need to take in energy, and still remain healthy.												
Diet, omnivore	Misc	Birth			1	1	0					Auto
Creature can digest animal and plant matter to remain healthy.												
Diet, omnivore, true	Misc	Birth			1	1	15					Auto
Creature can digest anything organic, such as wood, dust, feces, effluence and such.												
Diet, petravore	Misc	Birth			1	1	10					Auto
Creature can subsist on digesting sand and stone. It is assumed that it may process sand and rock to do so.												
Diet, sanguinivore	Misc	Birth	Flaw		1	1	-5					Auto
Being is sustained by drinking liguid blood, or feeding on dried blood. This may be a natural ability, or a supernatural ability, where the blood is considered equal to life force.												
Disturbing voice	Misc	Birth talent	Flaw	[Penalty]	1	2	-10/ tier	-10/ tier				Auto
Creature has a very disturbing voice, hampering its Social skills, Performance art: singing by adding **Penalty** to those skills.												
Diurnality	Misc	Birth	Flaw	[Penalty]	1	1	-5	-50				Auto
This creature is adapted for daylight activity. It occurs Penalty to activity for being active during night time in addition to penalties for lighting, losing sleep, etc. It is better to sleep then. (Default is -10)												
Elemental rebirth	Misc	Birth		[Time]	1	1	25	10 hrs				Auto
When creature dies, it will burst in to flame, leaving 1 egg in the ashes, opening in appropriate **Time** with the new creature. Sometimes 2 eggs appear (10% chance).												

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Elemental spirit, size	Misc	Birth		[Size]	7	5	Size			Auto
Depending on level and power, the being may shroud itself in elemental matter, forming a body of **Size.**										
Eloquence	Misc	Magical talent		[Bonus]	1	3	15/ tier	+5/ tier		Spell
Being gets **Bonus** to SCR.										
Empathy	Misc	Birth talent			1	1	20			Spell
Being may attempt to read emotions. Victims hiding their emotions are entitled to a Mentalism RR versus being's level. Success means the victim is not affected by the being's Empathy talent. Grants +50 to Social awareness skill if appropriate.										
Energy consumption	Misc	Birth	Flaw	[Rate]	1	3	-20 - 20/ tier	10/ hr.		Auto
Creature needs energy to sustain itself. It will consume its energy, in the form of PP and, or hits, at **Rate.**										
Energy gathering	Misc	Birth		[Rate]	1	5	5 + 10/ tier	1 PP/ Min/ tier		Auto
Being attracts essence continuously It may use this energy to power its magical talents. It replenishes its PP at **Rate.**										
Energy reserve	Misc	Birth			1	1	10			Auto
The creature may use the indicated spells by using its hits, instead of PP. Conversion is 1 Hit = 1 PP.										
Eternal hunger	Misc	Birth	Flaw	[Substance, Time]	1	1	-20	Blood	1 day	Auto
This creature is cursed to have a never ending hunger for a particular Substance, or energy. If it cannot feed regularly in **Time,** it will accrue penalties of -3% per day to all actions, until the penalty reaches a total of -100% at which point the creature fades in to nothingness.										
Extended adrenals	Misc	Discipline		[Time]	1	1	30	1 rnd		Skill
Being may use the *Body discipline: Adrenal focus* skill to extend its current adrenal maneuver by **Time.**										
Extended reach I	Misc	Magical talent		[Range, Spell list]	1	4	10 + 5/ tier	+5'/ tier	Spell list	Spell
Creature's touch spells from **Spell list,** can be cast as limited **Range** spells.										
Frenzy	Misc	Discipline		[St bonus, Size increase]	1	1	20	+5	+1 Size	Skill
By succeeding an Body discipline: Adrenal focus absolute maneuver, the creature may enter a frenzy, causing its St bonus to go up +5 and it is considered to be one Size increase in respect to dealing and receiving damage. Frenzied creatures may not use any DB, except from magical sources, nor apply Shield, Parry, Adrenal Defense, Evasion or Dodge DB. To distinguish between friend or foe, the creature must succeed a Medium *Awareness:Perception* maneuver. At reaching 0 (zero) Hits, the creature does not go down and it may continue to fight until a negative number of hits is reached, equal to its Body Development skill. Exiting the rage requires another *Adrenal Focus* maneuver, based on the circumstances, such as wounds, foes left standing or friends that got wounded. Until the frenzy dies down, anything within reach is a potential target, closest first.										
Frozen spider silk	Misc	Birth		[Size, Production]	1	4	-10 + 20/ tier	+1 Size/ tier	50'/ tier	Spell
Being secretes special silk that freezes and sticks to anything warmer. Can support creatures of Size. Production is the length in feet produced each rnd.										
Gate crashing	Misc	Magical talent			1	1	20			Spell
Using this effect, the creature may punch through an area on a different plane/ dimension that has a weakened magic field, or a diminished dimensional ward, or something like that. The being pushes through partially and starts to consume everything within reach. When it is satisfied, it will retract and the hole in reality will close.										
Generate special ice	Misc	Birth		[Volume]	1	1	15	12 cu'		Skill
Creature may concentrate and produce ice of **Volume** per round, which melts at 1/3rd of normal rate.										
Golden throat	Misc	Birth talent		[Bonus]	1	2	5/ tier	+10/ tier		Auto
Being has a very nice voice, able to enchant (mundanely) audiences, or underlings. Apply **Bonus** to Social and Performance Art skills. (Influence skills, *Performance Art: Singing*, *Leadership* etc.)										
Graceful recovery	Misc	Magical talent		[Reduction]	1	5	8/ tier	-5/ tier		Auto
When the creature must make a spell failure roll, add the **Reduction** to the roll to amend its effects.										
Group instinct	Misc	Combat			1	1	5			Auto
Creature works together with its kind to form groups that can act as if led by a higher intelligence, than animal intelligence, allowing for coordinated attacks.										

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Guardian	Misc	Other	Flaw	[Subject, Range]	1	1	-10	Subject	5'/ lvl			Auto
Creature must remain within sight, or **Range** of **Subject,** whichever is shorter. Failure to do so will prompt immediate action. Damage, death and destruction of subject will also provoke immediate reaction.												
Heavy sleeper	Misc	Discipline	Flaw		1	1	-5					Auto
Creature is difficult to awaken. -25 Perception while sleeping.												
Hibernation I	Misc	Birth	Flaw	[Time, Interval]	1	5	-5	1 month	Every year			Auto
Hibernation II	Misc	Birth	Flaw	[Time, Interval]	2	1	-10	1 season	Every year			
Hibernation III	Misc	Birth	Flaw	[Time, Interval]	3	1	-15	3 years	Every decade			
Hibernation IV	Misc	Birth	Flaw	[Time, Interval]	4	1	-20	3 centuries	Every millinium			
Hibernation V	Misc	Birth	Flaw	[Time, Interval]	5	1	-25	1 millenium	Every age			
Creature can go in to hibernation for **Time.** They need this at regular **Intervals,** or they suffer dire consequences. Creature in hibernation is difficult to awaken.												
Hierarchy, elemental	Misc	Birth		[Element, Grade]	1	3	10 + 5/ tier	Element	III + I/ tier			Auto
This creature is ranked higher in the elemental hierarchy, granting it submission and control over lesser elemental creatures of **Grade** and lower of its own **Element.**												
Hierarchy, undead I	Misc	Birth		[Type]	1	3	10 + 5/ tier	III + I/ tier				Auto
Being is higher up in the undead hierarchy and may command beings of his own hierarchy that are equal, or lower in **Type.**												
Host control	Misc	Birth			1	1	50					Auto
This being has a most vile means of procreation. It will find and attack a victim, usually humanoid, then devour its brain and take control of the victim, as if it is a type or class III standard created undead. The victim will be steered to find more of its own species to sustain the being and prepare for more procreation of the controlling being.												
Impaired communication	Misc	Other	Flaw	[Impairment]	1	1	-10	Too small				Auto
This being's ability to communicate is limited. It cannot use normal communication due to **Impairment.** Other means will have to be used.												
Inept	Misc	Other	Flaw	[Skill specialization, Penalty]	1	5	-4/ tier	Skill	-5/ tier			Other
Creature has a special handicap when using a certain **Skill** specialization, suffering a **Penalty** to maneuvers with that skill.												
Inglorious failure	Misc	Magical talent	Flaw	[Increase]	1	5	-6/ tier	+5/ tier				Auto
The creature's spell failure rolls are suffering an **Increase,** to aggravate the effects.												
Innate PP	Misc	Magical talent		[PP]	1	50	1/ tier	1 PP/ tier				Auto
Being has innate **PP.** They can be used to cast spells.												
Innate spell	Misc	Magical talent		[Spell, Spell list, Realm, Level]	1	50	2	Spell	Spell list	Realm	1	Spell
Creature has one **Spell,** which is **Level,** from **Spell list,** from **Realm** it may cast using its own PP, or innate PP, complying with all spell casting procedures.												
Innate spell list	Misc	Magical talent		[Spelllist, Realm, Level]	1	50	3	Spell list	Realm	1		Spell
Being is endowed with knowledge, or special abilities equated by having knowledge of the **Spell list,** from **Realm,** to **Level.** It may use any of the spells on the list, using its own PP, or Innate PP, following normal spell casting procedures.												
Interplanar travel	Misc	Magical talent			1	1	40					Spell
Creature can move from one plane/ dimension to another, appearing to disappear from existence.												
Item, bound weapon	Misc	Combat	Flaw	[Weapon]	1	1	-5	Weapon				Auto
Creature is equipped with **Weapon.** This weapon is its bound weapon and it will not use any other. When the creature is banished, this weapon will accompany it.												
Item, bound armor	Misc	Combat	Flaw	[Armor]	1	1	-5	Armor				Auto
Creature is equipped with **Armor.** This weapon is its bound armor and it will not use any other. When the creature is banished, this weapon will accompany it.												
Item, bound tool	Misc	Combat	Flaw	[Tool]	1	1	-5	Tool				Auto
Creature is equipped with **Tool.** This weapon is its bound tool and it will not use any other. When the creature is banished, this weapon will accompany it.												

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Item, signature weapon	Misc	Combat	Flaw	[Weapon]	1	1	10	Weapon			Auto
Creature is equipped with **Weapon.** This weapon is its signature weapon and it is usually a magic item. When the creature is banished, this weapon will accompany it.											
Item, signature armor	Misc	Combat	Flaw	[Armor]	1	1	10	Armor			Auto
Creature is equipped with **Armor.** This weapon is its signature armor and it is usually a magic item. When the creature is banished, this weapon will accompany it.											
Item, signature tool	Misc	Combat	Flaw	[Tool]	1	1	10	Tool			Auto
Creature is equipped with **Tool.** This weapon is its signature tool and it is usually a magic item. When the creature is banished, this weapon will accompany it.											
Item, cursed item	Misc	Combat	Flaw	[Weapon]	1	1	-5	Weapon			Auto
This creature is cursed with using a specific **Weapon.** It might be of any make, or enchantment, including curses. It will never use any other weapon.											
Item, incorporate	Misc	Magical talent		[Item, Effect]	1	1	14	Item	Effect		Auto
Creature has some **Item** grafted, or implanted, that continually gives **Effect** to it.											
Item, no armor	Misc	Combat	Flaw		1	1	-5				Auto
Under no circumstances will this creature resort to using armor, nor armor parts. It will make due with its natural armor, if any.											
Item, no item	Misc	Combat	Flaw		1	1	-15				Auto
Creature is somehow disabled and cannot use any items, including weapons, armor and tools.											
Item, no tool	Misc	Other	Flaw		1	1	-5				Auto
Due to its limited intelligence, bad appendages or disdain, this creature eschews the use of tools for anything. Natural tools, such as teeth, nails and pinchers and the like, are not included in this prohibition.											
Item, no weapon	Misc	Combat	Flaw		1	1	-5				Auto
Creature cannot, or will not use weapons, except its natural weapons.											
Item, suicide weapon	Misc	Combat		[Weapon]	1	1	10	Weapon			Auto
The creature is bound to the specific **Weapon,** it used to end its life. This is now partially real and incorporeal. It has a 25% chance of ignoring armor worn (look up result on AT 1) and 25% of negating any parry and shield bonuses.											
Item, tool	Misc	Combat			1	1	5				Auto
Creature uses primitive tools for hunting and survival.											
Item, wraith blade	Misc	Combat		[Weapon]	1	1	20	Weapon			Auto
The special blade of **Weapon** of this being is tied to it in the ethereal plane. If it hits a living victim, tiny fragments break off and lodge in the victim. The fragments keep on syphoning life force from the victim, at half rate of the wielder, round up, sending it to the wielder of the blade.											
Light sleeper	Misc	Discipline			1	1	10				Auto
Creature is not completely out when sleeping. +25 to Perception to awaken and to subsequent rolls to be able to act.											
Link, blood	Misc	Magical talent			1	1	-10				Auto
The creator of this creature has a permanent link to it. If this creature is sating its desire for blood, so the creator is partaking of its magical effects, granting the creator a random selection of 1d3 stat enhancements, of 1d10 to temporary stat. It cannot be enhanced beyond its potential.											
Link, bound spirit	Misc	Birth	Flaw	[Focus, Radius]	1	1	-35	Focus	100'R		Auto
Being is bound to a **Focus,** something that means something to it, and it must remain in **Radius** of it at all times. If the focus is destroyed, the being cannot cling to the physical world and must pass on. With the focus intact, the being, even if utterly destroyed, may reform near the focus in 1-3 days.											
Link, controlled	Misc	Magical talent	Flaw	[Range]	1	1	-20	5'/ lvl			Auto
Creature can be controlled via mental commands, within **Range.** Commands will be executed until task is complete, or next command is issued.											
Link, inhabit focus	Misc	Birth	Flaw	[Focus, Radius,Time]	1	1	-50	Focus	100'R	1 hr	Auto

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Being is magically bound to a **Focus,** whether its a place, an object or even a region. The being is unable to leave **Radius.** Nothing can change the bond, except one predetermined condition. The being can remain outside the focus for **Time,** at the behest of its master, but must return inside the focus when ordered, or when the duration is up. Master of the focus, is also master of the bonded being.

Link, sense	Misc	Magical talent		[sense, Range]	1	1	-15	Sight	1 mile/ lvl		Auto

The creator of this creature may concentrate and then receive the sensory input of **Sense,** within **Range,** which is 1 mile per creator's level.

Link, mental control	Misc	Other	Flaw	[Range]	1	1	-15	1 mile/ lvl			Auto

The creator may receive sensory input from the creature and control it while concentrating if within **Range.**

Look of eagles	Misc	Birth talent		[Bonus, RR mod]	1	2	10/ tier	+10/ tier	+2/ tier		Auto

Creature's special looks instill calm and confidence. Apply **Bonus** to *Social: Leadership* skill. Also apply **RR mod** to Fear & Morale RR of underlings. Reverse bonuses if creature flees itself.

Look of weasels	Misc	Birth talent	Flaw	[Bonus, RR mod]	1	2	-10/ tier	-10/ tier	-2/ tier		Auto

Being's discomfort when leading is plain for all to see. Apply the **Penalty** to *Social: Leadership* skill and **RR mod** to Fear&Morale RR made by his followers.

Lost will and sanity	Misc	Other	Flaw		1	1	-20				Auto

Being is possessed no more of its free will. It will act only on instinct and cannot be reasoned with. Even animals have more persona and logic.

Master channeler	Misc	Magical talent		[Bonus]	1	3	6/ tier	+5/ tier			Other

This creature is very adept at channeling skill. Both channeling participants get **Bonus** to their *Power Manipulation: Channeling* skill roll.

Master of ceremonies	Misc	Magical talent		[Bonus]	1	5	10/ tier	+5/ tier			Skill

Creature has a connection with magical energies of the world and uses that to perform *Spellcasting: Magic rituals* more precisely. Add **Bonus** to all Magic Rituals.

Efficient sleeper	Misc	Discipline		[Sleep reduction]	1	1	5/ tier	-1 hr./ tier			Auto

Creature is getting more rest from a period of sleep amounting to reduction of the sleep period of 4 hours minus **Sleep reduction.**

Mindless	Misc	Birth	Flaw		1	1	-25				Auto

Although appearing alive, or at least animate, this creature is actually like an automaton. It will only carry out its last, limited, orders. It might defend itself, turning on attackers with Auto zeal. No mental type spells will affect this creature, as well as natural fear, charm or other influence skills. Its maximum in EM, IN, ME, PR, RE stat bonuses is -4.

Mumbler	Misc	Magical talent	Flaw	[Penalty]	1	3	-10/ tier	-5/ tier			Spell

This being has a problem articulating speech and as such gets a **Penalty** on its SCRs.

Natural familiar	Misc	Birth			1	1	-10				Auto

Creature may function as a familiar (Essence, Gate Mastery)

Night-fighting	Misc	Other		[Bonus]	1	5	10/ tier	+10/ tier			Other

Creature may alleviate some of penalty from maneuvers performed in the dark, or blind, or against invisible creatures. Add **Bonus** to maneuvers performed in the dark.

No infighting	Misc	Other			1	1	5				Auto

This being, when it recognizes it own species, will make sure no harm comes to them.

No reflection	Misc	Magical talent	Flaw		1	1	-20				Auto

This creature somehow does not cast a reflection in the mirror.

Nocturnality	Misc	Birth	Flaw	[Penalty]	1	1	-5	-50			Auto

During a day cycle, when the sun is in the sky, even if the being is shielded from its light, will be at Penalty, to all activity. It is better to sleep through that and become active at night.

Perfect pitch	Misc	Birth talent		[Bonus]	1	5	5/ tier	+10/ tier			Skill

Creature has perfect pitch, able to reproduce sounds and musical pieces as he hears them. Add **bonus** to *Performance Art: singing*, or *Performance Art: other appropriate instrument*.

Power recycling	Misc	Magical talent		[Effect]	1	2	10/ tier	+50%/ tier			Auto

After a spell failure, this creature may recover 50% of lost PP per tier.

Prodigy	Misc	Other		[Skill specialization, Bonus]	1	5	6/ tier	Skill	+5/ tier		Other

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Being has a special **Bonus** using a specific **Skill specialization.**

Quick-caster	Misc	Magical talent	[Reduction, Spell list]	1	2	10/ tier	-1 AP/ tier					Spell

Spell casting from one spell list for this creature is going faster than normal, applying Reduction to the spell casting activity time. Tier I reduces casting cost to 2-3 AP and tier II to 2 AP.

Racial vengeance	Misc	Birth	Flaw		1	1	-10					Auto

Being's species has been wronged in the past and all of the species will be prone to exacting everlasting vengeance, lashing out to all who come in their clutches. Mostly they will pretend to help out, but instead they will be providing the wrong kind of help.

Reproduction: colony split	Misc	Birth			1	1	20					Auto

A creature that has Body: colony as ability, can split itself in half. Each colony has half the remaining Hits and half the lvl and is reduced one Size. Each colony may act on its own.

Reproduction: copy self	Misc	Birth	[Chance, Number]		1	1	50	Chance	Number			Attack

Creature, using an unknown ritual or mechanism, may create one more of itself from inanimate object. Chance of Number copies accompanying it.

Reproduction: egg clutch	Misc	Birth	[Chance, Number, Method]		1	1	5	Chance	Number	Method		Auto

Female being could have clutch of eggs. Chance of Number eggs in Place.

Reproduction, lesser spawn	Misc	Birth	[Chance, Number]		1	1	15	50%	4			Attack

When the creature finishes leeching or draining the life force of a victim, it will rise again as a standard created undead of the victim's level, or other lesser type of undead.

Reproduction, spawn	Misc	Birth	[Chance, Number]		1	1	25	30%	2			Attack

On draining the last of victim's lifeforce, the creature creates a spawn of itself with Chance of Number of spawns accompanying it.

Reproduction: life force sharing	Misc	Birth			1	1	25					Special

This creature may share its life force with an inanimate stone object it really fancies. This usually is a statue of a specific kind, leading to a race of seemingly similar creatures of living stone.

Reproduction: life young	Misc	Birth	[Chance, Number, Method]		1	1	5	Chance	Number	Method		Auto

Creature female might be with young. Chance of Number of young in Place.

Reproduction: magical reproduction	Misc	Birth			1	1	20					Special

Reproduction for this being is a complex ritual, summoning arcane magics that will create another of its kind. It is a long and difficult process.

Reproduction: pod, animal	Misc	Birth	[Animal]		1	1	25	Animal				Auto

During harvesting season, this creature forms pods, that when mature, spawn an Animal.

Reproduction: Protoplasmic creation	Misc	Birth	[Number, Category, Type]		1	1	20	10	Category	Type		Auto

Creature's protoplasmic form can spawn up to Number per day lesser variety beings of its own Category and Type.

Reproduction: buds or seeds	Misc	Birth			1	1	5					Auto

When fertilized, the creature can form buds or seeds, which spring up during the growing season. Buds usually replace the parent, while seeds might be blown away over great distances, or drop in the parent's vicinity.

Restless sleeper	Misc	Discipline	Flaw	[Sleep increase]	1	2	-4/ tier	+1 hr./ tier				Auto

Being is never getting a good sleep, tossing and turning and unable to sleep easy. Sleep requirement is increased from a normal 4 hour period plus **Sleep increase.**

Revulsion	Misc	Other	Flaw	[Fear level ratio]	1	2	-15/ tier	+1 lvl/ bleeding/ tier				Auto

Being is panicked by the sight of blood and bloody corpses. First tier sets the Fear RR level at 1 per bleeding, to a maximum of 10 for a bloody corpse. Confer to Core Rules fear and Morale section for effects. Second tier sets the fear RR level at 2 per bleeding, with a maximum of 20th lvl for a bloody corpse.

Ritual casting	Misc	Magical talent	Flaw		1	1	-20					Auto

Creature can cast spells, but it needs to overcome some sort of problem by casting its spells by a ritual that makes its spells take 1 minute longer to cast.

Scope skills: radius	Misc	Magical talent	[Spell list, Radius increase%]		1	2	20/ tier	Spell list	+100%R/ tier			Spell

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Spell list, acquired by creature, has its radii increased by **Radius increase percentage.**

Scope skills: targets	Misc	Magical talent	[Spell list, Target increase%]	1	2	20/ tier	Spell list	+100%/ tier		Spell

Specific Spell list has its number of targets increased by **Target increase percentage.**

Shifty eyes	Misc	Birth talent	Flaw	[Penalty]	1	2	-10/ tier	-10/ tier		Auto

Creature's eyes have a crazy look about them. Apply **Penalty** to all *Social: influence* skills and *Social: leadership*.

Silk gland	Misc	Birth		[Size, Production]	1	4	5 + 5/ tier	Small + 1 Size/ tier	+50'/ tier	Spell

Two teets mix silk that forms very strong strands that will support creature of **Size. Production** indicates length per round produced.

Sleep requirement, dragon	Misc	Birth	Flaw		1	1	-50			Auto

These beings need to sleep long periods at a time. The older they become, the more sleep time they need. Young dragons sleep for several days and then are awake for several days. Mature dragons may sleep for several years and be awake after for halve that time. Old dragons: after resting for several centuries, they may venture forth, at which time they may be active for several years with short naps in between.

Sleep requirement, vampire	Misc	Birth	Flaw		1	1	-20			Auto

Every resting period, this creature needs to recuperate on the soil of its native country. This requirement cannot be circumvented; no soil, no rest.

Spatial skills	Misc	Magical talent		[Spell list, Range increase%]	1	5	10/ tier	Spell list	+50%/ tier	Spell

Creature's ranges for **Spell list** are increased by **Range increase percentage.**

Speedy task	Misc	Other		[Task]	1	1	30	Cleaning		Auto

When engaged in **Task,** this being is treated as if hasted +100% for the duration. Afterwards the being is treated as fatigued to -49 penalty.

Spirit mind	Misc	Birth		[Intelligence]	1	1	-10	5		Auto

Creature is animated by a spirit. It may move as if alive, but it is immune to mental influence and cannot communicate. Spirits have Intelligence as maximum EM, IN, ME, PR, RE, SD stat bonus.

Subconscious discipline	Misc	Magical talent		[Extra concentration%]	1		10/ tier	+50%/ tier		Auto

Spells that have a duration of "C", will continue for **Extra Concentration Percentage** rounds as the original time of concentration, after the caster ceases concentrating.

Superior intelligence	Misc	Birth		[Intelligence]	1	1	10	20		Auto

This being's intelligence is beyond normal. It has a much higher thinking capacity and is able to grasp higher concepts. Its concepts of chivalry, sensibility, aid and self-preservation are from another level of consciousness. Although it is still working within the Good/ Evil framework, it sees and acts on things differently. This is very hard to roleplay. Use **Intelligence** as a guideline for its behavior and the maximum for the EM, IN, ME, PR, RE, SD stat bonuses.

Symbiosis	Misc	Birth		[Component]	1	1	20	Skull, undead		Auto

This creature is composed of several **Components,** each of which is supported by the others. Damaging one component enough to destroy it, will not drop it, but it will be at -50 to all actions. Only if all other components are damaged to destruction, will the components drop collectively.

Symbiotic relationship	Misc	Birth		[Subject]	1	1	5	Subject		Auto

Due to some mutually beneficial evolutionary dependency, this creature has a symbiotic relationship with **Subject.** Creature and subject will not harm each other and provide whatever service for each other that is the basis of the relationship.

Telepathy	Misc	Magical talent		[Range]	1	1	10	5'/ lvl		Auto

Creature may communicate with other intelligent beings, in **Range,** at will.

Temporal skills	Misc	Magical talent		[Spell list, Time increase%]	1	2	10/ tier	Spell list	+50%/ tier	Spell

Chosen **Spell list** has its durations increased by **Time increase percentage.** Only works on spells that have a duration.

Touch of invisibility	Misc	Magical talent			1	1	20			Auto

Items carried by creature might be rendered invisible. This lasts as long as the items are touched. If struck, the items become visible for one round.

Touch of waterbreathing	Misc	Magical talent			1	1	20			Auto

By touch the creature transfers its own ability for breathing water, to another being. Lasts generally 24 hrs, or until cancelled.

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Type, elemental	Misc	Birth	Flaw	[Grade]	1	7	-1/ tier	+I/ tier				Auto

This creature is not from the normal plane of existence, but comes from an elemental plane. Its objectionable existence makes it vulnerable to certain spells, summonings and control. There is a certain hierarchy these creatures adhere to that correlates with their level. The **Grade** of the creature designates how hard it is to summon and control.

Type, extra planar	Misc	Birth	Flaw	[Type]	1	7	-1/ tier	+I/ tier				Auto

Creature is not from the current plane of existence (extra planar) and as such is affected by spells and powers especially designed against such creatures. They may be summoned, banished, controlled, at the behest of such spells. It is assigned a **Type,** indicating its relative power level and how easy, or hard they are to affect by extra planar spells. As a rule, holy or unholy attacks work against these creatures, as indicated by an assigned talent: Abomination or Sanctified. Every **Type** is equivalent to about 3-5 levels. Really powerful creatures might get a **Type** above their own level.

Type, special	Misc	Birth	Flaw	[Type]	1	7	-1/ tier	+I/ tier				Auto

Being is of a special type. It needs special spells to summon and control. Its **Type** indicates how powerful the being is and how powerful the spells need to be in order to affect it. This being cannot be affected by spells that affect extra planar creatures and undead.

Type, undead	Misc	Birth	Flaw	[Class]	1	7	-1/ tier	+I/ tier				Auto

These foul creatures are typed as Undead. Once living and existing only by Necromantic energies and spells, these beings are prey to certain spells and attacks, specially designed to affect them. They are assigned a **Class** to indicate their relative power lvl and determine how powerful the spells need to be to affect them. As a rule, holy or unholy attacks may harm them, as if they are assigned the talent: Abomination or Sanctified. **Class** is assigned in 3-5 lvl increments, but more powerful undead might have a **Class** above their level.

Unsleeping	Misc	Birth			1	1	20					Auto

These beings do not sleep. Their bodies have an internal energy reserve and their Hits and PP regenerate back slowly, over time, both at the same rate. Such beings never make fatigue checks, nor suffer a penalty from fatigue.

Visions	Misc	Other		[Interval]		3	20 + 10/ tier	1x/ day/ tier				Skill

Being has spontaneous visions, at **Interval,** concerning some item, or former possessors of the item. Visions will be significant events in the life of the item.

Wish grant, false	Misc	Birth			1	1	70					Spell

This creature is pretending to grant a wish, similar to a Wish grant, lesser, but will cancel the wish at any inopportune time for the victim.

Wish grant, true	Misc	Birth			1	1	75					Spell

Creature is endowed with the greatest boon and may grant it to others if they fulfill a specific condition. True wish may grant greater items, but no artifacts, it may yield a pile of valuables, a large building, a following of magical beings. It may grant anything a greater and lesser wish may grant as well, except, perhaps, in larger quantities.

Wish grant, greater	Misc	Birth			1	1	50					Spell

Being is possessed of special powers to grant a wish on a special condition. Greater wishes entail creation of minor magic items, mending magic items, creation of a substantial amount of precious material and everything that a lesser wish may grant. Greater wish may restore life or mend any injury. Spells granted as a wish may not exceed 20th lvl, also could be Demonic pact list spells, of *Skill, Vision, or Mission* spell, up to the being's own level, cast on itself.

Wish grant, lesser	Misc	Birth			1	1	25					Spell

Creature has special powers that may be granted, on fulfilling a condition. Lesser wish entails transferance of object, mending non magical items, of a *Diabolical skill* or *Demonic vision* spell from the Demonic Pact list up to its own level, or any spell under level 10. Lesser wish may not restore life, but can mend any injury, except to major organs.

awkward movement I	Movement	Other	Flaw	[Terrain,Move%, Pace, Penalty]		1	-5	Terrain	90%	Dash	-5	Auto
awkward movement II	Movement	Other	Flaw	[Terrain,Move%, Pace, Penalty]		1	-10	Terrain	75%	Sprint	-10	
awkward movement III	Movement	Other	Flaw	[Terrain,Move%, Pace, Penalty]		1	-15	Terrain	50%	Run	-20	
awkward movement IV	Movement	Other	Flaw	[Terrain,Move%, Pace, Penalty]		1	-20	Terrain	25%	Brisk	-30	
awkward movement V	Movement	Other	Flaw	[Terrain,Move%, Pace, Penalty]		1	-25	Terrain	10%	Walk	-50	

Being's movement rate is reduced more than normal on **Terrain** by **Move percentage.** Apply the **Penalty** to maneuvers made on terrain, such as moving maneuvers, attacks and other movement related skills. The creature may not move faster than indicated **Pace.** DB is reduced to half on Terrain. Attacks that are derived from movement, such as Trample, Horn, Ram, are affected by double **Penalty.**

Anti-slip: suction I	Movement	Other		[Move %, Bonus, Pace]		1	12	25%	20	Walk		Movement

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	With its multitude of suction devices, the being may traverse almost any, fairly even surface. The movement is slow, but sure and isn't just anti slip, but also allows the being to traverse angled surfaces, up to and including upsidedown. Movement is slowed to 25% of normal.										
Anti-slip: traction II	Movement	Other	[Move %, Bonus, Pace]	2	14	50%	20	Brisk			Movement
	The soles of its feet have a special texture, that allows this being to move at reasonable speeds on most flat, but slippery surfaces. Except for oiled and icy surfaces, movement is cut by half and maneuver penalties decreased by 25. movement over oil and ice are not affected.										
Anti-slip: claw/ cleat III	Movement	Other	[Move %, Bonus, Pace]	3	18	100%	20	Brisk			Movement
	Special claws, or cleat-like additions to the creature's feet, afford it to cross slippery surfaces without penalty to movement and maneuvers.										
Burrowing: acid coating	Movement	Other	[Move, Bonus, Pace, Move2]	3	20	8'	-15	1'	Walk	8	Movement
	Being's skin is coated in acid, which it can use to make tunnels in any material, by just pressing itself against them, at **Move** speed, through solid rocks it has **Move2** tunneling speed.										
Burrowing: hide	Movement	Other	[Move, Bonus, Pace]	1	0	0'	0	None		0	Movement
	By sacrificing 25% of its movement this round, the creature may create a burrow of its own size, in loose material such as sand, pebbles, or soil, in which it may hide. This gives a +10 - +40 bonus on *Subterfuge: hiding*, depending on the terrain.										
Burrowing: short dips	Movement	Other	[Move, Bonus, Pace]	2	10	4'	-10	Walk		4	Movement
	This creature may burrow in loose material, at break-neck speeds and emerge somewhere else, within **Move** listed for this movement mode.										
Burrowing: tunneler	Movement	Other	[Move, Bonus, Pace. Move2]	5	40	12'	-30	Walk		12	Movement
	The creature is equipped to tunnel through soil, and even rock. It will leave a tunnel behind of its own circumference. **Move** listed is for loose material being burrowed, and for rock that is provided by **Move2.** Extremely loose materials will not support a tunnel and cave in, but soil and rock, can hold shape.										
Burrowing: undulating body	Movement	Other	[Move, Bonus, Pace]	4	30	8'	-20	Walk		8	Movement
	By using its body's strange ability to vibrate, the creature may burrow in and move through loose soil at **Move** speed..										
Burrowing: unimpeded	Movement	Other	[Move, Bonus, Pace]	6	50	20'	-40	Run		20	Movement
	This creature's digging method makes it as fast underground, as above ground.										
Climbing: claw	Movement	Other	[Move, Bonus, Pace]	3	5	16'	0	Brisk		16	Movement
	Creature's claws can be used to climb against soft or rough surfaces. It cannot hold on for long, but climbing short stints is well possible. It is ideal to climb trees, slippery and oily surfaces and any fairly soft material, up to rock. Rock surfaces just get a +10 climbing bonus, as will other hard rough surfaces, but the movement penalty is as normal for climbing.										
Climbing: glue	Movement	Other	[Move, Bonus, Pace]	5	15	28'	10	Walk		38	Movement
	The appendages of this creature have a special glue on them. The creature can unglue itself easily, but it will stick fast if it wants to. The glue is very versatile, but it cannot stick to really slick surfaces, such as oiled, or teflon coated. When it uses its glue, remains of it will be visible where it threaded.										
Climbing: grip	Movement	Other	[Move, Bonus, Pace]	2	0	25'	-5	Brisk		25	Movement
	This being has strong appendages, allowing it to grasp objects and hold on. It may climb at listed Move when against trees, rough surfaces, or constructions with lots of handholds. Otherwise climbing rate is affected as normal.										
Climbing: micro hooks	Movement	Other	[Move, Bonus, Pace]	4	10	24'	5	Walk		24	Movement
	Creature's appendages are covered in microscopic hooks that latch on to any surface, even glass. The creature can treat any surface as velcro, loosening its grip only in one direction, while in the other directions its grip is firm. Only slippery surfaces, coated with oil and other slick substances will diminish or eliminate its grip. Listed Move on any surface, except for slick surfaces, where it gets a +25 climbing bonus and normal climbing rate.										
Climbing: no gravity	Movement	Other	[Move, Bonus, Pace]	6	20	40'	15	Dash		40	Movement
	This being has no limit on its climbing movement. It will move its listed Move, no matter what is in the way.										
Climbing: suction	Movement	Other	[Move, Bonus, Pace]	1	0	10'	-10	Walk		10	Movement
	With its multitude of suction devices, the being may traverse almost any, fairly even surface. The movement is slow, but sure and isn't just anti slip, but also allows the being to traverse angled surfaces, up to and including upsidedown. Movement is slowed to 25% of normal.										

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Jogging movement	Movement	Birth		1	1	10					Movement
	Creature may move up to 2x movement without making extra fatigue checks, beyond normal checks.										
Landing	Movement	Other	[Height]		4	10	5'/ lvl			5'/ lvl	Auto
	Creature has a knack for landing on its feet. Suffers no damage if it leaps or falls for Distance.										
Leaping: bouncing	Movement	Other	[Move, Bonus, Pace]	2		5	35'	-10	Sprint	30	Movement
	Creature is walking with large jumps, instead of strides. Its musculature and bone structure provide this gait is more energy efficient.										
Leaping: great bounds	Movement	Other	[Move, Bonus, Pace]	5		20	80'	-25	Sprint	80	Movement
	Either using some magic, or terrible power in its legs, this being moves around using great bounds, up to Range.										
Leaping: leap gait	Movement	Other	[Move, Bonus, Pace]	1		0	30'	-5	Run	26	Movement
	The creature has a specific mode of movement: it takes a few normal steps and then a larger step, not unlike a leap.										
Leaping: leap gliding	Movement	Other	[Move, Bonus, Pace]	4		15	60'	-20	Run	60	Movement
	Being has wings that will allow it to glide. As an extra, it may make jumps, gaining Height for gliding Range. This is a very efficient way of movement.										
Leaping: leaps	Movement	Other	[Move, Bonus, Pace]	3		10	40'	-15	Sprint	40	Movement
	The being possesses strong motor muscles and bones. It may jump 10' when moving around and up to Range when making a serious jump.										
Leaping: Slow leaps	Movement	Other	[Move, Bonus, Pace]	0	5	0	20'	0	Run	20	Movement
	Leaping is like taking a bigger step, with little hang time, or using some extreme muscle power to almost fly through the air.										
Magic flying: adapted	Movement	Other	[Move, Bonus, Pace]	4		40	30'	0	Walk	30	Movement
	Steady and moderately fast magical flight. The creature is allowed to fly where it wants, at a good speed. It may hang in the air and land and take off vertically. Aerial acrobatics still is too much to ask.										
Magic flying: awkward	Movement	Other	[Move, Bonus, Pace]	3		30	20'	-5	Walk	20	Movement
	This creature is possessed of magical fligth capabilility, but it is very awkward and clumsy and slow. Creature may direct where it goes, but it can't turn very fast and it can't stay its course, especially in heavy winds.										
Magic flying: dragging	Movement	Other	[Move, Bonus, Pace]	2		20	10'	-10	Walk	10	Movement
	Being floats above the ground, but drags itself forward with its limbs/ tentacles to move forward.										
Magic flying: magical control	Movement	Other	[Move, Bonus, Pace]	5		50	40'	5	Run	40	Movement
	Flight comes natural. Creature is more adapted in the air, than on the ground. T may fly upsidedown, hang still, land and take off vertically and all at good speed.										
Magic flying: wind prone	Movement	Other	[Move, Bonus, Pace]	1		10	4'	-20	Walk	4	Movement
	Being is lighter than air, causing it to float, either stabile, or slightly rising. Depending on its actual mass, the wind will drift the being in the directing it blows at the speed, which the being's mass allows. Going against the wind is almost impossible, but going with the wind, add the wind speed to its movement rate.										
Roots: Root wriggle	Movement	Other	[Move, Bonus, Pace]	2		0	8'	0	Walk	8	Movement
	Being is rooted to the soil, but it can move very slowly by wriggling its roots. This movement is inconspicuous and very slow. Trees might seem to move overnight.										
Roots: Rooted	Movement	Other	[Move, Bonus, Pace]	1		-10	0'	0	None	0	Auto
	This creature is attached to the soil by its root system, which is a way of gaining nutrients. The being cannot move on its own volition, or be moved without extensive and damaging dig work.										
Roots: Soil glide	Movement	Other	[Move, Bonus, Pace]	3		5	20'	0	Brisk	20	Movement
	Being is buried in soil with its roots, but it can efficiently burrow trough the top soil, to move at good speed. Tree will seem to float through the soil.										
Roots: Soil stride	Movement	Other	[Move, Bonus, Pace]	4		10	30'	0	Run	30	Movement
	Although rooted, this being can detach itself from the soil almost instantly and using its roots, move with large strides to another spot to root itself again.										
Slithering: belly scales	Movement	Other	[Move, Bonus, Pace]	4		0	10'	20	Run	10	Movement

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	A special curvature in the belly scales and moving in a special way, the creature can move forward. It remains fairly inefficient, but its also provides movement up trees and similarly ridged and formed landscapes. Also inclines impossible for legged creatures may be negotiated.											
Slithering: flat body (water)	Movement	Other	[Move, Bonus, Move2, PAce]	7	8	1	24'	25	10'	Run	24	Movement
	Being's flat body negotiates water like a boat. Use **Move** for determining water movement and **Move2** for land movement.											
Slithering: Monopede/ slime	Movement	Other	[Move, Bonus, Pace]	1	8	-10	6'	10	Brisk		6	Movement
	This mode of transport is efficient, able to negotiate any surface and angle and it is steady, but also very slow. The being has an internal "foot" that propels the creature along its own slime trail, which also aids the creature in adhering to the surface.											
Slithering: sidewider	Movement	Other	[Move, Bonus, Pace]	6	8	0	20'	25	Run		20	Movement
	Creature moves by undulating its long body, so it touches the ground in 3 points, that allow it to move on like a screw. Its fast and efficient.											
Slithering: tail movement (water)	Movement	Other	[Move, Bonus, Move2, Pace]	8	8	0	20'	25	25'	Run	20	Movement
	This mode of locomotion requires an adapted tail that propels the creature at good speeds through water at Move, but also provide some movement when it is on dry land, using Move2.											
Slithering: tentacles	Movement	Other	[Move, Bonus, Pace]	2	8	-10	8'	15	Brisk		8	Movement
	Creature moves around on tentacles. In water they provide good movement, but on land, tentacles are inefficient.											
Slithering: tentacles and suction cups	Movement	Other	[Move, Bonus, Pace]	5	8	5	12'	20	Walk		12	Movement
	Creature's tentacles and suction cups afford it decent movement in water and also on land, although still more inefficient than legs. The suction cups do provide anti slip movement and allows to negotiate inclined surfaces.											
Slithering: worm	Movement	Other	[Move, Bonus, Pace]	3	8	-5	10'	20	Run		10	Movement
	Creature moves around on tentacles. In water they provide good movement, but on land, tentacles are inefficient.											
Surface adhesion	Movement	Birth	[Terrain]	1	1	20	Terrain					Movement
	Being can walk in any orientation on the Terrain.											
Swimming: adapted	Movement	Other	[Move, Bonus, Pace]	4		10	28'	5	Sprint		28	Movement
	This creature is adapted to living in the water. It moves at good speed through its medium and has all the trappings for maneuvering there.											
Swimming: bouyant	Movement	Other	[Move, Bonus, Pace]	1		0	4'	-10	Brisk		4	Movement
	Either some special make up, or perhaps a special organ, provides this creature with bouyancy. Unfortunately it wasn't provided with any special limbs or adaptations to propel itself.											
Swimming: flopping	Movement	Other	[Move, Bonus, Pace]	2		0	10'	-5	Run		10	Movement
	Like a fish on dry land, this creature is unadapted for movement in water. Its attempts to move are comical and loud, but it manages.											
Swimming: no resistance	Movement	Other	[Move, Bonus, Pace]	6		20	60'	20	Dash		60	Movement
	Due to some special feature, the creature produces no drag in the water, allowing it great speed.											
Swimming: streamlined	Movement	Other	[Move, Bonus, Pace]	5		15	40'	10	Dash		40	Movement
	Creature has a smooth skin and special body shape and it is well adapted to moving in water. It moves at good speed.											
Swimming: webbed feet	Movement	Other	[Move, Bonus, Pace]	3		5	20'	0	Sprint		20	Movement
	This creature floats and has special limbs to move around. It moves at moderate speed.											
Walking: bipedal	Movement	Other	[Move, Bonus, Pace]	1		0	20'	0	Dash		20	Movement
	Being has 2 limbs for movement. It moves at moderate speed, but it is not very stabile and its not so fast. It is energy efficient and allows for other free limbs.											
Walking: multipedal	Movement	Other	[Move, Bonus, Pace]	5		20	44'	20	Sprint		36	Movement
	This creature has so many limbs used for locomotion that it gains stability and carrying capacity for every pair, but it is quite slow and lacks maneuverability.											
Walking: octupedal	Movement	Other	[Move, Bonus, Pace]	4		15	40'	20	Sprint		32	Movement
	Creature's 8 limbs provide this creature with very good stability, and carrying capacity, but so many limbs cripple its maneuverability and speed.											

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Walking: quadrupedal	Movement	Other	[Move, Bonus, Pace]	2	5	30'	10	Dash	24	Movement
This creature uses four limbs for locomotion. It is at a good speed, good stability, good carrying capacity. It lacks a bit in efficiency and mostly uses all limbs.										
Walking: sextupedal	Movement	Other	[Move, Bonus, Pace]	3	10	36'	15	Dash	28	Movement
Creature's mode of locomotion uses 6 limbs. It is a good regular gait, with good carrying capacity, but speed suffers and maneuvability too. Stability is excellent, though.										
Walking: shard	Movement	Other	[Move, Bonus, Pace]	6	45	400'	0	Dash	400	Movement
Creature has a special walking pace that is so fast it is just a blur of motion when moving. It needs to stop at predetermined times to make any adjustments to its direction, which are the only times it is vulnerable. When it is moving, apply 100 DB per pace multiplier.										
Winged flying, glider	Movement	Other	[Move, Bonus, Pace]	1	10	80'	-20	Walk	80	Movement
Using its wings, this being may glide from height. Using thermals and other tricks to stay up in the air, the being may stay up longer, but usually there is an expression of glide ratio, stating the amount of range it gets from height.										
Winged flying: excellent	Movement	Other	[Move, Bonus, Pace]	4	40	80'	10	Run	80	Movement
This creature is a king on the wing. It may turn on a dime and it is fast.										
Winged flying: total control	Movement	Other	[Move, Bonus, Pace]	5	50	120'	15	Run	120	Movement
Creature uses its wings in such a way to have total control over its flight. It can hover, glide, dive and climb any way it wishes. It is very fast as well.										
Winged flying: ungraceful	Movement	Other	[Move, Bonus, Pace]	2	20	20'	-10	Brisk	20	Movement
This being wings grant it flight, but its not very useful. It may get it somewhere, but it looks cumbersome and it cannot do tight turns, hover or glide. Take off and landing are comical at best.										
Winged fying: normal	Movement	Other	[Move, Bonus, Pace]	3	30	40'	0	Run	40	Movement
Creature is winged and uses them to get around. It is moderately fast but lacks some maneuverability.										
Acute senses: hearing	Sense	Birth talent	[Bonus]	1	5	4/ tier	+5/ tier			Perception
Acute senses: sight	Sense	Birth talent	[Bonus]	1	5	6/ tier	+5/ tier			Perception
Acute senses: smell	Sense	Birth talent	[Bonus]	1	5	3/ tier	+5/ tier			Perception
Acute senses: taste	Sense	Birth talent	[Bonus]	1	5	2/ tier	+5/ tier			Perception
Acute senses: touch	Sense	Birth talent	[Bonus]	1	5	1/ tier	+5/ tier			Perception
When creature uses specified sense, add **Bonus** to *Awareness: perception* maneuver.										
Air: pressure detection	Sense	Birth		1	5					Auto
Creature can sense its depth in water, or height in air. It is accurate to 10' increments.										
Air: air movement detection	Sense	Birth	[Range]	2	25	1'R/ lvl				Auto
Using small hairs, or perhaps some other mechanism, this creature senses air movement around it, and can form an accurate picture of its immediate surroundings in **Range.**										
Anesthesia (no feel)	Sense	Birth talent	Flaw	2	-10					Auto
Being is deprived of the sense of touch.										
Anosmia (no smell)	Sense	Birth talent	Flaw	3	-10					Auto
Creature is unable to smell.										
Asgeusia (no taste)	Sense	Birth talent	Flaw	1	-5					Auto
Being has no sense of taste.										
Caecitas (no vision)	Sense	Birth talent	Flaw	5	-20					Auto
Creature is deprived of the sense: sight. It cannot detect light and form a picture of the surroundings based on that.										
Surditas (no hearing)	Sense	Birth talent	Flaw	4	-15					Auto
Creature cannot hear what goes on around it.										

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Dead sense deprivement	Sense	Birth talent	Flaw		6		-30				Auto
Creature isn't alive, resulting in sense deprivement of smell, taste and feel. It is assumed to get some form of magical hearing and vision.											
Destiny sense I	Sense	Other			1		10				Other
Creature knows which direction his destiny lies. Can be used once per day.											
Destiny sense II	Sense	Other			2		20				Other
Creature does know direction and distance to its destiny. Can be used once per day.											
Electrosense: Electric discharge	Sense	Birth	[Range,Bonus]		3		20				Auto
By discharging electrical impulses, this being may sense its surroundings and detect any creatures near it. It works within Range and offers Bonus to erception.											
Electrosense: Electroreception	Sense	Birth	[Range]		2		15	1'R/ lvl			Auto
This being may sense electrical dischargesin other beings and detect them through that. Any biological life will be detectable. It works within Range.											
Electrosense: magnetoreception	Sense	Birth			1		10				Auto
This creature feels the magnetic field of the planet with special receptors in its head. It always knows magnetic North and can navigate reliably on that.											
Extra sense: taste-like	Sense	Birth talent	[Sense]		1	5	5				Skill
Extra sense: feel-like	Sense	Birth talent	[Sense]		2	5	10				
Extra sense: smell-like	Sense	Birth talent	[Sense]		3	5	15				
Extra sense: hearing-like	Sense	Birth talent	[Sense]		4	5	20				
Extra sense: vision-like	Sense	Birth talent	[Sense]		5	5	25				
Creature has another **Sense,** on top of his normal senses. Must be appropriately described in **Sense.** Extra tiers mean the sense is more useful and works at a larger range.											
Eye, cyclops	Sense	Birth talent	Flaw		1	1	-10	-10			Auto
Creature is lacking an eye, giving it a disadvantage when making attacks, or trying to aim, since it misses three dimensional depth.											
Eyes: spider	Sense	Birth			1		15				Auto
These eyes are primitive and not so sharp, but having 8 of them compensates. Gives a wide field of vision, with movement accuity unmatched by other beings.											
Eyes: chameleon	Sense	Birth			2		20				Auto
Without moving its head, this creature can scan 360 degrees around it, using its omni directional eyes. When needed it may also focus its vision vor perfect stereoscopic vision for depth gauging.											
Eyes: multifaceted	Sense	Birth	[Range, Degree, Special]		3		25	100'	320	None	Auto
Being's eyes are made up of ommatida: small lenses that focus light from almost all around it, providing Degree field of vision, within Range. Most have other Special vision attached.											
Eyes: body covering	Sense	Birth			4		30				Auto
Being cannot be surprised, also it has a 360 degree vision.											
Hearing: Cat	Sense	Birth			1		10				Auto
The hearing of this creature is roughly equal to a cat's hearing. This confers +0 bonus to perception rolls based on hearing. Cat ears can hear much better than human ears in the high pitched range. Also allows for accurate pin pointing of sound in the vicinity.											
Hearing: Dog	Sense	Birth			2		15				Auto
Being is possessed of hearing as sensitive as a dog's. Perception based on hearing +10 bonus. Dogs can pinpoint nearby sounds with high accuracy and may hear sounds up to 4 times as far away as a human.											
Hearing: Hare	Sense	Birth			3		20				Auto
Creature's range of hearing is very good in the high and low frequency range. It may localize sounds with great accuracy and hear danger coming from 10 times farther as a human. Bonus of +20 on hearing perception maneuvers.											
Hearing: Elephant	Sense	Birth			4		25				Auto
Creature's hearing is very acute and may detect sounds of low frequency up to 7 miles away. Also attuned to high frequency sounds. Add +30 on hearing based perception maneuvers.											
Hearing:	Sense	Birth			5		30				Auto

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Echolocation

Creature's ears are so acute, it may move around by just hearing. Its hearing provides an image of its surroundings and any beings in it. It provides a +40 bonus to hearing perception.

Heatsense: heat sensor network	Sense	Birth		[Range]	2		20		Auto

This being's head is set with a network of sensory organs allowing 360 degree infra vision up to Range.

Heatsense: Sensitive temperature sense	Sense	Birth			1		10		Auto

Creature has a very sensitive tongue, antennae, or sensor pits that allow them to gauge temperature up to 1/1000th of a degree. They use this to sense prey nearby, or track prey that has passed for hours.

Mystical awareness	Sense	Magical talent		[Bonus]	1	5	10/ tier	+10/ tier	Auto

Creature uses some other sense to navigate a place. **Bonus** reduces penalties based on not being able to use the normal sense for doing that, such as in darkness, or when blinded.

Nose: Uncanny tracking	Sense	Birth		[Bonus]	1	5	10/ tier	+10/ tier	Auto

Creature gains **Bonus** on *Awareness: Tracking* skill due to natural talent.

Other: Water current detection	Sense	Birth		[Range]	1		20	20'R	Auto

Being is aware of water currents. This includes tiny variations, allowing it to maneuver in complete darkness and sense creatures within **Range.**

Poor senses: hearing	Sense	Birth talent	Flaw	[Penalty]	4	5	-3/ tier	-5/ tier	Skill
Poor senses: sight	Sense	Birth talent	Flaw	[Penalty]	5	5	-4/ tier	-5/ tier	Skill
Poor senses: smell	Sense	Birth talent	Flaw	[Penalty]	3	5	-2/ tier	-5/ tier	Skill
Poor senses: taste	Sense	Birth talent	Flaw	[Penalty]	1	5	-1/ tier	-5/ tier	Skill
Poor senses: touch	Sense	Birth talent	Flaw	[Penalty]	1	5	-1/ tier	-5/ tier	Skill

Creature has a sense that is just below average, or bad. Apply **Penalty** to perception maneuvers requiring that sense. Apply half the penalty if that sense is helpful with that specific topic.

Sensitivity: Near sighted	Sense	Birth	Flaw		1	8	-5		Auto

Creature can't see far off and things get blurry further out than 10' , but gets a +10 bonus examining things up close.

Sensitivity: Far sighted	Sense	Birth	Flaw		2	8	-5		Auto

Creature sees far off quite well, but things that are near are out of focus. Searching and close up inspection are at -20.

Sensitivity: Light sensitivity	Sense	Birth	Flaw	[Penalty]	3	8	-10/ tier	-25/ tier	Auto

Creature is unadapted to operate in bright light, receiving a **Penalty** of in bright light, akin to daylight. Reduce penalty by 25 increments, for every level of brightness reduction from daylight.

Sensitivity: Bright light sensitivity	Sense	Birth	Flaw	[Light level, Damage]	7	8	-30	Daylight	Stun	Auto

Creature's eyes are susceptible to sudden bright lights of **Light level.** Exposure to such lights causes **Damage** to creature. Double the rounds of stun received from the spell sudden light.

Sensitivity: Star light sensitivity	Sense	Birth	Flaw	[Penalty]	8	8	-40	-25	Auto

Starlight is even a problem for this creature, being the light of many, far off, suns. Penalty to all actions in starlight. Double, triple or quadruple the penalty to actions for being exposed to brighter lights, up to Daylight.

Sight: primate	Sense	Birth			1	5	5		Auto

Perfect vision, 3 colors and depth vision. Does not confer a bonus to perception.

Sight: gecko	Sense	Birth			2	5	10		Auto

These beings have some good eyes. They see color at night, depth vision and see much more detail up close. +10 bonus to sight perception maneuvers.

Sight: eagle	Sense	Birth			3	5	15		Auto

Eyes of this creature have a good peripheral vision, searching for prey and when focussed can spot a hare hiding from 2 miles distance. Apply +20 to perception maneuvers revolving around sight.

Sight: hawk	Sense	Birth			4	5	20		Auto

Creature's eyes see very far, up to 5 miles, with great sharpness. Depth vision is perfect and it can spot tiny movements. +30 to visual perception.

Sight: stomatopod	Sense	Birth			5	5	25		Auto

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	Triocular vision, 12 different colors, including infra-red, ultra violet and polarized light. Gives a bonus of +40 on visual perception maneuvers.							
Smell: sensitive	Sense	Birth		1	6	5		Auto
	Creature's nose is more sensitive than normal, roughly 10 times better than a human. Upwind range: 5', downwind range: 20'.							
Smell: rat	Sense	Birth		2	6	10		Auto
	Being's sensitive smell organ is the same as a rat's. 50 times better than a human. Gives a +10 bonus on perception maneuver based on smell. Upwind: 10', downwind: 50'.							
Smell: snake	Sense	Birth		3	6	15		Auto
	Creature has a sense of smell, akin that of a snake. 100 times better than human smell. Add +20 to smell perception. Range upwind: 20' and downwind: 100'.							
Smell: dog	Sense	Birth		4	6	20		Auto
	This creature's nose is equivalent to a dog's nose: about 300 times more sensitive than a human's. Confers a +30 to olfactory perception maneuvers. Upwind range: 50' and downwind: 250'.							
Smell: shark	Sense	Birth		5	6	25		Auto
	Shark's nose is 500 times more sensitive than a human's nose. Add +40 to smell perception. Upstream: 100' and downstream 500'. Blood can be detected upto 5000' away due to special receptors.							
Smell: grizzly	Sense	Birth		6	6	30		Auto
	Reckoned to be the best nose on planet Earth: 2,100 times better than a human nose. +50 bonus on maneuvers to detect smell.							
Special: invisibility sense	Sense	Birth	[Range]	1	1	25	5'R/ lvl	Auto
	Being has other ways of detecting invisible things. Within **Range** anything invisible is still detectable to being.							
Special: life sense	Sense	Birth	[Radius]	1	4	10 + 5/ tier	+5'R/ lvl	Perception
	Being has a special ability to detect life in **Range.** All living creatures are detected and the being can distinguish between strong and less strong life essence.							
Special: presence sense	Sense	Birth	[Radius]	1	1	10	5'R/ lvl	Concentration
	Creature senses sentient minds in Radius. Treat as a *Presence* spell from *Detections, Mentalism*.							
Special: radar	Sense	Birth	[Radius]	1	1	50	5'R/ lvl	Auto
	Creature may perceive everything in Radius, as long as there are no magic inhibiting barriers, such as 1" of metal, 1' of stone, or 1 yard of wood.							
Taste: sensitive palette	Sense	Birth		1	3	5		Auto
	Taste sense is much more developed than a human's.							
Taste: sensitive taste antennae	Sense	Birth		2	3	10		Auto
	Tasting its surroundings, this creature can determine the immediate history of passing creatures of this place. +10 bonus to taste perception.							
Taste: snake palette	Sense	Birth		3	3	15		Auto
	Tasting the ground and air, the creature can follow the scent/ taste trail. +20 bonus to taste and smell perception maneuvers.							
Tone deaf I	Sense	Birth talent	Flaw	1	5	-5/ tier	-10/ tier	Auto
	Creature cannot perceive pitch and cannot sing or play instruments correctly. Apply Penalty to performance art: singing and play instrument.							
Touch: sensitive	Sense	Birth		1	5	5		Auto
	Creature's touch is more sensitive than a human's. May sense things like body heat, vibrations and air movement, but not make any accurate deductions.							
Touch: elephant	Sense	Birth		2	5	10		Auto
	Elephant toes are very sensitive to vibration. Standing on the ground they can feel creature's moving around, vibrations from sound coming from far away and the unique elephant infra sound calls. +10 to touch perception.							
Touch: sensitive antennae/ vibrissae	Sense	Birth		3	5	13		Auto
	The sense of touch on this being is so well developed, that it may feel the difference from textures, air movement and vibrations. Combining this it can detect predators and prey, getting more accurate when closing in. Touch perception, including sensing slight vibrations and such: +20 bonus.							
Touch: mole	Sense	Birth		4	5	18		Auto
	A special organ is so sensitive to the touch that it may detect difference in materials touched, hardness, and prey creatures. +30 to touch perception maneuvers.							

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Touch: spider slit sensillae	Sense	Birth		5	5	20		Auto

Special sensillae sense the slightest deformity in a special opening on the creature's legs. Combining the sensations from all its legs, the creature can, without fail, detect any movement, vibration, air movement, or surface texture, within its vicinity. This forms a sense of its surrounds unsurpassed by others. Add 40 to any touch perception maneuvers.

Vision: Tetrachromatic vision (Ultra vision)	Sense	Birth	[Range]	1	11	15	50'	Auto

This being (birds, lizards, fish and amphibians mostly) see a 4th color, in the ultraviolet end of the spectrum, giving them many advantages such as predator, prey and food detection, that seem to have different reflections in ultra violet spectrum. **Invisibility** and **Unseen** spells reflect the this 4th color in such manner it is seen by this creature.

Vision: nightvision	Sense	Birth		2	11	10		Auto

The being is endowed with extra cones in its retina, giving it superb nightvision up to its normal vision range under very dim lighting conditions. Creature still suffers in range from environmental factors, such as rain, snow and fog.

Vision: Pentachromatic (Infra vision)	Sense	Birth	[Range]	3	11	20	50'	Auto

Creature has the ability to see in the dark. It uses infra-red radiation or reflection to see its surroundings and creatures in it. Invisibility does not mask infra-red radiation.

Vision: Dark vision	Sense	Birth	[Range]	4	11	10 + 5/ tier	10' + 10'	Auto

Being is possessed of some special way of seeing in absolute darkness. The Range is limited, however.

Vision: Dark vision, superior	Sense	Birth	[Range]	9	11	50	100'	Auto

Being has some special way of seeing in the dark. The Range is fairly good.

Vision: demon vision	Sense	Birth	[Range]	10	11	55	50'	Auto

Demon vision sees as well in darkness, as in light and up to normal Range. It also combines tetrachromatic vision and infra-red vision, meaning not much stays hidden from this creature, including invisible creatures and most illusions, unless the illusions have tetrachromatic and pentachromatic sense added (Ultra and Infra vision that is).

Vision: x-ray vision	Sense	Birth	[Range]	11	11	100	10'	Auto

Being may see through materials within Range. Organic materials up to 3', Stone up to 1' and metal up to 1". It cannot peer through lead and similarly dense metals.

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5. Animals

These Creatures are defined as being natural to the world. Their form is based on adapting for survival and they are the best nature can provide. They have skills and powers dealing with survival and subsistence. Natural camouflage, quadrupedal movement, or better, and modest body weaponry are are among their benefits. On the downside they are not so bright and rely on trial and error and instinct to make their way in the world. They are the prey for predators, although a small portion have become predators. They are sometimes domesticated for their qualities as beasts of burden, or as little helpers on other fronts. They can be trained and manipulated as their masters see fit. They serve as food, or to hunt food. Animals have enhanced senses normally and a good portion have adapted to a nocturnal life, or underground. Their well-developed senses let them escape from predation. One more disadvantage is that animals cannot figure out how to use tools and gear. Only the brightest, most shrewd animals use sticks and stones to their advantage.

Creature Category talents:

One or more movement talents, aimed at biomes
No item use
Animalistic mind
Natural attack
Superior senses
Natural reproductive talents

6.1. Aerial

Aerial animals reign freely in the sky. They mostly lair on land, but their hunting grounds are among the clouds and between mountain peaks. All use wings to defy gravity, because it is the only non-magical way to raise one's head in the clouds.

Wings
Winged flight

Allibat:
Allibats are essentially flying alligators. They possess dark green batwings with a wingspan of 15'-25'. They are generally 8'-15' long. These creatures are probably just a quirk of unearthly evolution, but seem to be successful in their survival. Allibats reside near water sources such as marshes and rivers in warm climes. Females lay 20-30 eggs in nest piles, much like alligators. Allibats attack either with their tail or with their mighty bite. They often employ a swoop-and-attack routine to fell their prey. Unlike their grounded cousins, they do not grapple their foes. They have the armored hide of an alligator, but it covers their underside more completely. They have very sensitive hearing, that allows them to find prey quickly under any circumstances.
Bat, miniscule: 1"-2" long, 6"-8" wingspan.
Bat, diminutive: 10"-15" long, 5' wingspan.

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Of the order Chiroptera, bats are successful predators for many reasons. First, they are able to fly just as well as birds. Their large, membrane-like wings serve double duty as nets for scooping tasty insects out of the air. Nearly all bats possess a unique echolocation tracking talent that allows them to hunt at night as well as fly very efficiently in the darkness. High-pitched, ultrasonic sounds are thrown out in front of the bat and bounced off obstructions and flying objects. Their large ears pick up the returning echoes, and they are analyzed as to size, direction, and speed. Although most bats feed on insects, some consume small animals, lizards, fish and fruit. Three species of bat feed on animal or human blood—thus the association with vampires. Vampire bats consume over 40 pints of blood per year, but the amount ingested at any one feeding is never enough to seriously harm the victim. The major threat from this type of bat is the transmission of disease, primarily rabies. [Miniscule: Grey Bat, Tree Bat. Diminutive: Great Bat, Vampire Bat, Cavern Wing.]

Panther, winged, lesser:
Panther, winged, greater:
Lesser winged panthers look very much like normal panthers except for their powerful feathered wings. They are found in a variety of colors from tan to black. In jungle areas, leopard-like markings can be found; Winged panthers sport long white fur in the cold. Most are 4'-6' long with 12'-14' wingspans. Greater winged panthers are 8'-11' feet in length, and range in color from tan, black or even midnight blue. These rare unearthly beasts often operate in packs, and can even threaten small communities of intelligent beings. Farmers and ranchers fear them greatly. The great winged panthers are noble and powerful beasts, larger than normal tigers and smarter than most cats, capable of being trained to perform complex tasks.

Some exotic armies have raised and trained them as a fierce aerial force. When domesticated, they tend to be devoted to the single master who raised them from infancy. These carnivores hunt antelope, deer, sheep and other large prey from the air. They dwell in clearings and caves, often near water sources. These cats pounce on their prey, just like the wingless predatory cats, except that they pounce from the air.

Frog, flying: 4" long, glides between trees.
Flying frogs possess huge feet that are fully-webbed with digits resembling large disks. Extra flaps of skin are also located along the forearms. With the assistance of these flaps, the frogs are able to glide downward at an angle of 45 degrees. Its digit disks aid in climbing trees. They can be amphibious, but some are exclusively arboreal.

Lizard, flying: 7.5"-8.5" long, 1-4 young, glides between trees.
Flying Lizards (also called “Flying Dragons”) glide between trees with the aid of two wing-like skin flaps along the sides of their bodies. Normally these are kept folded. Using them, the lizard can glide for several meters. Flying Lizards only come out of the trees to bury their 1-4 eggs in the soil.

Squirrel, flying: 2.5"-16" long, tails 3"-17", 2-3 young, flies between trees.
Flying Squirrels have an extra flap of skin that hangs between the fore and rear legs. With this flap extended, the squirrel can leap from one branch and glide for as far as 300'. Flying Squirrels find all of their food in the trees, restricting their activity to night. [Flying Lemurs, Gliders.]

Squirrel, flying, carnivorous:
These unearthly creatures appear very much like rats (except for their squirrel-like tail) with flaps of skin stretched between their limbs that allows them to glide. Each is 6"-24" long. Unwary patrols, parties, and caravans have too often been wiped out by the bloody assault of a swirling cloud of these little monsters. These terrible creatures are most often found in huge swarms, living in trees. Carnivorous flying squirrels have a disposition much like piranha. Not threatening alone, these creatures are a nightmare when encountered in numbers.

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Stag, regal:
The regal stag has a big pair of eagle's wings on its back. No sighting of females have ever been reported. It is 6'-7' long, with a 30' wingspan. This creature is on the highest rung of the social ladder as far as deer go. These unearthly deer are thought of as the kings of the forest by men. Killing them is taboo in most societies, although in some circles their wings are worth quite a bit of money. Seeing one is thought to be a good omen. Like other stags, it is herbivorous, but when it needs to fight, it uses its big set of antlers. This beast uses a charging attack, exploiting its sharp horns.

6.2. Amphibians

The amphibians have adapted for life both on land and in the water. They have lungs, or primitive gills, so they need air, and also need to immerse themselves at least once per day.

Walking movement
Swimming movement
Amphibious
Egg clutch

Frog: 1"-8"; 2-20,000 waterborne eggs.
Frogs spend their time in or near fresh water and have long legs that permit them to leap considerable distances. Few have poison glands, but those that do possess some of the world's most deadly banes. Their quick spring and darting tongues (grapple attack) make them excellent insect hunters.Most are nocturnal hunters who prey on insects, arachnids, or small crustaceans and retreat to water when endangered.
Toad: 0.75"-10"; 2,000-40,000 waterborne eggs.
The terms "frog" and "toad" are now used interchangeably, although the term toad is used here (as originally) to denote beasts who spend most or all of their time on dry land. Both are related amphibians.
Toads are more compact than frogs and tend to walk on short legs, rather than hop. Instead of having smooth, moist skin like frogs, toads have dry warty hides , that allow them to be out of water for a long time and can contain poison glands on the back. The toad diet includes insects, birds, and small rodents, but these creatures will eat virtually any meat they can swallow. 75% have Respiratory Poison sacks on their backs.
Tree Frog: 0.5"-4"; 5-1000 tree or waterborne eggs.
Tree Frogs are the most specialized of frogs and spend most of their lives outside but near the water. They have sticky pads on their toes that allow them to climb nearly any surface and have long legs that permit them to leap considerable distances. Few have poison glands, but those that do possess some of the world's most deadly banes. Most are nocturnal hunters who prey on insects, arachnids, or small crustaceans and retreat to water when endangered. Their quick spring and darting tongues (i.e., a grapple, "Gr," attack) make them excellent insect hunters. Generally arboreal and nocturnal; 5% have Nerve or Respiratory Poison glands.
Salamander/Newt: 2"-29"; 10-500 eggs.
Salamander/Newt, giant: 3'-6', 10-20 eggs.
Salamanders and newts are land- or water-based amphibians who commonly hunt invertebrates. Long, quick, and well muscled, they have good eyesight, smooth and moist skin, and large, narrow tails that are suited for swimming. Some burrow or live in hollows under rocks and logs, but most while away their

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hours in the water. Some (e.g., the Fire Salamander) secrete a Respiratory Poison all along their skin surface. The salamanders have lungs and primitive gills, allowing for extended periods below the surface. Nearly all salamanders have bright colors, as if they are poisonous.
The giant salamander can grow to 5' lengths and weigh up to 140 pounds. Their vocalizations are like a child's cry of pity and are called "infant fish". Their size makes them rather dangerous, should one disturb them, but they are neither poisonous, nor dangerously dipositioned. Their coloration is a fairly subdued green or brown.

6.3. Birds

Birds are a specially adapted animal group. Light bones and aerodynamic shapes allow most of them to fly on feathered wings. Feathers provide an ideal, light weight body covering, that aids in attaining flight. They also protect versus the elements. Birds come in many shapes, sizes and colors. Males tend to be more ostentatious, to attract females.

Beak
Claw
Feathered wings
Winged flight
Egg clutch
Tetrachromatic vision

Bird, miniscule: 2-12" long.
Bird, diminutive: 12-55" long.
During the course of evolution, birds have taken the heavy boned elongated reptilian body and transformed it into a light and efficient flying machine. Birds can be found in all sizes, ranging from those weighing but a few grams to those taller than a human (e.g., ostrich). A well-honed respiratory system enables them to extract the correct quantity of oxygen necessary for constant wing exertion, lightning speed, and flight at altitudes where the oxygen is thin. Plumage of both sexes is usually dissimilar; with either males or females sporting colorations to attract a mate. Males of the species are most often slightly larger in size. Most birds lay their eggs in a nest, where many of their kind remain for a period of feeding and care after birth. A few species are able to walk immediately after hatching. The species feed on almost every type of small animal or plant matter, just one of the indications of their amazing diversity. [Miniscule: Wren, Dove, Robin, Hummingbird, Thrush, Diminutive: Crow, Raven, Woodpecker]
Bird, strider:
Strider birds are the unearthly relatives of the ostrich, but are much larger and more aggressive. They have big heads and big beaks, with talons at the end of their long, thin (though very strong) legs. They are 8'-9' tall. Some intelligent beings use them as mounts. They are difficult to train and work with. As a mount, they have a carrying capacity of 50 lbs at an +0 encumbrance, but might carry 200 lbs. at -30 encumbrance and a riding bonus of -15 for the rider. If encountered in the wild, these carnivorous birds are aggressive and vicious. Like the ostrich, they are flightless, but extremely fast runners. They nest on the ground, and females lay 1-4 eggs at a time. Strider birds fight by biting, as well as scratching with their powerful talons. Unlike their cousins, they prefer to kill or drive off their enemies rather than fleeing.
Condor: 45"-55" long, wingspan of 12', up to 25 lbs.

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Condors are one of the largest birds in the world. They inhabit the lonely crags of high mountains. They can soar to great heights and often glide as far as 10 miles without wing movements. Never attacking live animals, the condor feeds exclusively on carrion. Only one egg is laid at a time, the young bird remains under the care of its parents for over a year.

Didex:

Didex are giant two-headed birds, bright orange in color and unearthly. Their wingspan averages 25' feet. These colorful birds are fairly intelligent and can be trained as mounts if training begins right after hatching. They have a carrying capacity of 150 pounds (i.e. light riders only). Didex move quickly on the ground, but fly rather slowly. They nest on the ground, usually in a cave or ravine. Didex have big beaks with which to attack (and can attack as two individuals), as well as sharp talons (generally only used with a flying attack).

Eagle:

Falcon:

Hawk:

These majestic birds are best characterized by their curved beak, rounded wingtips and aggressive hunting behavior. Falcons can be trained to hunt for humans. Falcons are known for their incredible swiftness and their ability to catch prey in the air. [Goshawk, Kite, Redtailed Hawk.]

Eagles nest in high rocky cliffs or extremely tall trees. Eagles are formidable predators, soaring for long periods before swooping in to crush their prey in their powerful talons.

Hawks include 216 species of diver birds and can be found in most regions of the planet.

Ostrich: 6-9' tall, 2-5 eggs.

Ostriches are the largest birds. Too big to fly, they have nonetheless become the fastest creatures on two legs, being able to reach speeds up to 44 mph. They eat mostly plant matter but sometimes snack on a tasty lizard. [Emu, Rhea.]

Owl, tiny:; 5-25" tall, 1-10 eggs.

Owl, diminutive:

Owls can be found in most areas of the world. They are best recognized by their large head and enormous eyes set in a circular facial disk. Owls hunt at night, feeding on insects, birds and mammals the size of rabbits. They have excellent hearing and eyesight and soundless flight.

Penguin: 14"-48" tall, 1-2 eggs.

Penguins do not fly but instead have adapted to marine life. In fact, they only come ashore to breed and molt. Their wings have evolved into swimming paddles, their short, glossy feathers insulating them against the cold. Penguins feed primarily on fish.

Trivren:

Trivren are three-winged birds. They have wings like a normal bird, but they also have an additional, smaller wing on their back like the dorsal fin of a shark. Despite their uniqueness in the avian world, trivren are a naturally-occurring, but unearthly, species of bird. The extra wing acts as a stabilizer, and so, tri-winged birds are some of the most maneuverable in the sky. They are blue and black in color, and the back of their head is crested. They feed on small animals (e.g., worms), berries, fruit, and other plant matter. Like any other bird, they use their beak and talons to defend themselves.

Vulture: 30"-55" tall, 1-2 eggs.

Vultures can be found over an extensive portion of the earth, feeding on carrion. They, like condors, are solitary birds, easily recognized by their unfeathered heads. This feature allows them to thrust their head into slimy carcasses (while feeding) without ruining the plumage.

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6.4. Carnivores

Carnivorous mammals are flesh-eaters of the order Carnivora. Generally they are tough, or quick or strong, to defeat their prey. Some travel in packs to increase their effectiveness. All these creatures can be dangerous to confront and it is a wise idea to give them a wide berth.

Carnivore/ insectivore
Live young

Anteater: 6"-4' long, 1 young;
Anteaters have elongated snouts and no teeth. Their tongues are covered with a sticky solution allowing them to catch ants and other insects. The powerful foreclaws are used to break into ant and termite mounds.
Armadillo: 29"-3.5' long, 1-4 young.
Armadillos are nocturnal digging animals which feed on ants, termites, worms, snakes and carrion. They are covered with tough plates which provide protection against their predators. Some can curl into a ball when threatened (DB becomes zero when in this position). The density of its armor causes it to sink, but it may swallow air, inflating its stomach to stay afloat while swimming across a stream.
Bear, big:
Bear, medium:
Bears are Big, heavily-built animals with big heads and small tails. Bears vary in size from 3' to over 8' long. Bears are descended from dog-like ancestors. [Medium: Asiatic Black, Sun; Big: Grizzly, Kodiak, Polar, Black, Ovir]
Like dogs, bears supplement their meat diet with a wide variety of plant matter, but also consume insects, fruits and nuts. Bears' short legs are deceptive for they are able to achieve rapid gaits, up to 30 mph. During the cold months, bears go into winter sleep, or torpor, a state similar to hibernation. These fierce predators have a number of natural weapons, including large tooth-filled mouths, long claws, and powerful crushing arms. To find any food source, they have the most powerful sense of smell and may use it on full speed while tracking prey.
Cat, medium:
Cat, small:
The cat body type is powerful and very flexible. Small cats are 19"-36" long, while Medium cats are 4'-9.5' long. Cats belong to the family Felidae, of which there are approximately 35 species. Cats are found worldwide and are particularly admired for their very efficient killing. They normally have 1-4 young. Cats stalk and run down their prey, delivering death with a bite from their strong jaws. [Small: Lynx, Bobcat; Medium: Leopard, Jaguar]
Cheetah: body 3.5-4.5' long, tail 25-31", 2-4 young.
Cheetahs are the fastest animals on four legs, being able to move at speeds over 65 mph. The sleek body sits atop long muscular legs; a lengthy tail helps it maintain balance during a chase. The cheetah picks out its prey, then stalks it and overtakes it with a quick dash. The victim is usually dispatched with a bite to the throat.
Dog, small:
Dog, medium:
Dogs are easily recognized by the generally long muzzle and large triangular ears, usually erect. Small dogs are 8"-15" long, while Medium dogs range form 3'-5' in length. The first animal domesticated by

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man, many breeds of dog have lived and worked alongside humankind since the dawn of time. [Small: Fox,
Domesticated Dog; Medium: Coyote, Dingo, Jackal, Hyena, Domesticated Dog]
The dog family includes coyotes, wolves, foxes, and dingos. Litters are usually comprised of 1-5 pups. Dogs are effective hunters, using their quick speed and endurance to wear down their prey.

Ferret

Mustelid/ Civet, tiny: 2"-15" long; 1-8 young.

Mustelid/ Civet, small: 15"-3' long; 1-5 young.

Mustelids include weasels, ferrets, sables, ermines, wolverines, and badgers, among others. They are all small to medium in size. In all 67 different species the body pattern remains the same: long flexible bodies connected by long necks to rather small heads, short legs ending in powerful feet, and long tails. Because of these characteristics, they prove to be excellent swimmers, climbers, and burrowers. Most mustelids eat primarily other small mammals, as well as fruits, nuts, and insects.

There are 72 species of civet, of which, the mongoose is perhaps the most familiar. Civets are all tiny to small in size, with long bodies, elongated heads, and short legs. They possess very keen senses, which help in hunting. Territory is marked with a strong secretion from their scent glands. Civets feast on mammals, as well as insects, reptiles, frogs, nuts, and berries.

Fishing cat:

These cats are twice the size of a housecat, They posses a short tail, and weigh between 11 and 35 lbs. Living in a most strange habitat for cats: wetlands, they posses some adaptations, such as webbed feet and nails that cannot be completely sheathed. They enjoy swimming and diving and can swim long distances during their nightly forays. Males have similar calls as housecats, but also a distinct chuckling. Unsurpisingly they feed mainly on fish, but will devour birds, insects, molluscs, a variety of reptiles and even carrion they happen upon.

Gulo:

A feline head graces the gulo's medium, fox-like body covered with thick, white fur patterned by black markings. An unearthly beast of the northlands, they are sought for their warm and beautiful pelts, although only a handful of hunters and trappers dare to face this creature alone. The thick pelt of the gulo protects it from chill during the fiercest of blizzards, while an insatiable appetite provides the energy required by frigid climes. It has acquired a reputation for gluttony, although it eats for survival rather than pleasure. Its mournful cry can be heard at night, chilling the already cold air. Sharp claws and teeth make up this creature's arsenal, which it uses with deadly skill to bring down creatures much larger than itself.

Housecat:

Obviously these represent domesticated cats 14-20" long, weighing between 6-12 lbs. , although housecats thrive when released in to the wild again, after which they revert to a feral state, where most can fend for themselves. Abundant prey in most biomes insures their survival, as well as their innate talents as hunters. Coloration favors greys, yellows and blacks in variety of patterns suitable for camouflage. Their prowess is wasted, however, by their tiny stature. Unable to band together to tackle larger prey, these carnivores pose little or no threat to Medium sized beings, although some might believe so.

Lion, female:

Lion, male:

Lions are characterized by their broad heads, large mane, and strong thick legs. They range in size from 4.5'-6.5' long. Usually thought of as noble or regal, these beasts are favored by royalty

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and are often used in gladiatorial-like exhibitions. Surprisingly, most of a lion's time is spent resting. They live in groups, called prides, that are commonly made up of 3 adult males and as many as 15 females and young. The lionesses do most of the hunting, preying on antelopes, zebras and gazelles.
Their hunting pattern consists of a period of stalking, followed by a quick chase and pounce. They kill by biting the neck.
Mongoose: 11-27" long, 1-6 young.
The widespread nature of the mongoose has resulted in its varied appearance. Most are Tiny in size; their slender, elongated bodies and small, drawn out heads sit on top of average to short legs. Many are excellent swimmers and divers, most are expert climbers and diggers. Mongoose feed on rodents, snakes, frogs, reptiles, scorpions, crabs, fish and aquatic insects. They are well known for their resistance to poison, which borders on immunity. They routinely hunt snakes of the most poisonous variety by offering their flanks to bite in, and then quickly swivel to evade the strike and catch the head, biting it off.
Opossum: 6.5-19" long, 1-18 young.
Opossums are rat-shaped marsupials with hairless tails and scruffy fur. They are agile climbers and use their tails extensively. Opossums feed on leaves buds and seeds, shoots, and some insects. They have a great resistance vs Physical effects such as poisons and diseases.
Otter:
These water loving carnivores are incredibly adaptable. They make living in the water seem luxurious as their hunting skills are honed to perfection. As a result they have lots of play time, which they use to strengthen the family bond. They weigh 11 to 70 pounds and grow between 2'6" – 5'6" long from nose to tail. Their magnificent pelts are coveted and they are hunted for it. This pelt protects them from hypothermia by trapping a layer of air. There are 3 main varieties: river otters, sea otters and giant otters, which are not that much bigger. The sea otter spends most of its time in the water, unlike the other varieties. The Sea otter maintains its pelt's air by blowing it in its fur.
Pangolin: 13-31" long, 1 young.
Pangolins are nocturnal ant and termite-eaters. The body type is similar to the anteater except that the pangolin is covered with large scales like those of a pine cone. They have no teeth, and use their sticky tongues to catch food. They roll up as a ball and they smell similar to skunks making themselves unsuitable for eating by other predators.
Raccoon: 16"-23" long, 3-6 young.
Raccoons are long-bodied animals thought to be related to the dog/bear line of carnivores. Most of their time is spent in trees, but they are also good runners and can swim. Raccoons feast on frogs and fish as well as rodents, birds, nuts fruit, and seeds.
Rumtifusel:
A flat, rug-like beast that flaunts its luxurious, mink-like pelt, the rumtifusel drapes itself over stumps while mimicking the contours of an expensive fur. As no ancient scripts mention this creature, it can be assumed that it is a relatively new and unearthly mutation— perhaps the inadvertent result of a stray spell or failed ritual within the last few hundred years. This strange creature feeds on those creatures investigating its bizarre form that lies motionless until a victim is within striking distance. It eats any manner of flesh, sometimes saving part of the prey for its 3-5 young that wait in a hidden, nearby lair. When a wayfarer approaches for a closer look, the rumtifusel glides over the fool's shoulders, devouring all but the bones through efficient ventral sucking pores. If the creature is struck while on a victim, the victim receives the same number of concussion hits and criticals—decreased by two levels of severity.
Seal: 4.5-19.75'; up to 6,000 lbs; 1-2 pups.
Sea Lion: 4.5-9.25'; 1-2 pups.
Walrus: male 8.75-11.5', female 7.25-9.5'; 1-2 young.

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Seals, Sea Lions, and Walruses are aquatic mammals called pinnepeds. These carnivorous creatures have adapted to life in and around the sea by developing flippers in lieu of arms and legs. Superb swimmers and divers, they feed upon fish, mollusks, and crustaceans and spend relatively little time on land. Their terrestrial activities are generally confined to mating and relaxation. While ashore, these beasts gather at "rookeries" in groups of 10-1,000. There they court, and there the males fight to establish dominance. Nearly all (95%) pinnepeds prefer life in cool or cold seas and have bulky, but streamlined bodies. The majority of their weight rests in layers of insulating fat. Because of their size and lack of landoriented appendages, they are cumbersome when out of water. Both sea lions and walruses tuck their rear flippers forward and waddle about. The more aquatic seals cannot tuck their flippers and are forced to pull themselves along on their bellies. When in water however, these creatures are swift and graceful.
Seals can reach speeds of 16 mph, while sea lions can dive to depths of 600+ feet. Aside from their fixed hind flippers, seals differ from walruses and sea lions by virtue of their internal ears and an exceptionally streamlined body. They are the fastest pinnepeds and are capable of submerging for prolonged periods (as long as 15 minutes). By controlling the direct flow of blood to areas other than their heart and brain, they can cut their pulse from 120 to 4 beats per minute without fear of lost pressure or suffocation. Walruses are the largest pinneped, and are known for their huge tusks and preference for icy waters and shores. Sea lions are their close relatives. The latter are the most adaptable and aggressive of the pinnepeds, and have the best sense of hearing.
Shrew: 1.25"-6" body, 0.5"-3.75" tail; 1-10 young.
Shrews are small mammals, related to moles, tenrecs, and hedgehogs. Extremely voracious, they live a hyperactive existence, constantly feeding in order to meet their excessive energy requirements. The average shrew consumes five times its body weight each day and, although it is an insectivore, it will attack any manageable prey. The desert varieties are exclusively nocturnal. Shrews have extremely tough skeletons and flank glands that emit a foul-smelling spray that deters attackers. Along with small, sharp teeth, their long snouts frequently (75%) contain poison glands (Respiratory or Reduction poison).
Skunk: 4.5"-12" long, 2-6 young.
Skunks are the most familiar of the mustelids, being well known for their strong gland secretions. Most of their day is spent in the burrow or den. At night, skunks feed on carrion, mice, insects and eggs. Their powerful odor is an effective weapon against enemies, causing the victim to momentarily stop breathing. If they feel really threathened; they spray an area about them of 2'R, covering everything near them.
Tasmanian Devil: nocturnal; 20.5"-31.5" body, 9"-11.75" tail; 2-4 young.
The Tasmanian Devil is a marsupial mammal and is distantly related to the kangaroo. They resemble large rodents, but have relatively huge heads and powerful jaws which are ideal for crushing bone. Scavengers, they feed on dead carcasses. Hungry devils may resort to predatory ways, although this practice is not the norm. These beasts live in dens under trees, in caves, or under rock piles. They sleep during day and prowl at night. Their naps often involve sunning in the open.
Tiger:
Tigers are the biggest cats, possessing very Big powerful bodies and muscular legs. They are 6'-9.5' long. Older tigers will sometimes become "man-eaters" since man is an easier prey than the quick deer or antelope. Tigers are usually nocturnal creatures, living and hunting alone. Tigers are good climbers, and are well known for their ability to maintain a fast pace while on the chase. Cattle, wild pigs, and deer all fall prey to this successful hunter. Tigers stalk and pounce upon their prey, using their great size and weight to their advantage.
Wolf:

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Wolves are easily recognized by their powerful canine body and thick, bushy tail. They vary in coloring from white to yellowish brown and almost black. They range in size from 3' to 5' long. These canine hunters can sometimes be domesticated. Many wild and barbaric societies worship and revere them.
Wolves live and hunt in packs, a fact that allows them to take on large prey such as deer, horses and caribou. They also feed on smaller animals such as rabbits, and mice. Wolves rely on their savage bite in combat. They are excellent trackers due to their acute nose, but also have very sensitive hearing.

Wolf, Ihl:
These 3' tall mammals are grey or black in color, and covered with very long hair. They have an oval body with two thick legs and large feet below them. The head is very long and thin and is positioned in front of the body, with a very short neck. Its mouth is quite large and is filled with ridge-like teeth. The numbers of these strange unearthly wolves are increasing, and they are becoming more and more of a threat to farmers, ranchers, and travelers. Ihl wolves can be lone hunters, but they prefer to travel in packs so as to bring down larger prey such as deer and moose. Otherwise these carnivores eat rabbits, gabbits and other rodents. Like a normal wolf, these beasts bring down prey with their vicious bite.

Wolverine: 25"-35" long, 2-3 young.
Wolverines have solid bodies and possess great strength, both of which allow them to bring down animals much larger than themselves. They have keen senses and are good climbers. Their meat-eating is supplemented with berries and nuts. Wolverines are considered the most ferocious medium-sized animal. Their feeding habits, which make it appear as if the wolverine is voraciously devouring its meals with growls and displays of ferocity, earned it its nicknames of skunk bear, mountain devil, or evil spirit. They fear no beast and have a tenacious strength and agility, unbefitting their small stature, sometimes driving wolves and bears from their kills.

6.5. Dinosaurs

Although their heyday preceded recorded time, the size and nature of these creatures still stirs wonder and fear. Giant beasts which loremasters commonly consider extinct, they are more than figures of legend. These denizens of prehistory may yet be about, roaming in the remote wild and awaiting the rebirth of their primacy.
Dinosaurs are considered by some loremasters as descended from smaller reptiles, however this may be false. Actually they may serve as the distant ancestors of both mammals and birds. Unlike reptiles, these creatures are warm-blooded and quicker. Some are as small as a hen while others reach lengths of hundreds of feet and weighing over 100 tons. Herbivorous dinosaurs are legion, but the most interesting examples travel in herds or small bands and walk on all fours, with their tails outstretched for balance. Slow to react (it can takes up to 2 seconds for a message to travel from a Brontosaur's tail to its head) and plodding, they rely on their size, numbers, or body-armor to ward off meat-eating predators. Carnivorous dinosaurs tend to be quick, two-legged hunters that run like ostriches and attack using their huge jaws. Always hungry and not particular, they will stalk, ambush, or openly assault almost any creature. During the hunt they rely on their sense of smell in most cases.

Ankylosaur:
These beasts have small skulls and wide, humped backs which are covered with a thick bony armor which is nearly impermeable to physical attack and gives predators further trouble due the protruding spikes. Trailing out behind them are strong club-like tails. The creatures range in size from 15-30' from head to tail and weigh 3 – 4 tons. These creatures have been known to cut wide swaths though forest vegetation, eating shrubs and such to their roots. This path of destruction is easily identifiable by those who are

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familiar with Ankylosaur habits. Ankylosaurs travel in herds, stripping vegetation to satisfy their hunger, but staying close together to provide the most protection from hunters. When forced into combat by an aggressor, the Ankylosaurs rely on their long, prehensile tails which are tipped with a huge bony club. The beasts can rotate fairly well, flicking their tails to discourage their foes. In close combat, they can club an unfortunate foe, incapacitating them with a few blows to the legs or body.

Apatosaur (Brontosaur):

The apatosaur is a classic plant-eating dinosaur. Huge, they can pick foliage out of trees thirty feet above the ground. They possess 15'-30' bodies, excluding the 12-20' neck and 15-25' tail; they often mass as much as 33 - 38 tons. apatosaurs move in herds of 10-100; they are grazing animals and have habits similar to those of a giraffe. Although they occasionally wade into marshes for food or protection, they sink in mud and do not venture into lakes. Contrary to the legends of old loremasters, apatosaurs tend to drown when fully submerged. The herd organization and great size is the primary form of defense of these great creatures, although they are capable of bashing opponents with their huge tails. It has been seen on rare occasions that a threatened apatosaur may elect to trample its foe, delivering an Enormous trample attack.

Pterosaur, medium:

Pterosaur, big:

Some of the first creatures to evolve the ability to fly, the pterosaurs are certainly ungainly and awkward seeming; white fur covered bodies, short legs, sharply curving talons, and disproportionately large wings. The wings are actually formed of extremely thick skin and membranes, a webbing stretched between their arms and an elongated outer finger (like those of bats). The wingspan of the Medium variety can reach 12'— up to 30' for Big varieties. Primitive peoples have always given wide berth to canyons and mountain cliffs which have Pterosaur nests sites, as these creatures are notorious for snatching away children and livestock, carrying them away to their nests to feed their young. Extremely light and awkward when walking (they cannot run), they operate best in the sky. Their phenomenal gliding ability enables them to soar about for hours without flapping. They take off by stretching their wings against the lightest of breezes. Once in air, they manipulate the drafts and maneuver with artful skill, searching for carrion or small beasts. Pterosaurs have superb hearing and eyesight and, although amazingly light (35-500 pounds), big individuals can sweep down and carry off loads of up to 200 pounds (when standing, however, they cannot lift off when bearing any appreciable weight). Pterosaurs are most active around dawn or dusk, swooping down from their cliff nests onto unwary prey. Ever-hungry, these beasts can be dangerous if they take it into their heads to attack en masse with their Big beaks, specifically evolved for cutting and tearing its food.

Stegosaur:

The Stegosaur is a peaceful herbivore with a low-slung head and tail with an arching, bulky body which from nose to tail can reach 30' and weigh up to 7 tons. Its hide is armored , but its main defense is the double row of projecting, upright plates that run along its spine. Its 10' - 15' tail ends in an array of four to six spikes, each spike measuring 18"-30". The care shown by the Stegosaur in raising its young has been noted by sages whose area of interest lies in studying the natural world. This display of affection and aggressive protectiveness has given rise to the old saying, "Let Stegosaur eggs lie." These creatures eat a wide variety of plant foods including leafy bushes and trees, as well as the roots of certain plants, which they can dig up with their spiked tails. When rearing their young, both the male and the female will guard the nest, attacking intruders ferociously at this time. Normally passive, the Stegosaur can be roused if attacked or if its young is threatened. Their tail ends, called thagomizers, make especially effective weapons, delivering both a nasty blow and a piercing cut with one swing.

Triceratops:

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This prehistoric creature is agile and fast moving despite weighing between 6 and 12 tons. The bulk of its 18'-27' arching body is unarmored (AT 2), but it more than makes up for this fact with its massively armored head, which is covered with thick bone which sweeps up over its neck like an outstretched collar (AT 6). Two great forward-facing horns protrude above its smallish eyes, while a smaller horn sprouts from the tip of its hard nose. Sometimes used as a war-steed, these trained creatures had a 5000 pound carrying capacity, and gave their riders a 0 modification on their riding maneuvers. Herbivorous, the Triceratops moves in herds across the landscape, foraging where it can. When confronted, these creatures are far more likely to charge than to flee. This can become a very serious matter if the entire herd charges en masse, piercing with their massive horns, then continuing to gore downed foes with their impressive head armament.

Tyrannosaur (Rex):
This 22' tall brutal carnivore sports a 6' long skull with 3'-4.5' jaws, which in turn are bursting with 6" teeth. Including its tail, the Tyrannosaur can reach up to 40' in length and weigh 5-7 tons. It possesses two small arms, which seem small and weak looking, compared to the rest of this terrifying creature. Held in awe and feared by the few cultures that have come upon these beasts, most humanoids will avoid Tyrannosaur territory if they can. These "terrible lizards" are at the top of the prehistoric food chain, feasting upon all other creatures as it comes upon them. It is also a loner, preferring to hunt alone from others of its kind. In all ways, these beasts can be considered to be the ultimate carnivore, able to triumph over any other beast it may meet. Fast and furious, the Tyrannosaur prowls, looking for sustenance. When it finds prey it attacks with a short burst of speed. The startled and terrified prey may flee and some may outrun the rapidly-tiring Tyrannosaur over a few hundred yards distance, but at least one will fall victim to its quick, brutal charge and its huge, ripping teeth. If really hungry, or excited with the taste of blood, the tyrranosaur may enter a feeding frenzy which makes it even more formidable.

6.6. Domesticated

Those animals that are useful, or provide dietary supplements, are kept by more intelligent cultures as draft, riding and food animals. Well-fed and bred to perform their duties, they are an important part of society, making life much easier for their keepers. One problem amongst these animals is disease susceptibility and a tendency to go along with any type of being they are accustomed to.

Beast of burden
Control submission or difficulty

Camel, Alpaca: 4'-5'; 1 calf.
Camel, Llama: 4.5'-6'; 1 calf.
Alpacas and llamas are smaller than camels and have no humps. Both are domesticated forms of the guanaco, beasts adapted to high altitudes and arid or semi-arid locales. Rugged, fast, and lively, they are good pack animals and produce fine fleece. Although they cannot support a full grown man like a camel can, alpacas and llamas are superb climbers and can bear 90 pounds of goods up seemingly invincible grades.
Camel, Bactrian (2-hump): 8'-10'; 1 calf.
Camel, dromedary(1-hump): 7'-11'; 1 calf.
Camels and their relatives, alpacas and llamas, are the domesticated members of the camel family. These beasts are noted for their unique two-toe foot structure, with wide, padded soles adapted to travel on soft,

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sandy soils. Their long necks support relatively small heads, and their teeth are designed to cut and chew tough, often thorny vegetation. Each has a three chambered stomach that is ideal for their vegetarian diet. The two camel species, dromedaries and bactrian camels, both have large back humps that store fat and provide a food and water reserve for times of famine or drought.

Dromedaries can store and lose amounts of fat equal to over 25% of their body weight and, in order to replenish their reserves, have been known to consume over 26 gallons of water in 5-10 minutes. Thus, both types are ideally suited for slow, steady travel in rugged, remote reaches.

The one-hump, short-haired dromedaries are masters of the hot, arid desert, while the two-humped bactrian is less specialized and works well in cold or hot regions. In winter or in cool regions, the bactrian grows a long coat, but in warm climes it sheds its hair to become virtually naked. Their great strength allows them carry great loads(racing dromedary: 220 lbs. draft dromedary: 400 lbs. and a Bactrian camel may carry up to 700 lbs), but they are generally slow animals and are temperamental, dirty, and given to spitting.

Horse, Donkey: 5'-7'; 1 offspring.
Horse, Mule: 6'-7.5'; 1 young.
Horse, wild, Mustang: 6'-6.5'; 1 offspring.
Horse, plow: 7'-8.5'; 1 young.
Horse, pony: 4'-5'; 1-2 young.
Horse, quarterhorse: 7'-8'; 1-2 young.
Horse, thoroughbred: 7'-8.5'; 1 offspring.
Horse, warhorse: 7.5'-8'; 1 offspring.

Horses, mules, and donkeys are generally domesticated herbivores, members of the same family that contains the zebra and the wild ass. Hoofed beasts, they are adapted to fast, fluid running (their hoof is actually an extended third toe). They live in herds and migrate between grasslands, depending on changes in supply and weather. Carrying capacity is around 30% of their own weight, which they can carry with no encumbrance penalty. Loads may be heavier and the penalty will grow accordingly, but horses tend to get crippled and useless when something goes wrong.

Donkeys are domesticated asses and, like their wild kin, are wonderful climbers. Tough and ornery, they live and travel in loose-knit troops rather than herds. Donkeys are difficult to work with and prefer to be active in the dark hours. Many folk prefer to use mules, the offspring of a mare and a male ass, for they are larger than donkeys and more rugged than typical horses. They can carry 200 pounds, with ease.

Domesticated horses come in many varieties. Ponies are exceptionally rugged and often shaggy-haired creatures, well suited to difficult climes. Their carrying capacity is 270 pounds.

Plow horses and warhorses are huge breeds that are adapted to heavy work and cavalry warfare, respectively.

Bred for short sprints (e.g., 1/4 mile), quarterhorses are light, delicate, and swift. All of them can be mixed breeds or thoroughbreds, the latter referring to any pure-blooded horse, especially an Arbian.

Warhorses are trained against the din of combat. They are choosen from the heaviest stock available. Rigorously trained for war, they are capable of participating in massed charges and in using its weight and their hooves to dominate on the battlefield. These horses are very expensive. Lesser warhorses may carry 500 pounds, while greater warhorses may carry 600 pounds of tack, barding and rider and his equipment.

Dog, draft

Dogs haul more goods pound for pound than horses. Their big disadvantage is that you need to bring their meat on the trip, as they cannot really forage. Advantages are numerous though. They are as watchful and loyal as other dogs, provide good companionship, they haul goods, but also may be teamed to pull a cart or sled. Their carrying capacity is about 50 pounds without encumbrance penalty.

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Elephant, domesticated
Domesticated elephants have less of a wild streak than wild elephants. They are typically of the Indian variety. They bond with a single mahud, who lives with the elephant night and day and cares for it with zeal, lest the elephant starts to dislike him. Domesticated elephants haul goods (carrying capacity without encumbrance: 2400 Lbs.), work as mobile cranes and do other jobs too heavy for any other creature. They uproot smaller trees, move boulders and carry men into battle. Although a typical elephant needs about 400 pounds of fodder each day, about half of that can be foraged by the animal on the move, if the territory is suitable.
Goat:
Related to sheep, these animals are just as useful to humans. They provide, milk, dairy, wool, manure and meat. They come in many breeds, each with its own specialty. They try to eat anything organic and but few substances are poisonous to them, nightshades and certain fungi in particular. Goat herds need little attention, but must be directed to new grounds on a daily basis, otherwise the landscape would be stripped of vegetation. The larger breeds may weigh as much as 300 pounds, while the smallest females of certain species stay under 60 lbs. Males and females have short horns, which are sometimes carved in to decoration and tableware.
Ox: 6.25'-11.5'; 1-2 calves.
Water Buffalo: height 5'-6', length 8.25'-9.75'; 1-2 calves.
Oxen and water buffaloes are both largely domesticated bovids. Like all bovids, they are horned herbivores with fourchambered stomachs and two-toed or "split" hooves. The term "ox" is often used to refer to a castrated bull, but here it is used to refer to any bulky domesticated, draft bovid that spends its time on dry land: e.g., bulls, musk ox, bateng, yak, or gaur. In the wild, these creatures travel in herds of 5-100 and defend themselves by keeping the older, weaker, or younger beasts at the center of the herd and fleeing or forming a circle ringed by stronger males. Oxen can be found over the world. Their strong legs and steady demeanor make them good working animals. Slower than horses, they are stronger and may traverse more difficult terrain, such as deep mud. Oxen may carry 600 lbs. without being encumbered. This may be significantly increased, at the normally associated penalty. Also using an oxen to draw a wagon will increase its capacity. An ox is usually a castrated bull, to pacify them and also bulk them up for the heavier work. Strong words and the lash will keep an ox on the job. They can be ridden, just as horses and may also serve as a self moving food source, making them the ideal choice for baggage trains of armies on the move. Oxen that move over roads and other hard surfaces must be shod, like a horse. They need special ox shoes (they are 2 toed) and smiths need a special rig to be able to shoe an ox, because they can't balance on 3 legs.
Water buffaloes are compact, bulky creatures who feed on rich grass and spend their off hours in the water or wallowing in mud. When submerged in water, they prefer to keep their entire body submerged, allowing only their muzzle to be seen. Their flattened, upward-curving horns are the largest found among bovids, but these beasts rarely use them in combat, for they are exceptionally timid and docile.
Pig:
Domesticated pigs have been bred by human for their meat. These animals are larger and heavier than their wild counterparts, but a lot less dangerous. Acceptance of squalid conditions and their sullen appearance led people to believe they are less intelligent than they really are. Pigs could become pets easily, if their habits weren't so disgusting. They live on a diet of refuse and scraps. Omnivorous; they would eat a cabbage as readily as a deceased relative. They love taking mudbaths, or in manure for that matter. Undiscerning; the pig would sometimes be set loose on the streets to scrounge up its own meal, serving as a clean up service. Bacon and porkbelly was considered the most expensive butcher's cut.

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People that anger pigs get trampled in the mud and then eaten. Better treat your pigs well for they are known to ambush mistreating owners and devour them head, bones and hair.
Reindeer/Caribou: 4'-7.25'; 1-2 young.
Reindeer (or caribou) are Big deer, the only species where both males and females grow horns. They vary in coloration, but all have Big, heavily branched antlers. Herd animals, they often travel in huge, migratory groups that circulate between the tundra (in summer) and coniferous taiga forests (in colder periods). Lone adult males, however, are not uncommon. Because of their preference for cold weather, their ability to ingest scrub and lichens, and negotiate rugged, snowbound terrain (they have wide two-toed hooves), reindeer are fine winter draft animals. They can carry 60 pounds without problems. No beast, save perhaps the dog, is so well suited to extremely cold climes.
Serpentus:
This elegant creature has all of the equine features of a warhorse, but with grey or green scales like a serpent, a snakelike tail, the head of a lizard, and a long reptilian fin rather than a mane. They do not have hooves, but instead have lizard-like feet, allowing them to navigate rough terrain rather easily. The serpentuses are easily domesticated and are used by desert folk and many peoples in moderate climes, but they operate poorly in cooler climes. Their carrying capacity at no encumbrance penalty is 360 pounds, and they give a riding bonus of +10. They are stronger than horses of the same size, their hide is thicker, and they have a greater endurance than any horse. They are just as fast as their equine counterparts. They live in small herds, and are omnivorous. They can be trained to fight as a warhorse. In addition to a rider's attack, this beast can knock over an opponent (Large Bash attack) *and* then trample the victim (Large Trample attack) without disrupting the rider at all.

6.7. Herbivores

In this grouping of creatures are the generally passive plant eaters.

Diet, herbivore

Antelope, tiny: 13-30" long.
Antelope, medium: 4-8' long.
Antelope-like animals vary greatly in size and habitat. Similarities they share include hooves split into two toes and the four-chambered stomach. Other antelope-like animals include the bongo, eland, duiker, reedbuck, waterbuck, oribi, klipspringer, gazelle, and gerenuk, as well many types of antelopes. The majority of these creatures feed on stems, twigs, and grass. Most of the antelope-like animals have an average body size between 3' and 4'. The smallest of these animals is the royal antelope, no bigger than a large hare (between 13"-16"), the dik-dik, measuring in at 22", and the grysbok, averaging between 24-30". The largest of these animals include the bongo (5'-8'), the waterbuck (6'-7'), and the roan antelope (8'-8.5').
Buffalo: 6-11.5' long, 1 young.
Buffaloes are easily recognized by their huge heads, tall shoulders (sometimes as high as 9'), and the shaggy fur that grows over the head, neck, and forelegs. Buffalo are primarily grazers, often traveling in huge numbers in search of food. Even though they are Large, they display exceptional quickness. [Bulls, Yak, Bison.]
Crison:

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Crison are wooly cattle with two large horns on their snouts. Their long hair is usually brown or grey in color, though some instances of white crison have been reported. They are usually 5'-7' long. Crison hair is often made into yarn and cloth, while its meat and milk are used by many people who domesticate them on the slopes of mountains. Crison eat grass, leaves, and grains. Like most types of cattle, crison avoid combat when they can, but will use their horns to defend themselves.

Deer: 30"-6.5' body length, 1-3 young.

Deer are commonly found in almost every habitat. They are beautiful, slender, long-legged herbivores. The males of all species possess antlers which are shed annually. [Roebuck, Hart, Wapiti, Pudu.]

Elephant, African, male:; 19.5'-24.5' long, 9'-13' high; 1 calf.

Elephant, African, female: 19.5'-24.5' long, 9'-13' high; 1 calf.

Elephant, Indian, male:; 18'-21.5' long, 7'-11' high;1 calf.

Elephant, Indian, female: 18'-21.5' long, 7'-11' high;1 calf.

The largest land animals, elephants are huge herbivores and may weigh up to 13,000 pounds. They are not above consuming as much as 450 pounds of vegetation in a single day. Elephants fan themselves with their large ears, feed themselves with a long prehensile trunk (actually an elongated nose and upper lip), and walk on thick, pillar-like legs that end in flat, padded feet. They use their size, their trunk, and a pair of curved 50-100 pound ivory tusks when in combat. Although they rest at midday and twice in the night, they are otherwise constantly active. Elephants have poor eyesight, but otherwise their senses are excellent. Young males may operate alone or in small groups, but elephants are primarily social beasts and prefer to travel in herds led by an old female. All rely on leaves, shoots, grass, and fruit for their diet, feeding and drinking with their nimble trunks.

Indian elephants differ from the African variety by virtue of their smaller ears, gently humped back, and smaller stature.

Elk:

Majestic creatures, elks are among the largest type of deer. The males grow big antlers for use during the mating season. They are favorite prey animals for predators and hunters for their good meat, hide and antlers. They usually flee in the face of danger, but when forced to defend themselves, males will use their antlers, which they only sport for half the time of a year. Otherwise they form groups and the strongest males or females face the threat and defend themself using their strong front leg kick.

Gabbit:

A gabbit appears to be a small rabbit with short ears. They come in many colors: grey, black, brown, and off-white being the most prominent. In a world filled with efficient predators, the gabbit becomes a vital part of the food chain. It is easy prey for any predator, and is also a staple in the diets of many poor folk of the world. They are not quick, and their perception is bad. They have no natural defenses save camouflage, and they have no combat ability. They are prolific breeders, however, so they seem to always be abundant. They eat grass, roots, leaves, berries, etc. They will try to run from harm (usually unsuccessfully).

Giraffe:

Giraffes are famous for their long legs and amazingly long necks. Their distinctive coloration is a light to tan body covered in dark brown spots. They feed in the morning and early afternoon on the foliage, fruit, and buds of the acacia and thorn trees. Their long legs can kick out at odd angles with incredible strength. Tall rivals will be bashed using their neck. [Okapi]

Goat, wild:

These wild animals have very long horns, shaggy furs and live in massive herds of up to 500 females and kids. Males are solitary and join the herd only during the rut. The older males drive off the younger males in the herd. Wild goats might also be feral domesticated goats, as they revert to the wild without serious

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problems. The herds typically strip an area of vegetation before moving on and might become a problem for settlements. Typically larger and meaner than their domesticated cousins, goats can present a real danger when disturbed or angered.

Guyascutus:

A Big, four-legged mammal, this unearthly creature resembles an ox with slender legs and a long, thick tail. Due to its favored locale (rocky mountain peaks) and its tough, leathery flesh, the guyascutus is not a target of human hunters. It has only to fear mountain lions, giant eagles, and perhaps fell beasts. Telescopic legs assure the comfort of this herd beast on even the steepest slopes. A massive, 10' serpentine tail wraps around rocks and other projections for additional security (a man mistakenly selected as an anchor risks death by constriction). Although always on the move, the herds of guyascutus prefer to dwell on high plateau tops and feed on the small grasses that grow there. Although most of the time the guyascutus will flee from a predator, if forced to fight it will attempt to trample a foe, or squeeze it with its muscular tail.

Hippopotamus: males 10.5'-13.75', females 9.25'-12'; aggressive; nocturnal grazing on land; 1 young.

Hippos are huge creatures, with a bulky body surmounted by a massive head. Known for their rounded features, they have short ears, a little tail, and relatively small, bulging eyes. Their short, stout legs end in four-toed, webbed feet. Hippopotamuses are social animals and prefer to live in groups of 10-15 creatures, always led by an old male. During daylight hours, they rest in freshwater or on the shore; while at night they graze on the nearby plain. Their herbivorous diet includes grass, brush, and fallen fruit. Superb swimmers and divers, they enjoy resting their bulk beneath the water surface, exposing only their eyes and nostrils. Hippos can be extremely aggressive. They are fierce guardians of both their young and their territory and, following a warning bellowed from their gaping maw, they will attack any intruders. Their huge teeth, particularly their tusk-like canines, are deadly weapons.

Jackalope:

This creature is, quite simply, a large hare with the antlers of an antelope. It weighs upward around 70 lbs. and is 2-3' tall. It has all the coloration of a normal rabbit. Scholars often speak at length about the lowly jackalope, debating whether it is a creature of magical interbreeding, or simply a natural relative of the hare that has evolved with horns. No one knows for sure, and only zoologists really care. The jackalope possesses the timid nature of the rabbit. When threatened it attempts to bolt to the safety of its hole. Only if cornered will it turn to shed blood with its antlers. Though not as prolific as normal rabbits, each year a female jackalope gives birth to a litter of 4-6 young. As mentioned above, the creature fights only when forced to, but when it does, it can use its horns with deadly skill.

Kangeroo/ Wallaby, small: move by 10-12 mph leaps; 9.25"-35.5" body, 5"-36.5" tail; 1 young.

Kangaroo/ Wallaby, medium: move by 10-12 mph leaps; 3.25'-5.25' body, 35.5"-40" supporting tail; 80-155 lbs; 1 young.

Kangaroos and wallabies are both herbivorous members of the kangaroo family, the world's most advanced marsupial mammals. Unlike the offspring of placental mammals, their young are born after a short gestation period and spend most of their development period in a pouch on their mother's belly. They eject their young when faced with a dangerous drought, but retain a partially developed, suspended embryo in order to obviate a need for immediate mating.

Small kangaroos and wallabies come in a variety of forms and live in a number of warm or hot locales. Most like dense vegetation or forest, and three species (about 5%) actually live in trees. All are quick and some (33%) are nocturnal.

Medium kangaroos (e.g., the Red Kangaroo) are well-adapted to the desert and sub-desert. Using extremely efficient leaps, they move between isolated food and water sources with startling mobility. No quadruped can move so far on so little food. They move in small herds during the cooler hours of day or

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early night and find shade at hotter times. When feeding, they consume large amounts of vegetation, which they convert to energy nearly twice as effectively as sheep. Males are generally reddish in coloration and lack pouches, while the slightly smaller females generally have blue-grey fur.

Koala: 23-33" long, 1 young.

Koalas are marsupials that spend most of their time in the trees. They eat only the leaves and shoots of the Eucalyptus. They weigh, depending on species, between 10 and 26 lbs. As with all marsupials, the young spend 5 to 6 months in the pouch.

Mole: 4-8" long, 2-7 young.

Moles live mostly underground, burrowing along in search of worms and soil-dwelling larvae. They have been known to dig as far as 66' in a single day. Their hands are well-adapted for digging and shoveling. Two species, the star-nosed mole and desman, have become excellent swimmers and feed mostly on crustaceans and water insects.

Moose: 8.5-9.5' long, 1 young.

Moose are the largest deer, being distinguished by their Large antlers, overhanging muzzle, and flap of skin hanging beneath the throat. Although Large and weighty, they negotiate bogs and swift streams quickly and gracefully. They feed on woody plants in the winter and water plants in the summer. Moose are known for their vicious contests between rival males. [Caribou, Reindeer, Elk.]

Panda (giant): 4-5' tall, 1 young.

Very little is known of the Giant Panda's life in the wild. They are solitary creatures, exhibiting violence only when driving off rivals. Pandas are easily recognized by their huge heads, in relation to their Medium body and very thick black and white fur. Most of their day is spent in eating bamboo stems. The young are born amazingly small, sometimes weighing only 5 oz.

Platypus

One of several mammalian species that have some bizarre adaptations. They are collectively known as Monotremes. Platypuses lay eggs, possess a duck-like bill, males have a poisoned spike on their hind legs and they have webbed feet and a beaver tail. Although this animal does not attack humans unprovoked, it can be quite a handful and its poison can seriously incapacitate a human.

Porcupine, New World: purely arboreal; 90% nocturnal; 11.75"-24" body, 4"-18" prehensile tail; 1-2 young.

Porcupine, Old World: 65% nocturnal; 11"-33" body, 1"-10" tail; 1-4 young.

Porcupines are large rodents, known for the long spines that cover their back, sides, and upper tail. Herbivorous mammals, they live in burrows and feed on roots, bulbs, nuts, fruits, bark, and miscellaneous plant material. Most also enjoy insects and some even eat carrion. Although they normally flee from danger, they can be mean. Should a foe strike them, he may find himself punctured by a number of spines. New World porcupines differ from Old World varieties by virtue of their arboreal ways. New World porcupines sport prehensile tails and wide, nimble feet, and live in nooks in trees, while Old World varieties are adapted to a number of ecological niches. Both forms are inquisitive and given to rooting about in exposed trash or food supplies. The project their back towards a would-be predator and may charge backwards to deliver a face full of quills. In a burrow they also face inward and extend their quills so they cannot be dislodged.

Rabbit (Hare): 7-30" long, 1-7 young.

Rabbits and hares are small herbivorous mammals comprising 40 species. They possess extremely long ears, short tails, and well-developed hind limbs which help them excel at running and jumping. Some can attain speeds up to 35 mph. Rabbits feast on leaves, roots, berries, and twigs.

Rhinoceros: 8.25'-16.5'; 1 calf.

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Aside from elephants, rhinos are the most massive land animals. These mammals have long, huge heads surmounted by one or two horns and a prehensile upper lip. Their short, stout legs and three-toed hooves support their great frames and give them surprising mobility. This agility, coupled with their size, horns, and tough armor-like hide, make rhinos formidable adversaries. As a whole, rhinos are solitary animals. A mating pair may live together, but most are loners, particularly older males. Only the rare, huge, timid "square-lipped" or "white" rhinoceros lives in troops. The more aggressive black rhino operates in overlapping ranges marked by dung heaps. All groups eat grass, leaves, weeds, twigs, and other rough plant matter. Rhinos have excellent senses of smell and hearing, but their sight is poor. They move and feed at all hours and rest at various times during the day and night. Self-appointed fire control experts, rhinos will attempt to stomp out any small, open fires (e.g., campfires) they may perceive or happen upon.

Rodent, diminutive: 4-11" long.

Rodent, small: 12-30" long.

Rodents comprise the largest order of mammals, Rodentia, of which there are over 1500 species. Rodents include squirrels, prairie dogs, chipmunks, woodchucks, gophers, mice, beavers, rats, hamsters, lemmings, voles, muskrats, gerbils, porcupines, maras, pacas, and chinchillas. Most rodents feed on seeds, green vegetation, grain, roots, and insects. Some also eat other small mammals, bark, and insects. Some of the smaller rodents include the golden mouse (3"-3.5"), the field mouse (4.5"- 5.5"), and the striped hamster (2"-4"). The largest rodents include the crested porcupine (28"-33"), the African cane rat, which can grow to 24", the capybara of South America (3.5'-4.5'), and the beaver (28"-4.5').

Sheep:

Sheep have been domesticated for their wool, milk and meat, but sheep living in the wild are able to survive remarkably well. Their foraging behavior and herding instincts are well suited for hilly and mountainous terrain and to defend against the predators found there. Wild sheep have long horns and will use them in any capacity, especially during the mating season. Domesticated sheep have been bred to get smaller horns.

Sloth: 19-25" long, 1 young.

Sloths are medium-sized ape-like mammals that have become so well-adapted to life in the trees that they have trouble moving on the ground. They possess long, curved claws which make them efficient, albeit slow, climbers. Sloths lazily munch on leaves, buds, twigs, and fruit, living very energy efficient lives.

Tapir: 6.5-8' long, 1 young.

Tapirs are stocky animals with short legs and bristly hair. The snout and upper lip are elongated, forming a short trunk. Slightly resembling pigs, they are, in fact, more closely related to horses and rhinos, having four toes on the forefeet, and three on the hind feet. Tapirs feast on aquatic vegetation, and the leaves, buds, and shoots of low growing plants.

Wombat: 27"-4' long, 1 young.

Found exclusively in Australia and Tasmania, wombats are strongly built marsupials, resembling a cross between a small bear and a badger. They dig extensive burrow systems with their powerful claws. Wombats are vegetarians.

Zebra: 6-8.5' long, 1 young.

Zebras are easily recognized by their light brown to black stripes. They are active during the day, feeding on grass, leaves and bark. Male zebras generally live alone, staking out their own territory.

6.8. Invertebrates

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Insects, arachnids, and crustaceans are all classes of arthropods, multi-segmented, cold-blooded invertebrates encased in an external skeleton. Insects form the largest class of all creatures. They are distinguished by a number of features: a head bearing a pair of antennae; three pairs of mouthparts; a three-part thorax; and an abdomen. Each unit of the thorax contains a pair of legs (six legs in all), and the last two thorax units often sport a pair of wings. The legless abdomen, serves other functions, such as housing sensory organs, glands, and stingers.
Arachnids are almost entirely land animals and have but two body segments. The forward area combines the head and thorax and bears twelve appendages, four pairs of legs, a pair of small "feeding" chelicerae, and a pair of leg-like pedipalps (some of which end in pincers). The rear area of these aggressive predators holds no appendages.

Reproduction, eggclutch
Armor, chitin
Additional limb pair

Ant, queen: .1-3".
Ant, soldiers: .05-1".
Ant, workers: .05-1".
Ants adhere to a complex social organization based on a nest or colony which contains a single relatively large, egg-laying queen and thousands of specialized servants. Small males and mostly sterile females compose the queen's mates, workers, and in some species, soldiers. Using chemical deposits secreted from glands in the abdomen, ants can communicate with one another and act in relative unison. These same glands produce stronger toxins for used in personal combat. Exceptionally strong jaws complete their formidable arsenal. These pincer-like mandibles are made all the more deadly by virtue of the ant's incredible strength. All varieties of ants are capable of lifting many times their own body weight. The ant diet is quite varied and includes plant and animal matter (food-gathering and nest-building both require considerable physical effort).
Queen ants are normally either dormant or producing eggs in nest. They have wings that allow them to fly, though they are usually only used when a newborn queen flies off to start a new nest. Soldier arts are programmed to defend their nest until they die. They have an abnormally large head that contains huge jaws, and their abdomen contains a retractable stinger that injects a Reduction poison. Worker ants have routines confined to nestbuilding or defense.
Beetle: 0.5-6".
Beetles are insects that vary considerably in size and habits. Found on land or in freshwater, beetle varieties include predators, scavengers, and herbivores. All have protective non-aerodynamic
forewings that fold back to form a horny shell over the top of the thorax and abdomen. This pair of wings serves as a sort of armor that completely covers their functional hind wings.
Bee/ Wasp: up to 1" long.
Wasps live in colonies of thousands. They attack with a quick bite from their powerful mandibles or jaws. Their painful sting, which injects a nerve poison, is used only as a last resort. All wasps are mixed feeders, eating both plants and other insects.
Bees are exclusively herbivorous, but are as protective of their hives as wasps. Bees are most notable for their production of honey, a very versatile and sweet substance; as it may disinfect wounds, preserve other foods, combat inflammation and is full of nutrition. Bees live in even larger colonies, sometimes in the tens of thousands.

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Hornets are largest of the wasp family. They have horrendous stings and are aggressive beyond reason. Their colonies are rather small, but this does not deter them from sometimes attacking large bee colonies for food and murder every single bee. They go to extreme lengths to secure food, stooping to scavenging or going as far to dig through wooden planks to get at a meal, which is always meat of some kind. [Bees, Hornets, Killer Bees.]

Flea: 0.05-.1".

Fleas are parasitic insects, that feed on the blood of warmblooded hosts (mammals and birds). There are both aquatic and land varieties. Their mouth parts combine to form a syringe that pierces the host's skin. While sucking blood, they may deposit any one of the numerous disease organisms they carry (e.g., the bubonic plague) into the host's wound. Wingless, they move by leaping in a tumbling, cartwheel-like manner (they can jump distances equal to 100 to 300 times their own body length). Their elongated rear legs provide the spring, while the shorter center and forward pairs are held up over and out from their body (respectively) to break the fall. In this way they can land in any position, even on their backs, before attacking. Fleas spot their targets by using movement-sensitive and heat-sensitive sensor hairs on the backs of their abdomens.

Gemsting (Giant Scorpion):

Gemstings are Medium unearthly predatory arthropods (invertebrates with a segmented body). They look like 4'-6' long versions of normal scorpions. Their pincers are 10"-18" in size. They are throwbacks to ancient times, but still flourish today. The gemsting is an arachnid known for hunting large prey, including man. Gemstings are exclusively nocturnal, and often attempt to kill their prey while they sleep. Stalking in rugged terrain, these sneaky creatures literally walk up and attack their quarry. Their quiet and patient manner often leaves its sleeping victim oblivious until the final strike. Their stinger attack injects powerful Respiratory Poison.

Jadeback (Giant Beetle):

These greenish unearthly beetles are 5'-8' in length, with 4"-7" pincers. Less subtle, but no less dangerous than the gemsting, the bluegreen jadeback is also a nocturnal predator. These giant beetles are well-armored and have adapted to virtually any ecosystem. Jadebacks will eat virtually anything they can get their pincers on. Their poisonous bite (delivering a Reduction Poison) can slay even a hearty soul, so it is good advice to avoid resting on shiny green jade-like rocks (particularly those that move).

Praying Mantis: 0.5-5".

The praying mantis is a carnivorous insect closely related to the cockroach. They have long antennae, cigar-shaped bodies, and tough, leathery forewings that sweep back to shield their functional hind wings. Extremely agile, they can strike or take flight with alarming quickness. Generally, however, they use their brown or green coloration as camouflage, and hide in grass (or other foliage) until their invertebrate prey happens along. They then capture their foe with their large, spiny front legs. The larger, more deadly female usually consumes its male consort after mating.

Scorpion: 0.5"-7.5".

Scorpions are secretive, nocturnal arachnids whose forward appendages are tipped with large pincers, and whose long rear segment ends in a large, bulbous stinger. Carnivorous hunters, they feed on various invertebrates, particularly insects, during the mild hours of the warm night. During day or when faced with a larger foe, they retreat into burrows or beneath rocks. They use their potent, venomous stinger only when hunting or forced into a "corner." Stronger scorpion poisons can fell a dog in seven minutes or kill a man in under seven hours. The stinger attack injects a Respiratory Poison.

Slug, giant, carnivorous: 12'-18' long, 1-10 young

Slug, giant, spined*:* 10'-15'; 1 young

Slug, giant, suggram:

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These large unearthly beasts appear, for all practical purposes, like their normal sized cousins, only much larger. They are invertebrates usually coated with a slimy secretion. Except for the domesticated suggram, they are never far from water. Omnivorous, except for the carnivorous variety, giant slugs eat whatever they come upon in the wild. Normally they are solitary creatures. All varieties move quite well over rough terrain and can often be found underground.Their eyes are located atop retractible eyestalks at the frond end of their body. The spined and suggram varieties also have 2' long tentacles below their eyestalks for scooping up food: these are not used in combat. The carnivorous slug is Large and has a Large tooth-filled maw and seeks out Medium prey, such as deer, antelope, human, etc. Some carnivorous slugs have a retractible proboscis with a poison gland. They are however rare (10%).

Spined slugs are covered in 1' long spikes made of a hard, chitinous substance. They can attack with a spiny tail, called a thagomizer, in combat, but usually only in self defense, striking foes with its spines. They can be violent if disturbed, or bothered. They are Big.

Suggram are usually timid creatures, some humans and sohleugir, sstoi'isslythi, and gratar domesticate them. They can then be used as mounts, albeit slow ones, and/ or beasts of burden. Carry 280 Lbs., Riding bonus +0, Size: Big.

Snail, war*:*

War Snails look somewhat like normal (i.e., small) snails, except for their size and that they have larger shells in comparison to the rest of their bodies. These unearthly giants reach 15'- 20' long. Once wild creatures, war snails have become totally domesticated, and live only in captivity now. War snails eat grass, leaves and small rodents. Invertebrates with slug-like bodies, these snails are actually quite intelligent and have been trained by men to be used as beasts of burden, and go where they are directed, even into battle. They have also been bred to have small hollows in their shells (large enough for a man to ride partially concealed). They normally use their bite attack only in self defense. However, they are not generally found in actual combat. Instead, they carry soldiers into battle. They can carry, without problem, 550 Lbs., with a +0 riding bonus. Although some adversaries thought the war snails comical at first, they quickly discovered that these living tanks are quite effective on the battlefield.

Spider, poisonous: 0.5"-5".

Spider, non-poisonous: 0.1"-10".

Spiders are eight-legged invertebrates that are related to scorpions and mites. They are carnivorous hunters noted for their pincer-like jaws, groupings of eight primitive eyes, and glands that produce silky, web-producing proteins. Spiders use their webs as both nests and traps. They spin remarkably strong, interwoven lines across shady defiles, creating a sticky web in a matter of hours, or even minutes.

Movements in these sensitive devices are keyed to vibration receptors in the spider's legs, called slit sensillae, allowing the spider to distinguish between wind gyrations and the presence of prey. Once alerted, the spider will move on the trapped victim, using its powerful jaws to finish the poor trapped victim. There are a number of variations on the web trap. One variety uses tempting "fishing lines," dangling threads ending with lures and covered with an extremely thick fluid. Others build silk-lined pit traps or actually resort to tossing small snare-webs at passing victims. Feasting often involves the injection of a solvent fluid (Reduction Poison) that combines with the victim's innards to produce a jelly-like meal. The spider then sucks the food out of the lifeless body. Poisonous spiders immobilize their foes with sprays or injections of toxic venom (Muscle Poison).

Tick: 0.05"-.75".

Ticks are small, parasitic arachnids, related to mites. Slow moving, they nonetheless present a danger to their foes. These beasts are well-armored, with a tough, flexible outer shell/skin. Their pedipalps bear dangerous pincers, smaller than those of scorpions, but larger than those of spiders. They are exceptional climbers. Like fleas (which are insects), ticks prey upon warm-blooded hosts. When attacking, they wait

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in trees or on upright plants, drop onto the host, affix themselves to the host's skin, burrow a shallow hole, and gorge themselves using a syringe-like sucking mechanism. They can consume quantities of blood equal to many times their own bodyweight by storing it in their expandable abdomen. Their bite is often accompanied by the delivery of disease organisms.

Wasp, electric:

Electric wasps are unearthly mutant wasps, indistinguishable from normal wasps. Apparently, these martyrs try to sacrifice themselves when a foe attacks the nest (so that normal wasps do not die). These wasps will live with normal wasps, and are never encountered on their own. When an electric wasp attacks, it always uses its sting (unlike normal wasps) which it can use but once. The sting is always accompanied by an "A" Electricity critical. After delivering its sting, the wasp will die off slowly.

Worm, bone:

These creatures are one- to two-foot long, bone-white, eyeless worms with large maws and strong, bone-crushing teeth. These unearthly creatures are far more than a nuisance—they are a very real danger in the areas encountered. All but a few tomb robbers have encountered these beasts, and each has developed a particular hatred for them. Bone worms feed on corpses (especially bones), crunching them and sucking out the marrow. They are often found in graveyards, battlefields and trash piles of creatures who don't eat bones. If disturbed, they will attack any living creature. The female lays its eggs among bones, so a barrow or mass burial site may be swarming with the creatures. Bone worms attack with their savage bite.

6.9. Megafauna

These animals hail from a time when larger animals enjoyed certain evolutionary benefits. They could still have been around, except most are not. Gigantism has its own advantages and most of the giant fauna is quite dangerous. The creatures represented here are even more dangerous than normal giant animals.

Increased size

Elothere (giant boar):

A giant boar which is commonly known to be the ancestor of the smaller boars which roam the lands today. These boars range in height at their shoulders from 4'-8'. These creatures are, like their present day counterparts, known for the stubborn tenacity, and inability to gauge a foe's strength; many of these creatures have met their end after blithely attacking much larger and stronger creatures. These massive omnivores are quick and agile in all their activities. They prefer to dwell in forests , but are wily and adaptable, however they are sluggish in warm climes. During their daily hunts they travel as a family unit of 1-10 led by a dominant male. When living prey is scarce these creatures will forage for roots and berries, but the longer they are forced to eat such, the more eager and voracious they become for a bit of flesh. When threatened or alarmed, it can also be quite dangerous. The Elothere won't pass up a meal and, should it down its adversary with its tremendous tusk attack, may indulge in a little carrion carry-out.

Megalodon (giant shark):

Truly a threat to aquatic life and travelers upon the seas, these gigantic shapes soon resolve themselves into the predator sharkshape, but nightmarishly huge. These sharks range anywhere from 40'-60' in length. Ancient fish are often remarkably similar to their descendants. Being a relatively stable environment, change comes slow to the sea. Still, the Elder Days produced a number of uniquely dangerous predators, the most conspicuous being the Megalodon or "giant shark." Like the great hunting sharks of today, the Megalodon is always on the prowl, constantly gliding through the cold salt depths in search of its next feeding. Its acute senses allow it to perceive slight changes in water pressure and subtle odor shifts at

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ranges exceeding one mile. When it is aroused, little will detract these creatures from hunting down its intended prey. Sudden movement and blood spills attract these beasts from afar. Their quick, meandering approach usually (75%) results in a frightening attack, particularly if the potential meal is wounded (95%). Fresh blood may spawn a Megalodon "frenzy", a sort of rampaging orgy, adding +25 on its Adrenal Focus skill. At that point, one's best defense is to stun the creature or outmaneuvering the charge and striking it on its large, smooth, vulnerable sides. The shark's "soft," flexible cartilage skeleton fails to protect its precious organs as well as the bony structure found in most fish. In addition, these aquatic monsters will run from most sonic attacks. They prefer easy meals, and flee if shocked or badly wounded. Their flight is invariably accompanied by a discharge of excrement, which acts as a cloud covering their retreat.

Smilodon (sabertooth tiger):
Smilodons are awe-inspiring stripeless tigers of old, with huge 5"- 7" tusk-like canine teeth protruding threateningly from their slavering maws. These quadrupeds can reach 10' at the shoulder in height. The Smilodons are very rare, and considered by most authorities on the subject to be extinct; however, within the long, deep Canyon of Ladore there is rumored to be one last pride of these fierce beasts, cut off from the natural world by the steep sides of the canyon. Often dwelling in caves or under overhangs, they are well-suited to rugged, open terrain; otherwise their aggressive predatory habits mimic those of normal tigers. They are adept nocturnal predators, leaving their young to play for brief periods at a time to hunt whatever might nourish the cubs for another night. These carnivores leap well (up to 40' on the run) and are accomplished wrestlers. Generally, sabertooths will ambush their quarry, making a quick charge, leaping, and immobilizing the shocked or downed prey with their long claws and powerful, toothy jaws.

6.10. Omnivores

Because of size, intellect, or disposition, the following creatures are capable fighters and can be quite dangerous when aroused, angered, or cornered.

Boar: 3.5'-4.25'; 2-10 piglets.
The ancestor of the domestic pig, the wild boar differs from its tame relatives by virtue of its long, bristly hair and (in males) prominent tusk-like, canine teeth. These creatures are agile and fast, and run on thin legs that are supported by sharp "two-toed" hooves. Although they are omnivorous, they generally feed on nuts, bulbs, and tubers, using their long, tough, sensitive snouts to dig up dinner. They will not overlook an offering of carrion, however, and when alarmed may be quite dangerous. They can easily kill a foe by charging and biting or goring with their upward-curving tusks.

Boar, battle:
These unearthly creatures look like large (8'-11' long) boars with exceptionally large tusks. They are grey or black in color. If used for a mount, they have a carrying capacity of 450 pounds and their rider suffers a -10 riding penalty. These nasty creatures are like their smaller brothers except in size, and they can be ridden by some rough cultures who are willing to train them. Battle boars are tough to kill and some fight to the death because their lust for battle is so great.

Boar, great:
These beasts are easy to spot, having a very tough hide with very sparse hair, much like a rhino. Their most distinguishing characteristic is a pair of horns on each side of their head, at the very back of the upper jaw. The horns are curved forwards with the top ones somewhat shorter than the bottom ones.

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Colors are usually various shades of grey, but there are some notable variations. Great boars are unearthly carnivores with mouths full of impressive sharp teeth. They are normally 7'-12' in length. Like battle boars, these animals can be trained and ridden. In such a capacity, they have a carrying capacity of 500 pounds and riders suffer a penalty of -10. They are useful only as battle mounts, for they tire quickly and dislike being ridden for long periods. Great boars are fearless and nasty beasts, called in many areas "tuskers." They are startlingly quick and will kill for pleasure. These great beasts gore foes on their horns as they charge into battle.

Lesser Primates (small primate): 3.25"-24" body, 5"-24" tail; 1-3 young.
Marmosets and Tamarins (small primate): 5.5"-12" body; 6"-16.5" tail; 1-2 young.
New World Monkeys (small primate): 9.5"-35.5" body, 6"-35.5" 1 young.
Old World Monkeys (small primate): 9.75"-39" body, 0"-39" tail; 1-2 young.
Gibbons (small primate): 16.5"-35.5" body, no tail; 11-28 lbs.; 1 young.
Great Apes (Medium primate): 21.5"-72" body, no tail; 100-600 lbs.; 1 young.
Gorilla (medium primate): 5'6", 400 lbs, 1 young.

Gorilla, male

Primates are warm-blooded mammals, from the order that includes man. They are divided into two groups: lesser primates, like aye-aye, lemurs, mouse-lemurs, tarsiers, and lorises; and higher primates, including marmosets, monkeys, apes, and hominids (e.g., man). As a whole, primates are generally either arboreal or live in open areas near woodlands. They are relatively smart creatures who have grasping hands and a good sense of sight. Most are herbivores who eat fruit, roots, buds, nuts, and supplement their diet with insects and eggs. Orangutans, chimpanzees (both great apes), and men are omnivores. All species (aside from man) are found in tropical or subtropical locales.

Lesser primates are relatively small, primitive beasts who have long snouts and lack stereoscopic vision. They have long, non-prehensile tails and move by scurrying, or leaping along or between branches. Some (10%) are loners, but the majority move in small troops of 10-40 around a well-defined territory. Although they lack the superb depth perception found in higher primates, they have sensitive hearing and see well in dark areas. Most (75%) of these groups are nocturnal creatures.

Marmosets and tamarins are small higher primates that move like through the trees like squirrels. Social animals, they live in small family groups and communicate with frequent, high-pitched cries. At night, they curl up and sleep in holes in trees.

Monkeys are larger than marmosets and tamarins. Within this grouping, there are two types. New World monkeys are marked by flat noses, usually (80%) prehensile tails, feet with opposing (grasping) toes, and long, thin hands which usually (80%) lack opposing thumbs. They live in extremely loud family units of 5- 35. The larger, quieter Old World monkeys have longer noses and almost all (95%) lack prehensile tails. This group includes ground-dwelling baboons, and is characterized by bare buttocks and relatively large (5-200) social structures.

Gibbons are apes, higher primates who differ from the great apes by virtue of their size and means of locomotion. Like all apes, they lack tails. Remarkable tree-climbers, they have extremely long arms and hooked hands that are ideal for swinging from branch to branch. No primate is as skilled in the arts of moving in the trees. When on the ground, they usually hold their arms upward in order to avoid dragging them.

The great apes are robust and often medium to large creatures. Chimpanzees, orangutans, and gorillas fall into this category. These beasts live in small troops of 5-15 and operate in set territories, which they can defend quite effectively. They are good climbers who have adapted well to ground movement (where they normally walk on all fours). Brighter individuals (and most chimpanzees) make use of simple tools and rather complex tactics. They are all strong; even the small chimps can break a man's arm with one snap of

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a single hand. Gorilla refers mostly to a silverback gorilla, while females should be rated as medium primates.

Porcupine, great:

Larger, unearthly and more ferocious than its smaller cousin, the great porcupine shoots its sharpened quills at enemies standing many feet away. Savage red eyes and a slavering mouth warn rodent chasing dogs and careless tourists that the great porcupine is no timid hedgehog. It grows up to 4' long. This omnivorous woodland creature is a bane to settlers, farmers and even travelers, as it attacks dogs, sheep, and whatever other sorts of creatures it encounters—including humans. Many rural communities have standing bounties on these hateful monsters. These creatures will eat anything and attack anyone. They dwell in tiny dug-out lairs, that are often filled with 3-6 young. Great porcupines apparently tolerate each other, although their temperament often sparks battles even among themselves. Any excuse for battle draws its bloodthirsty instincts into the fray. It attacks first from a distance, launching quills as if fired from a light crossbow. After 1-2 rounds of missile fire, it closes to attack, with its back facing its prey. If the prey comes close enough it will move to skewer it. If the prey is fleeing it will pursue.

Rat: 2.75-16" body, 2.75-15" tail; 1-12 young.

The rat family produces some of the world's most adaptable animals. Small rodents, they are omnivorous mammals known for long, thin tails, short legs, relatively large heads, and incredibly flexible bodies. They are quick scurriers, adept climbers, and strong swimmers. With their strong gnawing teeth and malleable bone structure, these creatures burrow their way through or into virtually any unarmored nook. Some (10%) rats produce a litter every 21-50 days. Also, some (5%) carry deadly diseases, either with their associated vermin (e.g., fleas) or internally (the latter communicated with a bite).

Tentmorse:

A round body with ten, 6'-8' tentacles radiating outwards in all directions makes up a tentmorse. They are green, with a large red mouth and two white eyes. The body is 2'-3' in diameter. The tentmorse may originally be from another dimension, but it has long called the forests of this world its home. The unearthly Tentmorse dwell in forests, using their tentacles to maneuver through the tree branches. They never touch the ground if they can help it. It makes nests in tree tops where it lays 1-2 eggs. Striking with two poisoned tentacles (they secrete a Muscle Poison) per round, a tentmorse hungrily eats slain victims, and will attack just about anything (80% chance when encountered).

6.11. Reptiles

Reptiles and amphibians are cold-blooded vertebrate creatures whose body temperature is regulated by external heat sources. As such, they prefer warm or tropical climates, especially if they are nocturnal or spend a great deal of time in water. Some use special stances, sprawl out on rocks, or orient themselves toward the sun to increase their heat intake. Unless warm, they are relatively sluggish or inactive, and most spend a great portion of their time at rest or in a quasi-dormant state. Of course their lower levels of activity require less food. Reptiles are descendants of amphibians. While reptiles can attain a rather large size and exist in virtually any warm or moderate ecosystem, amphibians tend to be very small and must stay moist Reptiles have scaly hides, while amphibians generally have thinner, smoother skin.

Armor, scaly
Reproduction, egg clutch

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Alligator/ Crocodile, large:
Alligator/ crocodile, big:
Alligator/ crocodile, small:
Alligators and crocodiles—and their relatives the smaller, more graceful gavials and caimans—are the largest and deadliest of reptiles. Males and females are virtually indistinguishable (except to each other), although males tend to be larger. Crocodiles differ from alligators by virtue of their always exposed front teeth and range in size from 5'-19.5' long. Alligators have sockets in the upper jaw that hide their cruel canines and are 8'-18' long. Large alligators and crocodiles are sometimes referred to as Leviathans. Adapted for water, they are aggressive, carnivorous beasts and avid swimmers and divers. While on land, they are more vulnerable, stuck with short, stout legs and a small stride. Nonetheless, they can be quick over short distances and are very fierce when defending their nest piles. All groups have long muscular tails, bodies, and snouts and possess big, well-anchored conical teeth. Great forward teeth allow them to grapple their prey, while nose and throat flaps permit them to fight under water without fear of drowning. They use their grappling bite to drown foes as they rip them apart. They execute a death roll to effect this. Their thick, horny hides have bony back plates which act like body armor and cover the only part of the creature which is commonly above the water level. On land they are as dangerous as in the water, lashing out with their toothy maws.
Chameleons: 6"-32"; 2-50 eggs.
Chameleons are tree-dwelling lizards, renowned for their narrow, flat-sided bodies and horny, armored heads. Their large eyes move independently, allowing them a tremendous field of vision. Opposing toes and a muscular, prehensile tail make them superb climbers. Insect-hunters, they employ a quick, sticky, striking tongue to snap prey out of the air at distances equal to their own body length. They conceal their presence by changing the color of their skin, darkening or lightening their pigmentation based on light and cover (+50 to hiding attempts). In the art of near-instant camouflage, the chameleon is master.
Gila Monsters: 17.5"-24"; 3-5 eggs.
A venomous, nocturnal lizard, the Gila Monster is a formidable foe. Its carnivorous diet includes bird and reptile eggs, but it does not shy away from a cheap, meaty meal. Their low-slung, heavy bodies end in a broad, fat tail, where they store fat for famine periods. Covered in gaudy, bead-like scales of red, orange, brown, and black, they blend well into arid landscapes. Gila Monsters shelter in burrows or under rocks and hunt along the ground during the warm desert night or during the sunny days of spring. When hungry or aroused, they bite their victims with vise-like jaws, chewing and leaving a strong poison (Nerve Poison) in the wound. Bite is very strong and any critical generates a grappling critical of a one less severity.
Komodo Dragons: 7'-11'; 10-15 eggs.
The Komodo Dragon is a huge low-slung lizard, with a bulky body and a long, thick tail. Its muscular legs end in fierce, talon-like claws. These cruel claws enable the Komodo Dragon to grasp and maim prey as large as a deer or as tough as a wild boar. They also aid in climbing, and these beasts are quite capable of scaling steep grades or large trees. Quick and agile daylight hunters, Komodos swim and sprint quite well, although they spend most of their time sunning in splendid repose. Their mouths are home to a host of dangerous bacteria, that inhabit its saliva without harming the reptile. Bites are accompanied by a painful and debilitating poison-like disease effect.
Kraeguth:
Kraeguth are much like large bears, but instead of being mammals, kraeguth are reptiles. Their skin is covered in grey-green scales rather than fur, their heads are large, and tails small. They are usually 6'-9' long. These unearthly creatures' hides are waterproof and very durable, even used by some cultures as armor. Being reptiles, they are cold blooded, and do not hibernate like bears; they seem to be active in all

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seasons. They nest like lizards, and lay eggs. Kraeguth attack with their powerful arms, long claws, and savage bites. They are very strong and extremely savage.

Lizard, medium: 1'-10'; 2 lbs.-450 lbs.; 10-40 eggs, some produce live young.

Lizard, tiny: 3"-12"; 0.05-2 lbs.; 1-40 eggs, some produce live young.

Lizard, diminutive: 3"-12"; 0.05-2 lbs.; 1-40 eggs, some produce live young.

Lizards and snakes are related species of slender, scaly reptiles with long tails. Unlike snakes, however, lizards possess limbs, some sporting rib-supported wings that permit gliding. Like snakes, they can be burrowers, climbers, runners, or swimmers. Lizards have tough, scaly, virtually waterproof skin that acts as body armor and resists the dangers of physical and chemical attack. Those in harsh climes bear live young, while most others lay fast-hatching eggs. Females of these varieties lay tough, rubbery eggs and guard or warm the clutch while resting. Generally, lizards are carnivorous. They rely on their quickness when striking, some dashing on their two hind limbs. Their hunting and hiding tools vary, and may include gripping tails and feet, color-variable skin, or darting, prehensile tongues.

Nile Monitors: 6'-7'; 10-60 eggs.

Versatile, quick, and agile, the Nile Monitor is an able hunter. This large, powerfully-built lizard prefers freshwater environs and is an accomplished swimmer and tree-climber. Strong legs, big claws, and a large prehensile tail allow it to overcome most obstacles in its constant search for fish, snails, frogs, and eggs (their favorite fare). Some even hang by their tails from trees, enlivening the boring routines of the common passers-by. Relatively active, they do not guard their clutches, but prefer to lay their eggs in termite mounds, where the insects repair their nests and encase the brood in a natural fortress-terrarium. Nile Monitors are distinguished by their thick black hides, covered with bands of bright yellow blotches.

Scra Pren:

A scra pren is a very large three headed unearthly snake with deep green scales. It is 8'-15' long. These strange beasts are sometimes found with other snakes, but they are not simply a freak or mutation; they are a species all to themselves. The scra pren thrives on eating small animals but occasionally will attack larger prey such as humans. Unlike other snakes, the scra pren can tear apart its prey once killed, so it does not need to swallow it whole. Each head carries a poisonous bite that injects a Circulatory Poison. Each head can attack and operate as an individual.

Snake, boa/python:

Snake, cobra:

Snake, non-poisonous:

Snake, sea:

Snake, tree

Snake, viper:

Snake, viper, pit:

Snakes are akin to lizards, but are limbless. Pythons and Boa Constrictors range in size from 3'-30' in length, while cobras are 0.5'-10' long. Pit vipers are 1'-11.5' long, sea snakes 2'-8' long, and vipers are 0.5'-7' long. Stories of giant serpents are quite common. Snakes are often used to fill the bottom of pit traps, making them much more deadly. Carnivorous creatures, snakes can be found anywhere. Most are very quick in combat, but move along the ground relatively slowly. Flexible and often quite quick, they rely on powerful jaws, venomous fangs, or strangling constriction to kill their prey. Some have jaws with detachable connections, enabling the snakes to free the upper and lower bones and swallow extremely large victims.

Vipers ambush their prey, striking with their long poisonous fangs in frighteningly quick attacks. Their Muscle Poison immobilizes or kills their prey.

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Pit Vipers (e.g., rattlesnakes) are nocturnal varieties that use heat sensors to locate their quarry. Like vipers, they have a Muscle Poison venom.
Cobras use more powerful Nerve poisons that act faster and can kill very large prey, but cobra attacks are usually slower, and their venom is often delivered in larger multiple doses by chewing, rather than a single injection method. However, some cobras (10%) can spit their poison, blinding their adversary.
Cobra-related sea snakes use the strongest venom (Nerve Poison), but are entirely adapted to aquatic life and never venture on land (where their skeletons would collapse). Although air-breathers, they can stay under water for up to two hours.
Of the non-poisonous varieties of snakes, constrictors (such as boas or pythons) are in many ways the most dangerous. Relatively large, they have strong teeth and use rapidly coiling movements to surround, entwine, strangle, and eventually swallow their prey.

Snake, furred:
This white-furred snake has four eyes, marking it as unearthly. It is 8'-10' long. Northlanders often use the hide of this snake for clothing, tent material, and more. The furred snake dwells in colder regions, and often tries to hide under the snow, driving up under passing prey. Its young are born live, like mammals, not from eggs as most snakes are. It is a vicious fighter, and dangerous if encountered near its lair (where it keeps its young). Its bite injects a Circulatory poison.

Snake, horned:
This 11'-15' long unearthly serpent has a spiked tail, and is usually dark green or black in color. With its odd method of movement, it is easy to see how it developed the nickname “hoop snake.” Horned snakes are creatures of the forest. They are quite comfortable moving along tree branches as well as along the forest floor. Notable for their sharp, horn-sheathed tails, they do not bite. Instead, they spin their bodies with frightening quickness, whipping their tails about and striking like a “living arrow” (range increment <2'>). The piercing tail-horn conceals a venomous stinger that injects poison upon penetration (Conversion Poison). When startled or wounded, a horned snake uses a peculiar maneuver to flee. By speedily coiling its tail around, the snake grasps its rear end in its mouth, forms its body into a circle, and rolls away (this form of fleeing is only used when attacking from the ground).

Snake, viper, horse:
This huge unearthly snake is 16'-25' in length. The snake’s name is derived from the practice of hunting these creatures from horseback. Huge and ever-hungry, these snakes are unabashed predators that possess all of the powers of their smaller, venomous cousins, without being in any way timid. The large horse vipers are grass-dwelling hunters that occasionally venture onto farms in search of food. They feed on rodents, eggs, sheep, small cattle, and folk unwary enough to challenge them. Stalking in the mild hours of late afternoon and early evening, these creatures slither through crops or tall grass, using their yellowish-brown coloring for camouflage. When horse vipers strike, they attack in one of two ways. They fell smaller victims with a single, lunging bite accompanied by Muscle Poison. For larger prey, they reserve a spitting attack that immobilizes or slowly kills their quarry (Muscle Poison).

Tatzelwurm:
The tatzelwurm is a strange-looking and unearthly lizard-like beast with a short, stubby tail and virtually no neck. Powerful and compact, it has stumpy legs (so short that the beast is often taken for a snake) and a thick, blunt-nosed head. It is 5'-7' long. Tatzelwurms tend to have a brown upper body and a tannish underside, although some are colored in greyish tones. Some theorize that this creature is some strange cross-breed between a giant lizard and a great serpent. This, however, seems unlikely. Whatever their hue, it inevitably blends into the shades of the surrounding rock, enabling the creature to hide exceptionally well These creatures dwell mainly underground, coming to the surface only rarely, and only at night.

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Quick, cunning, and rapacious, these serpentine lizards attack with frenzied abandon and may pursue their prey outside if tracking in the night hours.
Tortoise/ Turtle, big:1'-5'; up to 1300 lbs.; 2-150 eggs.
Tortoise/ Turtle, small: 0.1'-1'; 1-50 eggs.
Tortoises and turtles are in the same order of reptiles. Tortoises composing those species who live on land, turtles being primarily aquatic. Typically, these beasts have a body that is connected to, and encased in, a two-part shell of bone and modified horn-scales. Their limbs and long, agile necks emerge from side openings in the shell and are usually retractable. This enables tortoises and some turtles to use their shells as armor (tripling their DB when fully inside their shell). Turtles possess no teeth, instead relying on often powerful, horny beaks. Diets vary and include both animals and plants. Generally, they are not aggressive around larger animals, although a few, notably the snapping turtles, do not mind a good scrap. Despite their slow gait, these tough denizens use quick, springing strikes from their non-retractable heads to surprise and cut down their prey.

6.12. Water

Water dwellers take advantage of almost unchanging underwater environment, with virtually unlimited resources. Many dangers lurk in the depths, magical, but also mundane, as can be seen below. Most are equipped with gills to supply the creature with oxygen. They are highly adapted to the marine environment; having flippers, sleek skin and hydrodynamic forms. The diversification found among creatures inhabiting our fresh and ocean water is truly astounding.

Gills
Adapted form: water
Swimming movement

Crab: .1'-7' diameter (stretched).
Lobster: 1-38 lbs.; 10,000-75,000 eggs.
Crabs and lobsters are related crustaceans, both known for their aggressive, predatory manner, relatively large size, and huge pincer claws. These creatures are remarkably unintelligent; but they are also efficient killing machines that will gorge until they molt. Molting occurs 3-5 times during their long lives (lobsters can live to age 60) and involves the complete shedding of their shell and outer skin. After holing up and growing a new covering (over a 2-5 week period), they emerge anew, often 15-25% larger.
There are aquatic and amphibian varieties of crabs. most of the amphibian-type are nocturnal. The land-dwelling burrowers employ hibernation to face the cold. All lobsters are aquatic and can regenerate lost appendages or shell casing. Lobsters and crabs share many of the same structures. They have long antennae that contain no pain-receiving nerves and, although very sensitive to food or danger, are designed to ignore damage. These beasts listen with their legs, taste with their feet, chew with their stomachs, and propel themselves backwards when swimming. Both have shell armor that covers their fused head and thorax, and each sports a pair of pincers. The slightly larger pincer is used to capture and crush prey, while the smaller claw has a sawtooth cutter and is generally a defensive weapon. Their claws immobilize a foe, allowing their side chewing mandibles to tear it apart and deliver the pieces to the other four pairs of mouth parts. Food is “chewed” after delivery to the stomach.
Crabs differ from lobsters in a number of ways, notably in terms of lifestyle. While both crabs and lobsters are burrowers (who dig holes or live in nooks or caves), the ultra-adaptable and numerous crab varieties are not confined to aquatic living. Many types live in extremely shallow water, on tidal flats, or

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in the sands above the high water mark. Because crabs are often amphibious, they must be mobile on land and therefore have stronger legs and smaller pincers (all but the sea-dwelling Soldier Crab walk sideways).
On the other hand, lobsters are exclusively aquatic and prefer deep water. This allows them to grow disproportionally large claws (as much as 60% of their body weight), for their water buoyancy aids in their mobility.

Dolphin:
Dolphin, killer Whale:
Dolphin, porpoise:
Dolphin, river:

Dolphins and porpoises are mammals that are familiar inhabitants of the water. They are powerful swimmers, with streamlined bodies and prominent foreheads. Although most dolphins have beaks, porpoises are all beakless. River dolphins display the longest beaks. Another distinguishing characteristic is the number of teeth; while porpoises have 60-80, dolphins have 100 or more. Their markings vary. Dolphins range in size from 6'-10' long, porpoises 4'-7.5' long, river dolphins 5-9' long, and killer whales are 23'-32' long. Dolphins are incredibly intelligent, and tales are told of them saving drowning humans. The sight of a group of dolphins at sea is usually considered good luck. Dolphins are most commonly found in coastal waters. Fast swimmers, they feed on fish, shrimp, mollusks, and crustaceans. Killer whales are the largest species of dolphin (even though they don't possess the usual beak). With their 40-50 teeth they prey on fish, whales, other sea mammels squid, and even birds. River Dolphins are recognized by their prominent foreheads and very long beaks. They feed on small fish and crustaceans. Porpoises are small, beakless whales that are found in both coastal and deep oceanic waters. They feed on squid and fish. Dolphins use their snouts to bash and ram their opponents. Killer whales also bash foes, but rely mostly on their bite, as do porpoises and river dolphins.

Eel, conger: 9' long; produce eggs.
Eel, electric: 8' long; produce eggs.
Eel, freshwater: 19"-40" long; produce eggs.
Eel, moray: 4.5' long; produce eggs.

Eels belong to the order Anguilliformes, in which there are approximately 600 species. All eels have elongated bodies with dorsal and anal fins usually running the entire length. Conger Eels are usually found in shallow coastal waters. They have dorsal and anal fins running their entire length. Conger eels feast on fish, crustaceans, and even octopuses.
Moray eels normally inhabit rocky shores. They possess very large mouths and sharp teeth. Moray eels prey on fish and squid.
Eels classified as "freshwater" eels spawn and die in salt-water, but grow and live in freshwater estuaries and rivers. They feed on insects, crustaceans and fish.
Electric Eels also live in freshwater; but, even though they have long, slender bodies they are not true eels. Usually found in streams and pools, they prey on smaller fish and bottom-living invertebrates. These eels stun their food by releasing high voltage charges from special muscles. This "Shock Bolt" attack can occur when it is struck, when it strikes, or it can be discharged, affecting all in a 5'R (usable once every minute). Using a small amount of electricity, these fish can sense their surroundings using changes in the electric field.

Fish, flying: 11.75"-17" long, glides 5' above the surface.

Flyingfish use their enlarged pectoral and pelvic fins to aid them in "flight." When swimming, the pectoral fins are kept close to the body. To fly, the fish first builds up speed then rises into the air, both sets of fins extended. In this way, they can glide as far as 300' for as long as 10 seconds.

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Fish, small: 1-11" long.
Fish, medium 12" – 10'
Fish, large: 10'-16' long.
Fish. huge: 16'-50' long
Fish comprise over 20,000 species and are commonly found in all waters. Because of this huge number, the variety in size, coloration, feeding patterns and reproduction is overwhelming. Most are not dangerous to human-sized creatures, but in large numbers or special circumstances they could be a hazard. [Barracuda, Gar, Pike, Monkfish, Tigerfish, Catfish.]
Jellyfish: 6"-8' in diameter, tentacles 12"-275' long.
Jellyfish are recognized by a floating "body"—actually a gelatinous, gas-filled bag—and stinging tentacles hanging deep into the water. With these, jellyfish dispatch their food and move it to the digestive canal. Jellyfish prey on all types of fish that swim into contact with the dangerous tentacles, delivering a mild Nerve Poison. [Sea Wasp, Sea Nettle, Sea Blubber]
Lamprey: 35" long; if the TGr attack gets a 100% grapple, it is attached and will drain 5 hits/round.
Lamprey are long, eel-like blood-sucking parasites. They first attach themselves firmly to the host. Then a secretion from the sucker's mouth prevents the victim's blood from clotting, allowing the lamprey to feast at will. Victims will usually die from loss of blood. Lampreys have also been found in inland lakes. When torn from its prey an 'A' Slash critical is taken. Fire or Electricity may cause the lamprey to release its prey (the lamprey may make a Fear RR to continue holding on to its prey). [Leech, Hagfish]
Octopus, swamp:
Swamp Octopuses look just like their underwater counterparts, but are larger and are more "solid" (they have a large amount of cartilage supporting their head and body). They have been reported to be grey, black, green and even red in color. Their body is 5'-6' long, and their tentacles reach 12'-20'. It is rumored that these creatures are attracted to bright light, but this has not been proven. These large creatures are amphibians, dwelling in marshes, jungles, and places where water sources are hidden by trees and foliage. They hide among swamp rushes, partially submerged, waiting for prey. Prey can consist of anything dog-sized or larger, up to and including a horse. They move as a medium octopus when totally submerged in the water. They must return to water for at least one hour per day (during which time they must be completely submerged). These carnivorous creatures use their tentacles to grapple prey, bringing it in to be shredded by its sharp beak.
Octopus/ Squid, small:
Octopus/ Squid, medium:
Octopus/ Squid, big:
Octopuses and squid are both invertebrates in the class Cephalopoda. They have many tentacles (octopus has eight, squid has ten), and a large body with a beak-like mouth. Small octopuses and squids have a 6"-24" body and 12"-48" long tentacles. Medium specimens have a 2'-5' body and 4'-12' long tentacles. That is as large as octopuses get. Giant squid have an 8'-30' body with 9'-30' long tentacles. An octopus moves along with a gliding/pulling action. Contrary to legend, octopuses rarely grow larger than approximately 17' (including tentacles). These monsters of the deep have captured the imagination of mariners since man has sailed the oceans. Gigantic squid are often referred to in myth as Kraken. Squid are fast swimmers, forcing water through a adjustable nozzle using a type of jet propulsion. Squid vary greatly in size, ranging from 18" to almost 60' in length. Both species use a kind of water jet propulsion, although octopi can also glapple along the sea bottom, foraging for food. Hunting primarily in shallow seas, the octopus lurks unseen until a fish or crustacean passes, then shoots out a tentacle, capturing its victim on one of its suction disks. Squid capture their prey on the suckered tips of its tentacles, then haul it to the mouth region where it is held fast by smaller tentacles. Both the octopus and the squid can project an "ink"

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cloud, which obscures vision in a radius equal to 4x the creatures' body size. Many species use a paralyzing saliva, to calm their prey while being eaten (Paralytic Poison). Camouflage is no problem for an octopus as it may change its colors to blend in the surrounds, or as warning signal or even to communicate with others of its species.

Piranha: 12" long.

Piranha are not overly large, but their vast schools form formidable hunting groups. They are known for their razor-like teeth and powerful jaws. Piranhas feed primarily on fish, but if they encounter a wounded animal in the water they will consume it in an amazingly short time.

Portuguese Man-of-War: 8' diameter, 275' long tentacles;

Portuguese Men-of-War are actually complex groupings of jellyfish. They are known for their huge gasbag, which catches the wind and provides additional propulsion, and their extremely long and dangerous tentacles. Men-of-War are colonies of different animals, each performing a specific function. Some catch the food, some paralyze it with a Muscle Poison, some eat and digest it, and some propel the entire colony. Fish as large as 15' long have been seen in the tentacles of men-of-war, being paralyzed and slowly digested.

Ray, electric: 6' long.

Ray, manta: 17' long, 22' wide.

Ray, sawfish: 25' long.

Ray, stingray: 5' wide;

Rays' strange appearance has made them much feared through the ages. A flapping motion of their pectoral fins gives them the illusion of "flying" through the water. Most of their time is spent buried on the seabed, waiting to pounce on mollusks, crustaceans, and fish. Common to all rays is the flat, disk-like body and large pectoral fins tapering into the long, thin tail.

The Manta Ray, is the largest ray. Mantas feed on plankton, but also eat fish and crustaceans.

Stingrays are commonly found in shallow coastal waters. A stingray's sharp spine at the base of the tail secretes Nerve venom that can be fatal.

Electric Rays, or Torpedo Rays, are capable of delivering shocks up to 220 volts, enough to kill its prey or stun a man. These charges are produced by specialized muscles. Electric Rays first envelop their meal in the pectoral fins, then turn on the juice.

Sawfish are recognized by the long snout, which sports 24-32 large teeth on either side. The body type closely resembles that of the shark; however, uncommonly large pectorals groups them with the rays. Their "saws" are used to probe the ocean bed for small invertebrates and as effective weapons of the hunt and defense. Their Large size makes them fearsome opponents to both beast and man.

Sea Anemone: 12" tall;

Sea Anemones are coelenterates, like jellyfish, that attach themselves to rocks or the ocean bottom. They paralyze their prey with stinging cells at the ends of their tentacles, delivering a Paralytic Poison. Food is then transferred to the partitioned digestive cavity within the muscular body. They feed on small fish and other life forms found along the ocean floor.

Shark, small:

Shark, medium:

Shark, large

A few characteristics are shared by all sharks. First, their skeletons are made of cartilage, not bone. They also possess two dorsal fins, one anal fin, and five or six gill slits. Small sharks are 4" to 4' long, while Medium specimens run from 4' to 10' and large specimens range from 10' to 60' long monsters. Nothing is more terrifying at sea than the sight of shark fins breaking the water. Sharks are attracted by the scent of blood in the water, but also they have electroreception organs, detecting any nearby muscle generated

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electrical currents in their prey, making it impossible to hide from them. Sharks are fairly common to all the waters of the world. Smaller sharks are found under the order Squaliformes, which includes the dwarf shark (9") and the common saw shark (4'). Medium sized varieties include the blacktip shark (6') and the mako shark (10'). The larger sharks include the tigershark (15'), great white (20'), the basking shark (34'), and the whale shark (60'). Natural killing machines, sharks attack with a savage bite, biting large chunks from their prey or swallowing them whole. They can be found in deep waters as well as near the surface. Whale sharks are different; because of their feeding pattern (they swim with their mouths open and separate the plankton and small fish from the inrushing liquid), they spend much of their time in surface waters.

Starfish: 6-24" diameter;

Starfish, or sea stars, are coral-eating animals that look like their name. They slowly crawl across the bottom, consuming the tiny coral inhabitants along the way. They have no blood (they use sea water for that), brains or vital spots, making them resistant to any damage and in addition they regenerate completely from either their centre and in some cases from a piece of a limb. They also have stomachs that can vacate the body and consume hapless shell fish inside their shell. Spined varieties (10%) might have Nerve Poison tipped spines on the upper side of their body.

Swordfish/Sailfish: 12-16' long.

Swordfish and sailfish are closely related members of the order Perciformes. A long sail-like dorsal fin is the most recognizable characteristic of the sailfish. Swordfish are famous for their long, flattened and pointed snout (its lengthy sword). The dorsal fin is sickle-shaped and placed farther back from the head. Both are fast, solitary swimmers that prey on fish and squid. Both also make winter migrations to warmer waters. Their strength, speed and elongated bill makes that fisherman who hunt them frequently get hurt, or even lose their life.[Marlin]

Viperfish: 11" long.

Viperfish are deep-sea fish famous for their long fang-like teeth. The body is long and narrow, the dorsal fin having an elongated ray which holds a light organ used to attract prey in the darkness. Viperfish feed on smaller fish.

Whale, baleen: 25-105' long.

Whale, beaked: 16-39' long.

Whale, narwhal: 13-20' long; tusk/horn up to 9'.

Whale, toothed, large: 8-20' long.

Whale, toothed, gigantic: 20-66' long.

Whales are ocean dwelling mammals that have been admired and hunted for hundreds of years. These are some of the largest existing creatures and fully grasping their size is nearly impossible.

Baleen whales are those that feed with their baleen, which consists of rows of plates suspended from the upper jaw. Fish and plankton are caught on the plates, while the water is expelled from the sides of the mouth. The tongue then transfers the food to the back of the mouth so it can be swallowed. Baleen whales include the blue whale (the largest mammal at 105 feet long and weighing 160 tons), the humpback (48-62 feet long), and the minke (26-33 feet long).

Beaked whales comprise 18 species, all of which have slender bodies, long snouts, and generally only one or two pairs of teeth. They feed on fish, squid, and crustaceans.

Toothed whales are those which aren't baleen or beaked. Of these, the sperm whale is the most familiar. Their common characteristics are the square forehead and the spermaceti organ (above the jaw), which is used in controlling buoyancy. Toothed whales usually have 12 or more pairs of teeth in the lower jaw. They feed on fish, squid, and crabs.

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Narwhals are well known for their long spiral tusk, which is actually the upper-left incisor, but hollow for just 22 lbs. Narwhals feed on fish, shrimp, crabs, and squid.

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6. Artificials

Artificials are not living and have never been living, with the partial exception of flesh and wood golems. They are made from inanimate objects that have been turned animate by magical means. They usually have tremendous strength and resilience, as inherent to their materials, and each possesses a singular mind, with a singular purpose. They obey the commands of their creators, either through a control item, or as a remnant of the spirit's former intelligence, used to animate the artificial. Their strengths lie in their composition and the inherent strengths of that material and they are usually immune to many types of damage. Their dim minds are usually non-susceptible to mind-controlling spells. Their singular purpose is never swayed, and they bluntly force their way to reach their goal. This is also their weakest point: once a purpose is known, it can be used to take advantage of the artificial. Their bodies sometimes hold clues to what their weak points are. Senses are usually limited and only rudimentary forms of seeing and hearing are provided, as well as an ability to sense life, to better carry out their commands.

Category talents
Body: Material
Spirit mind
Life sense
Unsleeping

7.1. Constructs

Constructs are made from several parts, animated and bound together by magic and look the part. Animated armors, filled with cams, sprockets, axles and also self reloading crossbows and built-in weaponry. The internal structure is always apparent and access panels, levers and flywheels often poke out. They are mostly hollow inside. In essence they are magical items that move and act upon command. Most constructs actually have working innards of clockwork devices but they still require magic to perform their tasks. These might entail guarding a place or serving in a construct army. Constructs have been devised in bewildering amount of shapes and sizes, to suit the taste of their creators. To calculate the weight of constructs, assume they are made of steel, but half of the volume is empty.

Body: steel
Proof, elemental [Heat, Ice]
Immunity, Elemental [Wind]
Vulnerability, Elemental [Water]
Body condition: Intricate parts
Dead sense deprivement
No breathing
Neutral odor
Regeneration, no
Can’t speak
Link, controlled
Lifeless
Diet, nihilovore

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Slow healer

Beast construct

Beast Constructs are similar to standard Constructs in that they are made of numerous parts, rely on body parts for weaponry, and are artificially animated. They differ in the fineness of their construction. Each Beast Construct is a masterwork of interlocking pieces and sliding parts, all perfectly formed so that the overall creature is a marvel of smoothly functioning animation. They move as gracefully or better than the beasts they imitate. Many of these Beast Constructs possess magically enhanced capabilities such as Lightning Bolts, gaseous breath, etc. Additional capabilities can be added as the GM sees fit. All of these Constructs are physically stronger and sturdier than the creatures they resemble (except perhaps the Dragon Construct). Often these Constructs have red, green, or blue glowing eyes. GMs may wish to make other constructs based on other beasts, using the Constructs given here as a guideline. These creatures are usually created for a specific purpose or to fulfill a special duty. Some of the Beast Constructs have certain special attributes which follow.

Beast construct, dragon:

Dragon Constructs appear to be akin to Fire Drakes with their 60'-70' bodies and 100'-110' wingspans, but with metallic scales. It has all of the attack patterns of a normal dragon, but unlike a normal dragon it never sleeps and does not enjoy the occasional puzzle or riddle, because like most constructs, they cannot speak. It is useful as a guardian of valuable treasure or as a mount of a very powerful being, giving the rider a special modifier of -5 to all Riding maneuvers). The fire breath bolt of the Dragon Construct has a range of <2'>/lvl and the cone length is <1'>/ lvl long and 1'/ lvl base diameter. Lastly, they are immune to fire damage. The internal reserve holds either 30 bolts, or 15 cones.

Beast construct, falcon:

The major usefulness of a Falcon Construct is as a spy using their superb talents of aerial reconnaissance; 80% have eyes that record all that they see for playback later (seen by looking into their eyes). From a distance, they are indistinguishable as artificial birds. Only when observed within 5' or less can it be seen that their feathers are made of a dull steel alloy. In addition to the Falcon Construct's aerial reconnaissance abilities, 50% of them have built in dart-throwers which they fire out of their metallic beaks or from special compartments in their breasts. The dart thrower can fire once per round in melee with an internal magazine of 30.

Beast construct, horse:

These constructs make excellent mounts, never tiring and following any path the rider designates. They are vulnerable to immersion in water, as are all constructs. The metal hooves of the Horse Construct have been finely sharpened so as to deliver an additional Slash critical in addition to any criticals normally delivered.

Beast construct, minotaur:

Minotaur Constructs are huge, metal bullmen which often have sword blades, hooks or ax-heads replacing their hands, as well as possessing impressive metal horns. Their eyes glow yellow, waiting to unleash electric energy on their foes in the form of a Diminutive Lightning bolt that has a <1'>/ lvl range. These can be fired once per 3 rounds and the internal capacitor holds 30 charges.

Beast construct, pegasus:

Perhaps the most stunning and beautiful of this group is the Pegasus Construct. Craftsmen and spellcasters alike went to great lengths to make these flying horses from tiny interlocking metal scales. Rarely are these constructs given any special offensive capabilities, saving all of their magic for graceful flying. They do have sharpened hooves, like the horse construct.

Beast construct, snake:

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The Snake Construct possesses gleaming metal fangs coated with a Nerve Poison, and can fire darts from their tail with a range of <70'>; and it can be fired once per round (maximum of 20 before reloading). They look like metal cobras, including a hood. Their long bodies are formed from elaborate, interlocking scales.

Beast construct, spider:

These look like giant spiders in almost every detail, except metallic and with some strange contraptions added on, like a twin crossbow turret. Spider Constructs do not dwell in webs, but 30% have suction-cupped legs allowing them to walk on walls and ceilings. Their bite injects a Muscle poison. Their dart throwers, that can swivel to fire in any direction, resolve attacks as light crossbows (with a range of <70'>) that can fire once per round (maximum of 30 times before reloading).

Beast construct, wasp, Major:.

Beast construct, wasp, Minor:

Wasp Constructs, with light glinting off of their metallic wings, are beautiful as well as dangerous. Their "sting" is more powerful than those possessed by the small creatures they mimic: their tailstingers fire *Lightning Bolts* at foes once per minute (up to 50 times per day) with ranges determined by their Variety: Major wasps fire <15'> long bolts. In addition to Major Wasps capability as mounts, their sheer size (80'-90' wingspan) makes them a match for small Dragons in aerial combat. Minor wasp constructs tend to fire Diminutive Lightning bolts up to <5'> and are not capable of carrying loads.

Beast construct, wolf:.

Iron-skinned Wolf Constructs often have eyes that glow a deep ruby red. They are often made in numbers and travel in packs like the beasts they resemble, patrolling an area or hunting down foes.

Construct, minor:

Construct, lesser:

Construct, greater:

Constructs are creatures whose bodies consist of numerous separate, artificial parts, like a full suit of plate armor. A robot is a construct, as is a scarecrow. As such, they come in many forms, most of which mimic the humanoid form. Those that are tools of war or vigilance often have specialized appendages—hook-hands, wrist-mounted dart-throwers, blade-tipped fingers, spiked toes or elbows, and the like—for a Construct's weaponry is always a part of its being. Minor Constructs range in height from 4'-6', Lesser Constructs range from 6'-10' in height, and Major Constructs range from 11'-15' in height. These artificial automatons are always created with a specific purpose. They are found many times as an untiring, ever-vigilant guard to a special vault or treasury of a powerful person who has the resources to either create or purchase a construct. They can also sometimes be found within special military divisions in powerful armies. In this capacity they are greatly feared by their foes, as a unit of metal-bodied, sharp-edged automatons are hard to stop and can wreak great havoc among fleshy creatures. Built into the forms of these beings is all the weaponry they will need in a conflict. For foes at a distance, constructs sometimes have built into them large, crossbow-like mechanisms that allow them to fire at foes once every other round (with standard crossbow ranges: <80'> for Greater and <70'> for other constructs). For close-in skirmishes, their built-in blades, maces, and other various weapons, are able to attack twice in a single round with a proficiency which is deadly.

7.2. Cultivated Creatures

The most evil cellologist, magician, or brilliant druid might try to develop a way of growing a monstrosity in the laboratory. They create "life" where there is none and feed it by magic, or other means, to do their bidding, as if it was an animate tool.

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Battlepede:
These creatures have dozens of pairs of legs (each creature seems to have a different number of legs) and a long segmented body covered by a chitinous outer layer. They appear to be giant (10'-15') centipedes, and in fact they are the result of magical experiments. A pair of eyestalks rises above their head. The eyestalks can be turned in every direction. The eyes at the ends of these extensions glint a yellowish hue. The first Battlepedes were created by a powerful Arcane process. The transformation process proved to be a difficult one to learn and master, so only a handful of spell users have since utilized the magics. They are extremely rare, and are found exclusively in the lair of a powerful mage, guarding treasure. Battlepedes do not seem to need food or nourishment of any kind, a testament to their magical nature. They are incapable of breeding. Battlepedes have mandibled mouths used in combat to bite opponents. This bite injects a powerful Circulatory Poison. They can also shoot bolts of magical energy from their eyes (resolve as a Diminutive Lightningbolt with <1'>/ lvl range usable once every 3 rounds). They will fight to the death to carry out their creator's orders.
Eye entity, lesser:
Flesh Destruction [Own lvl] (Sorcerer Base, Hybrid)
Fluid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Gas Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Destruction [Own lvl] (Sorcerer Base, Hybrid)
Solid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)
Eye entity, minor:
Mind Death [Own lvl] (Evil, Mentalist)
Mind Disease [Own lvl] (Evil, Mentalist)
Mind Domination [Own lvl] (Evil, Mentalist)
Mind Erosion [Own lvl] (Evil, Mentalist)
Mind Illusions [Own lvl] (Evil, Mentalist)
Mind Subversion [Own lvl] (Evil, Mentalist)
Eye entity, major:
Darkness [Own lvl] (Evil, Essence)
Dark Summons [Own lvl] (Evil, Essence)
Foul Transformations [Own lvl] (Evil, Essence)
Essence Twisting [Own lvl] (Evil, Essence)
Necromancy Mastery [Own lvl] (Evil, Essence)
Necromantic Ways [Own lvl] (Evil, Essence)
Eye entity, greater:
Curses [Own lvl] (Evil, Channeling)
Dark Channels [Own lvl] (Evil, Channeling)
Demonic Pacts [Own lvl] (Evil, Channeling)
Demonic Summons [Own lvl] (Evil, Channeling)
Disease [Own lvl] (Evil, Channeling)
Wounding [Own lvl] (Evil, Channeling)
Eye Entities are huge, bloodshot, disembodied eyes that fly magically through the air. Eye Entities are formed through a magical ritual and a foul alchemical process which combines the eyes of living creatures synergistically in order to create one massive eye. Needless to say, the amount of "raw material" for these artificial beings is exorbitant; (1,000 for the greater eye entity) those who press forward and

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"gather" the appropriate number of eyes anyway are almost always those of vile and despicable demeanor and pursue goals of questionable purpose. The creator of the Eye Entity enjoys a special mental link with his or her creation, allowing the maker to view the world through the eyes of the Entity when desired, with a range of 1 mile per level of the creator.

These creatures can magically fly, allowing them the advantage of height in most conflicts. Also, their penetrating eyes can see invisible objects at all times. Additionally, they can project the force of their gaze; they can cast *Sleep* (Mind Control, level 2, Mentalist base). Being spell casters they are either Magicians, Clerics, or Mentalists, focusing only on evil lists. Finally, 20% of all Eye Entities can cast *Lightning Bolt,* at their own size, from their pupils once per 3 rounds with a <1'>/ lvl range.

Gargoyle:

Winged goblinoids of stone, Gargoyles resemble statuary when still, but rarely display uniformity. Some possess fangs while others have beaks: one is fox-sized, another man-sized; this one flies on bat wings, that one on bird wings. These stony creatures are not "alive" in the normal sense of the word, as they have no actual biological parts supporting their vital functions. Instead, they are magically animate, which allows the stone of their construction to flex and move in parody of life, as well as bestowing an animal-like sentience upon them. Somehow they are able to proliferate by passing on this animate ability to normal statuary they might come upon and take a fancy to. The origin of the Gargoyle is wrapped in rumor, but it is a safe bet that these creatures were originally spawned in some laboratory of magic. Gargoyles will flee from a massed attack when possible, preferring to confront only 1-2 prey at a time. Their favorite tactic is to swoop down from high, shadowed lofts with a nasty surprise attack where the creature can use either a claw or bite attack, or a weapon it might have picked up during is scavenging.

Homonculous:

Leathery, bat-like wings (2'-3' wingspan) carry these stunted goblinoids to whatever destination their master may desire. Their eyes are dark pits, and their mouths are home to two small fangs that drip with poison. Formed of a mage's blood and animated by a shard of the mage's soul, a Homonculous rarely strays far from its master. Therefore, the lifestyle of its master completely dictates the activities of these beings. The master may concentrate and completely control the Homonculous as he views the world through its senses (range is 1 mile per level of the master). Hits and activity modifications inflicted on this creature are also suffered by its master. The death of a homonculous puts its master in shock for d10 days (suffering a -50 to all activities). If the Homonculous cannot avoid combat, its snake-like fangs are able to deliver a poison to deter foes. The fangs deliver a Circulatory Poison.

Shard, lesser:

Shard, greater:

Shards appear as tall, featureless Men. Their entire body is covered with a sort of greenish hide, a thick skin which resembles tight clothing. This covering extends over the entire body, including the face. On the feet, this second-skin thickens to an inch and is permeated by bizarre mole-like protrusions, "gripper-like" soles designed to accentuate their already stunning traction. Their hairless heads are also adorned with a second outer skin. Extending down from a heavy bone brow which surrounds the Shard's skull, this semi-transparent layer flaps down over the lower head, obscuring the creature's facial features. Shards pull the skin up when eating, but retreat behind its light-shielding protection at all other times. Loremasters hold that the poisonous blood of the Shard serves as a lubricant, and that it is peculiar to the variety of Shard. Shards are awful "amalgams," artificially altered Elves or Men who incorporate enchanted organic features akin to those found in Constructs. Immortal but unable to reproduce, these heinous creatures are haunting arboreal spirits which are nocturnal in nature (Lesser Shards suffer a penalty of -100 to all maneuvers in natural daylight, halved if their facial shroud is in place; Greater Shards suffer a penalty of -50, -25 with facial shroud). Nothing surpasses them in speed or agility, and

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few entities possess their fetish for unrestrained terror. Shards normally live in "*lats*" of six: five Lesser Shards led by one Greater Shard. Omnivores, they reside in dark "nests" and live on tree products, but retain a quaint fondness for raw meat, particularly fresh cerebral matter. Their diet is ideal given their peculiar routine, for Shards are active less than an hour a day. Although they are capable of moving about for up to six hours, they prefer to rest. This is no doubt due to the fact that they never move at speeds under 400' per round (a Shardic "walking pace"). Shards either stand still, or the burst about with alarming velocities; they travel 2,000' per round when dashing. Effortlessly leaping distances of up to 100', they move along tree limbs with the ease of skilled (and hyperactive) monkeys, hurling forward in a blur which defies the most excited of imaginations, even in full darkness (they can smell as an Elf might see). When at rest, they spread their arms to their sides and stare forward in a rigid pose, as if statues. This absolutely immobile form of relaxation has led many an unwitting victim to believe he was surrounded by sculptures, only to later discover that his brain was missing. Shards also are motionless when attacking. Using but a faction of a second's momentum, a Shard strikes by swinging its arms back along its side, up behind its back, over its shoulder, and then down until pointing straight forward. This wheeling motion brings their head down and upper body forward, and pulls two natural bone discs out of the Shard's interior chest reservoir. These sharp, 2" diameter discs travel along an exposed bone track on the Shard's inner arm; then they are flung forward at amazing speed. Deadly missiles, they are coated with a fluid of diluted Shard blood, which serves as a Nerve Poison. Such attacks are always preceded by at least one round's movement, for the Shard must generate momentum. With a reserve of fifty discs (which are actually the Shard's waste matter), a Shard can initiate twenty-five dual attacks over the course of fifty rounds in <1'>/ level range (supply renews at rate of 3 per hour). While Lesser Shards rely on their hideous missiles, Greater Shards have another enchanted means of assault. Truly blind, they have magical gemstone eyes which pierce their facial covering. These emit light bolts (resolve as one Lightning Bolt attack with Heat criticals). Greater Shards can emit these bolts of power even when the creature is (and has been) immobile, making these creatures exceptionally deadly. The best way to attack a Shard is while it is motionless. While moving, it is virtually unhittable (DB is 100 times its pace multiplier; if the Shard is moving at a fast sprint (x3 pace), its DB is 300), unless caught in a confined area (when DB drops to the listed DB). Fortunately, because Shards must decide where to start, turn, or stop seconds ahead of time, they can be ambushed even while moving; one needs to know their exact path. Once the Shard stops, of course, any readied attack will serve quite well. With a successful Perception roll, an adventurer can react to the Shard's pause, then, assuming the dauntless warrior does not swallow a disc or two, he or she can fell the pitiless creature.

Solaar:

Shrouded in a continual discharge of energy, the humanoid appearance of a Solaar is one of obvious power. It possesses no features, presenting an inscrutable blank face to the world, however its skin is composed of tiny plates which absorb heat and light, transferring it to internal storage. So much energy is stored within a Solaar that it cannot help but give off vast amounts of energy at all times, causing it to leave a trail of fire and melted slag wherever it goes. Using its stored power, it can form wings of fire which will allow it to fly. Although denying it light will keep it from growing stronger and regenerating wounds, utter darkness will not destroy this being. Solaars have enough energy stored within them to last 100 years at a stretch. Due to their obvious power, Solaars tend to be rather vain. When these creatures willfully release their internal energies, they do so with devastating effect; they can release heat blasts once per round (resolve as a Huge Fire Bolt with a range of <2'>/ lvl. They can flare up with heat, causing 'C' Heat critical to all within 15'. Also, their incendiary touch (normal attack) will inflict up to 'E' Heat criticals; flammables will ignite when within 1' and normal objects must make an RR or be destroyed when they come into contact with a Solaar. In addition to these powers, a Solaar also will regenerate 1 hit

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per round when exposed to strong light. Finally, Solaars use demon vision to see, allowing them to see even in what would be total darkness to the Mannish races, as well as providing ultra- and infravision.

Vile:

Viles are 6'-7' tall humanoids which are either completely jet black or utterly milk white. They lack eyes, ears and nose, but possess a gaping, forward-thrusting maw which is filled with sharp teeth. The smooth head of a Vile grows a mane of long hair on the back of its head, which streams through the air as Viles conduct the daily fare of their lives: killing. Because Viles kill all living things that they can find, and because of their viciousness, it was long wondered if Viles were Undead. They populate underground caverns and dungeon complexes, coming from many different sources. Viles always dwell underground, as they cannot abide the sun or stars. One Vile in a thousand will be a more intelligent specimen. These superior individuals are spell casting archetypes, using such base lists from a cleric or sorcerer, supplemented by evil lists of their realm, but because of their need for ritual, the spells take one full minute longer than the normal casting time. Their rituals often include the beating of skin-wrapped drums. Many are the adventurers who can tell a story of a subterranean journey cut short by the slow sounds of skin-drums being beat in the darkness. Viles are artificial beings which were created by various individuals who wished to make a being of particular bloodthirstiness and vicious force. Viles were the result. Wherever Viles are found, there also is death for the unlucky traveler who stumbles upon them. Viles possess no moral sense, and cannot be reasoned with. Due to complex heat-sensing nerves imbedded in the skin, a Vile can "see" warm-blooded life or other heat sources in a 360° radius. Viles do not eat their victims, but slay mindlessly, as they were made to do. The best policy to pursue as far as Viles are concerned is just to stay away. These creatures are incredibly fast, perceptive, and deadly in combat. These artificially made monsters are also highly resistant to physical damage because of their superior construction. They should be treated as mindless with respect to Mentalist type spells. When in melee they have the choice between bringing to bear their devastating claws or their snapping maw upon a victim. They latch on with their bites to mercilessly rip their victim to shreds with their huge claws. Those who are not especially prepared to combat a Vile usually do not survive the encounter.

Warder, lesser:

Warder, greater:

Warders are great beasts (lesser forms are 6'-10' high at the shoulder, while greater forms are 11'-15' tall at the shoulder) who have been mystically bred such that they posses 2 or more vicious heads which constantly peer and observe, always ready to pounce on intruders. Lesser warders have 2-3 heads and greater have 3-5 heads. Warders have been seen in use in various mage-academies around the known lands. This is probably due to the fact that these creatures can be bred from naturally occurring beasts. These creatures are inhabited by guardian spirits which are tied to a particular creature place or thing, therefore they cannot leave their charge (they must remain within sight of their charge or a radius equal to 5'/ level, whichever is less). They are vicious, but extremely vigilant, and are rarely subject to surprise. Ever-hungry, but never starving, Warders are otherwise akin to the creatures from which they are spawned, however, their multiple heads benefit from Complementary Skills (*A&CL 4.0*). By adding the Ranks in Perception skill of the second head to the Perception total of the first head, half the Ranks of the third head, one quarter of the Ranks of the fourth head, etc., this amounts to a very perceptive entity.

One must kill all the heads (each of which can attack independently in the same round) of a Warder to slay it, and each stun result affects only 1 head. Besides embodying the Warder's superb sense of sight, smell and hearing, each head has a 30% chance of possessing the talent: Special: Invisible sense and a 30% probability of having the ability Special: presence sense.

7.3. Golems

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Golems are statues or puppets that have been animated and given purpose. They are either guardians made by alchemists, to serve them for eternity, or they might actually be animated by the power of the Divine, to protect a religious community or exact vengeance for a grievous wrong against Faith. The composition tells a great deal about golems and their power and purpose. Most of their talents are reliant on the material of their body.

Attacks sequence
Fighting brick II
Material destruction
Armor, composition
Regeneration, no
Proof, critical, no stun
Proof, critical, no bleed
Proof, critical, no slash
Elemental immunity [Lightning,]
Proof, elemental I [Fire]
Body: composition
Neutral odor
Breathing, no
Lifeless
Induce breakage
Spirit mind
Diet, nihilovore
Item, no item
Ambidextrous
Unsleeping Can't speak
Link, controlled
Item, no item
Special: life sense II
Dead sense deprivement

Beast golem, iron bull:
Beast golem, mithril unicorn:
Beast golem, steel sphinx:
Beast golem, stone horse:
Beast golem, stone wyvern:
Beast Golems serve only the one who gave them animation, although there are some creatures of this type who have been created to fulfill a special function which requires them to respond to all those who interact with the Golem in a pre-defined way (e.g., Stone Wyverns have been known to act as door-wards, sitting high upon the lintel of the portal to allow access past the threshold to those who possess the proper password, and denying passage to those who come without invitation). Should their maker perish, Beast Golems will attempt to obey his or her last instruction. Beast Golems posses the natural (i.e., claws, bites, etc.) offensive capabilities of their namesake beasts, albeit more powerful due to their extremely strong bodies. Also, weapons might break when used against these creatures (use the same modification as a standard Golem of the same substance type—e.g., Iron Bulls modify weapon breakage as Iron Golems).

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Just like standard Golems, Beast Golems are composed of a single piece of a particular substance, be it iron, stone, flesh, etc., but are fashioned to appear as natural and unnatural beasts rather than humanoid. Thus they usually appear as well-sculpted statues which have imbued with the gift of movement and purpose. The listing of Beast Golems here is small, and represents only a fraction of all the possible types of these creatures. The GM may wish to create other Beast Golems of differing form and substance based on those listed here. Also, some Beast Golems may possess special magical enhancements which would add to their functionality.

Golem, brass:
Golem, clay:
Golem, colossus:
Golem, crystal:
Golem, diamond:
Golem, eog:
Golem, flesh:
Golem, iron:
Golem, mithril:
Golem, salt:
Golem, steel:
Golem, stone:
Golem, tar:
Golem, wood:

Golems are composed of a single piece of a particular substance, be it iron, stone, or flesh. In most cases they appear as sculptures or statues standing between 6’-8’ tall, which have been endowed with animation and purpose, which they seem more than capable of carrying out due to the strength of their forms. These creations are formed of solid substances with a spirit. Many are creatures given life without a complete form and are little more than stupid beasts prematurely endowed with a soul; others are more complex in form and mind. They serve only their maker, responding to simple instructions (e.g., one-liners). Should their maker perish, they will attempt to complete his last instruction (even if it is an ongoing duty) or, if uninstructed, they will become uncontrollable avengers. Golems can choose to either bash foes with their inhumanly strong limbs, or to grapple foes, after which they then have the leisure to crush the life out with their unflagging strength. However, whenever a Golem is unable to close with a foe, it will throw rocks or any other available objects in order to fulfill its duty (they have a maximum range for these thrown attacks of <1'>/ lvl). Each type of Golem has a particular strength (or weakness) which can be found in its scores. Most of the talents for a golem stem from the material of its construction. Harder and better materials yield better golems.

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7. Elementals

In realms outside of our own, there are places filled with just the base elemental building blocks. Universes filled with fire, ice, earth, wind, light, and water. In these universes beings live, made completely from the prevailing element. Beings of pure fire or water, living things made from their element, breathing their element, being their element. When such a creature is plucked from its life by a summoner, its only desire is to propagate their element on the new plane. Elementals have a spirit that attracts its own element, forming around it like a body, protecting the spirit and nourishing it. The amount and concentration in the vicinity is important, allowing an elemental to remain longer or shorter on this plane. Other elemental creatures might be closely linked to some element, or be infused with it, lending it elemental abilities. They will also be represented below.

Boxed

Elemental theory

The following section is provided as a handhold for understanding the elemental relations used in Creature Law. Every campaign can have its own elemental relationships and GMs are encouraged to develop their own system. It is one of the fundamental principles of the multiverse describing the interaction of the different elements with each other. These elements are the basis of any chemicals and chemical reactions, producing new chemicals or absorb or exude energy.
The basic theory provided here present two major divisions called the primary triangles. Each is composed of a Solid, a Fluid, and an Energy component that have a dualistic relationship amongst themselves. Going one way around each triangle (in the direction of the arrow) we find which element is a bane to the next. If we go against the direction of the arrow we find which element it is boonful against. These two triangles are what comprises the basic elemental theory. Although there might be more elements, the ones here are the basic ones.

Where fire is dowsed by water, fire can easily dissipate cold, or ice. Cold can freeze water, turning it into Ice. Earth blocks light, Light travels through air and wind erodes mountains.

So Water -> Fire -> Ice –> Water and Wind -> Earth -> Light -> Wind.

The two triangles of the elements are based on Energy, Fluid and Solid. Each element falls in one of these classes and uses the appropriate attack table, albeit with their own size or critical type.

Wind:
Bolts use Small Water bolt attack table with Unbalancing and Impact criticals. Cones and Balls attacks use the Small Cold Ball with Unbalancing and Impact criticals.
Water:
Bolts use the Medium Water bolt table with Impact and Cold criticals. Cones and Balls attacks use the Small Fire Ball attack table doing Impact and Cold criticals.
Ice:

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Ice uses the Ice bolt table with Impact and Cold. Cones and Balls attack using the Medium Cold ball with Cold criticals.

Earth:

Earth bolts use the Ice bolt table at Large size, with Puncture and Krush criticals. Area attacks use the Small Fire ball table with Slash and Puncture.

Fire:

Bolts use the Medium Fire bolt table with Heat criticals. Balls and Cones attack with fire using the Medium Fire ball table with Heat criticals.

Lightning:

Shock Bolts use the Lightning bolt attack table, at Diminutive size, with Electricity criticals. Area attacks, such as Cones and Bolts, with shock use the Lightning ball attack table with Electricity criticals, but at Diminutive size.

Lightning bolts use the Medium Lightning bolt attack table using Electricity criticals. For Cone and Ball attacks with lightning use the Lightning ball attack table, at Medium size, with all Electricity criticals.

8.1. True Elementals

True elementals have no solid form, not even an earth elemental. They are pure energized elementals, representing their plane of origin. Always moving and morphing, they can be distinguished by size. The larger they are, the more powerful they are. Conjurers or powerful natural elemental events may summon them. Sometimes they remain indefinitely given the right circumstances. For a discussion on how elements look and behave: see *Spell Law section 10.6*

Type, elemental
Body, elemental energy
Elemental incohesion
Elemental volatility
Elemental bolt
Proof, weapon, except magic
Elemental immunity, natural
Regeneration, conditional Element
Elemental immunity Element
Proof, elemental, tier II Boon element
Elemental vulnerability, tier I Bane element
Proof, critical, no stun
Proof, critical, no bleed
Elemental spirit, size
Diet, nihilovore
Item, no item
Unsleeping
Can't speak
Type, elemental
Link, controlled
Special: life sense, tier II
Dead sense deprivement
Body: elemental energy Element

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Breathing, no
Elemental blending
Lifeless
Magic flying: magical control

Servant Elemental (I)
Slight Elemental (I)
Petty Elemental (II)
Weak Elemental (III)
Moderate Elemental (IV)
Stout Elemental (V)
Strong Elemental (VI)
Mighty Elemental (VI+)
Savant Elemental (VI+)

Elementals are summoned spirits from the elemental planes. These creatures will enter our world, to represent their particular element. The spirit will come with a focus, which will gather elemental material from our world. Normally, the sources of this elemental substance is to be provided near the place of summoning, i.e. to summon a fire elemental servant, one needs a torch, the flame of which will be gathered by the spirit around its focus. To summon a moderate water elemental, the summoned must be near a pond, or a little stream. The elemental energy from the spirit will feed the elemental substance and it remains constantly in motion. The elementals come in several Grades, from I to VI and even beyond. They are ranked according to how difficult they are to summon and control and how long they can remain on our plane of existence on their own volition. The higher the Grade, the stronger the spells needed to summon and control them. The higher the Grade, the more energy they need to sustain themselves and the shorter they can stay on our world, if left to their own devices. Generally, after being summoned, an elemental can remain in this plane of existence depending on the surrounding elemental prevalence. Surroundings considered favorable allow an elemental to remain for 1-10 days (fire: volcano, ice: glacier, wind: hurricane, water: sea, earth: underground, light: equatorial exposed plain). Conditions that are not as favorable, or not unfavorable, allow the elemental to stay for 1-10 hours. Unfavorable conditions allow the elemental to stay for just 1-10 minutes (fire: the sea, ice: volcano, wind: underground, earth: hurricane, water: glacier, light: during night time). Subtract the elemental's type from the duration, with a minimum of one. Controlled and mastered elementals will remain for as long as they are bound.

Elementals are also vulnerable to being slowed, or held, as that will inhibit the transfer of elemental energy these creatures siphon from this world. Lastly, the elemental is easily defeated by its opposing element. This is explained by the elemental theory as represented above.

Elemental servant

Elemental servants are the least powerful of the elementals. They are nothing more than sparks of elemental energy, with the basest manner of existence. They can accompany a conjurer to provide light, or be shot as fireballs, or keep fish. The energy-type servants, fire and light, appear as a 1" diameter spark or flame, giving off light as a torch. Material servants are a bit larger. A wind servant is a 1' diameter vortex, like a dust devil, able to sweep the floor or cool someone's face. A water servant is a 1' diameter globe of water, able to wash someone's face or clothing. An ice servant is a 1'R pile of snow or sleet and might be able to cool a water skin or carry a few items. An earth servant is a 1'D ball of earth able to carry a single one handed item or a collection of small and tiny items, provided it is no problem they get a little dirty. The Earth, Ice and Water servants cannot fly and instead roll and glide along the floor. Elemental servants can be used to attack with. The servant may dash among enemies and release its

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elemental energy all at the same time, at its master's command, exploding in an elemental conflagration, of their type. Elemental servants are especially vulnerable to being controlled and will follow their summoner around, staying within 5' per master's level. To make them perform any action other than this, one needs a *Elemental Control I* spell.

Elemental

Other elementals appear as increasingly larger and more violent elemental manifestations. Fire elementals are ground hugging bonfires, with a hint of some being within; Water elementals are permanent waves on the ground or water surface that, at times, morph into humanoid features; Wind elementals are vortices picking up dust surrounding an extremely hazy and difficult to pick out being in the middle; Earth elementals resemble vaguely humanoid piles of rocks, aggregate, and sand; Light elementals look like plasma spheres with tiny arcs of lightning coming from a glowing sphere of light; and Ice elementals are like icy, sleety vapor that seems to envelop a hazy misty figure inside. These beings either ram their foes, dealing an extra critical based on element, grapple using an elemental limb or they shoot bolts of their element, with a range of <1'>/ lvl.

The sizes of the elementals are indicative of their elemental Grade. Grade I is around 2-3'tall and Grade II and III are respectively 4' and around 6'. The moderate elemental (IV) is around 8' and the stout elemental, Grade V, around 13-15' tall. Grade VI is mostly more than 20' tall. Each inflicts more terrible criticals than the previous kind on touch and their attacks are accompanied by possibly higher severity criticals. They attack by lashing out with elemental limbs, or a bash attack, with additional elemental type criticals, or they could overrun their target, simply stand on the downed victim, doing touch damage. Left to their own devices, each elemental type will rearrange the surroundings it is in, in accordance with their own element. So Earth elementals will bury all non earth stuff, fire elementals will attempt to set anything on fire, light elementals will blanket the area with light, while trying to clear obstacles, air elementals will blow the area clean, while water elementals will drag things underwater, or at least soak everything. Cold elementals will remove heat sources and freeze everything in sight. As can be seen, it is not a good idea to remain in the same area as an elemental set loose, as it will probably decide to elementalize beings in the area as well. The area of the elemental is not set. It rather expands as the elemental is doing its thing. Weaker elementals will do this more slowly, but stronger elementals will be elementalizing the area at an astounding rate. A petty fire elemental will start a forest fire in a matter of hours, while a strong fire elemental may have started a fire storm in a matter of minutes in that same forest. Generally the area expansion of the elemental is its size squared per round, so a weak earth elemental will bury backyard clutter at a rate of 6'x 6' per round, while a stout earth elemental will be digging up the earth beneath a pavement at a rate of 13'x 13' per round. Elementals do not speak, but they can obey commands.

Air Savant:
Ice Savant:
Earth Savant:.
Fire Savant:
Light Savant:
Water Savant:
Gate Mastery, [Own lvl] (Closed, essence)
Earth Law [Own lvl] (Magician Base, Essence)
Fire Law [Own lvl] (Magician Base, Essence)
Ice Law [Own lvl] (Magician Base, Essence)
Light Law [Own lvl] (Magician Base, Essence)
Water Law [Own lvl] (Magician Base, Essence)
Wind Law [Own lvl] (Magician Base, Essence)

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Other open and closed lists: as their Archetype allows.
Lords among their kind, the elemental savant is somewhat of an exception. Highly intelligent, able to cast spells and capable of searching out favorable environments, summoning a savant is not to be thought of lightly. They fall outside of regular grades, because of their lordly status and other boons. Savants do not understand the concepts of evil and good and will gladly torch a city full of innocents, as well as a fortress filled with evil minions. Facing a savant in battle is a terrible prospect. Their intelligence allows them to seek the weak point of their foe and exploit that, so arranging a simple immunity versus an element is not going to cut it. Savants are accomplished spellcasters. They favor the Magician mostly, but other professions are not forbidden to them. Savants may choose to stay in our world, seeking out areas that can sustain their elemental needs. Some might become elemental paragons on the current plane of existence, serving as teachers to magicians, or as sages involving the elemental plane they came from, or as an emissary from their respective plane. Elemental Savants range in height from 9'-11'. Their elemental forms are humanoid in appearance, and composed of the material of their particular essence. Air Savants speak as though their voices were backmasked; they are quick-thinking and quick-tempered. Ice Savants are hard and cold; they feel little emotion and their voices are like frigid wind. Earth Savants' voices are like stones grating together; they are slow to come to a decision and slow to forgive. Fire Savants are fiery in personality, hot-tempered and emotional. The voices of Light Savants are like the ringing of many little bells; they are confident and self-assured. Water Savants speak as if from a great depth; they perceive reality as clouded or murky, and they are only concerned with their own schemes. Savants are recognized as master by any other type of elemental creature of the same element, including Zephyr Hounds and any other beings closely related to an element (excluding Dragons). Savants are capable of summoning other lesser Elementals of their own essential substance and because of this power; it is uncommon to come upon a Savant which does not possess a retinue of powerful Elementals in their own right. This retinue will do the biddings of the Savant, normally physically fighting the Savant's foes while the Savant hangs back in order to direct its forces and cast powerful spells. Selfish and domineering, the vast selection of spells at their disposal and their innate powers make them formidable in combat.

Transport elemental, earthcarrier
Transport elemental, heavenstreaker
Transport elemental, iceglider
Transport elemental, lightflitter
Transport elemental, skyrider
Transport elemental, waterslider

All elements have ways of moving around and these can be harnessed by high level conjurers. It involves summoning a special kind of elemental, specifically suited to move things and persons around. Each element has a special transport mode, with its own strengths and weaknesses and depending on the element, how much the transport elemental can carry.
The Grade I transport elemental is the Waterslider. It moves through water, even the shallowest depth will do. It looks like a wave that is throwing something on the beach, except it does not crash. The water slider is not taking its load below the surface, although it can be commanded to go low in the water.
The Earth carrier is like a tiny hill that moves around on the ground. A rider can stand or sit on it. This transport elemental is the strongest, but also the slowest. It is a Grade II elemental.
Ice gliders are Grade III elementals. They look like snowy patches on the ice, but they race about quite fast and can carry a decent load.
On Grade IV is the skyrider. Its name is more true than one might think, as these transport wind elementals can fly, but just barely so with a rider. They cannot carry much, but they are quite fast.

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Heavenstreakers are fire transport elementals. They envelop their cargo and then, much like a rocket, take off. Quite fast and quite strong, these transport elementals are good Grade V summoning choices.
Light flitters are like sportscars. Flashy, fast, expensive, but that is all they are good for. Summon them to transport you anywhere in the fastest way possible, do not expect to take more equipment than an armor and a weapon, or a spell book and some wands. They are Grade VI elementals.
The transport elementals can be killed, just as regular elementals. Any damage dealt to them is also dealt to their cargo. They lack any offensive qualities.

Elemental Guardian:

Each variety of Guardian can cast spells from a Magician Base to its level:
Earth:
Earth Law [Own lvl] (Magician Base, Essence)
Ice:
Ice Law [Own lvl] (Magician Base, Essence)
Fire:
Fire Law [Own lvl] (Magician Base, Essence)
Lightning:
Light Law [Own lvl] (Magician Base, Essence)
Water:
Water Law [Own lvl] (Magician Base, Essence)
Wind:
Wind Law [Own lvl] (Magician Base, Essence)
Guardians are Elementals and there is a type of Guardian for each element (i.e., wind, ice, earth, fire, light, water), but in form appear as stationary 11'-15' tall swirling columns of their particular essential element, 3'-5' in radius. They never stray from their appointed position of guardianship; these beings are ever-vigilant. Those trapped in the core of a Guardian soon succumb to death under the continual barrage of elemental spells directed upon the poor unfortunate. As time passes, the bones of those who have tried to pass and failed begin to accumulate around the periphery of the creature, as its spinning body finally spews forth these sad reminders of the price of failure. Because of this, the sight of a Guardian can be quite macabre: a circular crater of bones sheltering a sinister-seeming swirl of motion within its confines. These beings are far more stable within the mortal planes than are Elementals. They are also much more intelligent, for they embody complete and fully sentient spirits. Stationary, they exist to guard a particular thing or place, a task they perform quite well. Using their cunning and spell casting powers, they can adapt to circumstances and react in a dangerously sophisticated manner. Guardians are often placed to block an enemy's passing and are quite capable of trapping an unwary traveler. Guardians are often posted as sentries in strategically chosen positions such that they block off vaults or passages with the bulk of their swirling bodies. Those wishing to gain entry to the guarded portal must perforce pass through the body of the Guardian.

8.2. Elemental Creatures

These creatures have been interbred with elementals, or they got infused with their element on some other basis. The elemental energy is tied to some internal gland or other mechanism. They favor terrains that befit their element. Some have great elemental power; in others, it is more latent. Most look like creatures known to our plane of existence.

Elemental immunity [Element]

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Elemental vulnerability, tier I [Bane element]
Proof, elemental, tier I [Boon element]

Ice Spider:
The Ice Spider's form is exactly that of its normal-sized relatives. Eight spindly legs stretch out up to 6' in diameter, its hairy body as white as the snow of its native lands. This is the icy version of the Great Spiders of warmer climes. Ice Spiders prey primarily on hares, arctic foxes, wolves, and even humans and dwarves dwelling in such areas. Due to the strange icy fluids within the creature's body, no natural creature would willingly hunt the spider for food. Only Cold Drakes will feed on the spider's frigid flesh.
This giant arachnid dwells in the icy glacial regions of the world. It spins webs like other spiders, but the web strands are made of a frozen liquid secreted from the spider. The webs are so cold that they cling to anything warmer that touches them. The Ice Spider is able to move freely on them (it clings to ice as a normal spider would cling to a dry surface), and they often weave their webs in underground ice caves or high in glacial mountains. They have also been found roaming the frozen tundra. Relying on surprise to get close to victims, the Ice Spider attacks its prey with a poison-filled bite. The spider's bite carries a Circulatory Poison. They hope to either capture prey on their webs like a normal spider (this only works on non-intelligent beings, obviously), or lie in wait hiding among their webs to pounce on passersby. While immune to Ice and Cold, Heat and Fire inflict one Size larger damage and are considered Slaying II.

Phoenix:
Fire Law [Own lvl] (Magician base, Essence)
Red and gold plumage clothes the exotic form of the Phoenix and sparkles from the fan crest that adorns the slim head, poised on a long, sinuous neck. Hawk-like golden eyes stare from over its crimson beak. Its wings sometimes match those of the Great Eagles, stretching 25'-35' from tip to tip. The Phoenix prefers to nest in stony areas where there is little chance that its fiery habits will destroy its home. Therefore rock spires, mountain peaks (in temperate zones), and desert caves are ideal. The Phoenix prefers meat that is scorched and blackened, and is none too picky as to its source, making the beast a danger to animals of all types, including the mannish races and those of faerie. If the Phoenix succumbs to death during one of its hunts or during conflict of any type, its corpse will spontaneously ignite. Later, among the cooling ashes is a marble egg which cracks to give life to a young Phoenix (10% of the time two eggs result). Legend asserts that the old Phoenix has been reborn. Note that Phoenixes are less maneuverable on the ground. In combat, the Phoenix swoops down upon its opponents and can simultaneously slash with both its wicked talons, or bite with its beak. Its most effective attack, and the one which it will utilize the most, is its ability to cast spells from the Fire Law spell list. This same ability seems tied in to its immunity to Fire damage (though it is susceptible to Cold attacks and *Ice Bolts* deliver Slaying II criticals).

Will of the Wisp:
Prismatic globes of light float through the mists that rise from marshes and fens, luring the wayfarer towards certain danger. A supernatural lantern, the will of the wisp alternately dims and brightens its glow while gliding slowly or flitting from place to place, confusing and attracting its prey. Most people think that it is a malign energy being, the result of some foul magic in the world. This unearthly being feeds on the heat of living creatures. It is evil and selfish in its quest and shows no mercy to its victims. It can change the size of its body from a 1' radius orb to a 5' radius orb (at will). Being a creature of energy, its reproductive process (if any) is unknown. The Will of the Wisp attempts to lure travelers into natural traps and dangers such as quicksand or deep water, rather than attacking them outright. Once ensnared in its trap, the victim will feel the creature's cold touch, draining the warmth of life. Because of its mostly non-corporeal form, it is extremely difficult to harm.

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Winged eel, electric:
Winged eel, moray:
Winged Eels are sometimes confused with Viperhawks, Blacksnakes, and Quetzelquatl, and vice versa, but only from far away. They are not as big as Blacksnakes, do not have the plumage of Quetzelquatl and lack the talons of Viperhawks. Up close, Winged Eels appear as normal eels, except they have lungs instead of gills and have thick, insect-like wings, enabling them to fly.
Electric Winged Eels are only 6"-18" long, and are generally a dark blue color. Their light blue wings usually have a 8"-20" span, and beat rapidly to keep them aloft. Occasionally bluish sparks make an unnerving snapping noise around their bodies. Winged Moray Eels are rarer, and less "natural," than the sort of eels which live underwater. They have been infused with the element Wind or lightning for the Winged Electric Eel. The types can be found above, as well as below ground, and in many of the warmer climate zones. They have nests in rocky places and lay 2-4 eggs like birds. These carnivores will eat anything that lives, and swarms of these creatures can wipe out an entire caravan, if they are hungry enough. They can be trained quite easily and are sometimes used by other creatures as pets. Note that the above statistics are given for creatures in the flying mode. The Winged electric eel can tear apart foes with its bite, as would the Winged Moray eel, but it usually relies on its charged body to bring down its foes. It can discharge a Diminutive Lightningbolt attack with a <6'> range increment, or it can have that attack accompany its bite.
Zephyr hound, fire:
Zephyr hound, ice:
Zephyr hound, night:
Zephyr hound, storm:
Zephyr hound, vapor:
Zephyr hound, water:
Dragon breath streams from the slavering mouths of the brutish Zephyr Hounds. A pack of the creatures swiftly devastates the lands through which it roams, adopting a wandering existence through necessity. Each breed of Hound adheres to its own kind, fighting to the death in encounters with other breeds. All of these hounds can operate in daylight or at night, and they all blend in with their base environments. Glowing red eyes match the smoking flames that roar from a Fire Hound's fanged mouth. Soot dulls its coppery fur and marks the ground where it passes. A pack of Fire Hounds pollutes the air and earth with ashen residue while shedding the blood of all who cross their path. A pack will often have 3-5 young with them. Fire Hounds are also known as Hell Hounds or Devil Dogs. The Fire Hound uses fire breath as its main weapon, usable once per 3 rounds (bolt range <12'>; cone length <6'>, base 6'). This beast is immune to fire attacks.
Grey fur and fluorescent blue eyes suggest the frigid nature of the Ice hound. This hound is very sure-footed on snow and ice (no maneuver or combat penalties). They lair in ice caves and snowy ravines, where 3-5 young are also found. This type of hound is the least likely to destroy the surrounding countryside, yet is quite terrifying if its lair is stumbled into accidentally. This hound has two forms of breath attack. It uses cold breath, with a cone of <6'> increments in length and a 6' base. It can also breathe a bolt of pure ice with a <12'> range increment. Either type of breath weapon can be used once per 3 rounds. The beast is immune to Ice attacks.
Coal black coats conceal the Night Hounds as they prowl the darkness. Foul, heavy, black steam pours from their slavering mouths, defiling both the air and the ground. Night Hounds shun the sun, only wandering by starlight. They have excellent Darkvision. These hounds are literally the servants of darkness and are totally evil. The Night Hound exudes a gaseous toxin which is a Respiratory poison. This breath is a cone 35' length and 15' base). Each breath will coalesce into a 10' radius sphere after the

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first round and drift with the wind, lasting an average of 10 rounds before dispersing. The Night Hound is immune to its own breath and all sleep-inducing spells.
Static-filled, yellow fur crackles around the lithe forms of these storm hounds, and their eyes glow citrin yellow. This beast roams in packs much like the Fire Hound. They delight in destruction. Once per year, the pack will settle down in a lair, usually along a rocky shore. It is during this period that some of the females will give birth to litters of 2-5 pups. The pack will remain in this one-time lair for about one month before beginning to randomly maraud the countryside once again. The Storm Hound breathes a blast of electrically charged particles (usable once per 3 rounds). The bolt's range increment is <6'>; cone length is <3'> with a 3' base, inflicting damage as a Diminutive Lightning bolt or Diminutive lightning ball, respectively. The Hound is immune to Lightning attacks.
Soft-footed as the breeze, Vapor Hounds stalk their prey with the care of a fox. Disguised by thick, snowy coats, they creep along the ground like small clouds to bathe their victims in a fog of green vapor. Although this beast can found in packs like other Zephyr Hounds, it is most likely to be found alone. They have a particular hate for Night Hounds. A Vapor Hound's main weapon is its gas breath (a Reduction poison) that usable once every three rounds. This breath attack is a cone: 24' length and 12' base; each breath will coalesce into a 10' radius sphere after the first round and drift with the wind, lasting 10 rounds on average before dispersing. The beast is immune to its own breath and all Reduction Poisons.
Thick, greenish-blue fur covers the hide of the evil Water Zephyr hound. Its eyes shine with a yellow intensity. These hounds are as much at home in the water as on land, breathing both air and water. Many a swimmer has found himself besieged by these blue-furred hounds both in the surf and on the beach. The Water Hound can breathe a bolt of water with a range increment of <12'>. It is immune to Water attacks, but is vulnerable to Ice attacks, an increased severity critical and Ice is considered slaying II.

8.3. Elemental Races

The elemental races are those that exhibit signs of infusion with an element. They are mostly humanoid and are strangely colored, or have manifestations of their element in part of their anatomy. Flame eyes, grinding earth voices, surrounded by a light breeze, and more.

Plon:
Fire Law [Own lvl] (Magician Base, Essence)
Spirit Mastery [Own lvl] (Closed, Essence)
These odd beings normally appear as a flaming globe, radiating intense heat, but also appear as a fiery dragon or flaming serpent. It uses these two latter forms during migration from one place to another. The origin of the Plon is no mystery; their creator another careless, megalomaniac magic user. His creation ended up spreading everywhere, harassing travelers and inhabitants after his death. The Plon do this as a form of vengeance; these magical beings want all to pay for the murder of their creator. As a fiery sphere, the Plon lurks at crossroads to misdirect travelers. A hissing voice issues from the midst of the flames to beguile and persuade often urging a ruinous course of action, using its command of the Spirit Mastery list. These creatures possess a metabolism utterly fueled by magic; they subsist of the natural Essence Flows of the planet. Many are free-roaming, but there are some few which have been captured and set as guardians by powerful users of magic. Once during its existence, a Plon may elect to undergo "fission", thereby producing a single offspring, with qualities and personality almost identical to the original. Normally a Plon will attempt to ward off combat with its power of suggestion, but when nothing else will

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serve, it is able to cast spells of fire. Also, it may merely elect to attempt to brush its body up against its foes, using its extreme body heat to destroy them.

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8. Extra Planar Creatures

This is a very wide category, encompassing everything that is not from our material world. They are the creatures and monsters and races from otherworldy realms, visiting the material world. More diverse than life as we know it and usually extremely dangerous, they mostly have abilities and powers only dreamed of in our world.
Entities from other planes vary considerably. Some are friendly and benevolent, while some are selfish masters of mischief; others are simply evil. Of the latter group, Demons are the most notable. Demons are tortured spirits, born of all-consuming desire and tied to a frightening form. Many are possessed of considerable intelligence and command the allegiance of numerous lesser thralls. Others are unthinking, unflinching deathdealers. Indeed, the term *Demons* is well deserved. The creatures loosely referred to as *Demons* fall into three very different (and in fact unrelated) categories: those of the Pales, those of the Void Beyond and those more unique, hailing from hells and dimensions unknown. They posses extrasensory powers, special senses, exotic body weaponry, magical powers, great physical and mental stats, as is logical due to the conditions on their home worlds. Most have hairless bodies and glistening skin of unusual hues. Immensely strong and agile, they possess claws, fangs, or horns and are capable of wielding a variety of melee weapons. Most have special movement means and also a special link back to their home world. They do have some weaknesses, such as an allergy to raw iron weaponry, and they tend to rely on their own form more than on equipment. They sometimes have a special susceptibility against certain elements, and also are mostly normally affected by magic attacks.

Category talents

Demon vision
AT 1+
Body condition: fleeting soul
Type, extra planar
Natural weapon(s)
Physical RR resistant

Types

Demons mostly have in common that they have strong physiques, unnatural colorations and abilities and talents beyond those of mortals. They can eat and can breathe, but they are not dependant on that.
The Void is filled with all manner of worlds, normal or alien, including the World the GM set his game in. The Pales are merely worlds that lie close to this world, while more alien worlds lie farther off.
Dimensions are completely different realities, some similar to our own and others more alien and weird than any of our xeno-concept.
There are also those that hail from planes that are less frightening and hellish. Those are called Champions, which might be summoned, just like Demons, except Champions will only answer the call when there is a worthy cause to be supported.

9.1. Agothu Servants

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The creatures listed below are types of Demonic servants of the Older Ones. Any of the below may be in the service of the Agothu further below. They are either creations or once existed naturally somewhere, but were recruited by the Agothu to do their bidding.

Abomination
Type, extra planar
Body condition, fleeting soul
Alien intelligence
Diet, carnivore
Disturbing voice
Item, no weapon
Item, no armor
Body: demon flesh
Twisted form
Leech, blood

Glaar:
Light Law lvl 10 (Magician base, Essence)
Strange, almost formless creatures, these beings are composed entirely of energy. They take on a vaguely anthropoid form, standing about 10 feet tall, if someone would be able to see them. Somehow electrical in nature, they feed on that power and need it to survive. They are drawn by any electrical charges—including that generated by living creatures. Glaar are able to coalesce during powerful electrical storms, a particularly potent lightning strike allowing a nearby Glaar spirit to re-form. After that a Glaar is an insatiable feeder, always requiring electricity or other energy to live. Glaar can also be summoned and directed by the Agothu, though the energy requirements usually make it an impractical tool. The Glaar is naturally and permanently invisible. It can sometimes be detected by its trail; its toeless 'feet' instantly wither any vegetation it treads on. A Glaar will not cross water (it will 'short out') and can only be harmed by enchanted weapons and the element Water. It will fire lightning bolts as long as it has Hits and PP to spare. It may substitute Hits as Power Points. Swiping at a target with its forelimb, it can deliver a brutal strike, including a supplemental equal severity Electricity critical on top of any normal given (at no 'charge' to the Glaar). When it wants to draw energy, it will grapple with a target, and it will begin to leech Hits and PP and add those to its hit total. It will continue to drain hits from an unconscious target, draining the hits until target is tapped out (and dead). Those striking it with metal or natural weapons will receive an equal severity Electricity critical back, with a maximum of C. Magic has little effect on it: Elemental attacks, except Water based attacks, do half damage (Ice, Earth and Water bolts will splatter and vaguely reveal its hulking, monstrous form; Lightning and Fire attacks will add to its hit total and agitate it). Without fresh energy, a Glaar will dissipate at the rate of 10 hits per hour. If the Glaar goes over maximum hits, it dissipates into harmless static electricity.
Mind-eaters:
5- Leaving I (Mind's Door, Closed Mentalism)
Mind-eaters appear very much like large (one foot diameter) opaque jellyfish with clawed tentacles instead of feelers. Mind-eaters are grotesque little beasts which seek to attach themselves to the victim's head and then suck out the brains. They are mindless Demonic servants, usually set loose upon a target by one of the more powerful masters. Mind-eaters appear out of thin air directly over a target. They normally attack one per person. If they fail their initial attack, they will attack by leaping, but they will flee if destruction is imminent. It is a Light maneuver to avoid allowing a Mind-eater to attach to the head if they

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are detected. To anticipate a Mind-eater attack requires a Sheer Folly percentage maneuver (PM) using Perception, allowing the use of the indicated percentage amount of OB to be used before the Mind-eater drops on its target. To see a Mind-eater above one's head is a Medium perception maneuver to merely use one's Quickness DB and shield. Mind-eaters use an ability identical to the Mentalism spell *Presence*, which they use to locate prey. Although they appear weak, the main problem comes from when the mind-eater is attached to someone's skull dome. Any attacks directed at the mind-eater will also be directed at the head of the victim. Helmets are no defense against the mind-eater, but will provide defense against blows from rescuers. Mind-eaters will target victims in this order: Mentalism users, Essence users, Channeling users, helmetless victims and then those with high Re and Me.

Noh-Kef:

Mind Death [Own lvl] (Evil lists, Mentalism)
Mind Disease [Own lvl] (Evil lists, Mentalism)
Mind Domination [Own lvl] (Evil lists, Mentalism)
Mind Erosions [Own lvl] (Evil lists, Mentalism)
Mind Illusions [Own lvl] (Evil lists, Mentalism)
Mind Subversions [Own lvl] (Evil lists, Mentalism)
Mind's Door [Own lvl] (Closed, Mentalism)
Mind Attack [Own lvl] (Mentalist base, Mentalism)

These Destroyers stand about ten feet tall. Since they do not move and their skin has the texture and appearance of smooth, grey stone, they seem very much like oddly-shaped pillars. They are roughly cigar-shaped with eight longitudinal ridges. At their base are sixteen 'tentacles' radiating out about two feet. These tentacles are incredibly strong and support the creature while resting. They fly when active so these tentacles are really their manipulative organs. The tentacles surround an orifice which is totally sealed when dormant, but may open wide enough to actually swallow a man whole. The Destroyers of Noh-Kef are among the most powerful and mindlessly destructive of their ilk. Fortunately, they are very rare, and if not roused from their lengthy sleep they can be easily avoided. The Destroyers of Noh-Kef are ancient beings who, while residing in the mortal world, have for the most part been in a state of slumber for thousands of years. When swallowed by a Destroyer, a target suffers an 'E' severity Acid critical every round until docile, then it will be infused with a Reduction Poison. All Destroyers (when awakened) have considerable spell-like mental abilities.

Xyr:

Another unspeakable horror from the void, the Xyr are vaguely anthropoid, yet have a certain 'melted' look to them from a distance, and in close proximity they actually look inside-out. Transparent skin reveals pulsing veins and arteries. Their feet are mere stumps (like an elephant's) and their long arms end in three strong tentacles equipped with powerful suckers with which they try to grab an opponent. While easy to hit, they are resistant to serious damage. Among the most common of the Destroyer servants, the Xyr act as a guard about the more powerful Agothu in battle situations. They are rarely seen alone, unless they have been thrust into the mortal plane by some accident. Any critical result means a secondary Electricity critical, with a maximum of C severity, is also delivered and the creature's suction cups attempt to drain blood from the target. If the beast has achieved a 100% grappling grip it will do an automatic 'C' Electricity every round unless the target is able to escape the clutches of the Xyr. The target may attempt this while parrying the other arm's inevitable attack. Any bleeding hits from target while successfully grappling mean hits are healed on the Xyr that are taken from the target. Bleeding wounds on a blood leeching Xyr will close at a rate of one hit per round per round (e.g., a 5 hit per round wound will only bleed at the rate of four the next round, three the next, etc., until healed after five rounds).

Yathlu:

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Luminous, transparent beasts, the Yathlu appear in ways similar to the Tresh but are unrelated. They manifest as a large jellyfish-like creature, about three feet wide with dozens of multicolored, 10' long tentacles hanging from the underside. The main body pulses and undulates as it floats in the air. The tentacles waver and drift, seeming aimless but actually searching. The Yathlu seeks life-force and is drawn to it. Yathlu are not particularly strong, but they are frequently found accompanying a Moglath as bodyguards or scouts. Each tentacle has an eye on the end, allowing the creature a very complex (if disjointed) vision. While not strong, these tentacles also deliver a powerful sting if they touch unprotected skin. Yathlu tentacles deliver a powerful Muscle Poison which immediately paralyzes the foe, by use of nettle cells, causing a stinger attack. Once the target is stunned the creature can actually carry a single beast as large as a cow away, draining its fluids and leaving a husk. A Yathlu can attack as many as three foes at once, and if not surprised, can hold them at tentacles' length (the tentacles have a better defensive ability than the vulnerable body). Yathlu are Proof to all but one type of element: Fire attacks, to which they are Vulnerable.

9.2. Agothu Elders

The Older Ones are ancient spirits, eerie demigods and their servants who predate Creation. While their appearance in most cases is the most hideous and disgusting of all the Demons, their purposes are sometimes not even what would be considered 'evil.' At the head of this strange and indecipherable order is Agoth itself, a sentient presence which is master of the entire chaotic hierarchy of the Older Ones. In many ways the Older Ones are mere extensions of the Agoth, though their actions and intentions are so alien that they seem purposeless, often pointless and sometimes contradictory. The 'high court' of Agoth, these individuals—if they can be called such—are the chief lieutenants of the force of Agoth. Each has a distinctive form (more or less), and even a twisted uniqueness which might be called a personality.

Attacks sequence
Leech, blood
Abomination
Proof, weapon, except magic
Type, extra planar
Body condition, fleeting soul
Alien intelligence
Diet, sanguinivore
Disturbing voice
Interplanar travel
Item, no
Vision: demon
Special: life sense
Body: demon flesh
Twisted form

Althoi:
Detections [Own lvl] (Open, Mentalism)
Delving [Own lvl] (Open, Mentalism)
Sense Mastery [Half lvl] (Closed, Mentalism)

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Mystical Change [Half lvl] (Mystic Base, Hybrid: Ess/ Men)
Mind Speech [Third lvl] (Mentalist Base, Mentalism)
14- Passing (Movement, Closed, Mentalism)
Often called 'The Eyes of Agoth,' Althoi resemble more than anything else large (8' long), inflated blowfish, except that their bodies are covered with eyes on short, wavering stalks. Over two dozen sight organs bulge from the creatures' cold, slimy skin, blinking and staring. An Althoi's fins are of a shimmering diaphanous nature and seem to propel it as if it were swimming in water, though it hovers in the air with no apparent effort. Several 10', prehensile tentacles emerge from the large-jawed mouth, organs of sense and manipulation. An Althoi almost always travels alone and will rarely attack. True to its purpose, the Althoi is an observer, not a warrior. However, if attacked, it can be a deadly opponent. Althoi have the power of inter-planar travel. Though not strong by Demonic standards, they can take hold of a man—paralyzing him with poisoned barbs—and drag him to the gaping maw. Then the creature drains its victim of blood and drops the empty carcass. Magical weapons are required to inflict meaningful harm upon them. They are prolific spell casters.

Moglath:
Curses [Own lvl] (Evil, Channeling]
Dark Channels [Own lvl] (Evil, Channeling]
Demonic Pacts [Own lvl] (Evil, Channeling]
Demonic Summoning [Own lvl] (Evil, Channeling]
Disease [Own lvl] (Evil, Channeling]
Wounding [Own lvl] (Evil, Channeling]
Unholy Arms [Own lvl] (Paladin Base, Channeling)
Unholy Shields [Own lvl] (Paladin Base, Channeling)
Inspiring Ways [Own lvl] (Paladin Base, Channeling)
Most humanoid of the Agothu, Moglath have the basic form of a bloated, black-skinned man with a bat head and large bat wings. They also have arms ending in long, six-fingered hands with retractable claws. The bat-like head includes a snout with fanged mouth and long, prehensile tongue, which they might use to leech blood from downed victims, and huge, upward-pointing, membranous ears. Moglath frequently wield a terrifying two-handed weapon in one clawed hand. Moglath are the Captains of the armies of the Void. While not as physically imposing as the Ordainers, they coordinate large offensives by virtue of their cooler heads and better understanding of the normal planes. Moglath have the power of inter-planar travel at will, and can fly at speeds of up to 46'/ rnd. They avoid Essence (they take full damage), but are unfazed by all but the most powerful Channeling or Mentalism spells. When not using spells to bolster themselves or their troops, they lash out with both wicked claws.

Tresh:
Mind Attack [Own lvl] (Mentalist Base, Mentalism)
Mind Control [Own lvl] (Mentalist Base, Mentalism)
Mind Merge [Own lvl] (Mentalist Base, Mentalism)
Mind Speech [Own lvl] (Mentalist Base, Mentalism)
Presence [Own lvl] (Mentalist Base, Mentalism)
Sense Control [Own lvl] (Mentalist Base, Mentalism)
Very similar in form to a large, slightly bloated squid, a Tresh floats in the air vertically, tentacles dangling below it, though they waver about in all directions, and three extremely long ones have a reach of 40 feet. The other tentacles have a 20-foot reach and the body is about fifteen feet long. In the center of the ring of tentacles (normally hidden) is the beak. Its skin is for the most part green and leathery, covered with large, wart-like lumps. The long, powerful tentacles have moist suckers, however. Tresh also have

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three eyes, spaced evenly about the main body, and instead of the pointed, finned end of a squid there appears to be a huge humanoid brain, pulsing inside a transparent, globular casing. Tending to be another 'loner' among the Agothu, Tresh travel either by themselves or at most in small groups. They specialize in small-scale operations. More aggressive than the Althoi, they will attack first if confronted with a situation they consider to be potentially threatening. Potential food (including humans, but the Tresh prefers larger prey) is held to the beak by the short tentacles while pieces are bitten off and ingested. Tresh have the ability of inter-planar travel at will and are powerful wielders of Mentalism. They are immune to mental attacks (spells with a sub-type of "m"), are deterred by strong Essence and avoid all Channeling. They are Proof from non-magical weapons.

Uthuro:

When at rest, an Uthuro appears to be a blob of oozing protoplasm about ten feet in diameter, but this is just this beast's quiescent state. It can assume a number of shapes to suit its needs, forming tendrils, pseudopods, etc. It can squeeze itself to 1" high or through a 6" diameter tube if necessary (though it is very vulnerable in that state, think of increasing Slash and Krush criticals one or more severities). An Uthuro is not very intelligent and is usually an enforcer brought along with other Demons to assist. It is willful, however, and these awful monstrosities have been seen to turn on their own masters without apparent reason. Uthuro have the power of inter-planar travel at will. The Uthuro may attack up to five foes per round, as long as they are within 20' of each other. Once the Uthuro has successfully entangled a target, its acidic coating starts to eat its victim, while the blob-like form surrounds its prey. They are immune to mental spells (Type "m") and effects, deterred by strong Essence and avoid all Channeling. They are proof against weapons, except magic. Uthuro are Vulnerable against Lightning attacks, and suffer Electricity criticals. Uthuro have a *Presence* ability similar to the Mentalism Base Spell, with a range of 5' per level.

9.3. Champions

Here is described only a tiny portion of the available champion races. They hail from planes of lofty purpose and while the ones described are a good representation, on those planes the variety does not end.

Type talents:
Strength beyond form, tier I
Nonviolent, tier I
Sanctified
Proof, weapon, except raw iron
Proof, critical, no stun
Constant 3- Aura, tier III
Regeneration, magical
Decreased resistance
Type, extra planar, tier II
Body condition, fleeting soul
Diet, herbivore
Golden throat, tier II
Smell: rat
Hearing: Hare
Vision: Pentachromatic (Infra vision)

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Wings, feathered
Neutral odor
Walking: bipedal
Winged fying: normal

Champion, butterfly
Inspiring Ways [Twice lvl] (Paladin Base, Channeling)
Champion, rodent:
Concussion's Way [Own lvl] (Open, Channeling)
Lore [Own lvl] (Closed, Channeling)
Champion, dolphin:
Sense Mastery [Own lvl] (Closed, Mentalism)
Concussion's Way [Own lvl] (Open, Channeling)
Blood Law [Own lvl] (Closed, Channeling)
Bone Law [Own lvl] (Closed, Channeling)
Muscle Law [Own lvl] (Closed, Channeling)
Nerve and Organ Law [Own lvl] (Closed, Channeling)
Channels [Own lvl] (Cleric Base, Channeling)
Communal ways [Own lvl] (Cleric Base, Channeling)
Life Mastery [Own lvl] (Cleric Base, Channeling)
Protections [Own lvl] (Cleric Base, Channeling)
Repulsions [Own lvl] (Cleric Base, Channeling)
Summons [Own lvl] (Cleric Base, Channeling)
Champion, centaur:
Concussion's Way [Own lvl] (Open, Channeling)
Cursebreaking [Own lvl] (Paladin Base, Channeling)
Channels [Own lvl] (Cleric base)
Champion, eagle:.
Champion, noble:
Cursebreaking [Own lvl] (Paladin Base, Channeling)
Holy Arms [Own lvl] (Paladin Base, Channeling)
Holy Healing [Own lvl] (Paladin Base, Channeling)
Holy Shields [Own lvl] (Paladin Base, Channeling)
Holy War [Own lvl] (Paladin Base, Channeling)
Inspiring Ways [Own lvl] (Paladin Base, Channeling)
Concussion's Way [Own lvl] (Open, Channeling)
Detection Mastery [Half lvl] (Open, Channeling)
Light's Way [Own lvl] (Open, Channeling)
Champion, high:
All Open Channeling lists [Own lvl] (Open, Channeling)
All Closed Channeling lists [Own lvl] (Closed, Channeling)
Cursebreaking [Own lvl] (Paladin Base, Channeling)
Holy Arms [Own lvl] (Paladin Base, Channeling)
Holy Healing [Own lvl] (Paladin Base, Channeling)
Holy Shields [Own lvl] (Paladin Base, Channeling)
Holy War [Own lvl] (Paladin Base, Channeling)

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Inspiring Ways [Own lvl] (Paladin Base, Channeling)
Channels [Own lvl] (Cleric Base, Channeling)
Communal Ways [Own lvl] (Cleric Base, Channeling)
Life Mastery [Own lvl] (Cleric Base, Channeling)
Protections [Own lvl] (Cleric Base, Channeling)
Repulsions [Own lvl] (Cleric Base, Channeling)
Summons [Own lvl] (Cleric Base, Channeling)

Butterfly champions are delicate gossamer beings of light and happiness. They flutter about; granting onlookers a glimpse of beauty. Humanoid, but with an inner light, that is caught by the beautifully decorated, colorful wings. They are as big as the biggest of their namesakes, about 6" tall, with a 10" wingspan. They are used as messengers or heralds, for which they are well suited with their musical, like-ringing-tiny-bells voices.

Rodent Champions take form as hamster or mouse faced anthropomorphs. They are about 3 feet tall, with athletic bodies, sporting gold and silver fur. They have small eagle wings carrying them around.

Dolphin champions appear as bald, smooth-skinned, sleek humanoids, with a particularly jolly face that is reminiscent of a dolphin's. They are well at home in the water, but also on land. Their skin is a peculiar shade of silver gray, well suited for underwater camouflage.

A Centaur Champion is a magnificent golden horse with a human torso, head and arms where the horses head and neck should be. The human portion is muscular and perfect (always male), the face handsome with a firm jaw, sometimes adorned with a neatly trimmed snow white beard. A Centaur Champion's hair is usually long, and always pure white.

The Eagle Champions appear as beautiful humans, albeit with eagle-like features with golden eagle's wings. Their hair is long and golden as well.

Noble Champions appear much like Centaur Champions, except that they can be male or female, they have golden hair, and they have golden wings which carry them through the heavens.

High Champions appear as Noble Champions save that they are almost always bald and always have a golden unicorn horn spiraling out of their foreheads.

On their own planes, Champions can take other, simpler forms, and often appear as simply beings of light and embodied order, nobility, and purity. They serve their deities faithfully and without question, although they often treat mortals with an attitude of superiority (some, however, reflect the humble and giving nature of the forces they represent). Butterfly champions are Type I, Rodent champions are Type II and Dolphin champions are Type III extra planar types. Centaur Champions should be treated as Type IV extra planars, Eagle Champions as Type V, Noble Champions as Type VI, and High Champions as Type VI+, for purposes of summoning spells. A Champion is a servant of a deity who represents the concepts of goodness and/or order and strongly opposes evil and/or chaos. They are very powerful beings, usually very single-minded, always noble, charitable, true, and right, and so are often sent on missions by their masters to help hold back the tide of evil and to help those who are deserving or in need. They are terrible to behold when angered. All Champions are incredibly strong and inflict increased damage with every weapon they use.

Butterfly champions have a continuous *Aura* (Light's Way, Open Chan). They disdain items, but might choose a spell-using archetype. Where they appear, they inspire those who are their allies.

Rodent champions wear light armor, usually some padded jerkin, or a rigid leather laminae cuirass. They use enchanted light crossbows and also carry melee weapons designed to inflict good damage on larger foes; such as a small spear, two handed sword or poleaxe. They have a continuous *Aura* (Light's Way, Open Chan), Some 20% are paladin archetypes, but most use the above mentioned spells.

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Dolphin champions carry only a single weapon and disdain armor. Their weapon of choice is usually a trident and sometimes a harpoon, enchanted +10. Their skin protects them as reinforced thick skin and they wear only a loincloth or seaweed skirt. They have a constant *Aura* (Light´s Way, Open Chan), and *Holy Aura I* (Holy Arms, Paladin base). Most (80%) are spell user archetypes, with Cleric casting ability and all Cleric base lists, all Closed Channeling healing lists, and Concussion's Way to their level.
Centaur Champions wield swords and bows of a magical nature (usually with a special bonus of at least +15) and magical shields. They wear breastplates of mithril. They give off a continuous *Aura* ("Light's Way," Open Channeling spell list) and raw iron weapons are needed to cause serious harm.
Eagle Champions usually wield swords, spears, and shields, or a bow, all of which are highly enchanted (with a special bonus of at least +20). They normally wear mail armor of mithril with a long, snow white robe over their whole body. They have a continuous *True Aura* ("Light's Way," Open Channeling list) and *Holy Aura* (Paladin base list). Raw iron weapons are needed to significantly harm them. They inflict additional Holy criticals when attacking extra planars with the Abomination talent.
Noble Champions wield two-handed weapons such as swords and axes in one hand and a shield in the other, both powerful magic items (with special bonuses of at least +25) and often possessing additional powers (determined by GM). They have a continuous *True Aura* ("Light's Way," Open Channeling list) and *Holy Aura II* (Paladin base list). Spells and Magical Raw iron weapons are needed to harm them. Their spell lists are any open and closed Channeling lists, and the Paladin base lists. When attacking creatures with the Abomination talent they inflict an additional Holy critical.
High Champions are almost demigods themselves; these are the most powerful of the deities' servants. They disdain weapons, but if they were to use one, it would certainly be an artifact. They never use shields. Poisons are neutralized within 10' of these beings and evil items are purified and evil magic items are disenchanted. They have a continuous *Alkar* ("Light's Way," Open Channeling list) and *Holy Aura III* (Paladin base list). All evil beings struck by High Champions are inflicted with *holy fire* doing both additional Holy and Heat criticals. Magical Raw iron weapons are needed to harm them.

9.4. Chaos

Far beyond the realms of physical reality, and even beyond the Void itself, there exists the Plane of Consummate Chaos. Within this level of reality is the indescribable substance of Pandemonium itself. Swirling energies and random islands of varying types of matter fill the plane, where physics has no laws, and the ultimate contradictions of Creation are born. One rule that holds with every corner of Reality is true here as well: given enough time, sentient beings evolve from whatever primal energies exist and take whatever form is possible. Mannish creatures evolved on the physical plane, elemental spirits take form on their respective planes, and even foul Demons gained consciousness in the Pales. In the Plane of Chaos, a number of beings have formed which embody the concepts of randomness and disorder. These Chaos Demons are different from other Demons known to men, and have no allegiance with them. There are six types of Chaos Demons, each more powerful than the one before it, although it is almost impossible to tell the difference between the differing types by appearance alone. Due to their chaotic nature, all that is orderly (like matter) in close proximity with them is disrupted. There is a 10% chance per Demon type each round that something random and unlikely (total GM discretion) will happen within 10' of the being. These random occurrences are not always in the favor of the Demon and are sometimes so slight as to go unnoticed. In the past, random objects have appeared or disappeared, gates have opened, objects or people have changed shape, color, composition, etc.
Type talents:

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Aura, chaos, tier I
Abomination
Proof, weapon, except raw iron
Proof, critical, critical reduction I
Type, extra planar, tier I
Body condition, fleeting soul
Diet, nihilovore
Disturbing voice, tier I
Unsleeping
No infighting
Mindless
Vision: demon vision
Body: demon flesh
Twisted form
Distinct odor
Walking: bipedal

Chaos demon, type I:
Chaos demon, type II:
Chaos demon, type III:
Chaos demon, type IV:
On their home plane, the Chaos Demons are as formless and random as the chaotic energies that abound there. The four lesser Types of Chaos Demon do not take any specific form when they come to the material plane. They may vary in shape in any aspect and typically take only vaguely anthropomorphic shapes. These minor types usually serve as servants of the Type V and VI Chaos Demons, as well as mortal chaos priests and warriors. Speed and strength are their forte, and they lust after battle, killing, and destruction. These Demons, though not unintelligent, act in a terrible, chaotic, and berserk manner. The only thing a Chaos Demon will not attack (including inanimate objects if no foes are around it) is another of his ilk. Minor (Types I-IV) of Chaos Demons attack with their long claws and teeth, although sometimes they are encountered with a weapon of some type. They do not seem to have a preference for any particular sorts of weapons, as they have been encountered with any type. Their presence inflicts an "A" Impact critical to all in a 10' radius. Their touch inflicts "C" Impact criticals.
Chaos demon, type V:
These Demons are physically indistinguishable from their lesser brethren. These beings are leaders, intelligent and cunning. They are great manipulators of events and circumstance, and relish traps and tricks which put their opponents at a great disadvantage. Type V Chaos Demons are sometimes called Entirhath, and usually act in a less berserk manner than their lesser fellows. They still accomplish the ends of chaos and destruction, but in a cold and calculating manner. Their great strength allows them to strike effectively with their rock-hard fists or to use weapons with power and skill. Their presence inflicts a "B" Impact critical to all in a 10' radius. Their touch inflicts "D" Impact criticals. They are fearsome in battle, but will normally only enter into a melee in which the odds are clearly in their favor.
Chaos demon, type VI:
Curses [Own lvl] (Evil, Channeling]
Dark Channels [Own lvl] (Evil, Channeling]
Demonic Pacts [Own lvl] (Evil, Channeling]
Demonic Summoning [Own lvl] (Evil, Channeling]

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Disease [Own lvl] (Evil, Channeling]
Wounding [Own lvl] (Evil, Channeling]
Flesh Destruction [Own lvl] (Sorcerer Base, Hybrid)
Fluid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Gas Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Destruction [Own lvl] (Sorcerer Base, Hybrid)
Solid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)
These Demons are physically indistinguishable from their lesser brethren. These beings are greatly feared as the true masters of chaos and destruction. Villigir are Type VI Chaos Demons. Like the Entirhath, they are calculating and cunning. The mere presence of these beings inflicts "C" Impact criticals to all in a 10' radius. Their touch inflicts "E" Impact criticals.

8.5. Genies

These special spirits hail from another plane, but when they are summoned to this plane, they can only exist when bound to an object or place. They have great powers, so it is best if they remain under the control of a master. They can be coerced out of the focus with a gesture, word, or tiny ritual, such as saying a certain phrase. It is told that once a powerful king exacted a terrible curse upon Genie kind, binding them to the word of summoners. Such summoners used the curse to create items with wonderous powers. The only way to set them free is to get a set of wishes granted. A freed Genie will act on its nature and there is a 50% chance it will exact some vengeance on its last master. The master of their focus may command them to use their normal abilities and talents without such consequence. Most masters do not use the wishes, unless they really are in a tight spot.

Type talents:
Proof, weapon, except magic
Regeneration, magical
Type, extra planar, tier I
Body condition, fleeting soul
Diet, nihilovore
Golden throat, tier I
Link, bound spirit
Wish grant, lesser
Vision: demon vision
Poor senses: taste, tier V
Poor senses: touch, tier V
Poor senses: smell, tier V
Body: demon flesh
Body condition, partial incorporeality
Shapechange, true
Magic flying: awkward

Jann (I):
Concealment Mastery [Own lvl] (Dabbler Base, Essence)

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Influences [Own lvl] (Dabbler Base, Essence)
Mechanisms [Own lvl] (Dabbler Base, Essence)
Movement Mastery [Own lvl] (Dabbler Base, Essence)
Senses [Own lvl] (Dabbler Base, Essence)
Poison Mastery [Own lvl] (Dabbler Base, Essence)
Jinn (II):
Assassination Mastery [Own lvl] (Magent Base, Mentalism)
Disguise Mastery [Own lvl] (Magent Base, Mentalism)
Escapes [Own lvl] (Magent Base, Mentalism)
Gathering Secrets [Own lvl] (Magent Base, Mentalism)
Misdirections [Own lvl] (Magent Base, Mentalism)
Assassination Mastery [Own lvl] (Magent Base, Mentalism)
Shaitan (III):
Confusing Ways [Own lvl] (Mystic Base, Hybrid)
Gas Alterations [Own lvl] (Mystic Base, Hybrid)
Hiding [Own lvl] (Mystic Base, Hybrid)
Liquid Alteration [Own lvl] (Mystic Base, Hybrid)
Mystical Change [Own lvl] (Mystic Base, Hybrid)
Solid Alteration [Own lvl] (Mystic Base, Hybrid)
Essence Hand [Own lvl] (Open, Essence)
Delving [Own lvl] (Open, Mentalism)
Seemings [Own lvl] (Open, Mentalism)
Sense Mastery [Own lvl] (Closed, Mentalism)
Unbarring ways [Own lvl] (Open, Essence)
Ifrit (V):
Animal Mastery [Own lvl] (Druid Base, Channeling)
Herb Mastery [Own lvl] (Druid Base, Channeling)
Nature's Lore [Own lvl] (Druid Base, Channeling)
Nature's Protection [Own lvl] (Druid Base, Channeling)
Nature's Wrath [Own lvl] (Druid Base, Channeling)
Plant Mastery [Own lvl] (Druid Base, Channeling)
Creations [Own lvl] (Closed, Channeling)
Concussion's way [Own lvl] (Open, Channeling)
Curses [Own lvl] (Evil, Channeling]
Dark Channels [Own lvl] (Evil, Channeling]
Demonic Pacts [Own lvl] (Evil, Channeling]
Demonic Summoning [Own lvl] (Evil, Channeling]
Disease [Own lvl] (Evil, Channeling]
Wounding [Own lvl] (Evil, Channeling]
Marid (VI):
Flesh Destruction [Own lvl] (Sorcerer Base, Hybrid)
Fluid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Gas Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Destruction [Own lvl] (Sorcerer Base, Hybrid)
Solid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)

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Essence Hand [Half lvl] (Open, Essence)
Lesser Illusions [Half lvl] (Open, Essence)
Djinn are some type of Household- or Nature-spirits, trapped from outside the world. Unlike Demons, they are not tied to a set corporeal form; instead, they are bound to a focus, such as an object or a place. This enables them to take many differing quasi-physical forms, but prevents them from having complete freedom of action. In fact, the wills (and appearance) of many Genii are subject to the master of their focus (e.g., the owner of an oasis or holder of a jar). There are five types of Genii: Jann, Jinn, Shaitan, Ifrit, and Marid, in ascending order of power. Although they vary in demeanor, those who are stronger tend to be the most evil. Their multitudinous forms are somewhat dependent on their inner characters, so that manifestations of the savage Marid are invariably ugly. On the other hand, Jann are pleasing of countenance, or at the very least comical.
Djinn are spirits tied to specific things. They seem to be found within certain Mannish cultures more often than others, but the reasons for this are unknown. It may be that they are tied to geographical areas of this world, and the nearby civilizations have come to familiarize themselves with the beings. Traditionally, Demons of all sorts hate Djinn, and vice versa. A Genie's master must be an intelligent being. In the case of a non-portable focus, such as a place or an immovable item, the master is normally the first individual who touches the focus and remains in its sphere of influence (i.e., the radius the Genie can operate; GMs may wish to determine possession otherwise). The destruction of the Genie's focus releases it from imprisonment in this world. However, since the focus enslaves the genie, the genii must protect the given object or place. These beings cannot employ spells or chicanery as means of breaking their ties. Genii must rely on other ways to exact freedom and a return home. Typically, this involves the fulfillment of its quest. In the case of the lower Genii (the Jann, Jinn, and Shaitan), they must grant their masters the required number of wishes. The greater Genii—the cunningly evil Ifrit and Marid—have individual quests.
Jann are lesser beings commonly found residing in fixed containers around or in a household, typically storage bins, closed wells, rooms, and the like. Cast into our world from another plane, they are forced to live within their new focus until they grant their master one lesser wish. When the Janni's container is opened, it can come forth for d100 (open-ended) minutes, but must return at the appointed time or whenever its master so commands. Both its will and spirit are bound within the focus, and whosoever rightfully owns the container is its master. It must serve and obey him, despite the Janni's mischievous nature. Generally jovial and friendly, Jann can be troublesome pests when released and uncontrolled. Their pranks have been the downfall of many a fine fellow.
Jinn resemble Jann, but are much more powerful. Generally, they live within a closed yet mobile focus, such as a jar or bottle (no heavier than 50 pounds), and are locked within this world until they grant their master 3 lesser wishes. Should a Jinni's focus be transferred to the ownership of another, all prior wishes are forgotten and the Jinni must begin anew. Upon the fulfillment of the first wish by the new master, physical objects acquired by previous owners as a result of wishes simply "disappear" (returning to the point and state where they were before the wish). Jinni can be released from their focus, for up to 1 hour but must return upon its master's command. While about, it appears friendly and servile; however a Jinni is actually conniving and untrustworthy. Although its spirit and will are tied to its container and it must obey its owner as master, a Jinni will only follow the literal wording of orders. Whenever possible, it will twist meaning to fit its own, sneaky desires, thereby transforming simple wishes into dangerous propositions.
Shaitans are similar in power to Jinn, but are wilder, stronger, meaner, and rather impish. As such, they cannot take truly fair forms. Their guises must be small (maximum 5') and either weird or humorous. A Shaitani will grant its master 1 greater wish, a request that will either transfer or transform an object, but

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cannot involve an act of creation or lifegiving. These beings are tied to a natural feature (e.g., a pool or tree), but are not confined to a life in a container; instead they exist within or outside their focus (must be in a radius equal to 100'). Both their will and their spirit are subject to the guidelines of their master
Ifrit are Nature-spirits who have been tied to a specific location, yet who retain their freedom of will and need not reside in confined quarters. Still, an Ifriti can only leave its focus for a limited time in a given day (up to 1 minute per level). Otherwise, it must stay within specific bounds (e.g., the border of a city quarter or the walls of a compound) or inside a set radius (10' per level) of the appointed location. Clever but utterly wicked spell users, they employ a plethora of magical powers, including lists considered evil. They have no master, grant no wishes (but they have the power to), and show no compassion.
Marid are the most powerful and evil of all Genii. Like the Ifrit, they have free will and the ability to move outside their focus. A Maridi's focus, however, is not a location; instead it is a specific mobile object, such as an orb or a sword. The one who owns or bears the item does not command the Maridi, although he does direct where the spirit must go. A Maridi can never leave the area around the focus (radius of 10' per level), nor can the spirit move its object or force the focus' movements through spells). Of course the power of the Maridi may dictate the moves of the focus' possessor (who, like all masters, must be an intelligent being), because few are as strong as these beings. Marid are dangerous spell users, Their most dangerous tool may be the power to grant "false wishes." These, they handle as a Shaitani might undertake a real (transferring or transforming) wish, but Marid will invariably cancel the request, either on a whim or at a preset time. Generally, a Maridi will obviate the wish at a time which is most detrimental to the grantee. For instance, with the first critical use of the desired end (e.g., one is besieged in his wished-for tower or wielding a wished-for mace in real combat), the wished-for attributes or object will return to its normal state. Marid conceal their true nature, so the victims of their falsehoods typically believe that they are dealing with other Genii.
If they are to be treated as Demons, Djinn range in power from Type I to Type VI, respectively.
The lesser Djinn (Jann, Jinn, and Shaitan) are not powerful combatants, but instead rely on tricks and pranks. If forced into melee, all use martial arts to varying degrees of ability.

8.6. Lords

Each of these Demons is a singular individual. These beings are the most powerful of all Demons and most of their lesser kin will obey any of their commands, no matter how ridiculous. These beings should be played by the GM as intelligently as possible. If they are prepared for combat (and they almost always are when it comes) they will have cast all of the appropriate spells at their disposal. Note, however, that they will usually attempt to flee if a fight goes against them. How these beings interact with the Agothu and other powerful entities is up to the individual Game Master.
Maleskari:
Darkness [Own lvl] (Evil, Essence)
Dark Summons [Own lvl] (Evil, Essence)
Foul Transformations [Own lvl] (Evil, Essence)
Essence Twisting [Own lvl] (Evil, Essence)
Necromancy Mastery [Own lvl] (Evil, Essence)
Necromantic Ways [Own lvl] (Evil, Essence)
Dispelling Ways [Own lvl] (Closed, Essence)
Fluid Elements [Own lvl] (Closed, Essence)
Gate Mastery [Own lvl] (Closed, Essence)
Invisible Ways [Own lvl] (Closed, Essence))

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Living Change [Own lvl] (Closed, Essence)
Lofty Bridge [Own lvl] (Closed, Essence)
Luminous Elements [Own lvl] (Closed, Essence)
Rapid Ways [Own lvl] (Closed, Essence)
Shield Mastery [Own lvl] (Closed, Essence))
Solid Elements [Own lvl] (Closed, Essence)
Spell Enhancement [Own lvl] (Closed, Essence)
Spell Reins [Own lvl] (Closed, Essence)
Spirit Mastery [Own lvl] (Closed, Essence)
Delving Ways [Own lvl] (Open, Essence)
Detecting Ways [Own lvl] (Open, Essence)
Elemental Shields [Own lvl] (Open, Essence)
Essence Hand [Own lvl] (Open, Essence)
Essence's Perceptions [Own lvl] (Open, Essence)
Lesser Illusions [Own lvl] (Open, Essence)
Physical Enhancement [Own lvl] (Open, Essence)
Rune Mastery [Own lvl] (Open, Essence)
Spell Wall [Own lvl] (Open, Essence)
Unbarring Ways [Own lvl] (Open, Essence)

Maleskari appears as a giant skeleton wearing full plate and brandishing a huge iron staff. His face is obscured by a mask resembling a skullface, which, strangely enough is exactly what his face looks like underneath. Maleskari is the Demon Lord of Death and Undeath. He has three Demon Scourge retainers, a Terrorite lieutenant, and a huge number of undead servants such as Vampires, Wraiths, Wights, Wraths, etc. He dwells in a dark city known as Necrophia on his home plane. He is the most feared Demon of all, save Sith. All within 5'/ level of Maleskari must make an Fear RR at -30 or be affected by Fear, as described in *A&CL*. All within 10' must make a Mentalism RR or receive a *9- Major Pain* (Mentalist Base, Mentalism) spell. He wears a Skullmask, which is a magical item usable once per day. When used, it flies off of his face and strikes as a mace with an OB of 90. If someone is struck, he must make an RR versus 10th level or die instantly. It attacks for ten rounds or until it has slain a victim. His armor gives a special bonus of +40 to DB and does not encumber him. His staff is gives a special bonus of +40 OB and does additional Impact and Cold criticals. Those failing their Physical RRs at -10 when struck by it lose 3 Constitution bonus. He strikes with it in combat twice per round. The staff also can cast the following spells: *Fire Ball* (black fire doing Heat and Cold criticals at the same time) usable twice per day, *Bladeturn III* usable three times per day, and constant *Reverse Spell I*. The *Bladeturn* modification is not figured into his given DB. His touch causes death (-20 Essence RR applicable). Magical weapons are needed to seriously harm this Demon Lord, and he is immune to Cold and any undead-related draining-type attacks.

Sith:

Flesh Destruction [50th lvl] (Sorcerer Base, Hybrid)
Fluid Destruction [50th lvl] (Sorcerer Base, Hybrid)
Gas Destruction [50th lvl] (Sorcerer Base, Hybrid)
Mind Destruction [50th lvl] (Sorcerer Base, Hybrid)
Solid Destruction [50th lvl] (Sorcerer Base, Hybrid)
Soul Destruction [50th lvl] (Sorcerer Base, Hybrid)
Darkness [50th lvl] (Evil, Essence)
Essence Twisting [50th lvl] (Evil, Essence)

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Curses [50th lvl] (Evil, Channeling)
Dark Channels [50th lvl] (Evil, Channeling)
Demonic Pacts [50th lvl] (Evil, Channeling)
Demonic Summons [50th lvl] (Evil, Channeling)
Disease [50th lvl] (Evil, Channeling)
Wounding [50th lvl] (Evil, Channeling)
Mind Death [50th lvl] (Evil, Mentalist)
Mind Disease [50th lvl] (Evil, Mentalist)
Mind Domination [50th lvl] (Evil, Mentalist)
Mind Erosion [50th lvl] (Evil, Mentalist)
Mind Illusions [50th lvl] (Evil, Mentalist)
Mind Subversion [50th lvl] (Evil, Mentalist)
All Open and Closed Channeling, Essence and Mentalism list to 50th level.
Sith appears most often as a 15' tall pillar of darkness, but can appear literally as whatever he wants within double to one-eighth of his normal size. Sith is a very powerful Demon Lord, being the Lord of the Dark. His servants include Ordainer Demons, Terrorites, Rhodintor, Demon Drakes, Shadow Demons, and a host of Demonic legions comprised of lesser Demons. His influence is great, and his authority is challenged by few. His name is not spoken on the mortal plane. He prefers to direct his campaigns and plans from afar. His is the hand behind many of the foul happenings on many planes, although few (including many of those who take part in his grand designs) ever realize he is the ultimate fiend behind it all. The Demon Lord of the Dark does not melee, relying on his servants and his spells in the incredibly off chance that he would ever be in a combat situation. He is far more likely to be far away from any combat, even if he is the aggressor. He drains the power and energy from all those around him, and the souls of those that are foolish enough to get close enough to attempt to melee with him. All within 5'/ level of Sith must make a Fear RR at -30 or be affected by fear as indicated by *A&CL*; all with 50' receive a 'C' Cold critical; all within 20' must make an RR or lose half their remaining PP and Hits; all within 5' must make an RR or be absolved (as per *Absolution Pure*, "Dark Channels" Evil Channeling list) as the Demon Lord consumes their souls.. A magical weapon is required to hit this Demon Lord, and he is immune to all forms of elemental attacks.

Yrrigav:
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)
Darkness [Own lvl] (Evil, Essence)
Dark Summons [Own lvl] (Evil, Essence)
Foul Transformations [Own lvl] (Evil, Essence)
Essence Twisting [Own lvl] (Evil, Essence)
Necromancy Mastery [Own lvl] (Evil, Essence)
Necromantic Ways [Own lvl] (Evil, Essence)
Disease [Own lvl] (Evil, Channeling)
Calm Spirits [Own lvl] (Closed, Channeling)
Creations [Own lvl] (Closed, Channeling)
Locating Ways [Own lvl] (Closed, Channeling)
Lore [Own lvl] (Closed, Channeling)
Mounted Ways [Own lvl] (Closed, Channeling)
Symbolic Ways [Own lvl] (Closed, Channeling)
Barrier Law [Own lvl] (Open, Channeling)
Detection Mastery [Own lvl] (Open, Channeling)

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Light's Way [Own lvl] (Open Channeling)
Lofty Movements [Own lvl] (Open, Channeling)
Nature's Law [Own lvl] (Open, Channeling)
Purifications [Own lvl] (Open, Channeling)
Sound's Way [Own lvl] (Open, Channeling)
Spell Defense [Own lvl] (Open, Channeling)
Weather Ways [Own lvl] (Open Channeling)
This foul being appears as a huge, muscular male Gorgon with large bat-like wings, and a long, barbed tail. He is 10' tall, and wields a flaming two-handed sword. Yrrigav is the least awesome of the three Demon Lords presented here, but is still extremely powerful. He is accompanied everywhere he goes by a Terrorite Demon, and many other servants. He has been known to ride a Dragon Construct as a mount. He claims no "sphere of influence" like the other two, but still commands respect and instills fear in all but the most powerful beings. His agenda is unknown, but one thing is certain—his power is growing. All within 2'/ lvl of Yrrigav must make a Fear RR or suffer the effects as per *A&CL*. Yrrigav has a tail that delivers an additional Electricity critical with each attack. His Gorgon heritage affords him the Petrifying Gaze and the Petrifying Hideous Countenance , and the snakes on his head can strike (snake bites inject a level 10E Nerve poison) at the same time as he swings his +45 two-handed sword that inflicts an additional Heat and casts *Haste IV* its evil master at will. Yrrigav wears the hides of an Ice Drake and a Fire Drake, made into one set of armor, which has a special bonus of +45 to DB (protects as AT 6) and makes him immune to Heat and Ice.

8.7. Other Demons

These creatures have a streak of malevolence and evil, while coming from other worlds. They cannot be classified in other categories. They would gladly travel to worlds or dimensions other than their own to wreak havoc and destruction.

Type talents:
Armor type, higher than AT 1
Demon flesh
Abomination
Twisted form
Distinct odor
Metuselah III
Type extra planar, according to level
Body condition, fleeting soul
Unsleeping
Vision: demon vision

Acarva:
Acarva are frog-like water Demons, greenish black in color, although some are bluish black. Its wide mouth is filled with a double row of pointed teeth, and its forearms end in dangerous claws. They stand 6'-7' tall when upright. It is encountered on this plane in the places Demons frequent or in various water sources (it does not have a preference for fresh or salt water). It is completely amphibious, with no restrictions as to how long it can be in or out of the water. It is a Type III Demon. Its large mouth bites for

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terrible damage and its lifedrain applies 2 Constitution penalty. It also has long claws to fight with as well. It enjoys pulling air-breathers into the water and holding them under the surface to drown them, after achieving a grappling hold; this is the Acarva's favorite tactic. In any event, when fighting land-dwellers, it will try to force the fight into the water where it has all the advantages.

Acid Demon:

Acid Demons are disgusting, fat, yellow-skinned humanoids with no hair and exaggerated facial features. Acidic slime pours from open sores on the creature's bloated body. Its fingers are too short and stubby to manipulate objects well, although little could survive its touch anyway. An Acid Demon stands five to six feet tall and appears to be in constant agony. Acid Demons possess neither weapons nor treasure, for everything it touches is destroyed. This creature wanders abroad, without having a permanent lair, looking for living creatures to share its misery and pain. It is a Type II Demon. This Demon uses its fists in combat, delivering damage from its acidic secretions with each blow. Use Acid criticals as additional damage inflicted when it touches something, equal severity, with a maximum of E. Any object touched must make an RR or be destroyed. Weapons touching the Acid Demon must make an RR, if eligible, or be destroyed. Creatures receive an E Acid critical instead.

Black Stalker:

Protected by black Demonskin armor and wrapped in a cloak of darkness, these humanoid warriors are terrifying to all that view them—particularly the target of their mission of death. The Black Stalker is a Demonic assassin, a cursed warrior possessed by a spirit from another plane. Each of these rare creatures stalks a particular target until it succeeds in assassinating him or is "killed" in the process. Nothing short of death will stay their mission. They will do whatever is necessary to smite their victim and always utilize the fastest, most complete manner possible. Black Stalkers prefer to avoid melees which delay them from reaching their target, but when forced to fight, they will usually quickly dispose of the opponent and get on with their mission. During daylight they sleep in a dark chamber, for they are weakened when exposed to natural sunlight or its enchanted equivalent (-50 to all actions/maneuvers in this type of environment). Darkness invigorates them and allows them great advantages over most prey. They have both Demon vision and, out of daylight: Conditional Regeneration: When no light falls upon them, they slowly regenerate lost Hits and critical damage. The Black Stalker is a Type IV Demon. A Black Stalker may either be summoned by a mortal or sent on a mission by an extremely powerful Demon, such as a Demon Lord or Ordainer. Blindingly fast and able to sense weakness in their target, on a successful Extremely Hard Perception maneuver, they may reroll their next critical, making them deadly foes. Their signature weapon is a Longsword of Quick Slaying (+15(m) silver blade, +5 Initiative, Slaying II against their current target). The Longsword is reforged before every mission, setting their current target as the subject to be slain. Their signature armor is a Black Demon Skin (+10 (m) encumbers as AT 2; protects as AT 5) and as a signature tool they are in possession of a Shadowy Cloak of Hiding (a special bonus of +25 to all Hiding and Stalking maneuvers). Unsurprisingly, they prefer to hunt during hours of darkness.

Corvox:

Mind Death [Own lvl] (Evil lists, Mentalism)
Mind Disease [Own lvl] (Evil lists, Mentalism)
Mind Domination [Own lvl] (Evil lists, Mentalism)
Mind Erosions [Own lvl] (Evil lists, Mentalism)
Mind Illusions [Own lvl] (Evil lists, Mentalism)
Mind Subversions [Own lvl] (Evil lists, Mentalism)
Delving [Own lvl] (Open, Mentalism)
Detections [Own lvl] (Open, Mentalism)

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A Corvox is a Demon who appears to be a 5'-7' tall human (male or female) with straight black hair and long grayish tentacles in place of normal arms. The tentacles are not suckered like an octopus's, but rather resemble long prehensile snake tails. Favored by evil sorcerers of minor power, these are one of the few Type I Demons that have spell-casting powers. A Corvox is often encountered in the company of another type of Demon, such as a Tlaque or some Grumoz, and will usually lead these lesser Demons on its forays. It can use its tentacles to grasp and manipulate objects with surprising agility, although it never uses weapons. The Corvox uses its tentacles to grapple foes, as well as for casting spells. In general, however, they avoid combat since they are not adept at fighting. Their powers are more appropriate for subtlety, manipulation, and subterfuge.

Demon Drake:

Darkness [Own lvl] (Evil, Essence)
Dark Summons [Own lvl] (Evil, Essence)
Essence Twisting [Own lvl] (Evil, Essence)
Spell Reins [Own lvl] (Closed, Essence)
Spirit Mastery [Own lvl] (Closed, Essence)
Lofty Bridge [Own lvl] (Closed, Essence)

These beasts appear to be small Demonic drakes, black in color, or rarely reddish black. Evil eyes burn yellow or sometimes red, and their scaly hide is covered in tiny spikes. They range in length from 20 to 30 feet, with a wingspan of 50 to 70 feet. Demon Drakes are Dragons originating in the Pales or some other Demonic region. They are often encountered leading other Demons (they can summon them with spells when needed) or serving a powerful Demon Lord. They do not sleep for long periods like normal Dragons, and their mating practices (if any) are unknown. They hoard treasure as their earthly brethren do. They are Type VI Demons, though they do not consider themselves to be Demons at all. They prefer to classify themselves as Dragons—though superior to those of the mortal plane, of course. They come to this plane only to gather treasure and magic. Though they may set up temporary lairs in dark caves or abandoned ruins (they favor abandoned temples of good deities), they keep their main lair on their plane of origin. Rumors of the fantastic hoards that they keep there, with items and treasures from countless worlds, do not exaggerate. However, no known treasure seeker has actually looted such a find and returned to tell of it. Like their Dragon counterparts on this plane, their blood is caustic, and they are allowed the special dragon attack patterns described in that section. Their breath weapon is unlike any on the mortal plane, as it consists of black fire which is paradoxically hot and cold at the same time (bolt range increment <2'>/ lvl; cone incremental length <1,2'>/ lvl; cone base 2'/ lvl; causing Cold *and* Heat criticals).

Eraditor:

With three eyeless heads on long snake-like necks and three muscular legs all sprouting from a roundish body, this mindless Demon destroys all that it perceives. Each of its three heads has a huge mouth filled with iron-like teeth that can crush stone. It stands 9' high and bellows with three unearthly voices at all times. Often a mage who wishes the total annihilation of an area will summon an Eraditor to that spot. They are basically unintelligent and are difficult to control or master (they receive a special bonus of +20 to their RRs against such spells), however, due to their ferocity and mindlessness. There are few greater forces of sheer destruction than an Eraditor. They are Type IV Demons. Aside from its crushing bite, each head also breathes a certain type of breath weapon—fire, water, or ice in bolt or cone form (usuable once per 3 rounds each; up to 50 times per day; bolt range increment <1'>/ lvl; cone range increment <1'>/ lvl, base 23'—treat a water cone as a *Cold Ball* with Impact criticals). Eraditors have a "radar" sense with a 5'/ lvl range rather than sight or smell, and touch and attempt to destroy everything that they sense—people, animals, plants, buildings and even natural formations such as cliffs or hills (and they usually destroy

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things in that order). They are immune to elemental attacks and magical weapons are required to do them damage.

Frzzzm, miniscule:

Demonic Summons [Double lvl] (Evil, Channeling)

Frzzzm, medium:

Disease [Double lvl] (Evil Channeling)
Wounding [Double lvl] (Evil Channeling)
Curses [Double lvl] (Evil, Channeling)

Frzzzm, large:

Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)
Curses [Own lvl] (Evil, Channeling)
Disease [Own lvl] (Evil, Channeling)
Darkness [Own lvl] (Evil, Essence)

Frzzzm are intelligent Demonic flies. All are physically indistinguishable from normal flies. Their compound eyes allow them to see all around them. Frzzzm communicate to each other telepathically and act in a coordinated fashion. There are three types of Frzzzm, but they often work together.

The Diminutive Frzzzm are more common than people of this plane would like to think. Often found in cities and towns, they serve as spies and scouts for other Demons. They are Type I Demons. Each Diminutive Frzzzm has one PP. They use that to power rituals they might perform when they cooperate. They know the Demonic Summons list, but are sometimes taught other lists by more powerful Demons if their mission will require it to increase their chances of casting a successful ritual. They use their spells to bring other Demons into this world when the time is right.

The Medium Frzzzm is a giant fly, one to three feet long. They dislike most other Demons, save other Frzzzm, Plague Demons, and Grumoz. They are Type II Demons. Being extremely disgusting creatures, the bite of a Medium Frzzzm will transmit a vile Septic disease if victim fails an RR.

The Big Frzzzm is frighteningly large (6'-9') and can also alter its form to appear as a greasy, black-haired human with large eyes, a fat torso and spindly limbs. Large Frzzzm are generally loners, working with other Frzzzm when it suits their needs. Resembling gigantic flies, they are horrible to behold and disgusting to smell. They are Type III Demons. Big Frzzzm transmit the same rotting disease as their smaller counterparts, plus it is nearly impossible to concentrate with the mind-numbing droning of their huge wings. They can also change their form to that of a human for up to four hours per day. In this form they can use weapons. In either form, their skin is like hardened leather giving them an AT of 4. They can cast spells in both forms.

Grumoz:

Grumoz Demons are apelike in appearance and huge, standing 8'-9' tall when erect. They will never be encountered alone, always in groups. If a summoning spell is cast to summon Grumoz, there is a 25% chance that 2-7 will appear rather than just one. The extra Grumoz follow the leading one. Spell casters who learn this often use this fact to their advantage, but it must be kept in mind that Grumoz are only capable of combat and little or nothing else. Their lack of intelligence makes it difficult to get them to perform even the simplest tasks, and they are useless for providing information. These Type I Demons are very often the servants of more powerful Demons. On their own plane, they dwell in animalistic tribal groups that wage a continual war with each other. Grumoz sometimes use simple weapons like clubs, but prefer to use their muscular arms to bash their foes into greasy pulps.

Huntarr:

Body Reins [Own lvl] (Monk Base, Mentalism)
Mind Over Matter [Own lvl] (Monk Base, Mentalism)

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Monk's Bridge [Own lvl] (Monk Base, Mentalism)
Monk's Sense [Own lvl] (Monk Base, Mentalism)
Combat Mastery [Own lvl] (Monk Base, Mentalism)
Evasions [Own lvl] (Monk Base, Mentalism)
or
Beastly Ways [Own lvl] (Ranger Base, Channeling)
Inner Walls [Own lvl] (Ranger Base, Channeling)
Moving Ways [Own lvl] (Ranger Base, Channeling)
Nature's Guises [Own lvl] (Ranger Base, Channeling)
Pathmastery [Own lvl] (Ranger Base, Channeling)
Survival's Way [Own lvl] (Ranger Base, Channeling)

A tall, muscular human frame graced with the head and regal mane of a leonine king, the Huntarr hardly appears Demonic. Most are seen dressed in functional but regal clothing, with a finely-wrought weapon of silver or steel at their side. A Huntarr is a noble and proud creature, much like the lion's head it bears. They specialize in hunting down victims like Demonic bounty hunters, although they also lead other lesser Demons into battle when need be. Half of the Huntarrs are trained as Monks. The rest are Rangers. The Huntarrs with Ranger spells are often found in wilderness situations, actually conversing with animals and using them for servants by use of their spells. They are excellent trackers (with a special bonus of +50 to all Tracking maneuvers) and rely on their sense of smell as much as that of sight or hearing. They often ride Demon Horses or even especially large Demon Dogs. Huntarrs are Type IV Demons. Their weapons are usually enchanted, or at the very least made of high steel. Only in the most dire of combats will they resort to their claw or bite attacks, preferring the elegance of sword play.

Ice Demon:

Ice Law [7th lvl] (Magician Base, Essence)

Ice Demons are bluish white humanoids with snow and ice billowing around them at all times. Large icy fists are their main weapons, as they do not have overly developed teeth or claws, unlike most Demons.

On their home plane, Ice Demons would lair in an icy cavern complex. They enjoy freezing their victims to death, sometimes encasing beings in ice while still alive. These are displayed like trophies in the creature's domain, or if on the mortal plane, left to terrify those that come across them. The ice they generate is an unearthly variety and melts at one third the rate of normal ice, so even on a hot summer day, an Ice Demon's victims can be found frozen in an icy cocoon. They are Type III Demons. The Ice Demon's high defensive bonus is derived from the chaos of the miniature maelstrom that blows around it. Their touch is that of flesh-numbing cold, inflicting an additional same severity, with a maximum of E, Cold critical with every strike. They are immune to cold, and a crystalline weapon is needed to do these creatures damage.

Mortal Demons:

The result of ancient breeding between fallen spirits and human types, the Mortal Demons are now more like men than Demons except in form. They retain horns, reptilian faces, functioning wings, claws, and a powerful natural physique. No two of them look alike, however, each displaying a different aspect of its Demonic heritage. A few (10%) can actually pass for normal, albeit odd-looking, humans. They stand 6' to 8' tall, and usually wield large weapons. Mortal Demons are no longer innately magical, can be wounded or killed with natural weapons, and cannot be influenced by gates and other Demonic Control spells. They are generally very mean creatures, effective with weapons, and greedy for gain and accomplishment. Their Demonic strength allows them to inflict damage as if a Size category larger, as they strike with their weapons. They are also able to bash opponents with forceful, scaly fists.

Neng (N'ng):

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2- Unseen I (Invisible Ways, Closed, Essence)
7- Change Self (Living Change, Closed, Essence)
Six foot tall hairless humanoids, Neng have charcoal grey skin and small, dark green eyes. Long tongues hang from their oversized mouths, dripping caustic spittle that stains their chest and upper body. Most use curved or barbed weapons and spiked shields. They can disguise this appearance for short periods, however, making them appear as normal men. Neng are Demonic warriors, spirits from another plane whose saliva is composed of a powerful acid. They enjoy infiltrating mortal society and then revealing their hideous appearance as they attack with their acidic spit. Sometimes, they serve more powerful Demons as guards or lieutenants in their Demonic army. Neng are Type II Demons. Their six inch tongues contain a hollow tube which enables them to spit with startling accuracy up to 32' (4'/ lvl) (about <6'> increments) splashing a 3'R with powerful acid. This power, coupled with their ability to take on a normal appearance and their exceptional intelligence, makes them formidable. Worse, a Neng has the ability to turn movable objects (total weight not to exceed their encumbrance allowance) invisible with a mere touch, should they so desire. Such items will remain invisible for the duration of the Neng's touch, save for any round in which they are struck or jarred. Neng can also make their own bodies invisible using their innate spell *2- Unseen I*, using their PP. The weapons they use might be scimitars, falchions, pole axes, flails and picks, and often employ shields that can be used to attack with. They do not need armor as their flesh is like the toughest of leathers.

Plague Demon:
One of the most disgusting of all Demonic creatures is the Plague Demon. Most are blackish green with yellow pus oozing out of open sores which cover their bodies. They are gaunt, with huge bloodshot eyes, and stand eight to nine feet tall. These beings are loners and are avoided even by other Demons. They prefer to live amid rotting offal, garbage, rats, grubs, and insects. They often work in conjunction with Frzzzm, relying on the fly-like Demons to come up with a plan on how to spread their filth and disease. Plague Demons are Type II Demons. A Plague Demon's touch causes disease if the target fails a Physical RR (roll and refer to the Evil Channeling spell list "Diseases": 01-20 Chills, 21-30 Tongue Rot, 31-35 Asthma, 36-45 Leprosy, 46-50 Malaria, 51- 65 Pneumonia, 66-70 Elephantiasis, 71-80 Leukemia, 81-90 Rabies, 91-100 Plague). Only magic weapons will harm them significantly.

Rashtar:
Rashtar are four-armed, four-legged humanoids with scaly, red skin. Large mouths and eyes dominate their hairless heads, and their ears are pointed. These Demons are mindless combat machines, and often make up large phalanxes in the Demon Lords' armies. Rashtar never use shields, retreat from battle, surrender, or accept surrender from their foes. Aside from combat, Rashtar are skilled weaponsmiths. When not in battle, they are always honing their weapons or creating new ones. Rashtar are often encountered with Warrior Demons and are Type II. As berserker fighters, they are mindless in their pursuit of prey. They normally wield swords, hand axes, scimitars, and/or whips in each of their four hands. These weapons are of their own creation, and are made from a greenish steel native to their home plane (they have an inherent +10 bonus due to quality and material).

Rhodintor:
Confusing Ways [Own lvl] (Mystic Base, Hybrid)
Gas Alterations [Own lvl] (Mystic Base, Hybrid)
Hiding [Own lvl] (Mystic Base, Hybrid)
Liquid Alteration [Own lvl] (Mystic Base, Hybrid)
Mystical Change [Own lvl] (Mystic Base, Hybrid)
Solid Alteration [Own lvl] (Mystic Base, Hybrid)
Dispelling Ways [Own lvl] (Closed, Essence)

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Gate Mastery [Own lvl] (Closed, Essence)
Invisible Ways [Own lvl] (Closed, Essence)
Lofty Bridge [Own lvl] (Closed, Essence)
Shield Mastery [Own lvl] (Closed, Essence)
Mind Mastery [Own lvl] (Closed, Mentalism)
Anticipations [Own lvl] (Open, Mentalism)
Delving [Own lvl] (Open, Mentalism)
Detections [Own lvl] (Open, Mentalism)
Self Healing [Own lvl] (Open, Mentalism)
Lesser Illusions [Own lvl] (Open, Essence)
Rune Mastery [Own lvl] (Open, Essence)
Unbarring Ways [Own lvl] (Open, Essence)

Although humanoid in shape, one of these beings would never be mistaken for a mortal. A ram's head, complete with horns, rests atop its shoulders, from which black or red robes drape over its form. Their hands are clawed, and their fingers are long with an extra joint. These beings are also known as Demon Magi. Rhodintor (singular and plural) are very powerful, and often travel in groups. They like nothing better than to practice foul experiments in breeding and mutations, designing horrible creatures and then letting them lose upon our mortal realm. It is said by men learned in such areas that Rhodintor are responsible for not only many of the breeds of Demons but also for many of the creatures that have become so familiar on this plane (certain Trolls, certain Orcs, certain Fell Beasts, etc.). They enjoy the company of Demon Drakes, and often employ War Trolls of their own breeding as guards and soldiers. When working together, they will usually be of differing professions so that they have a variety of spells to choose from. They are Type VI Demons. Rhodintor each choose a profession in which they cast spells up to their own level, i.e., a 24th level Rhodintor that is a Mystic will know the Mystic base lists and various Open and Closed Mentalism and Essence lists to 24th level. Rhodintor often employ staves made of solidified Demon fire that are +20 in melee, do extra Heat criticals, and will have 2-8 spells imbedded in them, such as *Bladeturn* (closed Essence list, "Shield Mastery"), *Stun Relief* (open Channeling list, "Concussion's Ways"), *Haste* (closed Essence list, "Rapid Ways"), *Cancel Essence* (closed Essence list, "Dispelling Ways"), and so on. Their foul touch drains life. Their blood is acidic and under considerable pressure. Magic and Raw Iron weapons are needed to harm them significantly.

Shade Demon:

Darkness [Own lvl] (Evil, Essence)
Foul Transformations [Own lvl] (Evil, Essence)
Spirit Mastery [Own lvl] (Closed Essence)
Unbarring Ways [Own lvl] (Open Essence)

Shade Demons appear to be shapeless, shadowy blurs with yellowish, human eyes. They are able to form shadowy talons to strike at their foes. Sometimes called Temptation Demons, these fiends enjoy tempting individuals to do evil and horrible deeds in the dark of night, and if they can tempt their victims without using spells, all the better. Such victims are usually slain after performing the Demon's will. They are Type IV Demons. Magical weapons are required to hit these beings. They are practically invisible (additional -100 to hit) in deep shadow.

Shadow Demon:

Flesh Destruction [Own lvl] (Sorcerer Base, Hybrid)
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Destruction [Own lvl] (Sorcerer Base, Hybrid)

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The Shadow Demons appear as insubstantial, shadowy humans of muscular form. Black wings cloak them with darkness. Shadow Demons are usually bent on a single mission or purpose or a guardianship of some sort. Provided, of course, the summoners do not try to push them too hard or too long, they can be invaluable servants. On their own plane, they remain insubstantial and do not move or act in any way—only the process of summoning gives them purpose and will. They are Type VI+ Demons, but do not rank in "status" with Ordainers or other Demons of Might. Despite the similarity of their form, they are not related to Shade Demons, nor do they ever operate together. They often fight with a long whip in one hand (does additional grapple criticals) and a 2-handed weapon in the other. Shadow Demons are deadly in combat. Magical weapons are needed to strike these Demons, but are vulnerable against elemental Lightning, which is considered Slaying III against it.

Smoke Demon:

Grey-skinned humanoids with glowing red eyes and surrounded by smoke, Smoke Demons are said to stink like no other being, with only Plague Demons coming close. Curved horns sprout from their heads, partially obscuring their flat, inhuman faces. Smoke Demons are cowering, simpering scum. Mistreated by all other types of Demons, they exact their retribution on mortals when they can. They only engage in combat if they have a good chance of winning, preferring to turn to smoke and float away in the face of real danger. They fear and respect pain and are more likely to faithfully obey a cruel master than a kind one. They are Type II Demons. These beings can also become smoke themselves, thus they are able to slip through cracks and avoid physical damage. They can remain in this form for 10 minutes and can make the change once per hour. While in smoke form, they are unable to make attacks. In their normal form, they still require magic weapons to do them harm and are immune to Fire and Earth. Each has two ramming horns on its head which are used in combat, when weapons are unavailable.

Storm Demon:

Nature's Wrath [Own lvl] (Druid Base, Channeling)
Nature's Protection [Own lvl] (Druid Base Channeling)
Nature's Law [Own lvl] (Druid Base Channeling)
Weather Ways [Own lvl] (Open Channeling)
Light's Way [Own lvl] (Open Channeling)

Storm Demons appear as muscular humans with jet-black skin, clothed in billowing winds, with lightning eyes and long, unruly hair. Storm Demons are extremely powerful elemental Demons. Even those few that do come to the mortal plane are rarely seen, for they spend most of their time in the clouds summoning up violent and destructive storms. These Demons fly at will (up to 48' per round), causing storms wherever they go. They prefer lightning storms, but will willingly cause blizzards, tornadoes, or other foul weather. They can also throw lightning bolts (once every three rounds; with <1'>/ lvl incremental range). They wield magical weapons in combat—usually ones causing extra elemental criticals, while magical weapons in turn are needed to harm them. They are Immune to elements that comprise a storm: Wind, Water, and Lightning; they exhibit Vulnerability towards the remaining elements.

Succubus and Incubus (Seccubus, Cambion):

Mind Attack [Own lvl] (Mentalist Base, Mentalism)
Mind Control [Own lvl] (Mentalist Base, Mentalism)
Mind Merge [Own lvl] (Mentalist Base, Mentalism)
Mind Speech [Own lvl] (Mentalist Base, Mentalism)
Presence [Own lvl] (Mentalist Base, Mentalism)
Sense Control [Own lvl] (Mentalist Base, Mentalism)

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The Succubus and Incubus are Demons (female and male Incubi, respectively) who appear as fantastically virile, sensual humans. These Demons are enamored of this world and full of lust for mankind. Drawing humans to them using their irresistible looks, they hide their origins and intentions until their victims lose control. They prey upon the sleeping, coming in the night like beautiful, terrifying dreams and seducing their quarry with spells and soothing words. In this way they achieve their goal, which is the conception of a half-human Demonchild, one who will serve them for eternity. Unfortunately, their chosen mate usually (75%) dies at childbirth, although an "evil" (GM discretion) spellcaster will have a better chance of survival (50%). The successful offspring of these creatures appear as wild humans, but many (25%) are born misshapen and crippled. A few will become Mortal Demons. Incubi are Type III Demons, although they cannot be summoned by normal means—they come and go as they please, able to traverse from plane to plane. All Incubi share similar powers. Shapechangers, they can alter their size and exterior features or shift to mist form, whenever they concentrate (1 round preparation) to change their identity as needed to seduce someone. An Incubus or Succubus cannot, however, change its odor (which is musky and slightly foul) nor its fundamental structure, the latter of which resembles that of a normal man or woman, but for their cloven feet. Additionally, Incubi can fly, either as a mist (at 25' per round) or in typical form (20' per round); in neither case do they require wings.

Terrorite:

Flesh Destruction [Own lvl] (Sorcerer Base, Hybrid)
Fluid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Gas Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Destruction [Own lvl] (Sorcerer Base, Hybrid)
Solid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)
Shield Mastery (Own lvl) (Closed, Essence)
Lofty Bridge (Own lvl] (Closed, Essence)
Demonic Pacts [Own lvl] (Evil, Channeling)
Demonic Summons [v lvl] (Evil, Channeling)

Terrorite Demons have long snake bodies topped with a human upper torso. They have a long, white head of hair and large, black bat wings. Their scales are a shimmering blue-black color and their bright red mouths contain two slender fangs. They hiss in combat as vampires are apt to do. Their bodies and wingspan are both 10'-15' long. These powerful Demons are lieutenants to the Demon Lords themselves. Very often they command powerful Demon bodyguards such as Sword Demons, Huntarrs, Rhodintor, and/or beasts such as Demon Dogs, Traags, various Fell Beasts, and so on. They are Type VI+ Demons. A Terrorite may attack with its weapons, usually wielding bladed weapons with at least a +25 bonus, for they enjoy drawing blood. Alternatively, it may grapple with its tail, exposing the victim to a magical sleep serum secreted along its tail, following this attack with a blood-draining bite.Terrorite Demons usually attack from above, both physically and with spells. They only enter melee if absolutely necessary or if they are confident that they are in little danger and can enjoy carving up their foes. They invoke fear in all those within 96'. The DB given for them does not include their use of any spells. Terrorite demons are immune to heat and cold.

Thonis:

Dispelling Ways [Own lvl] (Closed, Essence)
Fluid Elements [Own lvl] (Closed, Essence)
Gate Mastery [Own lvl] (Closed, Essence)
Invisible Ways [Own lvl] (Closed, Essence)
Living Change [Own lvl] (Closed, Essence)

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Lofty Bridge [Own lvl] (Closed, Essence)
Luminous Elements [Own lvl] (Closed, Essence)
Rapid Ways [Own lvl] (Closed, Essence)
Shield Mastery [Own lvl] (Closed, Essence)
Solid Elements [Own lvl] (Closed, Essence)
Spell Enhancement [Own lvl] (Closed, Essence)
Spell Reins [Own lvl] (Closed, Essence)
Spirit Mastery [Own lvl] (Closed, Essence)
Delving Ways [Own lvl] (Open, Essence)
Detecting Ways [Own lvl] (Open, Essence)
Elemental Shields [Own lvl] (Open, Essence)
Essence Hand [Own lvl] (Open, Essence)
Essence's Perceptions [Own lvl] (Open, Essence)
Lesser Illusions [Own lvl] (Open, Essence)
Physical Enhancement [Own lvl] (Open, Essence)
Rune Mastery [Own lvl] (Open, Essence)
Spell Wall [Own lvl] (Open, Essence)
Unbarring Ways [Own lvl] (Open, Essence)

Thonis appear as bald humans from the waist up, with an additional pair of huge, muscular, three-fingered arms. Their lower torso is huge and round, and it is supported by four powerful legs—one in front, one on each side, and one in back. When they walk, they step with the front leg first, then each side, and then the back. Despite this, they can move steadily at a fairly good rate. They stand nine feet tall. A Thonis is an extremely powerful Demon that rarely leaves its own plane of existence. Thonis Demons plot and scheme most of the time, developing plans to dominate their fellow Demons or beings of the material plane. They usually have at least 10 lesser Demons (often Warrior Demons) serving them. It is not unusual for a Thonis Demon to have a small fortress or keep of its own on its home plane. They are Type VI+ Demons. Some Thonis have shown a liking and an aptitude for mechanical objects and devices. These individuals are not unknown on the Fifth Pale. If forced to engage in combat (they prefer to have servants fight for them), they bash their opponents with huge fists and then stomp with a powerful leg attack the next round. However, at the same time, they can attack with a powerful weapon (usually a sword—at least a special bonus of +20) with the smaller pair of arms. They are accomplished spell users and besides the spell list set above might have professional Base Lists. They are immune to the effects of both Fire and Acid.

Thorn Demon:

Thorn Demons are 7'-8' tall humanoids, with tanned skin covered with thorns and spikes. These beasts always wear a leering, hideous smile. Because of their immunity to non-magical attacks, they are often found in caverns or chambers with spike covered walls and floors, letting the spikes pierce their own skin, only to have the wounds immediately close and heal. Thorn Demons are horribly insane and live to inflict pain and pierce the flesh of others. They are Type II Demons. While not very intelligent, they seem to delight in impaling living creatures on their thorny bodies. To this end they not only shoot out their quills, but throw themselves on their foes, stabbing them with thorns if their Ram attack was successful. In large combats, they are normally considered fodder by whomever is leading them (a Thonis Demon or a Huntaar, usually). Their own spines will never harm them, as they are immune to punctures and also magic weapons are needed to hurt them.

Tlaque:

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Tlaque Demons appear as lanky, gaunt humanoids with long, bovine heads. They are unlike most other Demonic creatures in that their skin and bat-like wings are white. They are normally encountered in large numbers, for singly they are not very powerful. Their wings are thin and somewhat frail, thus they cannot fly for long distances nor carry heavy weights. They are Type I Demons, but they are often encountered amid the rocky chasms of the Sixth Pale, among other Demonic realms. Tlaque are known for their screeching; which is so shrill that it will cause all within 10'R to make Physical RRs against being stunned. They attack with a claw and bite routine, swooping down upon their enemies from above.

8.8. The Pales

The following section will attempt to briefly describe the nature of the Pales. These are also known as the Near Planes or the Six Pales. They are the home of the Demons most often summoned by powerful (or reckless) priests and sorcerers in search of knowledge and power. The Six Pales share a singular feature: the constant faint light, which illuminates the tortured landscape from the horizon. This would resemble the first grey light of dawn except that it emerges from all around, and has only the ability to light the sky near the horizon. On most of the Planes, it is depressingly constant in its changelessness. The upper sky is dark and starless. Each of the Pales is endless as it is but a projection of the material plane and not a real place. Demons of the Pale are the most familiar of all the demons and represent bad souls not accepted in any of the paradises, still lingering near their original plane of existence. Demons of the Pale are categorized according to their home plane. Of those within the Pale, First Pale Demons are the weakest; Demons of the Sixth Pale are the strongest. Following the description of the Demons which rule the Pale is a listing of a few other beasts which share that bizarre realm. These other creatures are rarely seen outside of their home environment, but can be drawn into the mortal world through portals or other such gateways.

Type talents:
Abomination
Proof, critical, critical reduction I
Type, extra planar, according to level
Body condition, fleeting soul
Diet, carnivore
Unsleeping
Vision: demon vision
Sensitivity: Light sensitivity, tier II
Nose: Uncanny tracking, tier III
Smell: snake
Body: demon flesh
Twisted form
Distinct odor
Walking: bipedal

The world of the First Pale

The entirety of the First Pale would seem to be a vast grey Savannah, broken only by clumps of skeletal woods: gnarled, spindly trees bleached white. The light never changes, and the temperature remains the same: a bone-chilling cold. This is not alleviated by the icy winds which blow from random directions, flowing through the tree-branches with a low, moaning wail. There are occasional patches of dry grass,

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but these, like the trees, are completely dead. It is impossible to judge direction here, as the light comes from all around, and normal navigational techniques are useless.

Demons of the First Pale:

Averaging about 7 feet in height, they have pale grey skin and are naked and hairless except for a single clump of wiry hair protruding from the top of their large skulls. Easily the weakest of the Demons, these instead tend to travel in groups (2-20). First Pale Demons are social creatures, given to animal-like ways and organization. Almost purely instinctive, their actions reflect a near absence of intellect. Although capable of wielding clubs, they have no understanding of sophisticated fighting techniques and are in fact quite stupid.

Other Creatures of the First Pale

Orgal: Resembling white, hairy, ten-legged spiders about five feet across, Orgal are not as aggressive as other denizens of the Pales, but can be very dangerous if they feel threatened. Their poisoned bite is deadly (Circulatory Poison). Orgal spin webs among the white trees, sometimes snaring even the Demons in them.

Shaan: Not unlike a stingray, Shaan hide themselves under the surface of the dusty grey earth and remain there unless disturbed. If stepped on or otherwise bothered, the Shaan will curl up and wrap itself around the offending limb. Using leech-like mouths, it bites and feeds on the target's blood. Shaan can fly like a stingray swims, though they never go higher than a foot or so above the ground. Its bite carries a Reduction Poison.

The world of the Second Pale

The Second Pale is a world completely covered by water. This murky ocean is inundated by myriad currents through treacherous reefs and contorted rock formations. The unwary can be swept upon dagger-like stone or coral. A few luminous jellyfish-like creatures drift through the deeps, but overall, the only light is a dim haze which pervades the entire environment. The temperature of the liquid varies from literally boiling to a frigidity that would freeze it but for its constant churning. The surface of the water is covered by an oily sheen and is nearly dead-calm. Plumes of steam swirl up from the waters into the darkness. Visibility is limited, though an occasional gust of icy wind will reveal a hopeless expanse of unbroken ocean.

Demons of the Second Pale:

Ideally suited for the murky undersea world, the hands and feet of Second Pale Demons are webbed, and they are equally capable of breathing water or air. They can propel their sleek, hairless bodies through the water with surprising speed. These Demons have large, protruding eyes which allow them to see perfectly even in this murky liquid of their home. Although they are equipped with a variety of natural weapons, these Demons also wield small, curved knives with a surprising skill. These weapons are treated as Big shortswords, due to their unearthly strength.

Other Creatures of the Second Pale

Vooj: Sea-snakes with a deadly barbed tail, Vooj often grow to more than thirty feet in length. While constrictors, their barbed tail also carries a swift-acting Nerve Poison. Its huge mouth can swallow a man.

Algalon: Beautiful and graceful, the Algalon is like a large, translucent ammonite. Inside its clear shell (often more than eight feet across) are myriads of blue and yellow lights and undulating tentacles extend outside the shell. While they appear to be about ten feet long, they can extend to more than three times that length, snapping out to entangle a victim and shock it, adding an equal, but maximum severity of 'C' Electricity Critical. Then the prey is drawn in and consumed (injected with Reduction Poison).

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The world of the Third Pale

Rocky pillars and towering buttes dominate this world. Between these sheer spires lie narrow channels like dry riverbeds, constantly swept by bitter cold winds. The myriad overhanging cliffs are punctured with shallow caves, in which live the denizens of this plane. The rock itself is uniformly black with a volcanic porosity. Nearly constant lightnings flash through the sky, brilliantly illuminating the stark landscape with a strobe-like brilliance, but no clouds can be seen , and there is no sign of vegetation or moisture. A high-pitched keening fills the air like the squeak of bats.

Demons of the Third Pale:

Nine feet tall and lithe, Third Pale Demons are equipped with huge, bat-like wings extending down from their long arms. Dark grey in coloring, these slender monsters have excellent senses of hearing, smell, and reflected sound location (akin to bats). They have large ears and noses, both of which are formed of gnarled bone. While nearly blind under normal lighting conditions, these Demons see fine in the flashing maelstrom which is the Third Pale. They have excellent flying and gliding skills. These Demons use their claws or a wickedly barbed two-handed sword in battle.

Other Creatures of the Third Pale

Urki: Grotesque parodies, Urki resemble black, hairless flying squirrels with long, whip-like tails. While their little claws are better suited for clinging to rocky crags, their sharp fangs are dangerous. They often travel in small flocks, and a massed attack is truly fearsome.

Morl: Slug-like beasts which crawl inexorably along the sheer cliff-sides of the Third Pale environment, they are less defenseless than they seem. Their slimy flesh exudes a dangerous acid (which allows them to actually tunnel into rock if they wish). Touching one causes a ‘C’ Acid Critical.

The world of the Fourth Pale

The entirety of this world would seem to be an underground maze of tunnels all uniformly 4-5' in diameter. With the additional confusing factor of no gravity to anchor the visitor, the warren is completely disorienting. The darkness is nearly absolute as well, and only those with superior infravision can see at all.

Demons of the Fourth Pale:

Moving Ways [Own lvl] (Ranger Base, Channeling)
Path Mastery [Own lvl] (Ranger Base, Channeling)
Barrier Law [Own lvl] (Open, Channeling)
Detection Mastery [Own lvl] (Open, Channeling)
Locating Ways [Own lvl] (Closed, Channeling)
Lore [Own lvl] (Closed, Channeling)
Curses [Own lvl] (Evil, Channeling)
Dark Channels [Own lvl] (Evil, Channeling)
Demonic Pacts [Own lvl] (Evil, Channeling)
Demonic Summons [Own lvl] (Evil, Channeling)
Disease [Own lvl] (Evil, Channeling)
Wounding [Own lvl] (Evil, Channeling)

Fourth Pale Demons are ten feet tall and markedly contrast with beasts of the Third Pale. To begin with, they have huge eyes guarded by a bony brow inset with two to four small, sharp horns. These creatures have a mottled, light blue coloration and long, thin appendages, including a whip-like, prehensile tail. All insane, these creatures are doomed to forever wander the endless tunnels. Each is given superb sight (including infravision and ultravision), but often lacks development of other senses. Slender, agile, and

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strikingly precise, they usually throw things or resort to spell-casting; as a race, they have mastered both forms of attack.

The world of the Fifth Pale

The Fifth Pale is a nightmarish place of industrial technology gone mad. Smokestacks and gigantic refinery-like superstructures fill this world, which is constantly washed in a luminous steam. The rhythmic wheezing of bellows mixes with the clatter of gears and the roar of engines. Foul pools of chemicals, their oil-slicked surfaces aflame, illuminate open-scaffold elevators, steel mesh platforms, and large, powerful machines of incomprehensible function. Climbing over these machines (and apparently servicing them) are countless monkey-like creatures.

Demons of the Fifth Pale:

Body reins [Own lvl] (Monk Base, Mentalism)
Combat Mastery [Own lvl] (Monk Base, Mentalism)
Evasions [Own lvl] (Monk Base, Mentalism)
Mind Over Matter [Own lvl] (Monk Base, Mentalism)
Monk's Bridge [Own lvl] (Monk Base, Mentalism)
Monk's Sense [Own lvl] (Monk Base, Mentalism)

Strong and standing over eleven feet in height, Fifth Pale Demons wield strange weapons whose origins lie in this strange machine environment. Often covered with strange gears, pulleys, and other simple mechanisms, these devices are complex but all too often deadly. Although similar in some ways to Fourth Pale Demons, they are a darker blue, tailless, stocky, and powerful of build. These beings have heightened senses of smell and taste (but not hearing). Many are also quite bright, as evidenced by their skills in the ways of spell-casting and organized warfare. Fifth Pale Demons are jealous of power and forever seek to dominate others. They travel to other planes to gather slaves to operate their machines.

No Demons of the Pale are stronger from the point of brute force. Legends commonly cite these creatures as being capable of punching through steel doors or thick, stone walls. Their strange, technologically-based weapons often have whirling chains, power-driven pincers, or spinning blades which deliver extra criticals.

Other Creatures of the Fifth Pale

Xuun: Small, monkey-like creatures, Xuun are the servants of the Demons. They have six limbs, all are like long arms with dexterous fingers. Xuun have no fighting abilities, but scream loudly if they see a creature they do not recognize.

Ag-Ak: Not living creatures but constructs, Ag-Aks are robots built by the Demons. They come in countless forms, ranging in size from less than a foot to more than ten feet in height. Uniformly mindless, they are nevertheless often well-equipped fighters. Their name is derived from the sound these constructs make.

Ophul: Humanoid slaves, Ophul resemble men who have gone beyond the edge of starvation. These naked, skeletal creatures have dark, sunken eyes and fragile-looking limbs. They are the laborers of this realm, hauling the fossil fuels which power the machines. Emotionless and unthinking, they are like automatons.

The world of the Sixth Pale

Another dramatic place, the Sixth Pale consist of endless vertical cliffs which plunge into fiery chasms. These sheer walls continue upwards as far as the eye can see, and drop hundreds of feet to brilliant lava

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rivers. The sides are laced with treacherous, narrow shelves of rock, barely wide enough for one man to pass. Sections of these shelves frequently crash into the abyss without warning.

Demons of the Sixth Pale:

While resembling First Pale varieties in stature and structure, they have glistening black skin, huge hands, and large, prehensile tongues and feet. Their glowing red eyes and foot-long tongues contribute to a visage beyond terror. Intelligent, but insane and wildly violent, these are the most feared of the common Demons of the Pale. Nearly all are virtually immune to extremes of temperature, particularly fire, and pain seems alien to their being. Worse yet, they are powerful and elusive foes. Sixth Pale Demons have a 'recurved' musculature, and are capable to feats of tremendous acrobatic skill and rarely paralleled strength. These creatures may leap up to 100' from one chasm wall to another, holding on to the adamantine rock by literally driving their steely claws into the stone. Such fearless displays of raw, dexterous power are inherent in their character. Perhaps the most grisly and terrifying legend surrounding the Sixth Pale Demons is that many have been known to tear the head off of a fallen foe with one swift motion—all the worse because it is true.

Other Creatures of the Sixth Pale

Murg: Insectile beasts, Murgs crawl along the cliffs on sticky appendages. While capable of short hops, they cannot fly. Murgs are about two feet across and resemble a glistening blue locust. They can spit a powerful acid splash up to <2,2'>/ lvl range increments (24' max) with a splash of 2'R; delivering a Medium Water bolt attack with additional Acid criticals to all in the radius with deadly accuracy.

Karax: Mighty beasts which live without harm in the lava of the Sixth Pale, Karax lurk just beneath the surface, waiting for a creature to move too close to the liquid rock. If a Demon or Murg ventures too close, the serpentine neck shoots up (as far as 50 feet!) and snaps shut on the poor victim.

The Last Pales

Home of the Demons Beyond the Pale, the Last Planes are not a place where sanity can survive. The senses are warped by energies and effects which cannot be understood. No more can be said, for no one has returned from the Last Planes and recounted anything which makes the least sense. In reality of course, the Last Planes are made up of myriad worlds, but the subtle differences between the different incredible environments are lost on humanoid senses.

Demons Beyond the Pale:

Spirit Mastery [Own lvl] (Closed, Essence)
Dark Summons [Own lvl] (Evil, Essence)
Elemental Shields [Own lvl] (Open, Essence)
Earth:
Earth law [Own lvl] (Magician Base, Essence)
Solid Elements [Own lvl] (Closed, Essence)
Solid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Fire:
Fire law [Own lvl] (Magician Base, Essence)
Luminous Elements [Own lvl] (Closed, Essence)
Ice:
Ice law [Own lvl] (Magician Base, Essence)
Solid Elements [Own lvl] (Closed, Essence)
Solid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Lightning:

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Light law [Own lvl] (Magician Base, Essence)
Luminous Elements [Own lvl] (Closed, Essence)
Wind:
Wind law [Own lvl] (Magician Base, Essence)
Fluid Elements [Own lvl] (Closed, Essence)
Fluid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Gas Destruction [Own lvl] (Sorcerer Base, Hybrid)
Water:
Water law [Own lvl] (Magician Base, Essence)
Fluid Elements [Own lvl] (Closed, Essence)
Fluid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Most powerful of the Extraplanar, the Demons beyond the Pale are in another class altogether. They may choose a form while in this universe, but it requires great concentration and power. As a result, most must accept the awful form they take when the enter the mortal world. Malevolent demigods, the Demons Beyond the Pale are souls who are inimical to the Essence of Creation. Some of these spirits were born of the Essence and later banished into the Void—indeed some theorize that Ordainers who have become too wild and powerful are thrust into this realm. They are lords who control their own, bizarre dominions and exercise control over many of the lesser Demons that inhabit the Known Planes. While most of their motives remain wholly mystifying, they sometimes act in a clearly understandable fashion and according to standards familiar to the Men and Elves of this plane. Demons Beyond the Pale are incarnations of tremendous Evil. Most take gigantic forms, although virtually none are fair-seeming. All are agile and powerful, and enjoy swift flight. For instance, even the weakest of these Demons can wield a Gigantic weapon in each hand. Each possesses an almost irresistible voice and commanding presence which enables it to lead large groups or dominate exceptionally strong minds. Given to immolation, Demons beyond the pale can engulf themselves in their native element, thereby delivering a 'D' critical to all within 5' of their huge, hideous bodies. Few creatures have so many tools of power or are so prone to wield them. Those within a 100' foot radius who view them for the first time must make an RR versus fear. Magical and Raw iron weapons are required to harm a Demon From Beyond The Pale.

Common across the Pales

Demon Dog:
The Demon Dog is a huge black wolf-like hound, with flames belching forth from its toothy maw. They range from five to seven feet in length. Demon Dogs possess all the attributes of large hunting dogs and often hunt in packs of 2d10. Craving flesh, these fire-spirits roam at night in search of human fodder. Their only restraint is their master, for most (75%) serve a greater power (typically a greater fire-spirit). Demon Dogs often watch over or herd the undead armies of their overlord. Demon Dogs are Type I Demons. The Demon Dog can breathe a cone of fire with a 8'/ lvl range and a 3'/ lvl base. This attack can accompany the bite attack (and breathing fire on a successfully bitten target in the same round gives the Demon a point blank bonus of +20 (*A&CL*) to OB with the breath attack).

Demon Horse (Nightmare):
The Demon Horse, or "Nightmare," is a nocturnal equine Possessed by an evil spirit, it is jet black and appears as a huge, swift, saddleless horse. It stands 8.5-11', and a hellish glow emits from its mouth and nostrils. Its teeth appear pointed and canine. Typically, a Demon Horse contains the soul of a jaded or vengeful spirit, and may seek to kill a specific individual or group which directly or indirectly (e.g., through their ancestors) harmed either the horse or its Demon-possessor at an earlier time. These Type II

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Demons are sometimes used as mounts by more powerful Demons (Type IV+, particularly Celebdel and Demon Scourges, although occasionally they also will suffer a Huntaar to ride them as well) or, more rarely, those that serve the Demon Lords directly, such as a powerful Skeleton Lord or Lich, an infamous evil priest, etc. They prefer to remain riderless, however. Immune to fire, these beasts are filled with a Demonic heat and all bite attacks are accompanied by an additional same, albeit to maximum A, severity Heat critical. In combat, they function much like Warhorses.

Demonic Protoplasm:

3- Shadow Wall II (Barrier Law, Open, Channeling)
2- Dark Stunning* (Dark Channels, Evil, Channeling)
5- Dark Sleep* (Dark Channels, Evil, Channeling)
11- Summon Demon III (Demonic Summons, Evil, Channeling)

This Demonic being appears to be a huge mass of grayish black matter with numerous tentacles, eyes, mouths and other body parts. It can stretch itself up to 20' across, but naturally is only about 12' in diameter. In the roiling pits of the dark infernal realms, Protoplasm—from which the corporeal bodies of Demons are formed—bubbles and steams in the obscene throws of creation. Very rarely, however, this raw Demonstuff gains its own will and mind, and the ability to ooze out of the pits and hunt for flesh and spirit to consume.. Roaming the dark realms of Demonkind, devouring everything it can find, Demonic Protoplasm longs to come to the material plane to feed there. It is considered a Type III Demon, although it is very rare that one is summoned. It should also be noted that if one is summoned and controlled, the extra Demons its spawns are *not* automatically controlled by the Protoplasm's summoner. These creatures grapple foes with their tentacles and then draw them into their mass. Any victim pulled into the Demon (i.e. suffers a 100% total hold) automatically takes a 'C' Acid critical each round, due to being consumed. The mass is incredibly strong. A Demonic Protoplasm can also produce other Demons from its mass using the spell 11- *Summon Demon III*, which will produce a random extra-planar type I-III demon from the Pales. These emerge from the protoplasm, as if under an 25- *Unleash Demon III* spell, setting them on a rampage for 10 days. The unleash spell is due to the protoplasmic creation.

Demon Scourge (Demon of Might):

Mounted Ways [Own lvl] (Closed, Channeling)
Darkness [Own lvl] (Evil, Essence)
Dark Summons [Own lvl] (Evil, Essence)
Essence Twisting [Own lvl] (Evil, Essence)
Foul Transformations [Own lvl] (Evil, Essence)
Necromancy Mastery [Own lvl] (Evil, Essence)
Necromantic Ways [Own lvl] (Evil, Essence)
Curses [Own lvl] (Evil, Channeling]
Dark Channels [Own lvl] (Evil, Channeling]
Demonic Pacts [Own lvl] (Evil, Channeling]
Demonic Summoning [Own lvl] (Evil, Channeling]
Disease [Own lvl] (Evil, Channeling]
Wounding [Own lvl] (Evil, Channeling]
Flesh Destruction [Own lvl] (Sorcerer Base, Hybrid)
Fluid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Gas Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Destruction [Own lvl] (Sorcerer Base, Hybrid)
Solid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)

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These nightmarish terrors appear as huge humans wearing gleaming black plate armor with black (or rarely, red) cloaks trailing behind them continually blown by a cold, hellish wind that follows them wherever they roam. Above the armored body is the creature's flaming, featureless head which gives off no heat. The Demon Scourge is a Demon of Might. They are few in number, and greatly feared. Their reputation as a merciless killer precedes them, and very few Demons will associate themselves with these beings if they can help it. Demon Scourges often employ undead servants or henchmen for this reason. They especially enjoy the company of vicious killers like Vampires or Wraiths. Sometimes a Demon Scourge will comb the lands for the body of a slain mortal who was once a murderer and take him as an undead servant. Additionally, a Demon Scourge will rarely be encountered without a steed of some sort. They ride Demon Horses, Dreadwings and Traags, although all of these beasts must be extra-large to support these Demons' bulk and equipment. They have also been seen riding certain Beast Golems or Constructs, or even small Drakes. Demon Scourges are Type VI Demons. All beings (including Demons of lesser type) within 90' must make an RR vs. fear. They use large two-handed enchanted weapons such as two-handed swords, Dane axes, and heavy flails (all used one-handed), with a special magical bonus of no less than +25. In their "offhand" hand they usually bear a magical shield (with a special bonus of at least +25 to DB), though sometimes they will use a second magical weapon.. Usually their weapons have extra abilities like delivering additional criticals, throw and return ability, imbedded spells, and so on. The weapons are very often poisoned with Reduction poison. They wear full plate armor that is also highly enchanted (with a special bonus of at least +15 to DB) which allows them to move freely and relatively unencumbered, although anyone else wearing it will be fully encumbered due to their lack of the Demon's strength. Because extremes of temperature do not affect them (they all ignore Heat, Cold, and Electricity criticals) and they do not need to sleep, they can be encountered absolutely anywhere.

8.9. Visitors

The creatures presented in this section are other-dimensional entities that, for one reason or another, are not considered "Demons." They can be summoned and will perform services but they are not considered to be opposite to normal morals and values. Each comes from a vastly different world than our own and each has its own reason for traveling between the planes and dimensions.

Type talents:
Armor type above AT 1
Abomination
Body: demon flesh
Body condition: fleeting soul
Vision: demon vision

Absorber:
Absorbers are fat, bluish-purple beings that secrete an acid all over their body through large open pores. They have no facial features save two dark eyes. Most stand about five feet high. Absorbers come from a unearthly plane which is inimical to normal life. The air is acidic, and most substances are caustic. There is little or no flesh that they can absorb to reproduce, so they long to leave it for other dimensions. It is very likely that the plane was once not so caustic and that there were once many other inhabitants, but the Absorbers have altered it with their presence. They absorb into their flesh whatever they kill, and use that

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extra mass to split into two Absorbers, thus asexually reproducing. The new Absorber will be identical to its creator and will be at full hits. The flesh of one medium creature, 2 small creatures, 4 Tiny creatures, etc. will be enough for an Absorber to split. Both absorption and the splitting process take but one round each. Absorbers are very anxious to get to other planes to obtain more "food". They will usually come in great numbers if given the chance (e.g., a portal opening, etc.). Although intelligent, no one has ever been able to successfully reason, or even communicate, with these creatures. Their main mode of attack is to grapple a foe, thus burning him with their acid (giving an additional Acid critical). They will then try to hold the victim, doing an additional Acid critical of the same severity as the previous round for every round held. Slain victims are absorbed. Even when struck by a weapon, the weapon may be harmed more than the Absorber because of the creature's caustic secretions. The weapon must make an RR, if eligible or be destroyed.

Blacar:

Blacar are energy creatures who appear on this plane as floating 1'-1.5' diameter black spheres. Blacar can be summoned to this plane through a variation of the *Demonic Gate* spells. Treat Blacar as Type III Demons for this purpose. Strangely, on their plane of origin, they need no mental strength to feed upon, and coexist peacefully with the other energy creatures there. The plane is one of total energy, and it is nearly impossible for creatures of substance to survive there. They feed on resolve, mental strength, willpower, and self control. They drain Self Discipline (Apply -1 penalty to Self Discipline bonus) by touch from intelligent living creatures to sustain themselves. Victims that lose all Self Discipline die with no will to live. When intelligent beings are encountered, the Blacar will simply fly towards a victim and swoop through the victim with its non-solid form. This attack inflicts extra damage on the Cold Ball attack table in addition to the Ram attack, which adds a same severity Cold critical, with a maximum severity of A on top of the life draining. Because they have no substantial form, magical weapons are recommended to hit these beings.

Clostoph:

The portion of the Clostoph that extends into our world is a large tooth-filled mouth surrounded by tentacles, half of which are covered in spines which drip poison. This "head" is connected to a stalk which extends back through the hole. No one has ever seen the rest of a Clostoph, although it has been theorized that it is a fantastically huge creature of which the part that is extended into our world is but a very small part. There is no known way to summon the creature intentionally, and there is no known control spell for it. It is thought that perhaps there is actually only one Clostoph which possesses many of these "heads", making it seem as though there were many such beings. This theory goes on to say that the Clostoph makes up its entire plane (i.e., it is an entire plane to itself) and that when it needs to feed it reaches into another plane with one of its "heads". In any event, the statistics given here are only for the part of the Clostoph which comes into a world to feed. Little is known about these other-planar beings. They are referred to by some as "Gatecrashers." Apparently they seek out areas of the mortal plane where huge amounts of magic have weakened the fabric of space, then they "punch a hole" into other universes through some means which is still unknown. They do this to feed on the flesh of humans and other humanoids. It may bite with its horrible mouth, which is filled with acidic saliva. The saliva can be spat up to 24' range, in increments of <0,4'>/ lvl, and its bite delivers additional equal severity, with a maximum of B Acid criticals. It may also choose to grapple prey, which is then raked with the spined tentacles, causing a stinger attack, coated with Nerve Poison. It takes a magical weapon to do any serious harm to a Clostoph. If it has eaten all organic beings within 50' of the breach, or if it takes the amount of hits given as its hit total (or if it receives a "kill" critical), it will retreat back through its gate and close the portal.

Crystyl:

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Thought to be related to Earth Elementals, Crystyls are actually large crystal formations, having no uniform structure from one specimen to another. Most are 10'-20' in diameter. Physically, they move very little, and very slowly at that, however, they can exist on many planes at one time or even many different places on the same plane and therefore are incredible sources of information. They do not speak, but can be communicated with via mental spells. Note that a Crystyl can cast no such spells intrinsically, and probably would never initiate such a conversation anyway. They cannot be summoned or controlled. They like to add different colored gems to their form, however, and often will accept some in exchange for information. If they have a "home" plane, it is unknown to all learned men. Crystyls do not eat, sleep, breathe, or carry on most activities attributed to living organisms. Nevertheless, they are sentient and extremely intelligent. In combat, they use part of their form as a mighty gigantic fist with which to bash opponents or stab out with a sharpened crystal shard, doing damage as a gigantic horn. Any weapon that strikes a Crystyl must make a breakage check at -10. If things go badly, Crystyls simply shift to another plane or another place on their present plane.

Dictic:

Dictics look like normal insects at first glance, but if examined closer, their other-planar nature will be betrayed by their high number of eyes or legs, their multiple heads, their strange shape and color, etc. They are all very different from each other, unless more than one is encountered—in which case all in the group will be the same type of Dictic. Theory has it that they simply wander into this world through portals and gates to other planes carelessly left open by spell casters, or they are brought into this world along with summoned creatures by accident. Either way, they are on this plane with no way back, and they are hungry. These insects are from some other plane, obviously where the natural conditions are much harsher than those here. They are unintelligent as are the insects we are familiar with, but they will eat anything, including humans. And unlike the common insects of this plane, they are fully capable of killing humans and large animals. They have an incredibly dense structure, weighing 10-60 pounds despite their Small size. This means that they are classified as Big when receiving damage and as Medium when attacking. Their chitin is the equivalent of fine steel, giving them a good armor type and defensive bonus. They are also extremely strong and tend to throw around object, such as rocks and furniture, in lieu of attacks.

Discord:

A Discord is a being of living sound who can solidify the sound of which it is made and appear as a 5'-6' tall humanoid figure without hair and very small facial features. The plane from which the Discord hails is a bizarre place of random energies and matter. They do have a societal organization there, but it is beyond human comprehension. No one from the mortal plane has been able to decipher the relationships that Discords have for one another, nor has a Discord "value system" been discovered (if one exists). A special version of the *Demonic Gate I* (10^{th} lvl, Cleric Base, Channeling) spell is required to summon a Discord, but they are not as inherently hostile as Demons. In fact, they require little in exchange for a service, for they actually like being summoned and pacts made will be inexpensive. They are good messengers or long-range assassins. As an alternative to its solid form, a Discord can revert to normal sound waves and move through objects at incredible speeds. Movement statistics given above are for the solid form. As sonic waves, the Discord can move at the speed of sound (1126′/second in air, 4911'/second in water, 19455'/second in steel, 10500'/second in stone, 13000'/second in wood). Changing from one form to another takes a complete round. The motivations of these beings are extremely alien, but they do seem to enjoy dwelling on the normal plane. Many seem to be very friendly, but they do not actually develop emotional ties. They have no compunction about killing—even beings that seemed to be their "friend." Being entities of energy, they do not seem to need nourishment or rest in any manner. When a Discord speaks, it sounds as though three to five people are speaking at the same

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time. In combat, they can project waves of concussive sound doing impact damage. This should be treated as a 90' range, <2'>/ lvl increments, Water bolt. A Discord can also radiate very loud sounds in all directions stunning those within 20'. It can also eliminate and restrict all sounds within 20' of its body. Note that it can only use these powers when in solidified form. It has no odor or sense of smell, is immune to poisons, and only magic weapons will harm it.

Doppelganger:

Mystical Change [50th lvl] (Mystic Base, Hybrid]

Mutable flesh enables the Doppelganger to mimic precisely the appearance of any person. It is hard to say exactly what one of these beings might look like when not impersonating another, but it has been recorded by the wise that they first appear as a single large pod, utterly featureless until such time as they make their first transformation. The Doppelgangers as a species are believed to be native to a dimension where the masters of this race are subtly working their "agents" into the weave of regular society so as to further their own unknown ends. It is speculated that at some point these creatures will rise up as a unified force to take control over civilization after some mysterious cue from their masters. Seeking their own personal agendas, Doppelgangers seek to duplicate the form of another. Following such a duplication, the creature attempts to eliminate and impersonate its victim. Success in this endeavor allows the Doppelganger to simulate a gradual change in its victim's approach to life, allowing the impostor's nasty ambitions to surface plausibly. Doppelgangers have the power to alter their form at will, 1 change/round, able to take any form within their Size class they have studied. Once during a Doppelganger's life span it will produce a single offspring, continuing the propagation of this nasty species. Shows of suspicion may prompt the Doppelganger to attack, striving to block its exposure as a double. The creature will use whatever weapon is close to hand, attacking in an entirely normal manner. Sometimes a desperate Doppelganger will rapidly shift forms during combat, in an attempt to confuse its foe.

Dreadwing:

These horrible beasts are either pitch black or blood-red pterodactyl-like creatures, although they are capable of full flight and not just gliding. Dreadwings' eyes always glow an eerie, pale blue. They have an 8' body, and a 30' wingspan. Commonly found throughout the Pales, the Void, and other infernal realms, these creatures are used by other extra-planar creatures as well as human sorcerers and mages as mounts, with their carrying capacity of 100 Lbs., without penalty. They are difficult to control, giving the rider a -10 penalty to his riding bonus. They are sometimes called Demon Mounts, consider Dreadwings as being Type II. It is a fact though, that Demons do use them frequently when they need a flying mount, although the Vultrim are also known for using Dreadwings. These creatures use their talons and tooth filled mouths in combat. A Dreadwing can also can turn itself and rider (if any) invisible once per day.

Flame Beast:

These alien beasts resemble giant rodents enshrouded in flame. Most are 10' long. The plane they are native to is evidently a fiery one, although there is no known connection between Flame Beasts and Fire Elementals. Sages and loremasters who study the planes are still trying to discover the true nature of the Flame Beast. It is possible to summon a Flame Beast; treat it as a Type II Demon for these purposes. The major difference being that there is *no* way to get a summoned Flame Beast to return to its own plane. Once here, it stays—controlled or not. There are rumored to be other types of Flame Beasts, giant flaming cats, dogs, birds, etc. All can be treated as giant creatures giving Heat criticals and leaving trails of flame. These creatures are carnivorous, though they evidently do not mind eating burned meat, as everything around them bursts into flame. They are loners and fearless in their pursuit of food. They have been known to actually enter a settlement and burn their way into buildings to get at prey. They have a savage bite and mighty claws—each of which delivers an additional Heat critical, of equal, but maximum

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severity of C, as well. A Flame Beast leaves a trail of fire wherever it goes, and all within five feet take C Heat criticals. It is immune to heat and fire-based attacks.

Gem Entity:

Mind Attack [Own lvl] (Mentalist Base, Mentalism)
Mind Control [Own lvl] (Mentalist Base, Mentalism)
Mind Merge [Own lvl] (Mentalist Base, Mentalism)
Mind Speech [Own lvl] (Mentalist Base, Mentalism)
Presence [Own lvl] (Mentalist Base, Mentalism)
Sense Control [v lvl] (Mentalist Base, Mentalism)
Brilliance [Own lvl] (Open, Mentalism)
Delving [Own lvl] (Open, Mentalism)
Detections [Own lvl] (Open, Mentalism)

A Gem Entity will appear as a humanoid being of any type (Man, Elf, Orc, etc.). Their appearance can change at will, often adapting to a form most pleasing to the viewer. Gem Entities are sent to our plane by other beings in their universe, for reasons that are not readily apparent to those from this realm. They cannot be summoned. Gem entities come from a universe very alien to ours. In this plane intelligent beings inhabit nicely carved gems, projecting corporeal forms to carry out physical tasks. They can make any one humanoid form to carry the gem which houses their consciousness and deal with things in the physical world. Often, one will use its telepathic contact with those around it to discover what form would be most pleasing to its immediate company. Gem Entities are extremely curious about the material plane, and are generally eager to please other entities that are not hostile. They are intelligent and powerful in their home dimension, but in ours their power and knowledge only translate into an ability to cast spells from certain spell lists. It can make telepathic contact with any being, at will, within 65'. Its ability to alter its form is actually just changing the projection and requires neither time nor PP. Using its humanoid form, it can wield weapons and manipulate objects as if it possessed a +0 Strength stat bonus. If the form is destroyed, it will disappear revealing the Gem Entity. The entity will be powerless for approximately 24 hours, after which it can create a whole new form. Only destroying the gem itself will permanently kill the entity within.

Horde:

Flesh Destruction [Own lvl] (Sorcerer Base, Hybrid)
Fluid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Gas Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Destruction [Own lvl] (Sorcerer Base, Hybrid)
Solid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)
Lofty Bridge [Own lvl] (Closed, Essence)
Shield Mastery [Own lvl] (Closed, Essence)
Detecting Ways [Own lvl] (Open, Essence)
Essence Hand [Own lvl] (Open, Essence)
Spell Defense [Own lvl] (Open, Channeling)
Darkness [Own lvl] (Evil, Essence)
Wounding [Own lvl] (Evil, Channeling)

When a Horde comes to this plane, it appears to be a humanoid creature which is grey in color, and made of a thick, mud-like substance. It stands twelve feet tall. Horde cannot be summoned, but have a strange ability to sense dimensional warps and holes which they can travel through. They are encountered on many different planes of existence, and seem to be dimensionally nomadic, having no home plane. This

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creature is actually composed of a multitude of organisms forming a collective entity, called a Horde colony. Each organism is the size of a single cell and is completely aware of what happens to all the other Horde organisms. This applies not only to the organisms which make up the colony (the humanoid creature) but to all Horde organisms in all colonies. So, if one Horde colony experiences something, all Horde colonies will be aware of the fact, regardless of intervening spacial or interplanar distances. A Horde colony can divide itself in half, each half being able to act independently and being one size smaller than the original size for critical, hits and attacks (but all other stats remaining the same). These Medium halves can also divide in half in a like manner, becoming Small size, but Horde colonies can get no smaller, as one-quarter of the original size is the minimum for the colony to maintain itself. Of course, when a Horde colony splits itself, it can re-join its parts at any time. When formed into the collective entity of any size, Horde organisms can utilize spell-like powers Because of how their body is composed, they ignore both Slash and Puncture criticals—blades pass through them doing little damage. These beings require flesh to nourish their colony members. Due to the alien nature of the Horde, their touch causes damage to those of the material plane, sucking flesh and life force and stunning them in the process. When a Horde colony is "killed" all of the organisms are dispersed, each one dying within an hour without the colony to support it. If a Horde colony is destroyed while in its full 12' form, there is a 5% chance that enough dispersed organisms will come together to form a new colony, although it will be the Small version.

Lithaba:

Lithaba, also known as Lightning Balls, resemble Light Servants (see Elementals 7.0) as they are small balls of intense light, composed entirely of electricity. Each is one to three feet in diameter and bobs as they float in the air. Lithaba are thought to be intelligent creatures, but no communication has ever been established with them. Their home plane is one of pure energy, where it is impossible to distinguish individual Lightning Balls. There, all seem to be one in the flow of energy. A special, very rare spell will summon them to this plane, and they usually come in groups of 5-14. To Mannish beings, their behavior is erratic, sometimes they attack, and sometimes they do not. They also seem to have no sense of self preservation, not caring whether they lose all of their charge or not. When they attack foes, or when they are struck in combat, they discharge large amounts of energy. The attack is accompanied by an Electricity critical equal in severity to the one they deliver with their grapple attack, with a maximum severity E, as well as one equal to any they receive. They "die" when all their charge is gone, which is when they lose all their hits (note that they take all the damage that they inflict on others).

Mrem:

Mrem are large hovering eyes. Round and bloodshot, these 4'- 5' diameter beings are terrifying to behold. Mrem may inhabit any area where living prey is available. They are summoned to this plane as if they were Type III Demons. They frequent the Void. They absorb energy in the form of concussion hits from all those around them. This seems to be their only goal. These apparently mindless beings can see through most substances and thus it is very difficult to hide from them (sees invisible, in the dark, through water, all at 100' range; sees through solids, 2' range). They use their visual capabilities to find prey from which they can steal energy. They have no physical attack. They drain 15 concussion hits from all within a 10' radius until slain.

Nightwing:

Nightwings look like shadowy, winged shapes in the night sky. Their eyes are pale grey, and their wings stretch out four to eight feet. A single Nightwing can be summoned as a Type II Demon, but if the summoning is done as a ritual, for a -5 penalty, 1d10 Nightwings may be summoned, cumulative up to 10d10 Nightwings at a -50 penalty. Having ready souls for the Nightwings to feed on provides a bonus that will offset this penalty (with at least three sacrifices ready for each d10 of Nightwings to be

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summoned). They hail from a world of utter darkness and cold. They are remarkably intelligent, but do not mind serving others (such as powerful Demons). They attack by raking with their talons, which drains the living as the touch of the Undead. Anyone killed by a Nightwing will have his soul eaten (i.e., destroyed) at the time of soul departure, if the Nightwing is there at the time. Nightwings can also become intangible for up to ten minutes per day. In this non-solid form, they cannot be harmed or affect others, although they can still consume a soul leaving a body.

Nycorac:.

Light Law [Own lvl] (Magician Base, Essence)
Luminous Elements [Own lvl] (Closed, essence)
Rapid Ways [Own lvl] (Closed, Essence)
Lesser Illusions [Own lvl] (Open, Essence)
Elemental Shields [Own lvl] (Open, Essence)

These beings are composed of an unknown energy that is beyond the comprehension of Mannish creatures. They are invisible, non-solid, with no odor and make no sound that humans can hear. Nycorac cannot be summoned, though they travel from plane to plane at will. The plane of origin of these predators is unknown, and beings from many planes fear and despise them for the reputation that they have gained Nycorac feed on the mental energies of other beings and devote their existence to the gathering of such nourishment. A Nycorac will usually choose a human or other Mannish being as its victim and follow him wherever he goes. The victim may feel cold chills at times and feel as though he is being watched. The beast will wait until its chosen victim is alone and will not be disturbed for a significant amount of time, and then strike. Because it is permanently invisible, it enjoys all the benefits from that, like +20 to attacks, -100 to being spotted and +100 DB if it cannot be detected in any way. The energy manipulated by these spells is the same unknown type of invisible energy, so the "bolts" cannot be seen. Additionally, the *Darkness* spells on the list will create invisible darkness, befouling all ways of just detecting invisibility in its radius (i.e., those seeing invisible will see darkness). When the victim is sufficiently wounded by these spells, the Nycorac will grapple with lightning-like tendrils. Grappled foes accrue 3 points of penalty in each of the mental statistics (SD, Me, Re, Pr, In and Em), as the Nycorac feeds upon its victim's intellect. When a victim's stat bonus is drained to -15, with a minimum of at least 20 bonus points drained, he dies. Battling a Nycorac is very difficult, because it cannot be seen nor can its attacks and spells be seen. No bonuses due to the target's Quickness, shield, or any other defensive measure he could take apply to elemental attacks by the Nycorac unless the target can somehow see the attack coming. Magic weapons are needed to harm them.

Oran:

Oran have tan skin covering their muscular humanoid bodies. They stand 8'-10' tall, and their shoulders span almost 4'. They are hairless, and have long, almost horse-like, heads with flat, protruding teeth. Oran are the dominant lifeform on their native plane. They are organized into warrior castes, but actually very rarely fight amongst themselves. They will gladly travel to other worlds to champion just causes, and love to fight against Demons, Undead and other creatures usually supporting ignoble or unjust masters. The Oran are extraordinarily strong and large. These beings are herbivorous, yet are warlike. They enjoy becoming involved in a conflict in which their side is the "noble" one, so they are often summoned to this plane via a special spell by spell casters involved in a large battle or even a war. Honor is more important than life to the Oran. Oran wield incredibly large weapons, as they are even larger than normal Big sized weapons. When wielding two-handed weapons, this is even more astounding. Oran can break or bend most any object (Roll breakage check). They can throw rocks like a giant. They regenerate 1 concussion hit per round. Unfortunately, because of the small amount of active magic in their universe, Oran are especially susceptible to it (they suffer a -10 to RRs versus all magical attacks).

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Sligguth:
These strange creatures are intelligent, animate slime. They can alter their malleable 10'-15' diameter forms as they will, usually producing 1-6 pseudopods at any one time. They are grey and green in color. Sligguths cannot be summoned by any method known to the Mannish races. Their plane is one of alien physics; mysterious forms of energy, matter, and life; and great misery. Sligguth only need to "feed" when they are in their embryonic stage. To create an "embryo," a Sligguth will kill a living creature and cover it with its own slime. The creature will animate the dead body, forcing it to find flesh to devour. Eventually, the slain victim will itself be consumed, and a new Sligguth will be formed. After this point, the creature seems only interested in propagation. Sligguth grapple prey with slimy pseudopods, inflicting Acid (but this represents a disruption type effect) criticals as the slime interacts violently with flesh. They can also wield weapons with these arms, forming up to six arms at a time. If a foe is slain, the slime creature will engulf the victim and eat its brain. The victim will then become a Class III Created Undead, covered in the disruption slime. This undead will seek the flesh of others. After months in this condition, the slime will eventually completely devour the mass of the victim, and the Undead creature will become a Sligguth. Magic weapons will do more harm than other weapons.

Traag:
6- Demonic Possession II (Sorcerer Base, Hybrid, Soul Destruction)
A Traag is a huge extraplanar cat, looking much like a giant 10' long black panther with a pair of grayish horns protruding out from its forehead. It has an oversized Huge mouth and especially Large claws, both of which are coated in the same sort of poison. There are said to be Traag lords somewhere on an unknown plane which know all the spells to summon and control Demons, and perhaps even some other spells. Such Traags would probably be one of the spell user archetypes. Despite the rumored existence of Traag lords, the creatures are usually predatory loners, preferring darkness and even subterranean atmospheres.
A Traag is a surprisingly intelligent creature, and though it is not technically a Demon itself, it seems to have some rapport with Demonkind, as a Demon will never harm a Traag and a Traag will never harm a Demon. Occasionally they will work together for some goal, the Traag even allowing a powerful Demon to ride it. Each of the Traag's many (double-rowed) teeth has a poison sac like a cobra's fangs. The beast's paws also secrete the poison constantly, keeping the claws coated. The poison is a Conversion poison. With the *Demonic Possession* spell Traags may interject their own soul and control the victim. They typically use this to escape their own destruction or when commanded to do so by a Demon master. When the spell is finally resisted and the body of the Traag does not exist anymore or supports life, they simply dissipate.

Vargamor:
Maid
Earth Law [Own lvl] (Magician Base, Essence)
Fire Law [Own lvl] (Magician Base, Essence)
Ice Law [Own lvl] (Magician Base, Essence)
Light Law [Own lvl] (Magician Base, Essence)
Water Law [Own lvl] (Magician Base, Essence)
Wind Law [Own lvl] (Magician Base, Essence)
Delving Ways [Own lvl] (Open, Essence)
Detecting Ways [Own lvl] (Open, Essence)
Essence's Perceptions [Own lvl] (Open, Essence)
Lofty Bridge [Own lvl] (Closed, Essence)

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Mother
Channels [Own lvl] (Cleric Base, Channeling)
Communal Ways [Own lvl] (Cleric Base, Channeling)
Life Mastery [Own lvl] (Cleric Base, Channeling)
Protections [Own lvl] (Cleric Base, Channeling)
Repulsions [Own lvl] (Cleric Base, Channeling)
Summons [Own lvl] (Cleric Base, Channeling)
Barrier Law [Own lvl] (Open, Channeling)
Concussion's Way [Own lvl] (Open, Channeling)
Nature's Law [Own lvl] (Open, Channeling)
Purifications [Own lvl] (Open, Channeling)
Spell Defense [Own lvl] (Open, Channeling)
Blood Law [Own lvl] (Closed, Channeling)
Bone Law [Own lvl] (Closed, Channeling)
Creations [Own lvl] (Closed, Channeling)
Muscle Law [Own lvl] (Closed, Channeling)
Nerve and Organ Law [Own lvl] (Closed, Channeling)

Crone
Mind Attack [Own lvl] (Mentalist Base, Mentalism)
Mind Control [Own lvl] (Mentalist Base, Mentalism)
Mind Merge [Own lvl] (Mentalist Base, Mentalism)
Mind Speech [Own lvl] (Mentalist Base, Mentalism)
Presence [Own lvl] (Mentalist Base, Mentalism)
Sense Control [Own lvl] (Mentalist Base, Mentalism)
Delving [Own lvl] (Open, Mentalist)
Detections [Own lvl] (Open, Mentalist)
Mind Death [Own lvl] (Evil, Mentalist)
Mind Disease [Own lvl] (Evil, Mentalist)
Mind Domination [Own lvl] (Evil, Mentalist)
Mind Erosion [Own lvl] (Evil, Mentalist)
Mind Illusions [Own lvl] (Evil, Mentalist)
Mind Subversion [Own lvl] (Evil, Mentalist)

A witch whose aspect changes with the aging of the day, the Vargamor appears as a maid in the morning, a mother in the afternoon, and a crone by night. Vargamor are the earthly agents of various gods of fate and prophecy. These gods dispense their servants into mortal realms to help or to hinder, based upon the agenda of the particular deity. Sometimes the Vargamor seem to exist merely to toy with the desires and outcomes of particular individuals, as if the gods were playing games using mortals as pawns. Her disposition varies with her aspect. The maid explores the world with a newborn's curiosity, but displays little human warmth. The mother rules her kingdom—house or nation—and nurtures those in need. The crone hoards knowledge and prophecy, dispensing such with bitter rancor. When forced into combat by circumstance or desire, the options of the Vargamor vary depending upon its aspect. As a maid, she performs as a Magician, conforming to the realm of Essence. As a mother she takes on the Channeling realm and uses Clerical powers. Finally as a crone, she changes to the realm of Mentalism, gaining all the power of a Mentalist. The Vargamor is a special Hybrid archetype with changing spell lists, as if she has

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split personality neurosis accompanying her special shapechanging powers. In any of these forms, the Vargamor is capable of using her weapon of choice.

Xaastyl:

Concealment Mastery [Own lvl] (Dabbler Base, Essence]
Influences [Own lvl] (Dabbler Base, Essence]
Mechanisms [Own lvl] (Dabbler Base, Essence]
Movement Mastery [Own lvl] (Dabbler Base, Essence]
Senses [Own lvl] (Dabbler Base, Essence]
Trade Mastery [Own lvl] (Dabbler Base, Essence]
Delving Ways [Own lvl] (Open, Essence)
Detecting Ways [Own lvl] (Open, Essence)
Essence's Perceptions [Own lvl] (Open, Essence)
Unbarring Ways [Own lvl] (Open, Essence)
Barrier Law [Own lvl] (Open, Channeling)
Sound's Way [Own lvl] (Open, Channeling)
Anticipations [Own lvl] (Open, Mentalism)
Attack Avoidance [Own lvl] (Open, Mentalism)
Cloaking [Own lvl] (Open, Mentalism)

They appear as mottled red, green, blue, and black octopi. Their massive heads are 8' in length, while each tentacle stretches out 30'. They can float over the ground in order to move. Dwelling in an interdimensional realm known as Phriagh, these beings are also known as the Keepers of the Arcane. The Xaastyl have collected books compiling all of the various spell lists and magical skills in existence, and stored them in tall towers. Many Xaastyl learn these lists and become masters of spellcasting (they can learn spell lists from any realm). The rest act as guards for the towers, or as servants for the spellcasters. Although long ago they traveled all the planes to collect spells and knowledge, they now never leave Phriagh and they cannot be summoned. The spell lists they collected tend to be outdated, with many holes or only of the Arcane variety. Their mode of locomotion is to float in the air and guide themselves along the ground with their tentacles. They detest water. They are very intelligent and civilized creatures who revere knowledge and learning. Those that have learned spells (about 80%) cast them abundantly, while the others simply rely on their huge tentacles to destroy prey. Anyone successfully grappled is pulled in to be ripped apart by the sharp beak-like mouth on their underside.

8.9. The Void

Oddly tranquil after the unthinkable realm of the Last Planes, though it has even fewer reference points, and this serenity can lead swiftly to insanity. An almost tangible darkness is everywhere, while small white lights dodge and dart about, seemingly without mission or purpose. It is utterly silent. Several demons dwell in this place. These are discussed below.

Aside from the Agothu, other Demons dwell in the realm known as the Void. Unlike Demons of the Pale, they are beings who were once of the "high races," but have long been changed. There are three kinds of these Demons: (1) perverted Elven spirits; (2) corrupt souls of immortal Mannish spellcasters; and (3) malformed spirits of fallen demigods. All were cast into the Void as a result of heinous crimes or their own foul incantations. In any case, they were sundered from this world because of their own evil acts.

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These Demons can only take form on known planes when under a summons or by entering a Gate to the Other Worlds. Since the Gates are guarded, their passage is often tied to a pardon, a rare event typically inspired by trickery. Like Demons of the Pale, these wicked spirits take distasteful forms while in this world, thereby interacting with other beings. These forms serve as their conveyance, but are vulnerable and can be destroyed. Their "real being" or spirit, however, cannot be destroyed outside the Void. Demons of the Void are rated on a scale from I to VI, with Ordainers stretching off the bounds. Normally, these demons are reliant on summoning by others to leave the Void. The approximate encounter breakdown by numbers is: Type I, 5% (01-05); Type II, 8% (06-13); Type III, 20% (14-33); Type IV, 30% (34-63); Type V, 25% (64-88); Type VI, 10% (89-98); Ordainers, 2% (99-00). Use these numbers when determining randomly encountered groups, such as near a Demonic Worshipper Cult, or a randomly opening Gate to the Void. The low number of lower Type demons is explained by attrition.
While some are masterful enchanters, all these creatures can make use of spells from the Sorcerer base list "Soul Destruction" and the Evil Mentalism base list "Mind Disease." to their level.

Elf Demons

Celebdel:
Mind Death [Own lvl] (Evil, Mentalist)
Mind Disease [Own lvl] (Evil, Mentalist)
Mind Domination [Own lvl] (Evil, Mentalist)
Mind Erosion [Own lvl] (Evil, Mentalist)
Mind Illusions [Own lvl] (Evil, Mentalist)
Mind Subversion [Own lvl] (Evil, Mentalist)
Presence [Own lvl] (Mentalist Base, Mentalism)
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)
Tall, noble-looking Elves, enshrouded with an aura of great power, the Celebdel are terrifying to behold. Their evil can be seen in their black eyes, and their madness can be seen in the twisted crowns of silver that they wear upon their heads. Because they wear bizarre silver crowns, Celebdel are called "Silver Horror" by the Elves. They consider themselves lords of the Elf-Demons, and form twisted parodies of Elvish kingdoms among their kind. They fear the Agothu (of which they will not speak) and the Demons of Might, some of which they dare to scheme against. They are Type V Demons. Of all the Elf-Demons, Celebdel are the most potent. Frightening yet cruelly noble, their very presence forces those within 60' to face their fears. Their crowns permit them a plethora of magical powers they wield with abandon. Each Silver Crown is unique. Typically, a Silver Crown is a X2 PP adder, endows the wearer with an evil *True Aura* ("Light's Way," Open Channeling list) and gives access to several Evil spell lists. When the Silver Crown is removed, the Celebdel weakens over time, until it wanes away. During this time the Celebdel will pursue the thief with all its might.
Culraug:
Flesh Destruction [Own lvl] (Sorcerer Base, Hybrid)
Fluid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Gas Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Destruction [Own lvl] (Sorcerer Base, Hybrid)
Solid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Disease [Own lvl] (Evil, Mentalist)

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The golden-red brethren of the Daedhel, the Culraug have similar, not-completely-corporeal appearances. While within the flames that they love, they are as invisible as a Daedhel in darkness. They invoke fear in those that come close (10'R). Enamored of fire and given to serving Fire-spirits, Culraug are also immune to flames and prefer warm places. They are Type II Demons.

Daedhel:

Flesh Destruction [Own lvl] (Sorcerer Base, Hybrid)
Fluid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Gas Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Destruction [Own lvl] (Sorcerer Base, Hybrid)
Solid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Disease [Own lvl] (Evil, Mentalist)
Darkness[Own lvl] (Evil, Essence)

Daedhel, or "Shadow Elves", appear as shadowy remnants of their former selves. That is, 5 1/2 to 7 feet in height, light in build with long, flowing hair. These fallen Elves possess many of the abilities (such as the ability to see in the dark) that they had in their previous lives. Now they dwell in darkness and shadow, loathing the brightness of the light. They are Type I Demons. Despising of light, they can cast spells from the Darkness Essence Evil List.

Hodhedhel:

Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Disease [Own lvl] (Evil, Mentalist)

The Hodhedhel have black skin and silver hair. Their thick hide is extremely tough, although it appears smooth and flawless, like that of true elves. These Demons enjoy inflicting pain more than anything else. They wait on their own plane, thinking of it almost as a prison, until the day that they can inflict suffering upon the mortal world. They are not berserkers, however, and approach their "prey" intelligently and with great skill using skills from the Subterfuge group. They are Type III Demons. Hodhedhel do not cast extra spells, but are extremely skilled with weapons. They often go into battle with a weapon in each hand, preferring barbed spears, curved or wavy blades, and spiked hammers. Very rarely, these weapons will be magical, but at least of excellent quality. Their prowess makes enemies flee in terror if they come within a 21'R.

Thauredhel:

Mind Death [Own lvl] (Evil, Mentalist)
Mind Disease [Own lvl] (Evil, Mentalist)
Mind Domination [Own lvl] (Evil, Mentalist)
Mind Erosion [Own lvl] (Evil, Mentalist)
Mind Illusions [Own lvl] (Evil, Mentalist)
Mind Subversion [Own lvl] (Evil, Mentalist)
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)

The skin of the Thauredhel is smooth, and their Elvish form is graceful and lithe. Outwardly indistinguishable from Hodhedhel, these creatures wield considerably more power. Thauredhel dwell in the dark recesses of the Void, where even few Demons roam. These Demons focus on the corruptibility of the mind, torturing others with the same insanities which wrack their own minds. They are Type IV Demons. No normal weapon can do much harm to them. To see these terrible beings is to loathe and fear them, within 39'R.

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Man Demons

Daerauk:
Curses [Own lvl] (Evil, Channeling)
Dark Channels [Own lvl] (Evil, Channeling)
Demonic Pacts [Own lvl] (Evil, Channeling)
Demonic Summons [Own lvl] (Evil, Channeling)
Disease [Own lvl] (Evil, Channeling)
Wounding [Own lvl] (Evil, Channeling)
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Disease [Own lvl] (Evil, Mentalist)
These shadowy forms appear as mere silhouettes of blackness, for they reflect no light. Although this makes them virtually invisible in shadows or deep darkness, this thirst for light can be their downfall.
Daerauk rule over the lesser Hothrog, bullying and threatening them constantly. These spirits were once Men that treated those below them with cruelty and contempt. In the Void, they continue this practice. Their own ambition and overconfidence often proves their undoing, however, for in the realm of Demons, they are lowly and weak. They are Type II Demons. Daerauk can use weapons, and enjoy employing flails and whips. An *Utterlight* spell will slay any Daerauk failing to resist within the area of effect.

Gogonaur:
Luminous Elements [Own lvl] (Closed, Essence)
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Disease [Own lvl] (Evil, Mentalist)
Gogonaur are Demons of fire, appearing as 10' tall men surrounded in flame. Their skin is a dark red and their eyes are a deep and unblemished black. When aroused, their bodies burn brighter and take on an amorphous quality. Gogonaur delight in and enjoy fire—they love it for its destructive abilities. Lusting after destruction and burning, they long for the chance to inflict their love upon others. They do not, however, appear to have a preference as to whether they destroy living or non-living objects. They are Type III Demons. While in their aroused state, they move like a dancing fire and cannot be harmed by normal weaponry. When struck by spells of Water, however, they receive damage as if they were a size category smaller and they are vulnerable to Water, so they receive Slaying II criticals from it. Their flames yield an additional, same but maximum severity 'C' Heat whenever they deliver a critical strike.

Hothrog:
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Disease [Own lvl] (Evil, Mentalist)
Hothrogs are Man-Demons whose forms combine the bodies of men and the heads of large jackals. Their hands have but two non-opposing fingers, so they cannot use weapons. Like the Demonic Elven spirits, these Man-Demons possess the skills and stature they had in life, but lack true form or pleasant features. Hunting in "packs" of two to twenty individuals, they are instinctively tied to one another and often attack with suicidal frenzy when alone. Those who aspire to lead are less prone to such behavior but even more brutal, having slaughtered their numerous rivals. They are Type I Demons. Instead of weapons, they rely on their long, steely claws to tear or shred their foes which they attack with both claws at once for maximum effect. They also can bite with their canine mouths.

Narauk:
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Disease [Own lvl] (Evil, Mentalist)
Narauk are greater Fire-spirits, towering 11 feet tall. They have the bodies of men, with huge, flaming hands tipped with gleaming talons. Like the Gogonaur, the Narauk are slaves to heat and flame. A Narauk

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will often have Hothrog or Daerauk slaves, but prefer the company of Culraug (despite the fact the Elf-Demons rarely ally themselves with their Mannish brethren). They hate Gogonaur, treating them as competitors, and lust after the power of the Noble Gogonaur. Narauk are Type IV Demons. Their critical strikes are accompanied by fire criticals of an equal level up to maximum severity of E. Worse, they can "weave" a 1' wide, 10' high wall of flame wherever they tread. Although it requires their concentration, they can extend the wall by 60' per round, and the fires last 1-10 minutes (roll once for the duration of the whole). This wall delivers a 'B' Heat critical (no RR) to all who pass through (take one critical) or remain in (one critical per round) its confines. Narauk can also breathe flames, exhaling white hot fire bolts, with a range increment of <1'>/ lvl.

Demons Of Might

Moloch (Ordainer):
All Open Essence lists [Own lvl]
All Closed Essence lists [Own lvl]
Darkness [Own lvl] (Evil, Essence)
Dark Summons [Own lvl] (Evil, Essence)
Foul Transformations [Own lvl] (Evil, Essence)
Essence Twisting [Own lvl] (Evil, Essence)
Necromancy Mastery [Own lvl] (Evil, Essence)
Necromantic Ways [Own lvl] (Evil, Essence)
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Disease [Own lvl] (Evil, Mentalist)
or
All Open Mentalism lists [Own lvl]
All Closed Mentalism lists [Own lvl]
Mind Death [Own lvl] (Evil, Mentalist)
Mind Disease [Own lvl] (Evil, Mentalist)
Mind Domination [Own lvl] (Evil, Mentalist)
Mind Erosion [Own lvl] (Evil, Mentalist)
Mind Illusions [Own lvl] (Evil, Mentalist)
Mind Subversion [Own lvl] (Evil, Mentalist)
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)
All Ordainer Moloch are unique in guise and possess the power to change shape at will, although they cannot hold fair form without concentration. In their usual state, they are huge, 15'-18' tall, hideous beasts, with tremendous wings and well-muscled arms and legs. The mightiest of the Demons of the Void are the greater Ordainers, the Moloch. These lordly demigods are high servants of evil, brilliant, yet exceptionally cruel masters of hate. They are loners, simply because all creatures, including other Demons, fear them—with due cause. Moloch will casually destroy another being without thought or provocation. They are Type VI+ Demons. Like the less spectacular Raukamar, the sight of an Ordainer Moloch is such that all non-Demonic creatures viewing the Demon must make a Fear RR if they are within 70'R. Moloch can fly (63' per round), albeit ungracefully, and employ spells of certain Realms as they once possessed. When utilizing arms, they carry two Gigantic weapons, striking with each; each round with superior skill. When unarmed, they simply use their hands, which strike as Huge maces. Only magical weapons can cause them much harm. Given to immolation, the Moloch can explode into flame or shroud himself in ice (Demon's choice), and all within 5' radius receive a 'D' Heat or Cold critical each

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round they remain in the terrible, flickering radius. A Moloch can also "ordain" a foe, tearing the target's soul from his body with the *Absolution* spell (30th level spell from Soul Destruction list).

Noble Gogonaur:

Fire Law [Own lvl] (Magician Base, Essence)
Luminous Elements [Own lvl] (Closed, Essence)
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Disease [Own lvl] (Evil, Mentalist)

With flesh flowing like black, molten steel, these 13' tall humanoids are enshrouded in flame. Most wield huge weapons, curved and barbed, dripping with flame. Noble Gogonaur are great Fire-spirits, Demons who were once lower demigods. They serve as a model for the lesser Fire-Demons and, as such, their appearance is that of larger Gogonaur. They are often found as masters of loyal Gogonaur and jealously hateful Narauk. These Demons of Might are Type V Demons. They possess all the powers of Gogonaur, but are more cunning and capable. Their critical strikes are accompanied by 'B' Heat criticals and most (80%) are armed with flaming weapons (e.g., a "Sword of Flame"), great over-sized weapons in each hand. Their thick, smooth hide is both enchanted and resilient and cannot be harmed by normal weapons or fire of any kind.

Raukamar (Ordainer):

Elemental Shields [Own lvl] (Open, Essence)
Lesser Illusions [Own lvl] (Open, Essence)
Physical Enhancement [Own lvl] (Open, Essence)
Rune Mastery [Own lvl] (Open, Essence)
Unbarring Ways [Own lvl] (Open, Essence)
Dispelling Ways [Own lvl] (Closed, Essence)
Fluid Elements [Own lvl] (Closed, Essence)
Lofty Bridge [Own lvl] (Closed, Essence)
Luminous Elements [Own lvl] (Closed, Essence)
Rapid Ways [Own lvl] (Closed, Essence)
Solid Elements [Own lvl] (Closed, Essence)
Anticipations [Own lvl] (Open, Mentalism)
Attack Avoidance [Own lvl] (Open, Mentalism)
Cloaking [Own lvl] (Open, Mentalism)
Spell Resistance [Own lvl] (Open, Mentalism)
Mind Mastery [Own lvl] (Closed, Mentalism)
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Disease [Own lvl] (Evil, Mentalist)

Appearing as huge (12-15' tall) man-like forms veiled in blackness, their pitiless image fosters fear. Either hellish flames or frigid winds (varying from Demon to Demon) are expelled from the darkness, revealing the Demon's preferred element. Huge, powerful arms wield horrible weapons with deadly skill. Long, curved horns grace their shadowy skulls, while dragon wings hang from their backs like a shroud. The Ordainers and their lesser brethren, the Noble Gogonaur, are demigodal spirits whose avarice led to their fall from grace. These Demons of Might were cast out as they upset the Balance of Things. Most became imprisoned, but many were destroyed and passed beyond Existence. A few survived to dwell in the depths of the earth, laying in wait as a dormant curse upon the world. Like the Demons Beyond the Pale, they are terrifyingly powerful creatures, with a thirst for lordship and a hunger for casual revenge.

Raukamar are lesser Ordainers, Fire- or Ice-spirits who embody great strength and power. They do not associate with others of their ilk, as all lesser Demons fear them and they avoid Moloch and the Agothu

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lords. If they do encounter other Demons, they are as likely as not to slay them or capture them to torture somehow. The fate of mortals that encounter them is far worse still. They enjoy taking others and placing them in inescapable and dangerous traps and mazes. They are Type VI Demons.
The sight of such a horrible presence as a Raukamar is such that all non-Demonic creatures in 48'R viewing the Demon must roll Fear RRs. Once a person has stood and fought a Raukamar, he is immune to the fear auras of all lower-level Raukamar. Raukamar can bathe themselves in fire or an icy mist, immolating with explosive vengeance and each round inflicting a 'C' Heat or Cold critical on all characters within a 5' radius. Horned and winged, they can take flight, moving 51' per round, like fiery fell beasts. Their great strength allows them to wield Huge weapons, such as giant swords or axes, in one hand. Most of these weapons will be great magical items that they have found in their journeys to the mortal world—or worse, those crafted in Demonic forges in the Void. For reasons known only to them, Raukamar focus their Demonic energies on elemental cold or heat. They choose these destructive foci early on, and never change them. It may be that some fundamental concept involving the Demon's spirit actually determines the element of primary focus. Heat and cold spirits do not have any special enmity for one another however, although two Raukamar will never work together.

8.10. Warrior Demons

Warrior Demons are different from other Demons in a few significant ways. They all have an unusual preoccupation with weapons, rather than natural arms or magic. They are usually fairly manlike in appearance and can be encountered in fairly large numbers; i.e., if a spell caster works a summoning for Warrior Demons, instead of calling 1 of the type specified, there is a 25% chance that he will summon several Warrior Demons (numbers given in # Enc stats). These follow the one that was originally summoned and need not be controlled as they serve as a retinue for the leader. Warrior Demons do not usually know many deep or dark mysteries, but they function as the enforcement arm of many dark masters. All Warrior Demons also give off a distinctive odor that well-seasoned warriors learn to detect—and dread. These Demons are usually summoned to fight, but they are also knowledgeable in matters of their weapons of choice and can usually identify the powers and significant history of such a weapon.

Type talents:
Aggressive, tier II
Adrenal defense, tier I
Abomination
Proof, critical, critical reduction I
Proof, critical, no stun
Proof, critical, no bleed
Type, extra planar, tier II
Body condition, fleeting soul
Diet, carnivore
Unsleeping
Disturbing voice, tier II
Ambidextrous
Prodigy, tier V Club
Vision: demon vision
Smell: rat
Sensitivity: Light sensitivity, tier II

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Body: demon flesh
Twisted form
Distinct odor
Walking: bipedal

Clubber:
Warrior Demons appear very Man-like, with Clubbers being the largest, with bulging muscles and expressionless faces. Muscle bound and stupid, Clubbers are the lowest of the Warrior Demons. They are great for blocking doorways and halls. They enjoy the use of any blunt wooden, bony, or metallic objects as clubs. Having found a favorite pair of clubs, or perhaps a trio, counting a 2 handed club, a Clubber is likely to carry them from plane to plane working his own dumb brand of mayhem. They are Type II Demons.

Spear Demon:
Spear Demons are shaped like a mix of man and a black-maned lion. They walk upright, have hairless limbs, and vestigial wings appearing as webs between arms and legs. They have dragon-like tails. Spear Demons are the Warriors above the Clubbers. They rely on instinct and cunning, as well as their great agility and skill with spears. They are Type III Demons. In combat, Spear Demons scream and roar constantly, making amazing leaps (50' or more) and gliding from heights, constantly throwing or stabbing with spears. Their aim is precise and their strength sufficient to throw a spear as a javelin at 50% increased range. They enjoy cruelty, pinning an opponent's limbs with thrown spears, and then tormenting the hapless victim. They usually carry at least one quiver of 10 spears on their persons. The spears are rarely magical, but they are sometimes poisoned. They gleefully pluck spears from fallen foes to continue their attack, as if from a sheaf.

Sentinel:
Sentinels are well-armed, well-armored humanoids, easily distinguished from mortal men by the silver-glowing eyes and the pointed teeth. The most commonly encountered of the Warrior Demons are probably Sentinels. Sentinels make up the central core of many Demonic armies, and are often used as guards. Impossibly well disciplined, they will maintain the same post unmoving, literally for years. They are Type IV Demons. Sentinels traditionally arm themselves with two-handed weapons of all sorts and wear armor of plate and mail (treat as armor AT 9 with a special bonus of +10 to DB). Some are armed with an extremely heavy four-shot crossbow, with four separate bows and triggers. The bows are made of very high tensile alloy (with a special bonus of +15 to OB) and a master trigger can permit the user to fire all remaining bolts at once if desired (same target, of course).

Sword Demon:
Winged and hairless (except for long mustachios), Sword Demons are otherwise very man-like except for having goat's hooves as feet. The Sword Demons are an arrogant and dashing breed, confident in their truly overwhelming prowess and blinding speed. They fight most often wearing just a loincloth, but don armor, such as mail or lamellar when a foe is really dangerous. Sword Demons resent being 'mastered' and force their masters to constantly keep a firm hold on them or else face certain doom. They will always accept a challenge to combat with an enemy, should one be so foolish. They are Type V Demons. They playfully tease and humiliate their opponents before disarming them and then destroying them with brilliant Big longswords, with which they strike as hard as a giant (+20 OB from materials). A Sword Demon can split a 6" thick oak door in a single strike and can cut through a cubic foot of stone per round. Sword Demons' leathery skin is thick enough to provide AT 6 for them, protecting the Demons well from damage.

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9. Fell Creatures

The classification of Fell creature is a step up from most other types. Fell means dangerous and cruel in this respect. We are talking about dragons, or dragon-like creatures. Reptilian or worm-like, usually winged, Huge or larger and possessing many magical powers; they certainly deserve this moniker. They represent the top predators of the world, able to take on any foe. They usually have habits that appall their prey. They seem to pile up all the precious materials they can plunder and take long naps on it. They devastate the landscape using their vast magical abilities and deal with any pretenders with ruthless shows of force.

This section pertains to greater fell creatures: Dragons, Wyverns, Lesser Drakes, Hydras, Basilisks, and the like.

Category talents

Quadrupedal
Natural weapon
AT 5+
Good senses: sight, smell, hearing

Combat notes

In line with *A&CL*, dragons may make one attack for each limb, minus one, every round. It will incur the regular penalty for that, but most drakes will concentrate their strength as much as possible. Its most terrible natural weapons are its bite and claws, closely followed by its horns and tail. It will use its natural weapons in that order, keeping the multiattack penalty down as much as needed against its current foes. Dragons may also attempt to ram a target and spear it with their horns. If this tactic yields criticals for each attack involved, it may claw and bite its victim the next round, as a sort of finishing strike.

While in the air, hovering over its foes, the downdraft of its enormous wings causes smaller creatures to lose their footing and be blown away, while larger creatures have trouble standing upright and moving around.

Its breath weapon is used the same way as a spell, but without needing preparation. The creature will look for a suitable spot, where it can hit most of its foes with this most terrible weapon. Especially if a dragon can fly about, it will soften up groups of foes by making fly-by attacks every three rounds, getting out of the way of retaliatory attacks.

Movement is also an important tactic. Its size and its physique give it tremendous movement, which it will use against groups to evade melee attackers and deal curtly with soft targets like spell casters and archers. One favorite tactic is to grab a target using its hind claws, take its victim into the air, and drop it from a great height.

Their necks are long and flexible and may strike out at the specified range and the same for their tail.

Movement notes

Movement for fell creatures is given in their stat blocks. Some forms of movement might not be available for certain individuals of their species. The GM may determine whether an individual is possessed of all movement rates listed, especially flight and other forms of special movement. If a movement type is not

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listed, simply take its speed on land and apply normal movement penalties, such as swimming is 20% of land movement.

Age Effects

In the tables below, the statistics for drakes are classified according to age. However, several other capabilities and characteristics given in the description also vary with age. The ranges for breath weapons are shown as a per level range increment as they are based on their level and their level becomes higher with age with these creatures.

9.1. Basilisks

Basilisks are reptilian creatures with a common special anatomy that allows them to petrify targets just with their countenance or with just a glance of their eyes.

Basilisk:

4- Cracks Call (Solid Destruction, Sorcerer Base, Hybrid)

The Basilisk is an extremely rare beast with a serpent-like body, feathered wings and legs. It has no arms and its feathery head has a sharp beak. Thus, it looks like a cross between a cock and a Drake. It has a 15'-20' body, 7'-10' tail, and a 21'-30' wingspan. Legends say that they derive from cocks' eggs that hatch beneath a Fell Beast. Although their origin is clouded, it is clear that basilisks evolved so that their leathery surfaces became lighter and better insulated. Those that challenge a Basilisk for their inevitably considerable treasure are either very strong or exceptionally stupid. (In the end, most are simply statuesque.) Tortured creatures, basilisks are constantly unhappy and extremely bitter. Despite their moderate intelligence, they seem unpredictable and insane. They dwell alone in secluded areas, and generally attempt to slay all they encounter. They eat what they can kill before it is turned to stone, or wait until the petrified flesh returns to normal (see below). Basilisks have a hideous countenance that turns all who watch them and are gazed upon to stone (including themselves, should they look into a mirror). The only safe way to observe a Basilisk is by its reflection. The duration of petrification is determined by the degree of RR failure. These durations may be shortened by certain spells, rituals, or herbs. They may cast the spell *Cracks Call*. This is often done to petrified victims who were particularly bothersome before becoming "stoned". Fully half of these horrible creatures also breathe a noxious vapor cloud (as a cone; 10' base, 10' length) that is a Circulatory Poison. Whenever they employ their wailing hiss, all those within 12'R must resist fear. Sharp talons and a vise-like beak complete their array of battle tools.

Basilisk, Greater:

Flesh Destruction [Own lvl] (Sorcerer Base, Hybrid)
Fluid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Gas Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Destruction [Own lvl] (Sorcerer Base, Hybrid)
Solid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)

The Greater Basilisk is more reptilian and less cock-like than its more common relatives, the basilisk and the cockatrice. It has a long serpent-like body, four Dragon-like legs (with claws), bat wings, and a Drake's head with a sharp beak (its only remaining cock-like vestige). It is 16-23' long, with a 9'-11' tail, and a 27'-35' wingspan. This is the Basilisk's next step in the evolutionary scale, and it is one of the most terrible beasts in existence. It is a living engine of destruction, and few would argue that it should not be destroyed immediately upon discovery, if possible. This beast is not as insane as a normal Basilisk, and it is more cunning and devious. Its sole purpose in life is the death of all other living things, and it is

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extremely well suited for that task. A Greater Basilisk lair is usually composed of a series of underground mazes, above ground complexes, tons of rubble (from victims who were petrified and then crumbled with a Sorcerer spells), and quite a bit of treasure from these fallen foes. Like their lesser cousins, their gaze turns victims to stone, and they can be safely viewed through a mirror unless they lock gaze with the viewer through the mirror, including themselves. The duration of petrification is determined by the amount of RR failure. These durations may be shortened by certain spells, rituals, or herbs. Their continuous exhalation of noxious fumes requires anyone in their lair, or another area where they linger for at least an hour, to make an RR every 10 minutes. Treat this as a Respiratory Poison. They can also breathe a concentrated cone of poison gas (10' base, 10' length). Treat this as a Respiratory Poison. Their skin excretes a Nerve Poison, except along the bottom of its feet; it still leaves a little trail of poison wherever it goes due to drippings. This poison will travel along any surface touched to the Basilisk's skin, including weapons, poles, gloves, armor, etc. at a rate of 100' per round until it reaches its victim (it is possible that the Basilisk controls this action consciously). Its bite and claws also carry this poison. If its innate abilities were not enough, this very intelligent creature can cast Sorcerer spells. If it is hurt in any way (which is difficult to do), it will begin to hiss. This hissing causes fear in all within 60'R.

Cockatrice: (cf)-(—,LOSZ,UW,—)-8.

Cockatrices appear as small Basilisks. Feathered wings and head and a sharp beak grafted onto a serpent's body sporting a single pair of legs. Its body is 2'-8' long, not including a 1'-4' tail, and it has a 3'-12' wingspan. The Cockatrice is a smaller relative of the Basilisk. Although they are more common than their kin, they are less dangerous, for they lack the ability to breathe gas, crack stone, or elicit fear (they do not hiss). In most ways (including disposition) they are just like Basilisks. Most nest in trees, in towers, or upon rock spires, but one can find them anywhere (look for the "natural" statuary). Although it can attack with beak and claw, its stare instantly turns those looking upon it to stone. These durations may be shortened by certain spells, rituals, or herbs).

9.2. Dragonkin

These fell creatures resembles drakes, but are not true drakes. They might be distantly related or have come from the same source of creation, but they are lacking in some areas and might have advantages in other areas.

Dragon Salamander:

Dragon Salamanders (a.k.a. "Salamanders") are reddish-gold or red serpent-like beasts. They are akin to Lesser Drakes, but have short necks, huge heads, and smaller legs. A fan-like (foldable) mane of upright scales wraps around their neck. Its body is 14'-20' long, not including a 7'-10' tail. Some say that this beast is related to Fire Elementals. Others claim that it is a magically altered beast (perhaps a Lesser or Minor Drake somehow magically fused with a Fire Elemental). Deriving their name from their fully amphibious lifestyle, Dragon Salamanders are commonly found near steaming waters or molten lava, their favorite playgrounds. This strange beast can breathe underwater or even in lava, and moves equally well in water or on land (or in lava). Salamanders can immolate at will to deliver a C Heat critical to all within 10'R (attack occurs each round). While immolating, they can attack with tail, claws, and bite normally, inflicting equal severity additional Heat criticals, up to C severity. They are immune to all naturally occuring heat.

Dragon Turtle:

These huge, carnivorous beasts are essentially giant terrapinlike creatures protected by great, spined shells and long, coiling necks. They have a 2'-3' prehensile tongue, a 3'-5' neck, and a 15'-25' long body. Were it not for their fiery breath and great natural heat, these creatures could simply be considered natural beasts

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leftover from ancient times. Their breath, as well as their above-animal intelligence, shows their direct relationship with Dragons, however distant. These gigantic turtle-like creatures dwell near water sources, favoring isolated lagoons, underwater caves, and sand bars. They feed on flesh, particularly dolphins, seals, large fish, Mermen, sailors and even whales. They do not breathe underwater, but can remain submerged for at least 10 minutes. Although they have beaks like snapping turtles and use quick flicks of their whip-like prehensile tongues to drown most prey, they are also capable of directing flames born by a fiery breath once per minute up to 50 times per day (bolt incremental range <1'>/ lvl; cone incremental length <1'>/ lvl', base 1'/ lvl). Some dragon turtles (50%) emit bolts of steam through their nostrils once every 6 rounds. These attack as a Water Bolt which does additional Steam criticals of one less severity (bolt range increment <1'>/ lvl). Dragon Turtles are immune to Fire.

Dragonette:

Spirit Mastery [Own lvl] (Closed, Essence)
Spell Reins [Own lvl] (Closed, Essence)
Dispelling Ways [Own lvl] (Closed, Essence)
Essence's Perceptions [Own lvl] (Open, Essence)
Item Lore [Own lvl] (Bard Base, Essence)
Controlling Songs [Own lvl] (Bard Base, Essence)

Dragonettes are miniature versions of larger Dragons, varying in color as the Great Drakes. Though most (80%) breathe fire and resemble Fire Drakes, it is thought that each Dragon variety is represented in the ranks of the Dragonettes. They have a 1'-4' body, 1'-2' tail and a 2'-5' long wingspan. Dragonettes that use spells know all the lists common to Dragons, although most lust after the magic that will make them the size of larger Drakes (e.g., the "Living Change" spell list; closed Essence), for their diminutive size burns jealous hatred deep in their reptilian hearts. Many spellcasters will try to obtain one of these magical creatures as a special familiar. Dragonettes do not sleep as often as normal Dragons and spend much of their time eating to compensate for their extremely high metabolism. Each Dragonette eats its own weight in food (at least) each day. They are omnivorous, but prefer flesh, feeding on rodents, birds, and even medium-sized animals such as deer, goats, etc. They love treasure (emulating the larger Drakes) and often attempt to steal from those they cannot slay. They make their lairs in large tree trunks, small caves, and narrow ravines. These tiny Drakes are very small to almost medium-sized—but can be dangerous no matter what, for they still wield their larger brethren's breath weapon. They can use their breath weapon once per minute up to 50 times per day (range increment of <3'>/ lvl'). 30% of these creatures are full spellcasters with the spell user archetype, which wield more spells. Dragonettes are immune to their primary element, proof against the Tolerated element and vulnerable to the Susceptible element and resist the other elements with a +20 bonus to DB and RRs. Their blood is liquid Element, inflicting maximum severity B of the appropriate criticals if a bleeding wound is inflicted.

Faerie Dragon:

Guises [Own lvl] (Illusionist Base, Essence)
Illusion Mastery [Own lvl] (Illusionist Base, Essence)
Light Molding [Own lvl] (Illusionist Base, Essence)
Mind Sense Molding [Own lvl] (Illusionist Base, Essence)
Sense Molding [Own lvl] (Illusionist Base, Essence)
Sound Molding [Own lvl] (Illusionist Base, Essence)
Invisible Ways [Own lvl] (Closed, Essence)
Living Change [Own lvl] (Closed, Essence)
Lofty Bridge [Own lvl] (Closed, Essence)
Luminous Elements [Own lvl] (Closed, Essence)

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Rapid Ways [Own lvl] (Closed, Essence)
Shield Mastery [Own lvl] (Closed, Essence))
Spirit Mastery [Own lvl] (Closed, Essence)
Solid Elements [Own lvl] (Closed, Essence)
Fluid Elements [Own lvl] (Closed, Essence)
Essence Hand [Own lvl] (Open, Essence)
Unbarring Ways [8th lvl] (Open, Essence)
The Faerie Dragon looks like a fully-developed adult dragon in miniature (it is 1'- 3' long), except for a tough, scorpion-like stinger in its 12"-18" tail and its rainbow-hued scales. If a person of noble character is present at the hatching time, one and only one Faerie Dragon may attune itself to the person as a natural familiar. Though in size and appearance the Faerie Dragon seems similar to the Dragonette, they are really not related at all (which may be seen in their disposition). The Faerie Dragon is a playful, sometimes mischievous, but always good and helpful creature. It lives in small communities of 1-8 members, nesting in large trees, caves or other natural shelters. It is herbivorous. A faerie dragon strikes with its small claws and poisoned tail stinger. Its poison is Circulatory Poison (maximum of "mild" effects—sleep and unconsciousness). They use their spells to play pranks, to procure food, and to lure, trap, or evade their enemies.

Fell Beast:
Spawned from the line of flying Cold Drakes, Fell Beasts look much like small, armless, Dragons. They are almost always black or dark green in color. A Fell Beast is typically 15'-25' long with a 5'-10' tail and a 20'-30' wingspan. Agile, strong, and moderately bright, they can be cowed or tamed, making them fine (but invariably evil) air steeds. Trained as beasts of burden, they can carry more than a feral Fell Beast. Most (75%) of these winged, nocturnal predators live in "flights" of 1-10, starting their encircling searches from open nesting areas set high upon virtually inaccessible outcroppings or stone pillars. Although they lack the Dragon's breath weapon, their powerful talons and huge jaws down are formidable weapons.

Sirrush: (cf)-(—),FLMQ,(—,—)-7.
Guises [Own lvl] (Illusionist Base, Essence)
Illusion Mastery [Own lvl] (Illusionist Base, Essence)
Light Molding [Own lvl] (Illusionist Base, Essence)
Mind Sense Molding [Own lvl] (Illusionist Base, Essence)
Sense Molding [Own lvl] (Illusionist Base, Essence)
Sound Molding [Own lvl] (Illusionist Base, Essence)
The Sirrush is a marsh-dwelling beast; a wingless, Drake-like creature with powerful legs and a long, narrow head. It has a 5'-10' prehensile tongue, while its body is 14'-28' in length with a 6'-12' tail. Its forelimbs end in compact paws, while its hind legs sport cruel talons. Sirrushes may be a race of cursed Dragons, malformed and lessened in power. Nonetheless, they are still greatly feared, and with good reason. Their use of illusions is very dangerous, leading the unwary into deathtraps. Sometimes, they will use their illusions to make themselves appear to be a true Dragon. Its specialized appendages allow it to run on two or four legs and give it a peculiar gait. It nests in caves, breaks, and glens. They are agile climbers. It is usually more interested in attacking intelligent beings for their valuables than it is in hunting for food. Sirrush like to set clever ambushes and prefer to hunt at night, using their long, grappling tongues and a myriad of illusion spells. They can also emit a blast of electrified breath once per minute, up to 50 times per day (<3'>/ lvl range increment).

Wyvern, land:

Wyvern, water:

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Wyvern, winged:
These great serpents are smaller than Dragons, and have barbed tails. They range in color from blue to green to black, with most being very dark in hue. Their eyes are always a piercing yellow. Wyverns are smaller and more graceful than either Dragons or Lesser Drakes. They are also less intelligent, scoffing at word games and trite conversation. Instinctive and physical, they are active, predatory hunters who spend little time asleep (20%) or confined at home (30%). Food excites them more than treasure. Although they shy away from civilization, they never bypass a meal and are apt to ambush their quarry before contemplating the consequences. Like the Lesser Drakes, Wyverns do not have a breath weapon or spells. Instead, they rely on their superb agility and deadly venoms.
Land Wyverns have a 10'-20' body, not including a 5'-10' prehensile tail. Land Wyverns are agile climbers and nest in highland caves or huge, hollow trees. They have Muscle Poison glands in their mouths and tails, with ducts through their 5" fangs and barbed tail-stingers.
Water Wyverns are longer, with a 13'-27' body, not including a 7'-13' prehensile tail. Water Wyverns are exclusively aquatic, living in underwater caves. They can leap out of the water 35' vertically (200' horizontally) using their powerful webbed legs. Water-based varieties deliver a Nerve Poison through their two foot-long horns.
Winged Wyverns are 10'-15' in length, with 5'-10' tails with their bat-like wings providing a 25'-45' wingspan. They nest in highland caves or atop pinnacles or giant trees. Winged Wyverns rely solely on their venomous tail barb (delivering a Circulatory Poison).

9.3. Great Drakes

A noble and mysterious race, Dragons are among the most potent and terrible of all creatures. They are huge yet agile, bright but vain, enchanted but physical, and learned yet savage beasts. Dragons are the embodiment of all natural forces of knowledge, motion, strength, and magic, be it for defense or offense. No creature epitomizes such a wondrous blend of attributes. The ancient line of Dragons has spawned many varieties. Some are winged and capable of flight, while others bound, crawl, swim, or slither about. A large number breathe jets of water, fire, ice, or noxious fumes. Smaller sub-groups bear whiplike tails tipped with lethal stingers.
Most, however, share features common to Dragonkind: fiery, captivating eyes; well muscled but slender bodies; six appendages (four legs and two variably developed "wings"); great talons; a long neck and tail; one to four horns; and scaly body armor, relatively soft on the underside and reinforced along the spine by a row of raised or spike-like plates. Internally, Dragons have a mystical configuration. Their enchanted blood is always Elementally infused and corrosive, and their foul secretions exceptionally acidic. Few have trouble recognizing their awful breath or the inscribed signs of their passing.
Great Drakes reside in many remote or devastated locales, but all prefer to live in cavernous lairs. These chambers have narrow mouths, just large enough to admit a Dragon with backswept wings. Passages within the cavern may be just as confining, although a Dragon's nesting area is usually spacious enough for the beast to swing about, or even fly. Wherever a Great Drake travels, however, stench and acid-etched markings serve as a trail. Dragons are generally very intelligent and enjoy battles of logic and wit. Skilled in many tongues and adept at understanding subtle inflection, they are masters of conversation and debate. Riddles and puzzles fascinate them, for word games provide these magnificent beasts with rare challenges. A Great Drake can be swayed by trickery in situations where weaponry or spells would do nothing but sow the speaker's doom. Still, Dragons are schooled in the arts of verbal illusion and are quick to see through falsehoods and facades. Those who dare speak to them have difficulty concealing their real feelings, particularly when they involve fear; then again, a Great Drake always assumes that it is

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being held in awe. Although Dragons are disarmingly perceptive, they are amazingly boastful and self-centered, and invariably consumed with pride. They revel in flattery and bask in another's adoration. Signs of fearful panic spur them on. A Great Drake will toy with an admirer, even a false flatterer, far longer than it will deal with an insolent fool or an aggressive adversary. Although Dragons are capricious, they are quick to anger and despise disrespect. Most Dragons live alone, apart from their (single) mates. Males and females are similar in habits and size, although the latter are less apt to move their lairs. This is particularly true during the prolonged and elaborate courting period, when the male makes a pilgrimage to his mate's home. There he will conduct a ritual dance (be it at sea, on the ground, or in the air) and combat any pretenders or rivals. After a few days of breeding, the male departs for 10-100 years, and six months or so later, the female lays 1-10 eggs. These hatch in another six months. (Little Dragons use their sharp horns to break out of their tough, hardrubbery shells.) Great Drakes sleep a lot and, even when awake, wile away the hours while reclining on beds of wealth in their treasure-laden lairs (50% of the time when "active," 10% of the time when "hibernating"). Once they "clear" (devastate) the region around their chosen abode, making it safe for habitation, they spend some time gathering a hoard. Slaughtering their prey, they place the countryside around them under a shroud of fear and then retreat into their cavernous home until they grow restless, irritated, or bored. All Dragons hole up in a sort of hibernation; some do not venture forth for decades. Their omnivorous diet enables them to eat and store virtually anything, while their metabolism allows them to consume massive amounts of nourishment in an orgy of gorging, and then lay dormant for years. Some (10%) lay in one place long enough for jewels, gems, or coinage to become embedded in their undersides. A Dragon's weapons are legion. Their huge claws, whip-like tails, and massive, multi-rowed teeth enable them to physically overpower almost any beast. The beat of a Dragon's wings can stir the ground with a fierce whirlwind, doubling the spreading speed of a fire and making all maneuvering difficult (-75). They can use spells like the best of men (when not in melee) and their breath deals death equally well. Even their blood is dangerous, for it harbors the power of their element and will eat through almost anything. Their great (4-40 pound) horns—renowned for their enchanted musical, weapon-making, and curative properties—are coveted by artisans, physicians, and kings (typical prices are 5 gp/ounce raw or 2,000 gp/whole horn). When made into a bugle, a dragon horn's sound carries 2-20 miles; as fronting for a composite bow, the dragon horm will make the bow a magic Dragon-slaying I-V weapon and bestow a +25 bonus (1 bow/horn core). When ground up (1-10 doses/horn), the horn is an antidote for all Drake venoms (e.g., wyvern stings) and toxins (e.g., Dragon-blood burns), as well as being a cure-all for any damage done by a Dragon's breath (if the victim is still alive). As noted, Dragons are accomplished spellcasters. Some employ spells to augment their brute strength, while others prefer to rely more on their enchantments, basking in the powers of their spirit and intellect. Dragon magic varies with the sub-race and individual, but all possess knowledge of the "Spirit Mastery" spell list (closed Essence), "Spell Reins" spell list (closed Essence), "Dispelling Ways" spell list (closed Essence), Delving Ways (Open, Essence) and "Essence's Perceptions" spell list (closed Essence). In addition, their enchanted senses of smell, hearing, sight (they have Nightvison and Darkvision), and intuitive feeling give them the inherent ability to discern illusions and invisible beasts. The defenses of a Great Drake are nearly as formidable as their offenses. Immune to natural elements (Fire, Ice, Lightning, Wind, Earth and Water) and highly resistant to spells, they are rarely bothered by incantations. Their scaly skin forms a natural armor of multilayered, overlapping plates. Even their softer underside is capable of deflecting all but the finest weaponry. Only sensitive areas on their heads (e.g., the eyes) and their strange "birth spots," places where scales mysteriously fail to develop (some fall off), afford an attacker any hope of dealing them a death blow. Dragon-slaying arms seek these places. Young Drakes, of which there are few, have softer, less-developed hides, and are of course more vulnerable... although no Dragon can be called weak. Over time, Drakes have adapted to many conditions. The Great

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Drakes, those creatures with a breath weapon, are no exception. They come in many colors—some grey or black, or some warm hue such as red, gold, or brown—and some have an exceptionally unique appearance.

Behemoth:

Spirit Mastery [Own lvl] (Closed, Essence)
Spell Reins [Own lvl] (Closed, Essence)
Dispelling Ways [Own lvl] (Closed, Essence)
Essence's Perceptions [Own lvl] (Open, Essence)

Terrifyingly huge Dragons, Behemoths are generally black in color, but some are red, orange, or even green. They have a 50'- 120' long body, 20'-80' tails and a 90'-200' wingspan. These beasts are obviously Fire Drakes that for some reason grew to enormous size. Whether a natural or a magical mutation, Behemoths are amazingly rare. Their relationship with Leviathans is unknown. Often they sleep long enough to allow sediment build up on top of them, after which they may be mistaken for strange hills. A Behemoth is simply a *very* large Dragon. They do not have lairs, but usually devastate an area (approximately 50-200 miles in diameter) and then find a large flat area and sleep for hundreds of years. They fear nothing, even while they sleep. They eat anything and everything. They do not use spells, and are not graceful creatures, destroying vegetation and constructions absent-mindedly as they walk. They should be treated as Fire Drakes in all other respects, breathing huge gouts of fire once per 3 rounds up to 50 times per day (bolt range increments <3'>/ lvl; cone length increments <2'>/ lvl, base 4'/ lvl) considered to be Big sized for damage purposes. Like Great Drakes, they are immune to natural elements, have caustic blood, and fight using the attack patterns for Drakes.

Cold Drake:

Spirit Mastery [Own lvl] (Closed, Essence)
Spell Reins [Own lvl] (Closed, Essence)
Dispelling Ways [Own lvl] (Closed, Essence)
Essence's Perceptions [Own lvl] (Open, Essence)
Delving Ways [Own lvl] (Open, Essence)
Ice Law [Own lvl] (Magician Base, Essence)

Cold Drakes are frequently grey-white or even white and live in cool or frigid climes. They are proportionally bulkier than other Dragons and although relatively few have wings (15%), they are good swimmers. The cold drake has a 15'-35' body, a 15'-30' tail and its head cranes on a 10'-20' neck. If they possess wings they have a 50'-120' wingspan. These savage beasts are often thought of as the least sophisticated of the Great Drakes. They are often quick tempered, and even callously cruel, killing lesser creatures just because they can. In their frozen realm, there is little that can challenge them, and they often control an area with terror and viciousness. At best, they are almost totally unapproachable due to their tempers and love of battle. Rugged and agile, they can negotiate almost any terrain in their wide search for prey. No Dragon can go so far on so little, and no Dragon is as likely to physically attack its enemies. They often lair in deep ice caves or within glaciers, and these places often contain an exit via an underwater passage just large enough for the Dragon to pass through. This exit is often covered in a layer of ice that is thin enough for the Dragon to break and can be found at the deepest spot in the lair. They may attack with cold in the form of a cone of cold or a bolt of ice (cone length increment <2'>/ lvl, base 4'/ lvl; bolt range increment of <3'>/ lvl). These drakes do like to try and achieve surprise in battle. Waiting under the ice of a frozen-over pool, only to burst out and attack, is a favorite ploy.

Dark Drake:

Spirit Mastery [Own lvl] (Closed, Essence)
Spell Reins [Own lvl] (Closed, Essence)

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Dispelling Ways [Own lvl] (Closed, Essence)
Essence's Perceptions [Own lvl] (Open, Essence)
Darkness [Own lvl] (Evil, Essence)
Essence Twisting [Own lvl] (Evil, Essence)
Flesh Destruction [Own lvl] (Sorcerer Base, Hybrid)
Fluid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Gas Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Destruction [Own lvl] (Sorcerer Base, Hybrid)
Solid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)
These Dragons are almost always black, although a few may be grey or very dark blue. Their body is 12'-35' long, with 10'-25' tails and necks and 75% are winged, with a 50'-90' wingspan. A trait peculiar to these creatures is their hatred for all other Dragon types. They have been known to hunt other Dragons, and will always attack them on sight. Because their hatred for other Dragon types exceeds their loathing for any other creature, they are sometimes found working with humans in order to slay another Dragon. Of course, this does little to secure the human's safety. Dark Drakes are the rarest of all the Great Drakes. They are exceptionally cruel and evil, even by Dragon standards, and unfortunately make their lairs in almost all climes. They are good flyers, but cannot swim. Dark Drakes are the most active of all their kind, spending only half their time sleeping and resting. They are almost exclusively nocturnal. However, their breath weapon is the most formidable attack, it being a blast of chilling darknesss. Resolve its breath attacks as a Lightning Bolt with Cold criticals (usuable once per 3 rounds up to 50 times per day; bolt range increments <3'>/ lvl).

Earth Drake:
Spirit Mastery [Own lvl] (Closed, Essence)
Spell Reins [Own lvl] (Closed, Essence)
Dispelling Ways [Own lvl] (Closed, Essence)
Essence's Perceptions [Own lvl] (Open, Essence)
Fluid Elements [Own lvl] (Closed, Essence)
Solid Elements [Own lvl] (Closed, Essence)
Earth Law [Own lvl] (Magician Base, Essence)
A slight tremor, some boulders that roll over or faint sounds coming from below the ground are the only warnings one might get before the ground caves in, dropping an intended victim in the gaping maw of a hunting Earth Drake. They are 13'-40' long, not including 10'-30' tails and 7'-20' long necks. These Drakes are probably the most basic of the Great Drakes, living off the land and hunting anything they fancy. Mostly they stay out of civilized lands, but sometimes they lust for specific foods or after worked goods of value, instead of their staple diet of wild boar, deer, and the treasures of the earth, such as raw gems and gold ore. Earth Drakes do not have a lair as such. They burrow through the earth at astonishing speeds, but they displace the earth behind them, leaving no tunnels. They bury their found treasure in caches around their territory and every time they need to find rest, they will find one of their caches to take a dragon nap. They have shorter sleeping and active periods than other Drakes, because their burrowing requires so much energy they need to replenish regularly. Earth Drakes do not fly and are poor swimmers. They have few spells, but the lists they possess, they use to the fullest effect. They use Essence's Perceptions to peek above ground and find their prey. Their breath weapon is a hail of spalted stone chips and flakes, shredding its victims and capable of leveling weak buildings. Treat as a Big Cold Ball with Slash criticals and Krush and Unbalancing as Secondary and Tertiary criticals. The Cone range increment is <2'> per level with a base of 4' per level.

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Fire Drake:
Essence's Perceptions [Own lvl] (Open, Essence)
Spirit Mastery [Own lvl] (Closed, Essence)
Spell Reins [Own lvl] (Closed, Essence)
Dispelling Ways [Own lvl] (Closed, Essence)
Spell Enhancement [Own lvl] (Closed, Essence)
Fire Law [Own lvl] (Magician Base, Essence)
Fire Drakes are typically red or reddish gold, but many are grey, black, brown, and/or gold. Confirmed sightings of green or greenish-gold Fire Drakes, however, indicate that these creatures are unrestricted as to hue. They grow to be 15'-45' in body length, adding 15'-30'of tail and 10'-25' of neck and 60% of them have wings, which span 50'-140'. Fire Drakes are the most common of the Dragons. They live in well-removed lairs in almost every clime. The oldest of subraces, they are versed in the ways of all beasts and all realms. Their treasure hoards often contain powerful magical items, as well as books of forgotten lore. Many brave scholars have attempted a friendly parley with a Dragon (after the arduous task of tracking it to its lair) to trade some special treasure for the answer to a puzzling question or some bit of knowledge. Some of these sages have returned successfully, while many others never returned at all. Big and graceful, Fire Drakes are suited for land or sky (and make poor swimmers). They eat all sorts of flesh, often preying on herds of domesticated cattle or sheep. They have no qualms about devouring intelligent races, however, and a city or settlement near this Dragon's lair is surely doomed. They may attack also with fiery breath (as a fire bolt or cone of flames) once per 3 rounds (up to 50 times per day; bolt range increments <3'>/ lvl; cone length increments <2'>/ lvl, base 4'/ lvl).

Gas Drake:
Spirit Mastery [Own lvl] (Closed, Essence)
Spell Reins [Own lvl] (Closed, Essence)
Dispelling Ways [Own lvl] (Closed, Essence)
Essence's Perceptions [Own lvl] (Open, Essence)
Lesser Illusions [Own lvl] (Open, Essence)
Confusing Ways [Own lvl] (Mystic Base, Hybrid)
Gas Alteration [Own lvl] (Mystic Base, Hybrid)
Grey, green, black, or brown, Gas Drakes blend into the sprawling foliage of forested swamps. They have a 15'-40' body, 15'-30' tail and 10'-25' neck. Only 20% of those encountered are winged, and those individuals have a 50'-100' wingspan. These devious beings are sometimes actually sought out for their mystical knowledge, but most of the time they are avoided. The lair of a Gas Drake is heavily trapped, filled with illusions, and nothing there is as it appears. For this reason, even though Gas Drakes are not as powerful in combat as some of the other Great Drakes, they are just as feared. Many horror tales come from experiences within the nightmarish lairs of these beasts. Gas Drakes are commonly marsh creatures, although they are well known in the wild heath of remote moors. There they wade in stagnant pools, occasionally diving for snacks. With the exception of Sea Drakes, they are the best swimmers among the Dragon sub-races. Gas Drakes surround themselves with sickening odors and fetid mists, creating a sense of death in their land. This allows them privacy, for their gaseous breath is unsuited to the complete devastation of the local countryside. Wise and cunning in the arts of enchantment, they prefer to trap their prey. These Dragons may attack with gaseous breath once per 60 rounds (up to 50 times per day; cone length 5'/ lvl, base 3'/ lvl). The effects of this gas vary from Drake to Drake, but it is always some type of poison. Every type of poison (Nerve, Respiratory, Conversion, etc.) is a possibility, although a single Drake's breath poison type will always remain the same.

Leviathan:

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Spirit Mastery [Own lvl] (Closed, Essence)
Spell Reins [Own lvl] (Closed, Essence)
Dispelling Ways [Own lvl] (Closed, Essence)
Essence's Perceptions [Own lvl] (Open, Essence)
The Leviathan (there may be only one) is perhaps the largest creature that exists. It resembles a Fire Drake that is 500'-1,000' long with a 250'- 500' tail and has a 1,000'-2,000' wingspan. When a Leviathan wakes up from its long sleep (once every millennium or so), entire nations are usually mobilized against the threat, though this usually does little good. Its rampage of feeding and destruction usually covers an area of thousands of square miles. There is said to be a very obscure, evil ritual that will awaken a Leviathan against its will. The Leviathan is like a Behemoth in nature, but is much bigger. The beating of this creature's wings alone will create winds strong enough to level weak wooden construction and cause all beings of less than Gigantic size within 160'R of the beast to fall down, unless they succeed in an Absurd Movement Maneuver.
The Leviathan has claws and a bite of a size unlike any other creature. These attacks may, at the discretion of the GM, attack multiple targets in an area of 30' diameter, each. Its breath weapon can be used up to once per 3 rounds, 50 times per day. The breath weapons hit as Huge attacks and the range increment for the bolt is <3'>/ lvl and for the Cone <2'>/ lvl with a base of 4'/ lvl.

Light Drake:
Detecting Ways [Own lvl] (Open, Essence)
Spirit Mastery [Own lvl] (Closed, Essence)
Spell Reins [Own lvl] (Closed, Essence)
Dispelling Ways [Own lvl] (Closed, Essence)
Essence's Perceptions [Own lvl] (Open, Essence)
Light Law [Own lvl] (Magician Base, Essence)
Generally black, bluish black, sky-blue, or black-gold, Light Drakes are nocturnal predators. Their body is 15'-30' long, not including a 10'-30' tail and a 10'-25'neck. Most (80%) are winged with a 40'-90' wingspan. In their restlessness, they spend many nights exploring the realms around their high lairs. Because of this, many travellers in the mountains have encounters with these Dragons. In such situations, the Light Drake may ignore those it comes upon unless threatened in some way (or if it believes it can benefit by attacking or talking). Light Drakes are comparatively rarer and more fragile than other Drakes, albeit more dangerous. They are restless (hyperactive by Dragon standards) and, as Drakes go, are peerless fliers. Their lairs are always in remote highlands, where storms are near and the air is clear. Because they favor electrical storms, the battered heights provide them with ideal lodgings. Their electrified breath can be used once per 3 rounds up to 50 times per day (bolt range increment <3'>/ lvl; cone length increment <2'>/ lvl, base 4'/ lvl) and appears as bluish lightning and is one of the more frightening weapons in all of Dragonkind.

Oriental Dragon:
15% chance:
All Open Channeling lists [Own lvl] (Open, Channeling)
All Closed Channeling lists [Own lvl] (Closed, Channeling)
Or 50% chance:
All Open Essence lists [Own lvl] (Open, Essence)
All Closed Essence lists [Own lvl] (Closed, Essence)
Or 35% chance:
All Open Mentalism lists [Own lvl] (Open, Mentalism)
All Closed Mentalism lists [Own lvl] (Closed, Mentalism)

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The Oriental Dragon is a beautiful, gleaming, serpentine beast. Their colorful and wingless bodies are often mistaken for those of giant snakes, but actually they have short, powerful arms and legs. When erect, the foldable, fin-like scales on their spine and around their neck give them the appearance of having "sails." They are 20' to 50' long, including a 7'-20' tail. These beasts usually favor one particular (and very old) honorable mortal culture over all others, dwelling near them and emulating them in manner, culture, etc. Often they come to the aid of this culture when it is seriously threatened. Most oriental dragons (75%) live on or in enchanted clouds: moving sky-lairs that allow them to roam far and wide. Ancient and exceptionally intelligent, they share the Dragons' love for riddles and word games. Though they have no wings, they can magically fly. No fell creature is more enchanted than the Oriental Dragon. They have both an electrified breath and touch. Attacks are resolved as a Medium Lightning Bolt usable once per minute up to 50 times per day (<3'>/ lvl range increments). If the GM desires, Oriental Dragons can be treated as Great Drakes, although they do not have elemental blood.

Sea Drake:

Spirit Mastery [Own lvl] (Closed, Essence)
Spell Reins [Own lvl] (Closed, Essence)
Dispelling Ways [Own lvl] (Closed, Essence)
Essence's Perceptions [Own lvl] (Open, Essence)
Water Law [Own lvl] (Magician Base, Essence)

Sea Drakes are usually green, blue, blue-green, or black in color. Their body is 15'-45' in length, with fanned tails of 10'- 25', and the 2% that are winged have a 40'-95' wingspan. They possess 10'-20'necks they use to attack while keeping in the cover of water. Superbly streamlined, those that do not fly have modified wings, fins which serve as "waterwings." These have a 15'-40' finspan. Among the Great Drakes, these Dragons claim the least respect. Although powerful, other Dragons look down upon Sea Drakes as unsophisticated dullards. For this, as well as probably other reasons known only to Dragonkind, Sea Drakes react with hostility to the presence of any other Dragon. Sea Drakes are almost always wingless, and therefore confined to the land and the deeps. However, all that are not winged use their "waterwings" (i.e., fins) to propel themselves at an incredible pace while at the water's surface and quite fast even when submerged. Sea Drakes live in caverns with submarine entryways and prey on other waterbeasts and ships. They have no gills; instead they rely on their huge lungs and their ability to conserve oxygen while underwater (they can hold their breath safely for one minute per level). Striking from below, they can hurl out of water and make gliding leaps of up to 5'/ lvl horizontal and 2'/ lvl vertical. Even in "flight," they can spray their quarry with stunningly powerful water bolts that can be used once per 3 rounds up to 50 times per day (bolt range increments <3'>/ lvl) or resort to their arsenal of spells.

Silverscale, human form:

Silverscale, dragon form:

Controlling Songs [20th lvl] (Bard Base, Essence)
Inspiring Songs [20th lvl] (Bard Base, Essence)
Item Lore [20th lvl] (Bard Base, Essence)
Sound Control [20th lvl] (Bard Base, Essence)
Sound Projection [20th lvl] (Bard Base, Essence)
Entertaining Ways [20th lvl] (Bard Base, Essence)
Luminous Elements [20th lvl] (Closed, Essence)
Detecting Ways [20th lvl] (Open, Essence)
Essence's Perceptions [Own lvl] (Open, Essence)
Spirit Mastery [Own lvl] (Closed, Essence)

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Spell Reins [Own lvl] (Closed, Essence)
Dispelling Ways [Own lvl] (Closed, Essence)
Spell Enhancement [Own lvl] (Closed, Essence)
Reflections glitter in metallic hair and eyes when the Silverscale assumes the human form of a lissome maid or a muscled youth of above average looks. In dragon form, the Silverscale are as awesome as any drake of legend, with metallic silver scales which reflect a prism of color in any light. Silverscale are increasingly rare, and have always been so. The species has its origin in the dim past when certain drake-kings wished to send emissaries to other races. Knowing that a full size dragon might not be received too kindly, these drake-lords devised a plan whereby with their arcane magics they would allow certain members of their kind to become for a time human, not only in body, but in mind as well. The spells were performed and were successful after a fashion; however, the human mindset they wished to achieve was over-exaggerated and lasted an entire century! Today, the Silverscale that underwent these spells owe little allegiance to the drake-nations which gave rise to them, preferring to live their own lives, beholden to none. Silverscale are seasonal creatures in that every century they undergo a significant change in attitude; these creatures alternate between being “timid” and “dominant”. In the timid phase, the Silverscale is most likely to spend a majority of its time as a human, living far away from conflict, war, or intrigue by roaming mountainsides and wandering forests. In this way these fair creatures encounter few save nymphs and satyrs, avoiding men and mannish envy. However, those lucky enough to encounter one of these long-lived creatures in its timid stage might receive much information. However in its dominant phase, the Silverscale is less reclusive. The rule of nations usurped by dragon-queens and the worship of priests given to dragon-gods flavor its draconic life. While in the timid stage of its life cycle, the Silverscale will avoid combat if at all possible, fleeing or using spells to this end. If combat cannot be avoided, it can attack foes with its weapon of choice as a human, but given the chance will shift to dragon form and make full use of its massive biting and clawing attacks, a huge tail which can literally crush smaller foes, or its draconic ability to breath lethal blasts of ice and cold (usable once per minute; up to 50 times per day. Breath cone range increments <1’>/ lvl, base 1’/ lvl, bolt range: <1’>/ lvl). Of course, while in its dominant phase, it will use these draconic abilities without question. The Silverscale may assume either human or dragon form at will with one round of concentration required. In human form they are around 6’ tall, weighing about 225 lbs., as a dragon, these creatures reach a body length of 30’ with 15’ necks and 20’ tails.

9.4. Lesser Drakes

Lesser Drakes resemble the Great Drakes (Dragons) in structure and habits, but lack the overall size and enchanted qualities of their more lordly and less numerous brethren. In addition, these creatures possess no real breath weapons and, with the exception of the Land Drake, only rarely (10%) cast spells. They are, however, quicker than Dragons. Lesser Drakes are quite bright and enjoy riddles, though they are less vain and their preference for debate and word games is less pronounced than that of Dragons. They are much more prone to attacking an intruder or adversary, despite having a relatively even temper. This makes them more predictable, but no less dangerous, than the Great Drakes.
Note: *Lesser drakes that have been studying to learn spells usually get a few spells per level added to a limited selection of lists.*
Air Drake:
Generally, these winged serpents are brown, green, or yellow in color, but they are sometimes seen with blue and even silver scales. Their body is 10'-25' long, with a 10’-15’ neck and tail and their wings stretch out 30'- 60'. These are the least common of the Lesser Drakes. They breed more slowly, and it is theorized

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that in a few centuries they may be all but extinct. Air Drakes nest in cliff nooks or giant trees. They rarely even touch the lowland ground, snatching up their prey and carrying it to their high lairs. They almost always come out at night, and are rarely seen during sunlit hours. While they have no breath weapon and usually have no spellcasting abilities, these Drakes are still formidable in battle. They always use their flying ability to their fullest advantage, striking from the air, and flying high to avoid attacks by an enemy.

Cave Drake:

Large horns, and smaller, less-developed claws distinguish this wingless Drake from its other land-dwelling cousins. Its color is usually grey, black or very dark green. It reaches a body length of 10'-28', adding a 5'-12' tail and 5'-10' stubby neck. Many scholars have a difficult time in classifying this beast as a Drake. Many say it is more of a Drake-like creature, like the Wyverns. In comparison, it is far more dull-witted than any of its fellows, its power is not as great, and its acidic spittle is unique among Drakes. Unfortunately for underground explorers, its treasure hoard is almost never as rewarding either. This beast nests exclusively in caves, cavern complexes, and underground grottos. Very few of these beasts *ever* see the light of day. If they do come above the surface, they operate at -50 to all actions while in the sunlight (even a -10 under bright moon light). Cave Drakes content themselves in their waking hours with hunting, its favorite prey being Dwarves, Orcs, Trolls, or other underground races and creatures. In comparison to other Drakes, this beast is not their equal in combat. Nonetheless, it is a foe to be feared. Its mouth is foaming with acidic saliva that delivers an Acid critical of equal severity level as that delivered by the bite attack up to the severity indicated by the tier. Cave Drakes rely on their horn attacks more than other Lesser Drakes.

Land Drake:

Spirit Mastery [Own lvl] (Closed, Essence)
Spell Reins [Own lvl] (Closed, Essence)
Dispelling Ways [Own lvl] (Closed, Essence)
Essence's Perceptions [Own lvl] (Open, Essence)

These Dragons come in almost every hue and shade. They are wingless, and their bodies are long and smooth, reaching 13'-35' in length with 7'-15' tails and 5'-15' necks. These Dragons are the most common of all Drakes, Greater and Lesser. These agile climbers nest in caves, breaks, or glens. They can be found almost everywhere except out in the open. Like a predatory cat, it pounces on its prey, which usually consists of cattle, sheep, deer, and other large animals. Although they are mighty fighters, 50% of Land Drakes use spells.

Water Drake:

This creature is almost always green, blue, or something in between. Its small foreclaws are compensated by its massive rear legs. It has a 17'-40' body, not including a 8'-20' prehensile tail and a 10'-20' neck. Though it is closely related to the sea serpent, this beast hates almost all other sea-dwelling predators (including the much more powerful Sea Dragon). However, it has been known to ally itself with a group of Mermen or Shuikmar—the Drake usually will be in the superior position of the relationship. The Water Drake very rarely leaves the water. Its claws are webbed and well-suited for swimming, and with its powerful back legs it can launch itself from the water 2'/ lvl vertically into the air and 5'/ lvl horizontally. This ability is almost enough to make up for its inability to fly. It feeds on whales, dolphins, and other large sea creatures. This Drake lives in coastal caves and while it cannot breathe underwater, it can remain submerged for up to 1 minute per level. The Water Drake often uses its leaping ability to strike at foes on the surface or near the water's edge. It favors its bite attack, having the largest and most vicious teeth of all Lesser Drakes.

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9.5. Wyrms

Wyrms are distantly related to dragons, but usually take a more snake-like form. They can be just as terrible as a lesser drake, however and rule their own stretch of territory by terror and brute force.

Hydra:

The appearance of a hydra is akin to a fat serpent with a long neck and tail, two strong legs, and a pair of small arms. Most have nine heads, but some have as few as three. Roll d100 (not open-ended) to determine the number of heads: 01-05 = 3; 06-09 = 4; 10-14 = 5; 15-17 = 6; 18-22 = 7; 23-25 = 8; 26-100 = 9. Hydras have 5'-10' necks, a 7'-15' body, and a 7'-15' tail. Hydras are flightless relatives of Dragons, dull-witted, multiheaded creatures seemingly spawned by some heinous nightmare. Hydras dwell near coastal areas, or swim in the sea. They cannot breathe underwater, but they can remain below the surface for at least one minute per level. They feed on large sea creatures or those that dwell near the shore such as hippos, etc. Fully scaled, the armor of a Hydra rivals that of Great Drakes. Their fanged skulls operate independently and, if killed, their neck will split and regenerate as two new heads (in 10 rounds). Only a cauterizing wound will stay this horrible process. No one head is the leader, but usually one is handling a certain situation. Alternatively, one can kill a Hydra by destroying its body. Targeting the body just follows the called shot rules (-25 to hit to select critical location). The body also regenerates, albeit at a reduced rate compared to the heads. Each Hydra head possesses the power to speak. The breath weapon can be employed by any head, but no more than one breath per 3 rounds, up to 50 times per day for the hydra as a whole and some (5%) have heads that use individualized breath weapons (breathing cold, lightning, etc.).

Sea Serpent:

These huge serpents have a 17'-80' body, not including their 8'-20' prehensile tail. They are generally green, black, or blue in color. Unwary sailors may mistake the sea serpent for whales, because they frequently spray steam or water. When coiling in and out of the water, their twisting bodies may look like a school of leaping fish. Sea Serpents are related to Water Drakes, but are generally longer and more snake-like. They can breathe underwater. They dwell in coastal caves, never actually leaving the water. They can leap 30' vertically from the water (75' horizontally). Swift and given to coiling through stormy waters, they are prone to crushing ships (maximum ship size of half their own length). They can spray Steam as an attack once per 3 rounds. Use Cold ball attack table with Steam criticals and an additional Impact critical of one less severity. (cone length increments <1'>/ lvl, cone base: 1'/ lvl).

Worm, Cave:

Cave Worms are colorless, legless, Drake-like beasts, huge and foul subterranean serpents. Oozing a rancid, acidic slime, they wind through caverns and chasms and slither through earth and rock. They are 24'-26' long. These creatures are obviously related to Earth and Cave Drakes, and may be a degenerated form of those beasts. That would mean, of course, that they are even farther removed from other Dragonkind. These creatures are blind and only found deep under the earth. Their repugnant excretions soften all but the hardest of substances (cave worms move 63' per round through packed earth; 11' per round through solid rock), while the six 3' long horns that encircle their bizarre head cut through obstacles. In this way they move directly toward their prey, meals that they track using their uncanny senses of hearing, smell, and feeling. Omnivorous, they eat anything, even stone, although their preferred delicacy is bone. Six-inch fangs allow them to tear through armor with casual ease, and their pungent acids act to melt their fodder. Every critical from a bite attack is accompanied by Acid criticals of the same severity. Their prehensile tongue grapples from 10'.

Worm, Lake:

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This eyeless, worm-like monster with a sphincter mouth full of teeth is 15'-30' long. A distant relative to the Dragons, the Lake Worm seems more closely linked to the Cave Worm. A Lake Worm can detect all movement in the water within 200' of it. It dwells in lakes, pools, ocean shallows and underground water sources (it can exist in fresh and/or salt water) waiting for the surface above it to be disturbed. Then it will attack with incredible ferocity and fearlessness. It absorbs oxygen through its skin, from either air or water, so it can remain above a lake surface as long as need be. Its treasure is whatever it cannot digest, and this hoard is usually at the deepest point in the pool or lake where it resides. When the Lake Worm surprises its foe using stealth it may add its Ambush ranks (10) to the critical result. Occasionally, it will attack to overturn a boat to spill out its contents. Lake Worms are immune to Fire and Acid.

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10. Fey

This is a special class of creatures, encompassing magical beings that are tied to the world somehow. Some inhabit trees and rivers and lakes and others have a magical knack for working stone or cleaning. They are the far off descendants of the gods and their helpers. They slowly changed to their present forms and have a sort of secret existence around normal society. Their powers lie in the magical realm and they are usually smaller than man-sized. Their ties with the natural world and their ancestral lines combine to make very magical creatures, able to wield magic as a humanoid would wield a tool. These ties are also their weakness. They cannot be separated from their preferred environment for long, or they will wither or suffer from terrible home sickness. They also dislike warfare and would only go to war for an extremely worthy cause. Most of their malice comes from their inability to comprehend pain and suffering or the damaging effects of drowning or an avalanche.
Finer and fairer than the Mannish races, Fairies surpass their lesser brethren in many ways. Nobler, more skillfully molded lines and slimmer, more graceful limbs combine with flawless skin to create the image of perfection. Keener senses and diminishment of the need for sleep allow them the freedom of clear, starlit nights for solitary rambles undisturbed by diurnal mortals. Immunity to disease and the absence of aging bestow eternal youth upon Fairies, but a vulnerability to death by sword or poison snatches true immortality from their grasp. Swift, superior healing vies with the often foolhardy inclinations of pride to extend their long, fey lives.

Category talents:
Small size, or smaller
Proof normal weapons except raw iron
Meditational sleep
Immortality
Healing rate, improved
Vision: starlight
Vision: dark vision

10.1. Fairy

Diminutive peoples who live under green knolls, beneath the sea, or among tree roots, the Fey Folk gather within their miniature domains to form noble courts ruled by queens, kings, and princes. The ephemeral concerns of Mannish cities and kingdoms hold little interest for these eternal folk, and their own jealousies, intrigues, and feuds demand most of their attention. Infrequent meetings between sprite and man may endow the mortal with the fairy gift of enhanced beauty and wit or distress him with the spite of a cruel, mischievous prank. The Fey Folk usually display a capricious nature to outsiders.

Changeling:
An infant of the faerie folk, the Changeling is abandoned to replace a human babe, lost or stolen from its parents. Those creatures of Faerie have particular uses for those of mortal kind, and think nothing of stealing a child now and again; however, they seem to have a sense of fair-play in that they leave as replacement one of their own. While it is not possible to say exactly what the faerie folk do to human babes, it has been told that they are somehow vital to games played in Faerie whose rules are unlearnable by mortals. Sent by creatures of Faerie to replace the human babe they have stolen for their own

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inscrutable purposes, the Changeling often conforms to whatever lifestyle its "foster parents" provide. The Changeling at its inception into a human family has altered its features to conform with that of the baby which it has been sent to replace. Therefore, in appearance there is usually nothing to distinguish it from a normal human. However, many Changelings cannot counterfeit human warmth. The chill reserve and timeless eyes may bewilder and sadden the adopted family, but the true loss may go unnoticed. When the Changeling matures, it usually attempts to return to its own kind, stealing gold, gems, and even children to present as gifts upon its return. These beings usually only alter their form once to resemble another. They rarely shift more than their facial features after that. They may acquire the facial features of a person they studied for some time. Whatever skills in arms or magic it has learned will be the manner in which it attacks and defends itself in the event of conflict, just as any other human might.

Dwelf:

These fair little trolls have more of a dwarvish appearance. They are 3-3.5' tall, stubby, and invariably dirty. However, unlike dwarves, they never grow beards. Dwelfs dig modest holes in stream banks and hills for their homes. They roam underground mines, generating strange knocking sounds that confuse miners. Dwelfs are shy and habitually wear grey cloaks to conceal themselves from mortal eyes. Only a disaster of extraordinary magnitude might tear a Dwelf from the cloistered society of his kind. When combat begins, Dwelfs rely on their picks and shovels to defend themselves. Occasionally, they will throw rocks to deter wild animals from entering the caves.

Gremlin:

Withered skin and deformed limbs echo the spite and malice harbored by these wicked feys. Teeth filed into triangular fangs and nails protected by steel guards resembling claws provide further evidence of their evil intentions. The fair form usually granted those of Fairy has been twisted by their inner passions. Mannish mortals take the brunt of their hatred, but no one remains exempt from the Gremlins' ugly humor. When gathered to perform the warped rituals of their noble court, Gremlins turn their frustration on each other. Bright light stuns Gremlins for an average of 5 rounds after it has ended. They regularly use Circulatory Poison on their weapons (but not their claws).

Nysk (Nixies):

Mind Attack [Own lvl] (Mentalist Base, Mentalism)
Mind Control [Own lvl] (Mentalist Base, Mentalism)
Mind Merge [Own lvl] (Mentalist Base, Mentalism)
Mind Speech [Own lvl] (Mentalist Base, Mentalism)
Presence [Own lvl] (Mentalist Base, Mentalism)
Sense Control [Own lvl] (Mentalist Base, Mentalism)
Liquid Manipulation [Own lvl] (Closed, Mentalism)
Mind Mastery [Own lvl] (Closed, Mentalism)
Mind's Door [Own lvl] (Closed, Mentalism)
Movement [Own lvl] (Closed, Mentalism)
Self Healing [Own lvl] (Closed, Mentalism)
Speed [Own lvl] (Closed, Mentalism)
Anticipations [Own lvl] (Open, Mentalism)
Attack Avoidance [Own lvl] (Open, Mentalism)
Cloaking [Own lvl] (Open, Mentalism)
Seemings [Own lvl] (Open, Mentalism)

These small water folk are 2' to 3' tall. They appear as small elves except for the webs between their fingers and slightly flared feet (almost more like flippers than feet). They have a blue tint to their skin. Nixies can breathe air or water equally well. This magical ability is passed on to visitors to their realm

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(though the Nixies can deny this ability if they so desire). Crystal palaces beneath the calm ripples of mountain lakes or the foaming waves of the oceans house the beautiful Nixies. Music, storytelling, and poetry entertain their royal court, but the themes expressed by such amusements are frequently mournful since the Nixies are a solemn people. Mortals who trespass in their watery realm often remain for centuries, enjoying the splendor of their company. Nixies seldom depart their aqueous domain, but the retrieval of a lost child or an artifact, or the desire to capture a mortal wife or husband brings a few to land. Generally weak, these water folk rely on their use of Essence or Mentalism spells as a primary offense (and defense).

Pysk (Pixies):

Controlling Songs [Own lvl] (Bard Base, Essence)
Entertaining Ways [Own lvl] (Bard Base, Essence)
Inspiring Songs [Own lvl] (Bard Base, Essence)
Sound Projection [Own lvl] (Bard Base, Essence)
Invisible Ways [Own lvl] (Closed, Essence))
Lesser Illusions [Own lvl] (Open, Essence)

Pysks prefer bright colors and dress in garments of vibrant green. Curly, red hair clashes with a Pixie's clothes while an upturned nose, slanting eyes, and a wide mouth betrays his mischievous disposition. They range in height from 1' to 1.5' tall. Pysks are both loved and hated at the same time. Most folk find their pranks humorous and harmless, until they are the target of one! A strong love of fun and pranks motivates the saucy Pysk. True malice is lacking from their practical jokes, and a benevolent interest in certain mortals may lead the Pysk to provide helpful guidance. Occasionally a Pixie abandons his people for years to aid a Mannish friend. A Pysk's small size limits his strength. Thus, there are no true warriors. Instead all Pysk's are spell users (either Mentalism or Essence). When forced into combat, they will use very small bows or blowguns.

Sylph:

Animal Mastery [Own lvl] (Druid Base, Channeling)
Herb Mastery [Own lvl] (Druid Base, Channeling)
Nature's Lore [Own lvl] (Druid Base, Channeling)
Nature's Protection [Own lvl] (Druid Base, Channeling)
Nature's Wrath [Own lvl] (Druid Base, Channeling)
Plant Mastery [Own lvl] (Druid Base, Channeling)
Creations [Own lvl] (Closed, Channeling)
Calm Spirits [Own lvl] (Closed, Channeling)
Weather Ways [Own lvl] (Open Channeling)
Purifications [Own lvl] (Open, Channeling)
Concussion's Way [Own lvl] (Open, Channeling)
Barrier Law [Own lvl] (Open, Channeling)

Scantily clad sprites (ranging in height from 1' to 1.5') with rainbow-tinted gossamer wings (2' wing span), Sylphs lead a carefree existence among the tops of trees. Comprising the most fluid and informal assemblage of feys, Sylphs occasionally join forces with Mannish friends for the novelty of the experience. Miniature cottages and terraces woven from twigs sway with the highest branches in strong winds while the Sylphs flit from one to another. Frequently possessing an influence over the weather (they are immune to extremes of temperature), these fey fliers appear to usher in the frosts of winter and the rains of spring. They delight in all of the seasons, but control no more than the winds and clouds. This small fey folk use their spells to misdirect and/or calm their opponents.

Tylweth Teg (Peries):

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Cursebreaking [Own lvl] (Paladin Base, Channeling)
Holy Arms [Own lvl] (Paladin Base, Channeling)
Holy Healing [Own lvl] (Paladin Base, Channeling)
Holy Shields [Own lvl] (Paladin Base, Channeling)
Holy War [Own lvl] (Paladin Base, Channeling)
Inspiring Ways [Own lvl] (Paladin Base, Channeling)
These golden-haired fairies range in height from 2.5' to 3' tall. Other than that, they appear as elves. A glimpse of these feys astride their fairy steeds has lured many mortals to follow the hunt back to their wondrous realm. Time speeds beneath the hills, and a man returning to his own lands will find centuries have passed. Most exalted of the fey folk, the Tylweth Teg dwell beneath mosscovered hills in sparkling caverns and grottos. Preoccupation with riding, hunting, and dancing enlivens their brilliant court. Few of them depart their hidden palace to walk the Mannish world. When these fey folk enter battle, they are fond of wooden weapons (though some are said to be as strong as an enchanted steel). They fear iron and none can be found in their land. A most curious ability the Peri have is the power to bestow virtues or defects on certain mortals at birth (grace, patience, ugliness, stupidity, etc.). It is unclear how the Peri choose whom to bless (or curse).

10.2. Occupational Fey

Stouter and tougher than the Fey Folk, occupational spirits reserve their faculties for the execution of professional crafts. Carpenters, tailors, chandlers and other craftsmen frequently receive help from their clever hands, but usually occupational spirits work in the wilds. Summer finds them busy among the meadow grasses and clover, while winter sends them underground to neat, cozy workshops. In nooks and corners, ignored and almost forgotten, wooden chests hold considerable wealth.

Ellyllon:

Merry sprites who work after dark when men have sought the refuge of sleep, house spirits complete domestic chores left unfinished by day. Mending, cleaning, planting and harvesting occupy their nimble fingers while they chatter and sing. Privacy and access to the larder are the only requirements they impose, but should they be aware of an audience (or if gifts are left as payment rather than as a celebration of a holiday), house spirits depart to aid another household.
The Ellyllon are dainty fairies who wear fine, diaphanous garments. They stand a tiny 9" to 15" tall. The Ellyllon dance in the forest by day among the velvet mosses and toadstools that grow between tree roots. At night they return to their chosen household to weed the garden, tidy the house, or raid the pantry. They move at double speed when doing chores. An Ellyl rarely abandons this carefree existence to journey among mortals since Ellyllon are shy of big folk and prefer to avoid responsibility. When forced into combat, they will often use their Diminutive household tools (brooms, hoes, etc.) to attack.

Leprechaun:

Armor Enchantments [Own lvl] (Adept Base, Essence)
General Enchantments [Own lvl] (Adept Base, Essence)
Inorganic Skills [Own lvl] (Adept Base, Essence)
Organic Skills [Own lvl] (Adept Base, Essence)
Shoe Enchantments [Own lvl] (Adept Base, Essence)
Weapon Enchantments [Own lvl] (Adept Base, Essence)
Delving Ways [Own lvl] (Open, Essence)
Rune Mastery [Own lvl] (Open, Essence)
Spell Wall [Own lvl] (Open, Essence)

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Dispelling Ways [Own lvl] (Closed, Essence)
Invisible Ways [Own lvl] (Closed, Essence))
Lofty Bridge [Own lvl] (Closed, Essence)
Rapid Ways [Own lvl] (Closed, Essence)
Spell Enhancement [Own lvl] (Closed, Essence)
Spell Reins [Own lvl] (Closed, Essence)
Hearty dwarfs with red cheeks and smiling mouths, Leprechauns stand 2'-3' tall. Leprechauns are shoemakers. Always occupied with leather and needle in hand, a Leprechaun creates the finest footwear, usually enchanted, to be found. Since the product of their constant labor is often abandoned upon completion, magical sandals and seven-league boots are discovered by the lucky in isolated meads and dells. Distrust of all mortals prevents most Leprechauns from sustaining Mannish friendships. Greedy mortals who attempt to benefit from a Leprechaun's immense wealth are foiled by his tricks, such as the use of sneezing powder for example (sneezing powder incapacitates foes for 1 rnd/ 5 failure on a Physical RR) and his skill at concealment

Pech:
Silver-haired elves cloaked in grey, the pechs are a fair people, small in size (2' to 2.5' tall) and reclusive, yet untouched by evil. Expert stone masons who work by starlight, the Pechs retire to their burrows by day. Round towers and arched bridges adorn the countryside to be adopted for use by mortals, but their shy builders are rarely seen. They have a built-in spirit level gauge for cutting and placing stones without mechanical devices. They often (50%) possess Alchemist Base lists. The threat of dark victory over good brings the Pechs from their rural retreats to fight on the side of light. Pechs are very strong for their size, a fact they will often use to surprise their foes. They favor picks, axes, and crossbows for weapons.

10.3. Rural Fey

Dancing beneath tree branches or splashing under foaming cascades, the attendant spirits who frequent rural bluffs and glens lead carefree lives in sympathy with their rustic surroundings. The obsession with power, achievement and progress displayed by so many mortals is abhorrent to rural spirits. They prefer the blithe company of Elves, feys and other hedonists. Yet, the man who loses his way in the woods, with luck, finds himself swept into a prancing ring of forest lasses and meadow lads, a temporary part of the rural festivities.

Fosse-Grim:
Animal Mastery [Own lvl] (Druid Base, Channeling)
Herb Mastery [Own lvl] (Druid Base, Channeling)
Nature's Lore [Own lvl] (Druid Base, Channeling)
Nature's Protection [Own lvl] (Druid Base, Channeling)
Nature's Wrath [Own lvl] (Druid Base, Channeling)
Plant Mastery [Own lvl] (Druid Base, Channeling)
Lore [Own lvl] (Closed, Channeling)
Creations [Own lvl] (Closed, Channeling)
Calm Spirits [Own lvl] (Closed, Channeling)
Weather Ways [Own lvl] (Open Channeling)
Lofty Movements [Own lvl] (Open, Channeling)
Concussion's Way [Own lvl] (Open, Channeling)
Purifications [Own lvl] (Open, Channeling)

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Waterfalls splash over the black and green-haired Fosse-Grim, mingling bubbles with the waters they prefer to inhabit. They stand 5'4" to 6'4" tall. Wisdom and kindness tempers their cool reserve and induces them to monitor the activities of the impish Undines. Fosse- Grim can breathe water and air equally well. However, they must immerse themselves in water for at least 90 minutes each day. The rescue of drowning mortals brings the Fosse-Grim frequent encounters with the Mannish races.The Fosse-Grim fight equally well in the water and on the land.

Nymph:

These peaceful spirits stand a wispy 5' to 6' tall. Born with the first sprout to emerge from a seed or the first drops to collect in a fold of the land, nymphs rarely stray far from the ecological features that give them life. Guarding the waters, trees or hills, and engaging in dances, frolics or feasts, nymphs desire little else from existence. Felling a dryad's tree or polluting a naiad's stream brings death or disease to these nymphs. The only impending dooms that might wrench Nymphs from their sylvan idyll are those that threaten the rural world, since the nymphs' immortality rests upon the land's health. These spirits are almost completely passive. They will take up arms only in the most dire of circumstances.

Pooka:

Animal spirits who make mischief in the domestic realm, Pookas wear the shapes of rabbits, weasels, ferrets and other small creatures. These beings do not seem to have any "true" form when not borrowing the shape of another creature, but are immaterial after the fashion of other spirits. Pooka seem merely to be friendly spirits with an affinity towards small animals and mischief. While uncommon, they have created many a children's story or fable which are still told to amuse. A spirit of this type may occasionally befriend a human; especially shy, quiet, retiring ones (very probable for humans named Elwood P. Dodd). A Pooka can not be controlled by such a "friend" and will often play mischievous tricks on those around the "friend"; it will however protect its "friend" in its own way (often a 'big' surprise for bullies). Pooka can take on the form of any small mammal, they can enlarge to Medium size for 5 minutes of every hour, and they can become invisible at will by assuming their spirit form. The Pookas use these abilities as they play through the material realm, enjoying immensely the occasional joke it plays on unsuspecting humans. When confronted by an angry housewife's broom or an enraged stableman's pitchfork, the Pooka expands its size to better defend itself. It uses the attacks of whatever creature it is currently copying be it rabbit, weasel or stoat. Apply the increased Size as per normal rules when the Pooka is enlarged.

Satyr (Faun):

Controlling Songs [Own lvl] (Bard Base, Essence)
Entertaining Ways [Own lvl] (Bard Base, Essence)
Inspiring Songs [Own lvl] (Bard Base, Essence)
Sound Control [Own lvl] (Bard Base, Essence)
Sound Projection [Own lvl] (Bard Base, Essence)
Physical Enhancement [Own lvl] (Open, Essence)

Spirits of the woods and fields, satyrs possess the hind legs of a goat and display goat horns springing from the chestnut curls that cover their pointed ears. They stand 5'4" to 6' tall. Wild, stamping dances under the forest's eaves begin and conclude their own festivals, events which scare mortals with their apparent abandon. Merry dispositions and considerable skill with pan-pipes bring them invitations to fairy feasts. All have the ability to play the pan-pipes or other instruments. Though they have a goat-like appearance, they possess no goat-like attacks.

Undine (Nokke, Necks):

Fair maids and youths with golden curls, Undines swim the rivers and streams in search of mischief. They stand a modest 5'2" to 6'2" tall. Unwary mortal bathers provide much amusement when suddenly dunked,

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their unnatural thrashing and choking provoking gales of laughter in the amphibious Undines. Although they can breathe in water or in air equally well, Undine must immerse themselves in water for 1 hour each day. Prolonged existence on land, causing sensations of suffocation combined with extreme thirst in these waterbreathers, teaches them that drowning is not so entertaining. The Undine fight equally well on the land and in the water.

Yaai:

The Yaai are black-haired spirits who inhabit the meadows of the less lofty mountain tops. They stand 5'8" to 6'4" tall. Yaai shout and sing while roaming the steep slopes. Echoes bounce their clear voices from peak to peak, concealing their true location. They are excellent climbers. Few mortals see the Yaai, but many have heard their song. Because of their excellent climbing ability they often surprise foes from above.

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11. Monsters

The basic definition of a monster is a creature that is powerful beyond a normal animal. So they are either physically changed, with some added ability, or they might be akin regular creatures, except they have some specialization that places them at odds with society. Monsters represent all that is bad in humans, solidified into shapes that frighten people and with abilities to maul them. Monsters are a very diverse category that conquered skies, seas and lands.

11.1. Aerial

Wings bequeath the sky and windblown freedom to those possessed of them. Dizzying views of the tilting earth, leisurely perusals of fabulous cloud castles, and solitary flights close to the stars appear between wing beats on journeys survived by the more intrepid flyers. A searing flash of lightning, the tossing tumult of the winds, and freezing needles of rain demand daring of the sky traveler, but the chance encounter with a fellow wayfarer may prove more dangerous, for malevolence and compelling bloodthirst share the roosts of the winged.

Androsphinx:

Beastly Ways [Own lvl] (Ranger Base, Channeling)
Inner Walls [Own lvl] (Ranger Base, Channeling)
Moving Ways [Own lvl] (Ranger Base, Channeling)
Nature's Guises [Own lvl] (Ranger Base, Channeling)
Path Mastery [Own lvl] (Ranger Base, Channeling)
Survival's Way [Own lvl] (Ranger Base, Channeling)
Creations [Own lvl] (Closed, Channeling)

A noble creature not often seen, the Androsphinx is considered beautiful by many. A lion's mane shot with streaks of pure gold haloes its Mannish face with supernal light. Its lithe lion's body and gilded wings (which normally have a span of 30'-40') enhance the aura of divine inspiration emanating from its presence. Desert ruins, molded from sunbleached marbles, draw the Androsphinx to their inky shadows by day, while the starpowdered sky lures them onto the sands at night. The Androsphinx pursue a life full of play, observation, and meditation, which is alien to most other races, but brings fulfillment to these creatures. Solitary habits lead the Androsphinx to eschew company, mannish and feline, contributing to the dwindling of its kind. Males are encountered 80% more often than females, but when young are brought into the world, the usual litter is from 2 to 4. An Androsphinx will first attempt to use its spell abilities in a conflict, trying to end it as quickly as possible. If spells prove insufficient, the Androsphinx will fall back to his deadly clawed forepaws, both of which can be used simultaneously to inflict the maximum amount of damage.

Banshee:

Long, wild hair veils the unclothed, aged limbs of a Banshee. Unruly winds threaten its modesty, while carrying the Banshee's cry far across the lands where it spreads its terror. Desiccated, filmy wings (15' wingspan) carry its husk of a body to the far reaches of its chosen domain. Banshees can be found almost anywhere that is rural, abandoned, or uncivilized. They prefer their horrid nests be undisturbed by uninvited guests. Their only seeming concern is to scavenge sufficient food for sustenance, and they are not discriminating. In the dark of the night, many Banshees will range widely, giving throat to their tortured wail as if screaming in torture over everything cruel, evil, and corrupt within the world. Its strident cries, wavering and faint from the windblown distance evoke panic, despair, and death. In battle,

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this creature will first use its horrible wail in an attempt to waylay foes. Those hearing the cry within a 100' radius must resist or suffer the fear effects, as per *Arms & Character Law*. A Banshee can wail in this way once every minute. If these cries do not prove effective, a Banshee will rely on its claws, or perhaps the weapon of its last victim.

Blacksnake:

Flesh Destruction [Own lvl] (Sorcerer Base, Hybrid)
Fluid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Gas Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Destruction [Own lvl] (Sorcerer Base, Hybrid)
Solid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)
Spirit Mastery [Own lvl] (Closed, Essence)
Necromancy Mastery [Own lvl] (Evil, Essence)
Necromantic Ways [Own lvl] (Evil, Essence)
Darkness [Own lvl] (Evil, Essence)
Demonic Pacts [Own lvl] (Evil, Channeling)
Demonic Summons [Own lvl] (Evil, Channeling)
Wounding [Own lvl] (Evil, Channeling)
Curses [Own lvl] (Evil, Channeling)
Lesser Illusions [Own lvl] (Open, Essence)
Physical Enhancement [Own lvl] (Open, Essence)
Shield Mastery [Own lvl] (Closed, Essence))
Barrier Law [Own lvl] (Open, Channeling)
Nature's Law [Own lvl] (Open, Channeling)

Blacksnakes are large scaly snakes with 10'-14' demonic wings. They are always black in color, and glisten with a slippery wetness. Their 7'-10' bodies are constantly in motion while in flight. These creatures are the offspring of an evil elder god, whose name has long since been lost. There is said to be a forgotten temple in some dense, humid jungle where the Blacksnakes originally arrived in this world. Furthermore, the legend says that there is a pool of blackish liquid which, once per decade, spews forth a new, fully-grown Blacksnake to bring darkness and terror. The Blacksnake is the arch-enemy of the Quetzelquatl, opposing everything the feathered serpents stand for. These distant relatives of the Whitesnake reside in ancient swamps, ruins, underground caverns and other dark and mysterious places. They often have Orcs, Trolls, Gratar or other foul humanoids under their control. Although this control is sometimes achieved by magical charms, the creatures are often very willing to serve these evil masters on their own. Blacksnakes use their spells to create the maximum havoc, summoning Demons to do their bidding and Undead to carry out their foul plans. These creatures also use their long, curved fangs in battle, injecting a Muscle Poison.

Dracasus:

Appearing very much like a serpentine Pegasus, a Dracasus has bat wings rather than feathered ones, scales rather than hair, and a fin rather than a mane. The beast's tail is very Dragon-like, and the feet are clawed rather than hoofed. It boasts a 40' wingspan. The Dracasus is a strange creature. It is thought by some to be a fell beast, and by some to be a demonic Pegasus. The latter seems hardly to be true, as a Dracasus can be trained to be a fine and noble steed. Like Pegasi, they can make wonderful mounts if trained properly. As a trained mount it can carry 600 Lbs without penalty, and gives the rider a special bonus of +10 to all Riding maneuvers. There is said to be a wild herd of fire breathing Dracasus that dwell on some distant mountain range. The Dracasus is an omnivore, and eats birds, rodents and small

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cattle and deer as well as grass, oats and more traditional equine food. It can weather cold climes much better than most reptiles, often nesting on high rocky spires amid arctic winds. In combat, the Dracasus swoops down upon its opponents and rams the victim down or slashes with its claws. On the ground, it tramples foes like a horse after charging. Its bite can also be quite vicious.

Geryon:

These beings resemble humanoids from the waist up (as variable in individual looks as any human species) with the exception of the addition of large reptilian wings (30' wingspan) growing from the Geryon's back. From the waist down, a Geryon's body resembles that of a snake, long, scaled, and sinewy. Geryon have been known from time to time to serve a powerful being, guarding important places, acting as regulars in an elite air-strike team, or as special aerial couriers of news or objects. Communities of Geryon often spring up in forest meadows which are near lakes and rivers, or near ruins that can provide shelter for this often lackadaisical race. As a whole, they prefer not to mix with other peoples, being quite xenophobic. When travelers or explorers happen onto a family or community of Geryon, the first instinct of the Geryon is to eradicate the intruders, so there will be no survivors to carry back a tale of Geryons in the wood. In day to day living, the Geryon will hunt wild creatures of the wood for sustenance, but every so often the urge may spring up in an individual to search out the famed delicacy of man-flesh.... In a conflict, Geryon will first attempt to grapple a foe with their long sinuous tails, hoping to immobilize them so they may bring either their claws or weapons to bear on the unfortunate victim. Some Geryon, after successfully binding an opponent in their snaky tails, will elect to fly high in the air, where they will drop their victim to its messy death far below.

Gorcrow:

Larger than common carrion birds, they otherwise might pass for a raven. Their plumage is uniformly black and their wingspans regularly extend to 8'. While many live in the natural world with no sinister affiliation, Gorcrows have often been known to serve dark powers, which use the Gorcrow to harass and spy on their enemies. These large birds subsist like many other winged species; nesting in tall places such as trees, or on the sides of cliffs or buildings, mating when the time is right, and preying on their foods of choice. However, the sustenance they prefer is often the young, the weak, and the aged of mannish races, making this bird a highly despised species. Gorcrows fly in flocks, wheeling and diving across the sky, observing all movement on the land below, always on the lookout for fresh prey. Gorcrows are most effective when attacking *en masse*, as they always do when they've settled upon a victim. Thus, a cloud of pecking, clawing, slashing avian hunters will descend upon the prey, giving pause to even the hardiest.

Great eagle, minor:

Great eagle, lesser:

Great eagle, greater:

Massive creatures of the air, the Great Eagles are magnificently large. The wingspans of these creatures range from 20'- 40' for the minor variety, 40'-60' for the lesser, up to a breathtaking 120'-180' for the greater Great Eagles. In shape and coloring, they are akin to their smaller cousins, the standard eagles of the wild. Absolute rulers of the sky, the Great Eagles build their eyries in the peaks and crags of the loftiest mountains. Great Eagles, in whatever abode they take up, are often fierce, noble enemies of evil. They will often patrol the lands wherein they reside, observing all that passes, and perhaps providing aid to those in need when it suits the propriety of these creatures. From time to time, Great Eagles have been known to provide transport for those in desperate need, but this is not something to be counted upon by those who might seek Great Eagles for just this purpose. Great Eagles decide who they will indulge on a case-by-case basis. As a mount, Great Eagles can carry 120 Lbs without penalty and struggle to carry a man and his equipment (Minor); to 55,000 Lbs (Greater) equating to a full war party, and give the rider a special bonus of +10 to all Riding manuevers. Great Eagles use their sharp sight, hooked beak, vice-like

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talons, and great battering wings to vanquish lesser foes, while the eagle's wisdom and knowledge allied with strategic expertise is often enough to defeat greater adversaries.

Great Falcon:

A skillful and acrobatic flyer, the Great Falcon resembles its lesser cousin, the peregrine. These falcons are much larger, however, and their wingspans often stretch to 25'. These creatures are a normal component of nature, albeit large. The greater falcons are merely a larger variety of one of the many natural beasts of the air, and live their lives nesting in high pines or upon inaccessible cliffs where they can raise their young. The male of the species will normally do the hunting while the female guards the nest. It is well known that if captured while young and trained, Great Falcons make superb steeds. Due to this fact, mannish races will often give wide berth to wild falcons if they have a nest nearby; otherwise they may very well swoop in for a vicious and unprovoked seeming attack. Great Falcons prefer to begin their attacks high above their opponents whether they are aerial or ground-bound. From these great heights, a falcon will suddenly fling itself downward, wings swept back in an aerodynamic shape, plunging towards its target with all the force of gravity it can muster. A blow from its talons dispatches the prey at the end of the swoop, while the hooked beak shreds flesh after the kill. If used as a mount, Great Falcons can carry 200 pounds and any riders have a special modifier of -10 to all Riding maneuvers.

Great Wasp:

Two large, compound eyes and prominent antennae equip the head, attached to the thorax by a thin neck. Six legs and four wings sprout from this central body part, stretching 10' from wing tip to wing tip. A narrow waist connects the thorax to the abdomen, striped in black and yellow; here, the deadly sting resides. Great Wasps, for the most part, are solitary creatures, living alone in mud or clay nests rather than in colonies (although there is believed to be a certain sub-species who do dwell in colonies like their small cousins). Plant foods supplement the diet of the Great Wasp, but this Medium-sized insect stalks its habitat daily for animal flesh of all types. When they hunt, the tooth-edged mandibles dominate combat, the stinger used only after the initiation of the conflict. The stinger secretes Muscle poison, which is said to rank as the most painful natural toxin against mammals.

Griffon / Gryphon:

Metallic plumage clothes the Griffin's head and wings (30' wingspan) and feathers conceal the razor-sharp talons of its forequarters. Tawny fur covers its lion's hindquarters. The noble but fierce bearing of this beast is such that down the ages many have chosen it as a heraldic symbol for their lineage or kingdom. Much like some large birds of prey, Griffins prefer to nest on high peaks or cliff-faces, where they inhabit stony caves of sufficient size to house a pride of Griffins; one dominant male with some few youthful males and many females. The females give birth to 1 cub a year (on average). However, there are many Griffins that are bred in captivity because if intensely trained in their youth, a Griffin will become a fierce, loyal steed, obedient to none save its rider. As a mount, it can carry 350 Lbs, without penalty, almost two fully equipped medium creatures, giving its rider a special bonus of +15 to all Riding maneuvers. These creatures are adept at plunging attacks from the sky, bringing their raking claws and tearing beaks to bear upon grounded foes. However, the Griffin is also particularly good in aerial combat, seemingly able to almost hover in one place briefly, and to turn its large body on a dime. They are most effective when they bear a rider of some sort, who is armed with a pole-arm or lance.

Harpy:

Vile and twisted beings; hatred tightens the pale asymmetries of a woman's face (females encountered 85% more often than males) and that same hatred gleams from her narrowed eyes. Tension tempers her slender neck and small breasts. Reflecting in the shining, blue plumage of her wings her psyche hungers for violence. Harpies are attracted to areas where evil power has saturated the very air and ground. In

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these unsavory areas the Harpy will nest, breeding her young in bare-branched, dead trees, and as often as not slaying the father after the birth of her young to provide the fledglings food. Directed towards all except her own kind and sex, the Harpy's malice seeks always to bring hurt and misfortune.
The Harpy's deadly cries have been known to paralyze foes, increasing the deadliness of her cruel talons. Harpies are also seemingly supernaturally adept with learning the ways of random weapons they may have picked up from previous prey. The favorite tactic of the Harpy is to wait concealed above in the branches of a dead tree by night, then ambush its prey with the aid of a full contingent of its sisters.

Hippogriff:

This creature shares the eagle-like forequarters and wings (30' wingspan) of the Griffin, but the Hippogriff's ears and hindquarters are equine. The Hippogriffs are thought to have been created at the same time and with the same formula of mystically empowered words which created the Griffin. However, the body of a horse was substituted in this species for that of a lion. Therefore, the two races are very similar, and in fact, the race of Hippogriffs are sought as mounts in the same way as the Griffin. As mounts, they can carry a load of 335 Lbs without penalty, but give no modification to the rider's riding maneuvers. Wary of the mannish races, the Hippogriff dwells among the lonely crags of deserted and unexplored mountains. A frisky disposition leads the Hippogriff to play among the winds and the thermals of the sky, where it occasionally is confronted by the fiercer lion-like Griffin, its 'cousin.' When left in peace, the Hippogriff enjoys pasturing in high mountain meadows, where its foals can run and play amidst the sun and alpine flowers. The Hippogriff's arsenal of pointed talons and sharp beak is its bestial offense and defense against any foes it may meet in the wide expanses of its domain.

Horribar:

A Horribar appears as a floating, hairy, black ball, without eyes or ears, having a huge maw. This gives them the appearance of 1'-2' diameter flying mouths. On each side of their body they have thin black arms ending in hooks. The origin of these horrible creatures is unknown. Nonetheless, they have acclimated themselves to this mortal world now, terrorizing it in their feeding frenzy. These bizarre creatures fly by using a magical gland within their bodies. They have no wings. They are always hungry, and travel in packs. Horribars have no lair and never rest, always searching for food. They seem to be mindless carnivores, putting eating above all other priorities, even self-preservation. Horribars use their hooks to grab prey and pull them towards their gaping maws. While one of these creatures can be dangerous, a swarm of them can be a deadly plague.

Ki-Rin:

Channels [Twice lvl] (Cleric Base, Channeling)
Communal ways [Twice lvl] (Cleric Base, Channeling)
Life Mastery [Twice lvl] (Cleric Base, Channeling)
Protections [Twice lvl] (Cleric Base, Channeling)
Repulsions [Twice lvl] (Cleric Base, Channeling)
Summons [Twice lvl] (Cleric Base, Channeling)
Cleansing [Twice lvl] (Healer Base, Hybrid)
Blood Ways [Twice lvl] (Healer Base, Hybrid)
Bone Ways [Twice lvl] (Healer Base, Hybrid)
Muscle Ways [Twice lvl] (Healer Base, Hybrid)
Organ Ways [Twice lvl] (Healer Base, Hybrid)
Surface Ways [Twice lvl] (Healer Base, Hybrid)

By day, the sun bounces from the golden fur covering a deer's body, leaps from the deeper gold of a lion's mane and an ox's tail, and gleams on the rose pearl of a unicorn's horn as the Ki-rin gallops across the heavens; the Ki-rin possesses no wings. Many legends tell of the aid of a Ki-rin being sought or

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offered at a crucial time, turning back evil designs by the forces of darkness. The cloven hooves of Ki-rin tread air, clouds, and wind as though the breezes were more solid than soil and stone. Descending from the sky only at very rare intervals, Ki-rin shun the earth and its denizens. Ki-rin bear their young in stabilized cloud-nests; drinking in the mist of these selfsame clouds seems to be their only form of nourishment. From time to time, a Kirin may deign to hear pleas for help from other aerial beings; and more rarely; from the various ground-bound species (of course the plea must reach the Ki-rin's home in the sky). If these creatures deign to provide transport to supplicants, they can carry 1600 Lbs easily, but the rider suffers a special modification of -10 to all Riding maneuvers. The Ki-rin is particularly good at conflict in the air, as it does not possess the limitations of wings; it can alternately gallop forward, stand upon the air immobile, or even back up if it so chooses. This allows it to use its unicorn-like horn to gore to great effect, but the Ki-rin's favorite tactic is to actually trample its other aerial adversaries.

Lammasu:

Animal Mastery [Own lvl] (Druid Base, Channeling)
Herb Mastery [Own lvl] (Druid Base, Channeling)
Nature's Lore [Own lvl] (Druid Base, Channeling)
Nature's Protection [Own lvl] (Druid Base, Channeling)
Nature's Wrath [Own lvl] (Druid Base, Channeling)
Plant Mastery [Own lvl] (Druid Base, Channeling)

The race of the Lammasu appear simply as lions bearing eagle's wings (35' wingspan) without any other embellishments or odd characteristics. Desert caves or sun-drenched rocks in the plains harbor the warmth-loving Lammasu. A pride of lions with the wings of great birds of prey, the Lammasu scare naive travelers with their appearance. Longer acquaintance reveals them to be gentle creatures possessing a deep well of wisdom and compassion. In defense of their young or the troubled seeking succor, Lammasu fight valiantly and effectively. But the weak and innocent have no cause to fear them because Lammasu feast off the fruits of the soil, never drawing blood to satisfy pride or hunger. They may even offer a ride to supplicants, being able to carry a 320 Lbs without penalty, but the rider suffers a special modification of -10 to all Riding maneuvers. Their wings facilitate travel, allowing Lammasu to visit other climes, but they avoid mannish civilization. Viewing combat as the first resort of the weak-minded, but the last resort of those committed to a cause at any cost, Lammasu are particularly capable with two simultaneous slashes with forepaws and the ability to deliver a massive bite from its lion's maw.

Mistraven:

These large black ravens seems almost ethereal at times, betraying their magical ability to change their form into insubstantial mist. They have a 2' wingspan. These birds are sought as familiars, for despite their intelligence, they will willingly serve a spellcaster with the normal *Familiar* spells. Their exact origin is unknown, but they seem to have more in common with intelligent beings such as humans than with avians in the way they think and act. Mistravens can turn their jet black feathered body to a grayish mist whenever they wish. Not powerful fighters, these omnivores prey on small rodents when not eating seeds. They live in trees, abandoned buildings, and rocky crags, sometimes mixing with normal crows for a time. They are very intelligent, and have their own strange language. Mistravens will usually turn to mist if confronted by a foe more powerful than themselves. Only in mist form may they benefit from the Proof and Immunity talents.

Monkey, carnivorous, flying:

These strange creatures look like large chimpanzees with feathery wings upon their back. Their mouths are filled with pointed, canine-like teeth. Their wings span 5'-8'. These monkeys are often found working as agents of spell users, especially evil ones. As such, they are used for kidnapping, harassment, murder, and destruction. They can be taught to react to quite complex verbal commands. The Carnivorous Flying

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Monkeys occur infrequently in the wilds. They are unusual among the apes in that they eat meat only. At times when they are hungry their disposition changes radically to a wolfish cast. In combat, these creatures attack *en masse* and swoop down upon their foes. Sometimes, two will attempt to work together on a single Medium foe, with considerable effort, and pick it up into the air, either to carry it away, or drop it from a great height.

Nasti:

Large insects with large, tooth-filled mouths, and claws ending the front pair of insect legs, these creatures are hideous. Greenish bile drips from their slavering mouths, and their 1'-2' body is twisted and leprous. Their 2'-3' wings (pale lavender in color) are constantly in motion. Nasti are believed to have originally been bred by demons and then let lose on the mortal plane long ago. Some of the creatures are said to carry Bubonic disease with their touch. Nasti are fairly intelligent. They mostly dwell near civilized areas, raiding livestock for food and attacking humans with delight. These insects are vicious, cruel, and spiteful, hating anything else that lives and eating all that they kill. They have insectoid wings and bodies, and multifaceted eyes giving them 320˚ fields of vision (a sense that works as well in the dark as in the light). They even have a language, but it is a simple one and seems like gibberish to any other being. The hollowed- out trunks of large, dead trees and dark caverns are the favored abodes of these awful beings. The Nasti attack with their non-insectoid claws and mouth, swarming over a victim in numbers if possible.

Pegasus, common:

Pegasus, royal:

Concussion's Way [Own lvl] (Open, Channeling)
Light's Way [Own lvl] (Open Channeling)
Purifications [Own lvl] (Open, Channeling)
Weather Ways [Own lvl] (Open Channeling)
Calm Spirits [Own lvl] (Closed, Channeling)
Creations [Own lvl] (Closed, Channeling)
Nature's Law [Own lvl] (Open, Channeling)
Lore [Own lvl] (Closed, Channeling)

A winged horse of unusual equine beauty, the Pegasus often seem a vision of light and hope to those viewing them. Pegasi are usually pure white, but there is some racial variation in some individuals. A Royal Pegasus looks like a grand Pegasus with a Unicorn's gold spiral horn. They have been found in a number of colors: purest white, deepest black, and most striking red or purple. Pegasus have a 40' wingspan. Remote alpine valleys secure privacy for the shy Pegasus. Meadow grasses and flowers underfoot, winds whistling through the peaks above, and the company of its own kind satisfy the simple desires of this winged horse. The lure of excitement and change draws a few from their secluded abodes into the wide world. Men driven by greedy hearts steal others as foals to rear as steeds. Abducted Pegasi often kill their cruel masters to escape and return home. Those who leave willingly in search of adventure form friendships and find pleasure in carrying these friends on their backs. A Pegasus can carry a 400 Lbs without encumbrance penalty and gives the rider a special bonus of +10 to Riding maneuvers. Royal Pegasi are good and kind protectors of the wilds. They are very willing to cooperate with those of similar persuasion and goals, but they only appear when the need is great. They however do not provide a riding bonus, but can support at least 900 Lbs. Pegasi are most adept at fleeing conflict, but when nothing else will serve, a Pegasus can bring its flashing hooves down upon its foe to bash it out of the sky, or trample a ground-bound foe at the nadir of an attack arc.

Quetzelquatl:

Confusing Ways [Own lvl] (Mystic Base, Hybrid)

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Gas Alterations [Own lvl] (Mystic Base, Hybrid)
Hiding [Own lvl] (Mystic Base, Hybrid)
Liquid Alteration [Own lvl] (Mystic Base, Hybrid)
Mystical Change [Own lvl] (Mystic Base, Hybrid)
Solid Alteration [Own lvl] (Mystic Base, Hybrid)
Anticipations [Own lvl] (Open, Mentalism)
Attack Avoidance [Own lvl] (Open, Mentalism)
Seemings [Own lvl] (Open, Mentalism)
Mind's Door [Own lvl] (Closed, Mentalism)
Mind Mastery [Own lvl] (Closed, Mentalism)
Movement [Own lvl] (Closed, Mentalism)
Physical Enhancement [Own lvl] (Open, Essence)
Unbarring Ways [Own lvl] (Open, Essence)
Dispelling Ways [Own lvl] (Closed, Essence)
Gate Mastery [Own lvl] (Closed, Essence)
Lofty Bridge [Own lvl] (Closed, Essence)

Rainbow-hued plumage graces the serpentine form of the Quetzelquatl. Glorious, angelic wings sprout from its back with a 15' span. The serpent's body is 7'-10' long. It is said that the Quetzelquatl's feathers have magical properties and are worth at least 2d10 silver pieces each. The eggs are worth hundreds of gold pieces each. Avoiding civilized areas, this feathered, winged serpent is an enemy to Dragonkind, fell beasts, and evil in general. If encountered, it will often try to charm any being it meets, convincing them to do some deed which will hinder or cause harm to some evil being that the Quetzelquatl is currently contending with. It will never willingly harm a non-evil being unless it is attacked first or its eggs are threatened. The Quetzelquatl has a mystical sight that distinguishes Good and Evil. This serpent can usually be found in jungles or swamps, and in its lair, 1-2 jewel-like eggs can often be found. Their bite carries a Circulatory Poison, and their gaze charms any who look upon it.

Roc:

Massively large avian creatures, the Roc are one of the largest birds to hunt the skies. Its strength can easily lift an elephant to the clouds, while its talons and razor-edged beak challenge the might of Dragons. Silk-black plumage gleams from the roc's colossal form, and malevolence shines from its yellow eyes. The wings of a roc can stretch from 80'- 180' from tip to tip. Rocs rear their hatchlings in forests of giant 1000' trees or in the napes of high mountain peaks, ranging wide in their hunts to feed both their own and their young's voracious appetites. Piles of bones (and sometimes rusted weapons) piled high at the base of the trees testify to the roc's carnivorous nature and bloated appetite. Although feared by any normal creature due to the roc's massive claws, thundering wings, and cruel beak, it is most effective (and feared) by creatures of its own size, causing its natural weapons to act as Slaying I against Huge and Gigantic creatures . A roc may attempt to grasp ground-bound prey and carry it away, in which case, use the grapple attack for the claw attacks. It has a carrying capacity, without hindrance, of 70,000 Lbs.

Siren:

Controlling Songs [Own lvl] (Bard Base, Essence)
Entertaining Ways [Own lvl] (Bard Base, Essence)
Inspiring Songs [Own lvl] (Bard Base, Essence)
Sound Control [Own lvl] (Bard Base, Essence)
Sound Projection [Own lvl] (Bard Base, Essence)
Essence Hand [Own lvl] (Open, Essence)

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Sirens resemble Harpies in form, with their avian body (wingspan 15') and humanoid face and shoulders, but they are lovely where Harpies are disgusting. Females of the species are encountered 80% more often than males, as they sing their beautiful songs of luring. For the most part, Sirens can be found upon rocky islands near dangerous coral reefs, where they often live and breed in cliff-side colonies like many other sea-birds. However, Sirens take particular delight in luring unsuspecting mariners onto sharp reefs, whirlpools, or other dangerous aquatic phenomena with their melodious voices, using their Bard professional lists and training. If disaster results, Sirens delight in picking over the wreckage for items which delight them; gems, jewelry, or other pretty items which might tempt their fancy. More importantly, Sirens will try to find a mannish survivor or two, with whom they mate so as to provide for the continuation of their species. Sirens are not especially proficient in combat, but their voices are particularly potent in charming their victims and foes.

Sky Manta:

Huge, flat masses of cartilige and flesh, these manta-like creatures glide through the air, swooping down to attack their prey. They are black in color, have a large viper-like mouth filled with white teeth, and long slender tails. Most are 17'-20' long and 22'-25' wide. Though magical, these creatures do not seem to be the result of some genetic experiment or divine curse. Men have managed to capture and train some of these beasts and use them as mounts, but they are difficult to master (resulting in a special modifier of -10 to all Riding maneuvers). They can carry up to 1200 Lbs as a mount, without penalty. Black and menacing, these flying devilfish can fly high into the sky, but usually stay close to the ground to look for prey. They fly through the air like mantas of the sea, using some sort of magical levitation gland. Unlike normal manta rays, these creatures have lungs rather than gills, a toothy mouth, and some can discharge a shock bolt through their tails. Like Sky Sharks, they make no noise, and they can be trained as combat steeds as well. Their young are born alive and oftentimes in the air, flying from their mother and into the world, immediately on their own. They do this in numbers of 10-100 at a time. While all have powerful bites that tear apart flesh, approximately 40% of these creatures are able to naturally generate an electrical charge, like an electric eel. These sky mantas can project this charge from their tails, striking as a *Shock Bolt* with <1'>/ lvl range. They can do this 50 times per day, once per 3 rounds.

Sky Shark:

Large black shark-like beings that prowl the sky, these monsters have long, fleshy wings like those of a bat rather than fins. Yellow, sunken eyes pierce the air above the maw filled with hundreds of teeth. They vary greatly in size, most being 8'-15' long with a 9'-16' wingspan. Sky Sharks were bred long ago by a distant evil kingdom that used them for military purposes. They were inspired by the majestic sky whales. Sky Sharks are still used as mounts for airborne cavalry, trained for transportation and battle. As a mount, they have a carrying capacity of 280 Lbs and add no modification to riding maneuvers. Sky Sharks probably have some magical aid in flying due to their large bulk. These creatures have lungs and breathe air unlike their water-bound cousins. Either traveling as a lone hunter or in a pack, they are devastatingly adept at capturing and killing prey. They make no noise whatsoever. The beasts nest in rocky crevices and among crags. A man can literally be torn apart by the Sky Shark's razor-sharp teeth. It can also bash opponents as it swoops by, particularly with its muscular tail.

Sky Whale:

Ranging in size from 25' to 100' in length, these huge winged whales are some of the most astounding and miraculous creatures in the sky. Short wings (20'-50' wingspan) replace fins, but in all other respects they are identical to one of the various species of whale that dwell in the ocean. Sky Whales avoid combat, but when they are attacked by aerial predators, they use their huge bulk or their heavy tail to bash their foes. 10% that have been encountered have had a single spiraling horn like a narwhale, giving them an additional horn attack. Even then, they use this natural weapon only in self-defense. These rare behemoths

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of the air are prey for large airborne predators like rocs, dragons, and flocks of sky sharks or griffons. Sometimes they are captured by humans or another race and used like living dirigibles; often capable of carrying up to twenty passengers, or 10 tons of cargo, they are not easy to ride, conferring a -15 penalty on *Animal:Riding (Sky whale)* skill specialization.

Sphinx:

Mind Attack [Own lvl] (Mentalist Base, Mentalism)
Mind Control [Own lvl] (Mentalist Base, Mentalism)
Mind Merge [Own lvl] (Mentalist Base, Mentalism)
Mind Speech [Own lvl] (Mentalist Base, Mentalism)
Presence [Own lvl] (Mentalist Base, Mentalism)
Sense Control [Own lvl] (Mentalist Base, Mentalism)
Self Healing [Own lvl] (Closed, Mentalism)
Shifting [Own lvl] (Closed, Mentalism)
Speed [Own lvl] (Closed, Mentalism)
Mind's Door [Own lvl] (Closed, Mentalism)
Anticipations [Own lvl] (Open, Mentalism)
Attack Avoidance [Own lvl] (Open, Mentalism)
Cloaking [Own lvl] (Open, Mentalism)
Damage Resistance [Own lvl] (Open, Mentalism)
Delving [Own lvl] (Open, Mentalist)
Detections [Own lvl] (Open, Mentalist)
Seemings [Own lvl] (Open, Mentalism)

The Sphinx is a creature which shares similar looks with many other creatures; it has wings (wingspan 30') and a lions body but a humanoid head imparts it with far better than bestial intelligence. These creatures often adopt solitary, nomadic existences, traveling the world in search of knowledge of all types, but they are particularly known for their predilection towards gathering limericks, prose, and especially riddles which a Sphinx view as the true test of intelligence. A Sphinx will often linger on well traveled paths so that it might question other travelers in this way adding to its repertoire of riddles. If those it accosts do not know a riddle unknown to the Sphinx, they will usually pose a riddle of their own to punish. Of those unwilling to answer, the Sphinx will attempt to stop the traveler from continuing his or her journey, often employing its Mentalist abilities to this end. When these mental machinations fail, its powerful lion's claws and battering wings are used to provide physical security.

Spiderbat, tiny:

Spiderbat, medium:

Curses [Own lvl] (Evil, Channeling)
Dark Channels [Own lvl] (Evil, Channeling)
Demonic Pacts [Own lvl] (Evil, Channeling)
Demonic Summons [Own lvl] (Evil, Channeling)
Disease [Own lvl] (Evil, Channeling)
Wounding [Own lvl] (Evil, Channeling)
or
Darkness [Own lvl] (Evil, Essence)
Dark Summons [Own lvl] (Evil, Essence)
Foul Transformations [Own lvl] (Evil, Essence)
Essence Twisting [Own lvl] (Evil, Essence)
Necromancy Mastery [Own lvl] (Evil, Essence)

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Necromantic Ways [Own lvl] (Evil, Essence)
or
Mind Death [Own lvl] (Evil, Mentalist)
Mind Disease [Own lvl] (Evil, Mentalist)
Mind Domination [Own lvl] (Evil, Mentalist)
Mind Erosion [Own lvl] (Evil, Mentalist)
Mind Illusions [Own lvl] (Evil, Mentalist)
Mind Subversion [Own lvl] (Evil, Mentalist)

Both varieties of this creature look like larger than normal, hairy, black spiders with batwings sprouting unnaturally from their backs. They hiss as they fly in to attack, their fangs literally dripping with poison. The Small Spiderbats are 2'-3' across, with a 4'-6' wingspan. The Medium Spiderbats are 5'-8' across, with a 10'-18' wingspan. The spell casting ability of these creatures lends credence to the theory that these horrible creatures are related to the Major Great Spiders somehow. Although the Small Spiderbat could be called an animal, the larger one possesses high intelligence. Rarely is a Medium Spiderbat encountered without some of its smaller brethren as pets. Medium Spiderbats speak their own tongue, and can communicate with their small cousins. Neither variety spins webs, but both lair in dark, damp places to lay their eggs. The smaller lays 50-60 eggs at a time, while the larger produces only 1-2 large eggs. Both the Medium and the Small Spiderbats attack with a vicious, poisonous bite, injecting a Circulatory poison. After the prey is subdued they will inject a Conversion poison to liquefy its internals. Some (about 10%) of the Medium Spiderbats possess spell ability, being able to cast all the Evil lists from one Realm.

Steardan:

A winged horse (35' wingspan), in almost all physical ways indistinguishable from the graceful Pegasi, but Steardans mirror their cousins in form alone; it possesses only bestial intelligence. It is entirely possible that Steardan are the result of the capture and purposeful breeding of Pegasi, making them docile and beastly in intelligence. This cannot be proven, but it should be noted that Pegasus who meet Steardan in flight will always attack the Steardan's rider with wild abandon and vehemence. Steardans are almost exclusively bred by and for royalty in many nations. As livestock, they are cared for exceedingly well. Those showing exceptional worth are trained as mounts, and even warhorses. As a steed, they can carry up to 330 Lbs, without encumbrance, giving the rider a special bonus of +10 to all Riding maneuvers. When called upon, the Steardan can batter opponents with its muscular wings, bite with its equine maw, or trample smaller opponents with its heavy hooves. It is trained as a war mount and it is most effective of course, when it bears a rider who is also armed.

Thyfur:

These great winged creatures resemble in almost every way their cousins the Great Eagles, with their gleaming eyes, hooked beak, and vice-like talons. They are usually not so big, however, enjoying a wingspan of 30'. The first Great Eagle to seek and form a bond-mate was known as Thyfur. When Thyfur mated, the hatchlings were raised in an environment of mutual friendship between man and bird. All Great Eagles who seek bond-mates are the descendants of Thyfur, and as a race are called the same although in physical statistics they vary very little from the racial standard. The Thyfur are more companionable than the Great Eagles; upon reaching adult-hood these creatures will seek to form a bond of friendship with a single man or woman after which they rarely part. Bird and rider live together in a mutually agreed upon home. They hunt together to supply their meals, and fly together to furnish their pleasure. It is the Thyfur who chooses its bond-mate, usually from a pool of 'applicants' who appear from surrounding villages when the bonding season is nigh. As a mount, the Thyfur can carry a 150 Lbs load without penalty and it gives its rider a +15 bonus to all riding maneuvers. Thyfur are effective aerial

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combatants, able to use their wickedly sharp talons and tearing beaks to good advantage, even while carrying a rider, who will also often be armed in his or her own individual manner.

Tracha:

Mind Attack [Own lvl] (Mentalist Base, Mentalism)
Mind Control [Own lvl] (Mentalist Base, Mentalism)
Mind Merge [Own lvl] (Mentalist Base, Mentalism)
Mind Speech [Own lvl] (Mentalist Base, Mentalism)
Presence [Own lvl] (Mentalist Base, Mentalism)
Sense Control [Own lvl] (Mentalist Base, Mentalism)
Gas Manipulation [Own lvl] (Closed, Mentalism)
Liquid Manipulation [Own lvl] (Closed, Mentalism)
Solid Manipulation [Own lvl] (Closed, Mentalism)
Self Healing [Own lvl] (Closed, Mentalism)
Brilliance [Own lvl] (Open, Mentalism)
Damage Resistance [Own lvl] (Open, Mentalism)
Delving [Own lvl] (Open, Mentalist)
Detections [Own lvl] (Open, Mentalist)
Telekinesis [Own lvl] (Open, Mentalism)

The bizarre-looking Tracha is a giant (6'-7' long) beetle with only four insect legs. Replacing the missing set of legs is a pair of Mannish arms, while on their back is a pair of dragonian wings that stretch out up to 20'. They are uniform in color, their whole body being either black or brown. Tracha are solitary creatures, and become hostile if disturbed. Despite their viciousness in combat, they are herbivores and not belligerent; don't bother them, and they won't bother you. Tracha spittle is acidic, and they are quite proficient in spitting small globs of it at their foes at ranges up to 12'. The acid also makes their otherwise not very potent bite quite deadly. Their main offensive capabilities come from the fact that they can wield weapons (and often use magical ones), and that they can cast spells.

Viperhawk:

A viper's deadly fangs and long, slinky form are matched with feathery wings and deadly sharp talons on the underside of the body. The feathers are blueblack, while the main serpentine body is a light gray. It hisses like a viper, its body is 4'-5' long and its wingspan stretches to almost 6'. Despite being another "feathered serpent" these creatures seem to be no relation to the Quetzelquatl. There is nothing to suggest that these beasts are not simply strange creatures that naturally inhabit the areas they frequent. These creatures are a deadly menace to any area where they decide to nest. They feed on anything man-sized or smaller it can take down, and are fascinated with gold and silver. Often they will attack humans, even when they are not hungry, for their gold. Their hidden nests are built among rocky crags or in high trees, and are often filled with gold or silver coins. Its talons can tear the flesh a victim and the Viperhawk's dangerous bite injects a Muscle Poison.

Whitesnake:

This is an unusual looking creature. It is thicker than a normal snake and its length is covered by a coat of long white hair. It is 18"-36" long and 4"-6" in diameter. It floats in the air at all times, held aloft by magic. Perhaps its most significant characteristic is the ability to act as a natural familiar. The creature usually attunes itself to a particular master, moments after hatching (if one is nearby). Thus, Whitesnake eggs can be quite valuable. The Whitesnake is a fine pet and ally. It is capable of flight; presumably by magic (it has no wings). It is omnivorous, eating insects, small rodents and various plants (another odd thing for a snake to do). Its bite inflicts a Paralytic Poison.

Winged Wolf:

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The Winged Wolf is a highly intelligent species, having not only large bat-like wings capable of true flight, but also a long and muscular prehensile tail. They have a wingspan of 12'-16'. Though not large enough or strong enough to serve as mounts, these creatures are often coaxed into working with other species. They are particularly fond of Hira'razhir. The wolves are usually only aggressive when protecting their territory or when hungry. They are capable of speech and some are friendly with certain humanoids. They are fond of living in trees and their paws are more flexible than other wolves, being suited to that terrain. They are more versatile in attack than normal wolves, being able—especially when attacking from the air—to use their claws as well as their jaws, gripping their opponent with the tail.

11.2. Land

The following creatures live on dry land. The do not have wings and have no desire, or capability, to spend longer times in the water. They populate niche areas, because most creatures here are considered either valuable, or dangerous. Their prudence keeps them out of trouble with civilization.

Abraxas:

A fowl's head and snake's legs merge with the human torso of the Abraxas, whose virulent temper matches its aberrant figure. Brilliant crown feathers brush against colorful jungle foliage while the Abraxas darts after all that moves. It stands 7- 8' tall. Like many "composite" monsters, these aberrations may be the result of unnatural circumstances, such as a magical experiment or a curse of some sort. They breed true, however, and now many jungles teem with the beasts. Despite their ability to use weapons they are just that—merely beasts. Abraxas show little intelligent aptitude or capability for domestication. The Abraxas lives out its days in constant search for food as it prowls its jungle home. Although usually on the move, if prey is detected—and prey constitutes anything alive—it will wait and attempt to ambush the victim(s). If more than one of these creatures are encountered, they will usually be a mated pair. Abraxas mate for life and never fight amongst themselves, despite their violent nature. Their young are hatched from large eggs, two to five at a time. The Abraxas is violently hostile, attacking everything it sees. With its human-like arms, it wields crude weapons that it has fashioned (e.g., clubs or spears), or more sophisticated weapons (e.g., swords, axes, etc.) taken from fallen foes. It also uses its sharp, slightly curved beak to inflict vicious wounds. A favorite tactic is to grapple prey with its serpentine legs and then, while it squeezes the victim, attack the hapless foe's vulnerable areas (e.g., eyes) with its beak. Due to its accuracy in this mode of attack, +5 is added to the critical roll of any strike inflicted by the beak.

Al-mi'raj:

Assassination Mastery [Twice lvl] (Magent Base, Mentalism)
Disguise Mastery [Twice lvl] (Magent Base, Mentalism)
Escapes [Twice lvl] (Magent Base, Mentalism)
Misdirections [Twice lvl] (Magent Base, Mentalism)
Speed [Twice lvl] (Closed, Mentalism)

Silky fur, the color of butter or honey, coats the supple form of the Al-mi'raj. A hare from whose forehead thrusts the onyx spire of a single horn, the Al-mi'raj possesses a grace that is rarely equaled. The Al-mi'raj is a creature of mystical origin, created by the gods of nature to protect the small creatures of the wild such as rabbits, squirrels, etc. Its horn is said to possess magical qualities and is valuable in certain rituals and in the crafting of some items. The Al-mi'raj has sufficient cunning to confound the thousand enemies that threaten eaters of grass, leaves, and grain. This horned hare champions them against fox and wolf, disease and blizzard, and man. In battle, this creature uses its horn to stab and slash,

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leaping high off the ground to strike foes much larger than itself. The Al-mi'raj enhances its attacks with spells.

Arachat:

The Arachat is a large arachnid, although it possesses a number of physical differences from others of its kind. Its body, including its legs, is approximately six feet in diameter (when fully grown), and is covered in shaggy grey fur. Moreover, the creature's head resembles that of a large panther rather than that of a spider. Long yellow teeth protrude from a narrow feline snout. Like a panther, it has only two eyes, and its ears are quick to tense when a noise is detected. Though possessing the traits of both cat and spider, this creature is said to have been the product of the quirks of evolution rather than some supernatural occurrence. Occasionally, these creatures can be captured when young and trained to be guards or even mounts or beasts of burden. They can support weights of up to 144 Lbs of gear on their back, without encumbrance penalty. The rider takes a -10 penalty to the Animal: Riding (Arachat) specialization. This beast can be found everywhere except where it is very dry. Unlike its spidery cousins, it does not spin webs. It constantly prowls for food, and will attack and eat anything that appears weaker than itself. The Arachat's young are born and feed from their mother like mammals. One to two offspring at a time is common. The creature can breathe out a spray of poison once per 60 rounds (cone length <1,2'>/ lvl, base 3'/ lvl). Anyone in the cloud must resist a Paralytic Poison. After breathing out its noxious fumes, it pounces on its prey. It can jump up to 16' vertically and 40' horizontally to attack a victim with its vicious bite.

Black Baboon:

Black Baboons are an enormous species of primate. They look much like regular baboons except for horns curved down and to the front. In addition, they have a pair of large fangs jutting up from the lower jaw, and they have a truly massive build. They stand 7'-11' high. Having a natural affinity for combat, some have been captured for use in gladiatorial arenas. To many primitive peoples, however, they are mysterious and legendary beasts, thought to be a race of powerful and dangerous demigods. Black Baboons are more intelligent than many other primates. They are not built for quick and agile maneuvering but their raw strength and endurance are astonishing. They travel in large tribal bands that the leading males defend with ferocity. The normal weapon of a Black Baboon is a Big club wielded with one hand. It should be noted that Black Baboons do not kill (intentionally) unless they feel threatened.

Bounder:

These creatures are four-legged beasts with smooth dark green skin. Their 5'-7' long bodies vaguely resemble a feline in shape, while their heads are like a frog's, (although narrow and with a mouth full of sharp teeth). A Bounder's front legs are larger and more powerful than its hind quarters, giving it a bounding motion when it runs. At the end of each leg is a large clawed foot, so its movements are stable and sure. It has no tail. Bounders have inhabited underground areas and dark forests for as far back as Dwarvish records go. Occasionally an evil lord or wizard will use them as hunting hounds—dark elves are especially fond of them in this capacity. Despite their frog-like bodies, they are not amphibious but dwell rather in dark forests, jungles and underground. Bounders are fairly intelligent (for a creature of its type), and very crafty. Although reptilian, their young are born rather than hatched. They take almost three years to fully mature. Being carnivorous, Bounders usually hunt in pairs, but rarely in packs. They often chase their prey, tiring it before they move in for the kill with their powerful jaws and terrible claws. Against stationary targets, they will hurl their bodies to bash their prey.

Caustic Slime:

A cloudy, viscous ooze that coats the surfaces of damp, enclosed chambers, caustic slime erodes wood, metal, and flesh on contact. The Caustic Slime is a "naturally" occurring underground scavenger that has spread to ruins and deep-earth dwellings created by intelligent beings (because food is much more

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plentiful in such areas). Dwarves particularly hate caustic slime, because even one of the creatures entering one of their underground cities can destroy a great deal of beautiful craftwork and threaten many lives before it is stopped. Other undergrounddwelling races, especially those with a more sinister bent—like Orcs, Trolls, and Goblins—will often encourage a caustic slime to "guard" an entrance to their lair by feeding it. In such a way, the slime becomes a living trap. This "creature" may actually be a colony of single-celled organisms more plant-like than animal in many ways. Though non-intelligent, it can sense movement in ways that are unknown. It can break down any organic substance and convert it into food, and lives by slowly moving along underground and devouring all that it finds. Reproduction is asexual, and happens only once during a given lifetime (which has no known limit to its length). Occasionally, an indigestible gem or other such bauble will be found within its mass. Although animals and humans are no tastier to a caustic slime than a pile of dung or an old chair, if the creature senses a threat, it will react violently. Its grappling attack delivers its normal damage and an additional 'A' Acid critical to living targets. Non-living targets (including wood, metal, and cloth items) are eroded on contact. Often it "attacks" by merely coating the floor and waiting for creatures to walk onto its surface. Any such creatures will immediately begin to take damage. Other times, it will drop on unsuspecting targets from walls or ceilings, inflicting damage until somehow removed from the target. Extreme heat or cold should quickly render it inactive with damage, but other measures have little effect, because most weapons are destroyed upon striking the creature.

Cerebus:

Three-headed dogs whose necks bristle with writhing serpents, these huge beasts are terrible to behold. They stand 6' high at the shoulder, and are covered with dark grey hair that is stiff and coarse enough to draw blood if stroked vigorously. The nearly innumerable snakes hiss constantly, their fangs dripping with poison, while the slavering canine heads growl and bark. The 6 dog-like eyes glow with a purple hate. Frequently employed by monarchs to protect their kingdoms, a Cerebus' concept of evil changes to coincide with its employer's desires. Cerebus are most often encountered guarding entrances and river crossings (bridges or fords or ferries), to prevent the passage of "evil-doers." It is very possible that they are the result of some magical summoning or crossbreeding, for they are very intelligent and willing to serve a powerful master. In fact, a Cerebus without a master or objects to guard quickly goes insane and takes its own life. Cerebus breed true, but only do so when commanded by their master. The litters are usually comprised of two to six young. Often, the young pups will be given or traded to others. The creatures do not seem to mind the separation, and quickly adapt to the new master's domain and outlook. Although they are, in many ways, simply powerful guard dogs, their loyalty allows their masters to trust them without the use of chains or pens. Though usually standing their ground, these creatures will not hesitate to take the offensive against those who are obviously trying to get at whatever the beast is guarding. They can attack with all three heads or all of the snakes that surround them. Each serpent bite inflicts a Reduction Poison. These beasts will fight to the death to carry out their duty, although they are by no means mindless.

Chameleon Amoeba:

Amorphous polyps of gelatin, chameleon amoebas acquire the coloring and texture of any surface on which they rest. Spread thin over a surface, they can cover an area of 10 square feet. These creatures are a bane to lone travelers. It is not unknown to encounter them on a lonely stretch of road or a dark, secluded alleyway in a city, as they tend to go where they are most likely to find their prey. Most of the time, however, they remain in their natural habitat, within underground cavern complexes and caves. Despite a few similarities, they are in no way related to caustic slime. In fact, the amoebas fear and avoid caustic slime, for they have no defense against the slime's acidic nature, and their grappling abilities have no affect upon the slime. Chameleon Amoebas are constantly searching for food (just about any organic

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material). They prefer desolate or underground areas where they can surprise a lone victim and devour it without being disturbed. They reproduce by budding, doing so once every few years. Invisible from a distance and often unnoticed even close up, the amoeba waits until prey strolls within an arms length before sweeping to envelop the careless unfortunate. All Perception maneuvers to discern the amoeba suffer a special penalty of -50 because of its ability to take on the coloration of any surface to which it clings. Suffocation after achieving a 100% grapple hold prepares the victim for digestion. In combat, they are difficult to damage due to their jelly-like form.

Chimera:

A lion possessing extra heads—one that of a goat—the voracious Chimera prowls in an incessant search for prey. The goat's horns and the lion's steaming jaws receive lethal aid from the chimera's tail, a serpent spewing firebolts. The Chimera is the archetypal result of magical crossbreeding. It is said that the chimera were bequeathed to the world as the legacy of a god so evil that he was slain by his brethren. He fused three incompatible beasts together cruelly and painfully. This initial transformation resulted in a ferocious insanity that has been carried on through innumerable generations. This creature hates all that lives, and devotes its existence to killing and destruction. Although it often eats those it slays, that is not its main reason for hunting prey. They will even fight among themselves, although once per year, a mating frenzy comes upon them that supersedes their need to destroy. The Chimera's savagery extends to even its own young; it usually eradicates the hatchlings on sight. Of the 5-10 that are normally hatched, it is thankfully rare that even one survives. A virtual machine of destruction, the two heads and the serpent can all attack in any given round. The snake breathes firebolts once per round (<2'>/ lvl range increments), while the other heads bite and gore with vicious horns. The Chimera is not stupid or foolish in its madness, and will prove a clever and cunning opponents for any that opposes it.

Crecadinum:

These creatures appear to be in some ways insectoid, yet are actually reptilian. Their body is heavily armored and is in many ways like that of a giant armadillo. They have a long tail that can be used to bash opponents, and a long chitinous neck. Their head is squarish, and their three pairs of eyes are small. On either side of their head (protruding from the cheek bones) are two sets of three 2' long horns. The creature's full length is 25' to 30'. This creature probably evolved from the giant reptiles that once were the predominant life form in the world. Long ago, the crecadinum fled underground to roam cavern complexes in search of food. The Crecadinum dwell underground, searching for prey continually. These beasts will eat almost anything, and see well in complete darkness (Darkvision, 100'). Its young are hatched from gigantic eggs; 1-2 are laid by the female each year. The creatures only live for 10-15 years, but usually die of natural causes since they have few natural enemies. A Crecadinum can flex its "cheeks," articulating the horns on the sides of its head so that they can be brought together and used to grapple victims. The beast can then raise their head up into the air and drop the grappled prey into their mouth, delivering a Huge bite attack. The creature's tail can be used to swat foes away while it devours its prey. Its armored hide protects it well from weapons and other dangers.

Darkhunter:

Long, slender wolfish bodies are the mark of the Darkhunter; although an avian, almost eagle-like head replaces the expected canine skull. On this misshapen head, a wickedly curved beak is perched and yellowish eyes stare with a wolf's cunning. It is said that Darkhunters were bred by a group of evil wizards long ago, and have since adapted to many climes. They are often domesticated via a charm spell (or by training them when they are pups). Their intelligence makes them excellent guardians and their uncanny tracking ability (+50) makes them excellent hunters. Normal animals fear them, and powerful demons and undead (as well as humans) use them for guards and hunters. Though a creation of magic from long ago, these beasts have adopted many of the mannerisms of natural creatures. In the wild, they

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live in packs and work together as a community to search for food and care for their young. A litter of Darkhunters is usually comprised of 3-8 pups that mature within two years. Full-grown individuals see in the dark as though it were day (*Darkvision* 100'), and have exceptional hearing (+25 to Perception maneuvers involving hearing). They eat virtually anything, but seem to have a love for horse and even Unicorn meat. In combat, the Darkhunter uses its relatively large beak to rip and tear its foe. Like a wolf, it prefers to hunt in packs and tire its prey before moving in for the kill. Even a domesticated Darkhunter cannot be made to fight to the death, although one may give its life to protect its young.

Echidna (Lamiae):

Animal Mastery [Own lvl] (Druid Base, Channeling)
Herb Mastery [Own lvl] (Druid Base, Channeling)
Nature's Lore [Own lvl] (Druid Base, Channeling)
Nature's Protection [Own lvl] (Druid Base, Channeling)
Nature's Wrath [Own lvl] (Druid Base, Channeling)
Plant Mastery [Own lvl] (Druid Base, Channeling)
Blood Law [Own lvl] (Closed, Channeling)
Bone Law [Own lvl] (Closed, Channeling)
Calm Spirits [Own lvl] (Closed, Channeling)
Muscle Law [Own lvl] (Closed, Channeling)
Nerve and Organ Law [Own lvl] (Closed, Channeling)
Symbolic Ways [Own lvl] (Closed, Channeling)
Concussion's Way [Own lvl] (Open, Channeling)
Lofty Movements [Own lvl] (Open, Channeling)
Purifications [Own lvl] (Open, Channeling)
Weather Ways [Own lvl] (Open Channeling)

The translucent scales of its serpent's tail blend at the waist into the delicately tinctured flesh of its human torso. Jungle shadows and tints dapple the Echidna's alien beauty while it slithers between tree boles or bathes in clear green water. Its tail reaches lengths of 10'-15'. In many ways, the Echidna is as much a force of nature as the wind or the rain. They are as old as the world itself, and will live on as long as the forces of darkness are kept from destroying the sylvan wood. A self-appointed "Guardian of the Wood," the Echidna preserves the beasts and the bush from trespass by civilization. Being a creature of magic, it requires no food, water, or rest. It does, however, need to immerse itself in a natural spring, river or pond every day to survive (minimum of 60 minutes of total immersion—though many take hour-long baths). Though not aggressive, if the Echidna or its domain are threatened, it becomes a powerful combatant. It can wield a weapon (often magical) and grasp foes with its tail all in one round. Those grappled are then subject to a crushing attack once entwined in is muscular coils.

Euryale:

With acrid steam belching from its nostrils, this bull-like horror stands proud and powerful. Its entire form gleams with a metallic brilliance, its bronze skin shining like the sun. The first Euryale was not, as one might think, a bull. Rather, it was a man, cursed by an unimaginative but powerful mage to become a bronze statue of a bull. The curse's victim was not without his own power, however, and kept his mobility in his new form. Not only did he become far more powerful in this new metal body, but he learned that with his breath he could make others into the statue that he was supposed to be. Interbreeding with normal cattle, many generations of Euryales have been created to plague the world of men. The Euryale roams the countryside, spreading death and destruction to all who stand in its way. While it does not hate other creatures, it has no respect for any other form of life, and will not hesitate to gore anyone that does not flee from it; nor will it feel regret if another creature is turned to stone by breathing its vapors, even if

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accidentally. A Euryale eats grass and other typically bovine foods. As Euryales are always bulls, they must procreate with normal cattle, the males of the union always being Euryales. The breath of a Euryale acts as Special Poison that turns to stone those who inhale it. It sprays a fine mist in a 2'/ lvl, 1'D base cone (12'long, 6'D base). The metal-plated hide of brass preserves this Large bull from harm. Bronze horns and hooves gore or trample its foes, while its breath turns flesh to stone. Petrification is not normally a lethal condition. In fact, some have remained preserved in the stone-like condition for years before returning to flesh, perfectly healthy. It is also important to note that unlike what many stories about other types of petrification say, only the victim's body, and not his clothes or belongings, turn to stone by the poison.

Feliss:

Feliss (singular and plural) appear to be huge snakes with lionlike heads. Their manes flow down the back of their serpentine body, and the cat-like eyes continually dart about, nervously. Typically 12'-16' feet in length, these predators claim their territory with a bellowing roar. Despite their feline heads and furred mane, these creatures are apparently reptiles and evolved from their more serpentine cousins (though perhaps there was some magic involved). These beasts are found in all but the coldest of climates, and it is said that they have a white-furred cousin that exists even there. They are usually solitary hunters, but sometimes a mated pair can be found with a nest of 1-6 eggs. While they are usually encountered when they are hunting, if a Feliss is encountered in its lair (or if it is run across by sheer coincidence), it will attack. It seems to be a paranoid creature—it attacks first, without considering the strengths or weaknesses of its foe. It seems to possess some intelligence, however. Feliss are able to move silently (+25 to all stalking maneuvers) and surprise their prey with a lightning-fast bite. They are also able to constrict with their tail and body (as a python), and deliver vicious bites to their grappled prey.

Furtheis:

Furtheis (singular and plural) are strange creatures, black in color, appearing as a cross between a giant crab and a giant tick. They have six very long legs that support its shelled body, and two pincers that it can use rather dexterously (wielding weapons or manipulating small objects). They have multi-faceted eyes, but rely mostly on their long antennae for perception. Yet another creation of magic, these spell-bred creatures are used as the servants to evil mages, demons, and the like. Because they do not work well with other types of creatures (such as Orcs or Goblins), they never experienced widespread acceptance by dark masters as servants. Many have escaped into the wild and dwell in crude settlements of their own. The Furtheis are cruel and brutish creatures that enjoy bullying and domineering smaller beings. They are carnivorous, and are excellent hunters. Furtheis have no language, as such, although they can communicate by rubbing their feelers with other Furtheis. They can learn to understand spoken words, but have no vocal chords of their own. They can make weapons and simple tools, but for the most part are very primitive beings. Bred for battle, these creatures have natural weaponry, but can use melee weapons as well. Their chitinous shell protects them from most attacks. If encountered in large numbers, these beings often form a wedge and use their hefty weight to force the enemy back. They have a poisonous bite carrying a Nerve Poison.

Gorgon (Medusae):

Beastly Ways [Own lvl] (Ranger Base, Channeling)
Inner Walls [Own lvl] (Ranger Base, Channeling)
Moving Ways [Own lvl] (Ranger Base, Channeling)
Nature's Guises [Own lvl] (Ranger Base, Channeling)
Path Mastery [Own lvl] (Ranger Base, Channeling)
Survival's Way [Own lvl] (Ranger Base, Channeling)

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Writhing serpents rather than curling tresses frame this evil being's face. Her nubile figure rivals the beauty of her visage, but a Gorgon acquires few lovers. One glance at the lady's face turns the admirer to stone, if the venomous kisses dispensed by her snaky hair do not poison him first. These creatures are the result of some terrible curse placed upon some mortal women long ago, probably by a vengeful deity. Gorgons prefer to live underground, away from other beings. Rarely, if ever, is more than one ever encountered, as they cannot bear the sight of each other. When a male and female do meet, their union usually produces 1-2 young which are abandoned after about a year to fend for themselves. Gorgons fear no predators, and often use their gaze (the effect of which is temporary) for hunting, bringing the stoned victim into their lair to be devoured once it becomes flesh again. They can see in the dark (*Darkvision* 100'), but prefer lit areas. Fighting a Gorgon is a difficult task. If a character attempts to attack with either weapon or spell, they must make an RR vs. the gaze attack of the creature. These durations may be shortened by certain spells, rituals or herbs. If someone attempts to fight the creature while avoiding the gaze, such as with their eyes closed, then the rules from *A&CL* for fighting in the dark apply. A Gorgon will use such situations to her advantage, moving in to strike with her snakes or a weapon (which is often poisoned with the snakes' Circulatory venom). Other times, the creature will stand back and use a bow to attack, relying on her Gaze and Petrifying Hideous Countenance to take care of any who approach.

Great spider, lesser:
Great spider, greater:
Great spider, major:
Delving Ways [Own lvl] (Open, Essence)
Detecting Ways [Own lvl] (Open, Essence)
Essence's Perceptions [Own lvl] (Open, Essence)
Physical Enhancement [Own lvl] (Open, Essence)
Unbarring Ways [Own lvl] (Open, Essence)
Dispelling Ways [Own lvl] (Closed, Essence)
Living Change [Own lvl] (Closed, Essence)
Rapid Ways [Own lvl] (Closed, Essence)
Shield Mastery [Own lvl] (Closed, Essence))
Spirit Mastery [Own lvl] (Closed, Essence)
Guises [Own lvl] (Illusionist Base, Essence)
Illusion Mastery [Own lvl] (Illusionist Base, Essence)
Light Molding [Own lvl] (Illusionist Base, Essence)
Mind Sense Molding [Own lvl] (Illusionist Base, Essence)
Sense Molding [Own lvl] (Illusionist Base, Essence)
Sound Molding [Own lvl] (Illusionist Base, Essence)
or
Anticipations [Own lvl] (Open, Mentalism)
Attack Avoidance [Own lvl] (Open, Mentalism)
Cloaking [Own lvl] (Open, Mentalism)
Delving [Own lvl] (Open, Mentalist)
Detections [Own lvl] (Open, Mentalist)
Self Healing [Own lvl] (Closed, Mentalism)
Speed [Own lvl] (Closed, Mentalism)
Mind Attack [Own lvl] (Mentalist Base, Mentalism)
Mind Control [Own lvl] (Mentalist Base, Mentalism)
Mind Merge [Own lvl] (Mentalist Base, Mentalism)

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Mind Speech [Own lvl] (Mentalist Base, Mentalism)
Presence [Own lvl] (Mentalist Base, Mentalism)
Sense Control [Own lvl] (Mentalist Base, Mentalism)
Giant spiders are huge predatory arachnids; the largest variety of eight-legged web-spinners. Lesser Spiders are 1'-2' in diameter, Greater Spiders are 4'-8' across, and Major Spiders are 11'-20' wide monsters.The origin of these creatures is certainly not a natural one. Despite their sizes, all three of these types of creatures are related, the smaller two versions probably being some sort of evil spawn of the Major Great Spiders, a bane upon the earth if there ever was one. Lesser and Greater Spiders hunt and live in groups, while Major Spiders are loners. The smallest variety live almost exclusively in dark forests where they can spin their webs in the trees. Occasionally, a Major Spider will have some of the smaller specimens around as servants or guards. Even more rarely, they will have Orcs, Ogres or even Demon servants. Major Spiders are nocturnal.
All Great Spiders feed on flesh and blood. They can be encountered in almost every clime. Armed with both Reduction and Muscle Poisons, these beasts lurk in large trees or rocky defiles, suspending themselves above their complex web traps. Groups build their traps along commonly used tracks or trails, leaving an opening for their wandering prey. As the unwary traveler enters the insidious silk canyon, the spiders close off the approach. Then, the spiders close on their victim, injecting a Muscle Poison. The paralyzed prey is bound in a cocoon of strong but valuable silk, carried off to the dark spider lair, and then suspended until dinnertime. Just before being consumed, the victim is injected with a Reduction Poison . This breaks the victim's innards down into a savory jelly that the spider simply sucks out of the imprisoned body. Major individuals of this race are often ascribed to be Demons (at least in part). Clearly enchanted, they are Huge and are capable of casting spells. They augment their already considerable hunting skills and superb senses of smell and hearing with knowledge of spells. They are usually talented Mentalists or Illusionists, but might aspire to any spell casting Profession. Hunting as nocturnal loners, they live in remote regions, setting long-lived traps in caves and well-defined channels. Their sensitivity to subtle changes in pressures on the nearby ground (range 100') and along their two to three hundred foot wide webs is astounding.

Ki-lin:

Invisible Ways [Twice lvl] (Closed, Essence))
Lofty Bridge [Twice lvl] (Closed, Essence)
Hints of careless seafoam, glacial ice, and serene moonlight illumine the snowy hide of the Ki-Lin. The fluid elegance of its greyhound's loins, limbs, and stature combines with the nobility of its stag's face to evoke chilled awe rather than wondering delight. The thin spire of a horn burns like a star from its forehead. This mystical creature is as evil as the Unicorn is noble. It has dwelled in this world longer than mortal man, and serves its own purposes. Unlike other creatures of darkness, it will not ally itself with Demons or evil lords. The Ki-Lin is a creature of freedom, free from responsibility and free from conscience. Oft-mistaken for the unicorn, the Ki-Lin shares nothing of that beast's gentle virtue. A virgin who awaits the savage Ki-Lin's submission discovers herself bloodily rent by the starlit horn when its head bows to lie in her lap. Aside from its vicious horn and hooves it also makes use of its spell lists in combat. When it wishes to confront a foe, it will often Teleport invisibly to attack with surprise.

Killer Rabbit:

A plump bundle of fluff identical to its harmless cousin. The killer rabbit betrays its true nature after the innocent wayfarer makes cooing noises of appreciation. The cute, bright-eyed bunny leaps for the throat. These deceptive creatures have only 3-5 young per litter (with only 1 litter every year). This fierce beast bounds for the throat, never for another part of the body (takes -25 to OB to target the head). Treat damage from "exploding" attacks against the bunny as "slaying IV" (e.g., H.H.G.o.A.). In an attack, its

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jaws spread to encompass an impressive chunk of neck. Steely muscles clamp sharp teeth together, frequently ripping the victim's head from his body.

Klugala:

This strange composite creature has a hairy goat's head perched atop its 10'-20' snake-like body. Its eyes sparkle with an entrancing gaze, deceiving those around it to ignore its hideous visage. The Klugala and the Feliss are not related, despite the physical similarities. The Klugala is a creature of definite magical influence, created long ago by a experimenting wizard or an evil deity. The brain and the eyes of the Klugala is said to have mystical properties, and are sometimes used in the creation of magical items. Klugala make their lairs underground and are often found in cavern complexes. Almost always found alone, rarely will a mated pair (with a single offspring) be encountered. Although they are omnivorous, they prefer flesh—especially that of intelligent beings (savoring the brains as a delicacy). They are surprisingly intelligent, and will often parlay with a group of powerful, well-armed individuals, offering safety in exchange for food, gems or even magic. The Klugala can attack by butting with its horns or constricting with its body. However, before it attacks physically, it will sway back and forth rhythmically, staring at its victim. If the creature it is looking at fails its RR, the victim will be charmed and will believe that the Klugala is not a threat or an enemy, giving the Klugala a free attack on the victim. The Klugala will resort to its more mundane combat abilities if this approach fails.

Leocorn:

Lofty Movements [Own lvl] (Open, Channeling)
Nature's Law [Own lvl] (Open, Channeling)
Cursebreaking [Own lvl] (Paladin Base, Channeling)
Holy Arms [Own lvl] (Paladin Base, Channeling)
Holy Shield [Own lvl] (Paladin Base, Channeling)
Holy Shields [Own lvl] (Paladin Base, Channeling)
Holy War [Own lvl] (Paladin Base, Channeling)
Inspiring Ways [Own lvl] (Paladin Base, Channeling)

The Leocorn is a regal lion with a single, spiraling horn from its brow. Its mane and horn appear to be of purest gold, while the rest of the beast is a warm, golden brown. Its eyes are dark and heavy. Like the unicorn, its horn is greatly valued. A Leocorn's horn causes fear by touch if it is removed. It is an immortal, mystical creature, whose origin is tied in with the creation of the world, and the gods who placed it in the woods to serve as guardian. This beast is an ally of unicorns and all natural beasts. It is the protector of the woods and the creatures that dwell there. Enemies of nature and those that would harm the forest and its residents are subject to its savage attack. Still, it is a just and levelheaded creature, judging those that enter its domain wisely. It is not easily deceived. Like its more peaceful ally, the unicorn, it is immortal. Strangely enough, this creature is a herbivore. All who would oppose the Leocorn in battle must make a Fear RR, this effect is always preceded by a grand roar.

Leorgon:

A mane of serpents crown the head of this lion-like monster. Its fur is a bluish-grey, and its malevolent eyes glow with a fierce redness, though an onlooker will find his viewing of the creature cut drastically short by its powers of petrification. The Leorgon seems to be some relative of the Gorgon, but exactly how they are related is unclear. They are sometimes (though very rarely) encountered together, and seem to be immune to each other's petrifying gaze and venom. A mated pair will have 1-2 cubs (25% chance of cubs if encountered in the lair). Such cubs do not have fully developed serpents, but they are born with the gaze attack. The Leorgon is fairly intelligent, but very cruel and it delights in killing and using its petrifying gaze. As far as can be determined, the Leorgon has a special digestive process that allows it to swallow stone that was once flesh and digest it; reducing the slim chance of rescue for any victim. The

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beast can bite or claw while its snakes are attacking with their poisonous fangs (Circulatory Poison). Its gaze turns anyone looking at it to stone. Certain spells or rituals can shorten these durations. This beast's roar paralyzes foes with fear, triggering a Fear RR.

Manticore:

Coarse, slovenly beasts, Manticores reek of fresh blood, their odor giving notice of their presence. A fleeting glance reveals the Manticore's resemblance to an unkempt lion; steadier scrutiny notes an uncouth Mannish head and the lethally spiked tail. An ancient creature, the Manticore has always followed Mankind wherever it roamed, dwelling in ruins and deserted areas. The first Manicores were originally men, cursed to become monsters because of their evil. Since then, the beasts have created many new generations. Their ability to see in the dark (*Darkvision*) reaches at least 100'. They roam in packs through underground sewers, caverns, crypts, and ruins. They hunt in these places looking for their favorite prey, man. They will settle for any creature's flesh, however. At range, the Manticore can whip its tail quickly to throw two iron darts each round Each dart carries a Nerve Poison. Up close, it attacks with its feline claws.

Minotaur:

Body reins [Own lvl] (Monk Base, Mentalism)
Combat Mastery [Own lvl] (Monk Base, Mentalism)
Evasions [Own lvl] (Monk Base, Mentalism)
Mind Over Matter [Own lvl] (Monk Base, Mentalism)
Monk's Bridge [Own lvl] (Monk Base, Mentalism)
Self Healing [Own lvl] (Closed, Mentalism)

A huge bull's head distinguishes this creature from simply an incredibly muscular human. Light brown hair, very short in length, covers the beast's body. Usually, it is seen with a Large, two-handed weapon such as a Dane axe, a two-handed sword, or the like. These monsters prey upon all sorts of creatures, but delight in the pain and death of humans. Usually the labyrinths that they live in (and often construct themselves) are used to hunt down intelligent beings that they lure in. They like to slowly savor the kill, inflicting fear as much as real wounds. Sylvan mazes and cavernous labyrinths house the rapacious Minotaur, which can see in the dark as well as in the light (*Darkvision 100*'). They can also be found underground and in ruins. The males of the species are more prominent than the females (85% of those encountered will be male), as they do most of the hunting for food. The females usually stay within the lair (most often a labyrinth), sometimes with a single calf. Minotaurs are carnivorous. Though it can use its horns to bash and gore its foes, most Minotaurs are extremely proficient with Large weapons. If hard pressed, it can also bite with surprisingly sharp teeth.

Mist Monster:

Icy-cold tendrils of grey mist reaching forward out of the dark—is it just imagination manipulating natural fog, or is it something more? Mist Monsters are sometimes encountered in various shades and hues. Some, such as red and yellow-green, alert the onlooker immediately that something is amiss. Other colors, such as grey, grey-blue, and even green might be a natural fog and confuse those the monsters attack. Most are 10'-20' across, but due to their composition, they can greatly vary shape and size. They can vary the shape of their body to appear as naturally occurring mist, giving them a +25 Stalk/ Hide bonus, unless conditions are adverse to fog formation, such as strong sun light or high winds. The nature of a Mist Monster is surely magical, and they are very likely the by-product of some force (great evil, magic, otherdimensional energies, etc.) acting inadvertently upon a natural mist. Flame creatures (Fire Hounds, Fire Elementals, etc.) greatly fear Mist Monsters and their unending hunger for heat. Mist Monsters are creatures who are somehow made of animated mist. They feed on living heat, draining it with their cold touch. They are normally encountered around water sources, hunting for victims, although

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occasionally they will be found in areas where flame-based creatures are found, as they crave the heat. These creatures can somehow manipulate objects and wield up to 5 weapons with misty tentacles, but can only be effected themselves by enchanted weapons. Cold attacks freeze the vapor they are made from, inflicting damage as if the attack was of an increased size and criticals by Ice attacks gain a Slaying I effect. Fire inflicts no harm upon a Mist Monster.

Multi-spider:

Indistinguishable from a normal Greater Great Spider—4' to 6' across—these creatures have one characteristic that makes them more fearsome: they are able to create duplicates of themselves by some magical power. The Multi-spider is another "normal" creature that has obviously been touched by magic in some way. This creature came about as the result of a magic ritual, the details of which has not transcended the ages. The changed Greater spider likely escaped and the spider prospered, and all of its offspring have carried with it the special power. In all other respects, they are like normal Greater Great Spiders, spinning huge webs, binding their prey in silk cocoons, and draining victims of bodily fluids. Each round (in lieu of any other action), a Multi-spider can create one duplicate of itself. It can continue this process until there are a total of nine spiders. These duplicates are all of one mind, and if a duplicate is slain, the multi-spider can make one less duplicate for the duration of one week. All the spiders must be slain to completely kill a Multispider. Its bite is accompanied by a Muscle Poison (when the victim is first trapped) or a Reduction Poison (used only before meal-time).

Panthershark:

Short black fur covers this creature which looks very much like a finless shark with a panther's powerful legs and sharp claws. Its long, slender body moves with an unnerving quickness through the night. Despite its name, it is less of a composite between the panther and the shark. Instead, it simply reminded its namer of the two creatures. The Panthershark is a product of mammalian evolution, that has produced a terribly effective predator in this beast. They are more akin to some of the prehistoric mammals than a shark. There is said to be a white-furred variety in the arctic. This beast ranges through many locales, and is very adaptable. Panthersharks are often found in their lairs, which are normally caves or deep ravines. Panthersharks are incredible hunters, silently stalking their prey (+50 to all Stalk/ Hide maneuvers) and pouncing on them with incredible leaps (sailing through the air with the aid of its fish-like tail). It leaps spectacular distances and lands savely each and every time. Like sharks, Panthersharks have Large mouths filled with many rows of teeth.

Sasquatch/Yeti:

Standing upright, this man-like beast is covered in thick shaggy fur. The heavy, gorilla-like body bears claws on its digits and fangs in its mouth; well-equipped to satisfy its appetite for man-flesh. Perhaps some throwback to an earlier time, the Sasquatch seems only distantly related to the humans that it resembles. Fond of glaciers and icy wastes where snow never melts, the Sasquatch's furry pelt matches the color of its surroundings: the chilly whiteness of snow, the blacks and greys of the rocks, and the browns and greens of the trees. This gives it +25 to all Stalking and/or Hiding maneuvers. Though they use crude tools (sharpened stones, clubs, etc.), they are extremely uncivilized. Though capable of wielding crude weapons, these creatures usually prefer to use their teeth and claws in combat.

Scylla:

Guises [Own lvl] (Illusionist Base, Essence)
Illusion Mastery [Own lvl] (Illusionist Base, Essence)
Light Molding [Own lvl] (Illusionist Base, Essence)
Mind Sense Molding [Own lvl] (Illusionist Base, Essence)
Sense Molding [Own lvl] (Illusionist Base, Essence)
Sound Molding [Own lvl] (Illusionist Base, Essence)

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Elemental Shields [Own lvl] (Open, Essence)
Essence's Perceptions [Own lvl] (Open, Essence)
Spell Wall [Own lvl] (Open, Essence)
Dispelling Ways [Own lvl] (Closed, Essence)
Fluid Elements [Own lvl] (Closed, Essence)
Invisible Ways [Own lvl] (Closed, Essence))
Living Change [Own lvl] (Closed, Essence)
Shield Mastery [Own lvl] (Closed, Essence))

Though the Scylla may appear to be human at first, its dark green snake-like legs quickly dispel that observation. When not in the water, the creature often clothes its upper, mannish torso with a tunic or even armor. Despite its appearance, there is nothing human about the Scylla. It is a creature born of magic, and predates the coming of mortals to the world. It is more Demon than man. Tropical lagoons soothe the tempers of the feisty Scylla, creating the illusion of preening Mermaids and Mermen by hiding the two serpentine limbs that replace a fishtail. Scylla walk on land using their snaketails, but they prefer a watery existence where swimming provides transit. The prehensile, snaky limbs coil around enemies and constrict when a Scylla's ire is roused; though it can also strike with weapons at the same time. Scylla often use magical weapons, and are fond of scimitars, javelins, and long knives.

Seftuau:

Wild, tangled hair falls from the Seftuau's mannish head to brush the tawny hide of its lion's body. Seftuau prides have long roamed the wilderness. They are rarely seen by men, and because of their temperament, have no natural enemies. Brute savagery remains absent from its temperament, but a primitive innocence often moves the Seftuau to swift and startling action. Little thought mediates its behavior; instinct governs a Seftuau in life-threatening situations. Yet, songs and stories related by them at informal gatherings reveal the Seftuau as social creatures with more than bestial intelligence. They are omnivorous. The Seftuau possesses the strength of the lion that it resembles, and its claws can inflict terrible wounds. Its small mouth is filled with sharp, flesh-rending teeth.

Su:

The sleek form, much like that of a greyhound's body, sports a squirrel-like tail that curls up and over its back, sheltering the young that often cling there. An innate savagery, displayed by the snarling feline face, is always evident. The Su has long prowled the lowland marshes. Most of the creatures and men that dwell in the nearby areas have learned to respect its power and avoid the beast. River banks and marshes attract the fierce, elegant Su to their reeds and rushes. The females carry their 4-6 young along with them when they hunt. Su are carnivorous predators that feed on small rodents and other mammals, though they will eat birds and fish if they can get them. The Su's thick hide, claws and teeth make it a powerful fighter, one to be avoided in combat. It is vicious and will attack without provocation—even when the foe is much larger than it is. Su dislike the smell of a paste made from the roots of a plant called Diiri'ena and seemingly avoid those who cover their body with the paste.

Thraxx:

These amphibious 7'-9' tall humanoids have four muscular arms with long claws and six eyes on their salamander-like heads. Their mouths are full of long teeth. These horrible beasts are yet another threat to those living on the shores of bodies of water. Though rare, sometimes they will threaten a coastal village, carrying away bathers and fishermen until they are stopped. The Thraxx have voracious appetites, and will eat nearly anything (including fish, deer, rabbits, frogs, birds, any of the mannish races, and other Thraxx). Needless to say, they are loners, and mate only once every five years. After mating, the pair of Thraxx usually fights and one eats the other. If the female wins, the 10-19 young are born 10 to 12 weeks later. It is impossible for non-Thraxx to tell the difference between the males and females of the species,

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and there seems to be no difference in strength. Thraxx are intelligent, making them even more fearsome. They adapt to either saltwater or freshwater. Often, Thraxx will try to pull prey into the water or out of the water (whichever the prey will handle worse) in combat. Their four clawed arms allow them to make at least two attacks per round, or they can bite with their large mouths. If seriously threatened, they will dive into the water for a fast getaway.

Three tailed bavolorus:

A barbed fighting tail, a broad flat tail and a beautiful feathered fan tail give this goat-like creature its name. It is a big creature, standing 10' tall, on its hindquarters using its tails for balance. It is known for its obsessive vanity, as it sits for hours on its flat tail to admire its fan tail. This sedentary behaviour greatly reduces the danger promised by its horned tail and the corkscrew-like horn on its forehead. Disturbing the Three tailed bavolorus while it is absorbed by its fan tail is a bad idea, however, as this is always followed by an aggressive outburst.

Tove:

The Tove is a relative of the badger, differing from that creature in appearance in that it has a lizard's tail and corkscrewed digging talons. Its fur is dark brown or grey, and its eyes dart about nervously. The Tove was created as an accident. A fumbled spell by a young apprentice strayed and struck a nearby badger, altering both its appearance and its staple food. Surprisingly enough, this creature's traits were passed along to its descendants. The Tove shelters exclusively near or under stone structures and subsists on nuts and dairy products. It prefers sharp, nutty cheeses, but will settle for less if hungry. It will follow the scent of cheese anywhere. Since its favorite food does not occur naturally, it relies on intelligent beings for its food—food it usually obtains through thievery. If threatened, the Tove attacks with its odd-shaped talons and its sharp teeth. Most of the time, however, it will simply attempt to burrow away from predators.

Unicorn, black:

Unicorn, white:

Elemental Shields [Twice lvl] (Open, Essence)
Lofty Bridge [Twice lvl] (Closed, Essence)
Shield Mastery [Twice lvl] (Closed, Essence))
Spell Reins [Twice lvl] (Closed, Essence)
Spirit Mastery [Twice lvl] (Closed, Essence)

A deer's grace mated to a goat's dancing fragility imbues the Unicorn's equine features with an alien, ethereal quality. The whorled horn of pearl and the drifting mane and tail of silk further remove the opalescent unicorn from the dross of mortal life. Black Unicorns are different only in their color and their horns have been found in silver, red, and blue, but never gold. The Unicorn is perhaps the most renowned, if not the most magical, of all mystical creatures. Like many such beings, it predates the ascension of Man. All poisons within a 10' radius of its horn are neutralized; if horn is removed the radius drops to 6". This valuable horn is why self-serving evil men will sometimes convince a virgin to help them capture a Unicorn. The horn of the Black Unicorn has no magical properties (though they are worth hundreds of gold to the proper buyer). Undying, yet subject to death. Virgins alone tempt the White Unicorn into captivity. It dwells in the sylvan woodlands mainly, hating darkness but rarely taking action against it. Occasionally a female can be seen with a single foal, but new generations are rare. The Black Unicorn is an evil version of the good Unicorns. Naturally, there is a tremendous rivalry between the good and the black unicorns. Also, Black Unicorns do not seek out noble and virtuous young maidens for company; they avail themselves of the company of much more base sorts. Aside from its horn, which makes a powerful weapon, the White Unicorn can use some spell lists to supplement their prowess. The Black Unicorns are more powerful in purely physical combat, but do not have the nobler Unicorn's prowess in magic.

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Vorasis:
The Vorasis has the body and legs of a large tiger, but instead of a normal feline head, four or five serpentine heads sprout from its neck. A powerful Demon lord is said to have brought the Vorasis from another world to this one initially to serve mortal servants that pleased him. In the present, however, many of the monsters have escaped into the wild and terrorize the countryside. These beasts dwell far from civilization, in deep jungles or harsh deserts. They are occasionally used by evil masters as pets. They are carnivorous and will attack and eat any creature. Each of the snake heads acts and attacks independently. Their bite injects a powerful Conversion Poison. The combined gaze of all the heads casts a *Hold Kind* spell (Open Essence, "Spirit Mastery"). It can also attack with its cat-like claws.
Warcat, lesser:
Warcat, greater:
These hugebeasts are remarkably similar to domestic cats in build, movement, and leaping ability. But they are so large that they can dominate a battlefield, almost like elephants. Lesser Warcats are 7'-11' high, while Greater Warcats are 9'-13' high. The Greater Warcats are similar in most respects to the Lesser Warcats with a few significant differences: they have sabrelength fangs, are usually both taller and broader, and have shaggier coats. The Warcats are a species, developed for warfare. They usually remain loyal to only one master, unless they witness his death. At this point, they might take a new master (though not always). They remain quiet and aloof unless very hungry or ordered into battle. Some have escaped into the wilds and are no longer under human control. Warcats are normally ridden by High Men or the ancient Great Men. They are the epitome of battle beasts: noble, smart, and awesome. They are fearless in battle and are intelligent enough to be trained for war more thoroughly than a horse.

11.3. Water

There are myriad denizens of the deeps. These denizens are also remote and elusive, being of another sub-world. The very clever or the extremely shy often escape detection altogether, so one can only guess at their nature or their numbers. Others, however, are more evident. Of those, the list below provides a sampling.

Capricorn (Sea Goat):
Guises [Own lvl] (Illusionist Base, Essence)
Illusion Mastery [Own lvl] (Illusionist Base, Essence)
Light Molding [Own lvl] (Illusionist Base, Essence)
Mind Sense Molding [Own lvl] (Illusionist Base, Essence)
Sense Molding [Own lvl] (Illusionist Base, Essence)
Sound Molding [Own lvl] (Illusionist Base, Essence)
Dispelling Ways [Own lvl] (Closed, Essence)
Fluid Elements [Own lvl] (Closed, Essence)
Spell Enhancement [Own lvl] (Closed, Essence)
Spell Reins [Own lvl] (Closed, Essence)
Elemental Shields [Own lvl] (Open, Essence)
Essence's Perceptions [Own lvl] (Open, Essence)
Spell Wall [Own lvl] (Open, Essence)
An enchanted shapechanger, the Capricorn is a horned goat that prefers the freedom and protection of the sea. When entering water it transforms its hind legs into a powerful fish-like tail, although it retains its

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forelegs. On land it runs on four hooves or alters its shape to that of a bipedal goat-satyr. It has a 6'-8' long body. This magical creature is not evil, but does like to cause mischief. It remains a foe of seaborne predators, especially intelligent ones. Ever-swift, they are agile as a mountain sheep and as perceptive as a wily fox. It can breathe in the air or the water. Skilled in the arts of perplexing incantation, they use Illusionist base lists to great effect. While under water, they also have the ability to guise themselves as a wavy "mirror" (requires one round of preperation), forcing all who gaze upon them to make a Mentalism RR or see their own image (which they cannot bring themselves to attack).

Hellbender, giant:

The giant Hellbender is a slimy, loathsome, four-legged, salamander-like amphibian that spends little or no time on land. It is blue-gray in color, and 5'-8' in length. This aquatic carnivore is feared by those dwelling near the water, and the slaying of it is always thought of as a good deed. Its hide is often used to make lightweight, waterproof armor, or as a wrapping for shields. Although these creatures have little stamina, they can go for weeks without eating. Preferring to lurk in stagnant pools or in the mud of freshwater shallows, it awaits opportunities for ambush. The creature strikes quickly, darting from below and unbalancing its prey. Those small enough to fit into its eighteen-inch wide jaws are swallowed whole, while larger victims are wrestled beneath the water. Using its sharp claws and a powerful, viselike bite, the Hellbender immobilizes the adversary, drowns it, rises back to the surface with the body, rolls over, and proceeds to feed on the kill using its chest as a dinner table.

Hippocampus:

This regal beast resembles a horse, but has the hind parts of a sea serpent. Its forelimbs end in great webbed feet (which sport arrays of curving claws). It is 11' to 15' from nose to the tip of its scaly tail. Powerful and noble Mer-people are sometimes granted the ultimate honor of being allowed a Hippocampus mount. This is a decision of the beast, not the rider. Hippocampi can be captured and forced to become mounts, but they hate service under duress and will always try to escape. The have a hindrance free carrying capacity of 255 Lbs. Sleek, powerful, and noble, the Hippocampus is the lordliest of the sea-steeds. It feeds on algae, kelp and plankton. When forced into battle, the Hippocampus will slash at foes with its claws and lash out with its tail.

Mercat:

These amphibious creatures are lions, tigers or panthers from the midsection up, and fish from the midsection down. The combination is crude and haphazard, making them ugly creatures despite their grace. They are 6'-7' long from feline head to green, scaly tail. Some Mermen have found and befriended a few of the creatures. They are at home in foamy salt water shallows, but they can crawl up on shore and dwell on land for up to 3 hours at a time. Mercats live on a diet of large fish and coastal creatures. Their intelligence separates them from more mundane beasts, but so far, people have had little but hostile contact with Mercats. They can often be found accompanying Mermen, who have some sort of rapport with the creatures. Being amphibious, these beasts operate on land as well as in the water. Their fighting methods are very much like that of the felines that they somewhat resemble, attacking with tooth and claw.

Mergryph:

A lion's body with an eagle's head, these creatures have long talons and wings with a silvery fish tail. From head to tailfin, it measures about 8', and has a 30' wingspan. Mermen, Water Demons, and the like often use these creatures as steeds, riding them accompanied by Mercats. Unless domesticated, Mercats and Mergryphs are natural enemies, hostile on sight. As a steed, a Mergryph can carry up 300 Lbs and has a Riding bonus of -10. Mergryphs are the result of a rare interbreeding between Gryphons and some sort of fish. It is possible that this was encouraged by the magic of some intelligent force—perhaps the Mermen. These creatures are at home in the air, on the land, or in the sea. They are expert fliers and can

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use their wings underwater as well, giving them incredible swimming speeds. They can use their two taloned legs to move on land, but not very quickly. The Mergryph uses its powerful talons and sharp beak in battle. Above or beneath the waves, it prefers to swoop down upon its enemies, striking and then moving away quickly to prepare another attack.

Nator:

A three-horned horse with translucent fins instead of hooves, the Nator is an amphibious beast. It is 8'-10' in length, and most are white, blue, or green in color. The Nator often draws the carriages of Merfolk or bears the waterlords upon its back. If the Hippocampus is the equivalent of the surface-world's Unicorn or Pegasus, the Nator is the undersea warhorse. It is not as reclusive or intelligent, but it still a noble beast, able to be trained for complex tasks. Foaming wind-tossed waves, green mirror-flat inland seas, and the threatening peace of the sunless deeps harbor the scaly Nator. It can breathe above or below the surface of the water, and is solely herbivorous. The triangular arrangement of horns and sharp spurs above its leg fins make the Nator a superb battle-steed. It carries 255 Lbs without penalty.

Nucklelavee:

Wave spume flecks the hooves of this sea-dweller as it gallops from the shadowed deeps onto moonlit sands in search of nourishment. A fiery-eyed horse with poisonous breath, the Nucklelavee carries a grotesque rider: straight from its back grows the upper half of a man. No skin hides the Nucklelavee's internal anatomy, and the tracery of veins over knotting muscles increases its horror. This hideous beast is not Undead, despite its unloving countenance. It is, however, a result of some dread magic, and may be a type of undersea Demonspawn. Tales are told of a huge force of cavalry that charged into battle against the forces of an evil wizard. A powerful spell cast by the mage transformed the riders and their mounts forever into the cursed union of the Nucklelavee. If this is true, the total number of the monsters is probably no more than a thousand. Fortunately, the beast remains driven by an obsessive fear of freshwater. This creature feeds on flesh exclusively. This monstrosity's breath delivers a misted Conversion Poison (cone length 4'/ lvl; cone base 3'D/ lvl). When inhaled, turns bodily fluids into saltwater when subjected to the extreme effects. In melee, the threat comes not only from the creature's vicious hooves but from the "rider" whose embrace crushes those escaping the equine assault.

Rath:

Possessed of a shark-like mouth, the Rath is a large marine turtle with curved forelegs that force it to walk on its knees when on land. It is 6'-10' in length. These sea creatures are little more than large, carnivorous animals—not the evil monsters some stories paint them to be. If it and its nest are left undisturbed, it will not attack—unless it is extremely hungry. Although an awkward stroller, its webbed feet make it a graceful swimmer. The Rath loves to stuff oysters into its toothy cavity and rarely deviates from such fare, but they have been known to mangle most anything. The Rath is capable of inflicting terrible wounds upon its prey (or its attackers) with its Large bite. Its shell provides it with incredibly tough armor (AT 9), but its underside is not as well covered (AT 6).

Red Feeder:

The Red Feeder is the largest of fish, much like a shark in appearance except that it has scales and a face like a piranha. Scales are reddish and sometimes have darker red patterns on them. They range from 50' to 80' in length. It is fortunate that most Red Feeder eggs are destroyed by predators and natural events before hatching, as a single brood (if all lived) could terrorize quite a large area. Being flatter than most fish and able to maneuver 'on their sides,' they are often found in waters more shallow than they would be expected, sometimes even in as little as 15' of water. There they wait for an unfortunate victim and dash forward to ambush it. They often swim up estuaries of large rivers to find prey. Their Enormous mouths can easily swallow a man whole. After a foe has been bitten, the Red Feeder makes a grapple

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attack to hold it in its mouth, until the victim is constraint 100%. Then it may chew the victim making bite attacks each round until the victim is dead or unconscious; whereupon the creature swallows the prey.

Red Jaw:

The reddish maw of this huge fish contains seven rows of large, razor-sharp teeth that cut through bone like a pair of sharp swords. These creatures have several hundred light-yielding organs set along the flanks of their large fins. These illuminate large areas, enabling the fish to see with its very small eyes. The eerie glow casts a bright fog into hazy water, leaving other swimmers at a pronounced disadvantage. Red Jaw grow to be 4'- 6' in length. These fish populate the waterways of the deep underworld. Caves near underground streams or pools will be lit by their frightening glow, unnerving newcomers to the subterranean realms. The red jaw is a bottom-dwelling scavenger that haunts underground lakes and streams. Voracious, they will eat any meat, live or dead, that presents itself. Colorless, they are adapted for subterranean life, and perform poorly (-50) in hot or cold waters. The glow given off by the Red Jaw subtracts -25 from all maneuvers within 100' radius (except for its own maneuvers). If encountered in numbers, these creatures will not hesitate to attack nearly anything. Alone, they will be more careful.

Shark, spine:.

Spinesharks are nightmarish creatures. Huge carnivorous fish, they are an abhorrent breed of shark known for their exceptionally hard upper back armor and obvious spine-ridge. They are 16'-20' long. This creature is a creation of magic and were originally meant to be minions. Effecting their creator's untimely demise, however, the creatures propagated and made lives of their own, terrorizing the sea. Even other sharks fear these savage beasts. Spinesharks only attack when they are hungry—but they are seemingly always hungry. They will eat any flesh. Their steely dorsal fins are quite capable of inflicting mortal slashing wounds through the toughest of coverings. It is this fin that attacks as the Huge claw attack listed in the creature's stats. Like other sharks, the creature's bite is also extremely dangerous.

Whale, demon:

White or grey, the Demon Whale is a huge monster, stretching out to 60'-70' in length. Its large mouth glistens white with razorlike teeth. Despite its name, there is nothing to suggest that this creature is not native to this world. Its utter lack of enchantment suggests that it has nothing to do with actual Demons. This beast hides in the roaring breakers near northern sea lanes, awaiting the incautious seamen who dare trespass into their territory. It feeds on all flesh, but seems to delight in feasting upon Humans and Elves. Diving deep, these denizens hurl straight upward, ripping through the hull of wooden boats like playful pets. Their five-inch teeth can tear steel, while their gaping eight-foot maw can swallow a man whole.

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12. Plants

Forests and jungles harbor more dangers than the warm-blooded and cold-blooded beasts that stalk and kill. Ancient, tangled roots of mighty trees and young, sinewy threads of ephemeral vines wring nourishment and anchorage from the earth to support the upper foliage reaching for the sky. Branches clothed in these leaves stretch eagerly towards passersby, constricting to crush or entwining to cause a stumble. Flowers adorning the greenery emit toxic pollens and oils, poisoning those who breath too deeply or touch habitually. The sunwarmed beauty of the arboreal world can be startlingly lethal.

Category talents:
Rooted
Mindless
Body: ligneous, herbaceous

12.1. Animated Plants

These Plants could not stay rooted or still and in some way move, animate, and/or attack. Whether they developed wriggling roots, reaching vines, trapping pods or constricting limbs they present a danger to those coming too close. Some are even intelligent and may be reasoned with.

Chillvine:
These plants are pale green or white leafy vines which seem to constantly be squirming and winding in continual animation. Chillvines live in cold environments of all sorts, for some reason not being able to flourish in hot, temperate climes, even though they feed on heat. In cold climates they can be found most anywhere which might provide a modicum of heat, such as near hot springs, near thermal vents in deep caverns, or near civilization where warm-bodied creatures might reside. These animate vines can elongate and grapple victims in a quick scurrying attack. Those unfortunate enough to be grappled also receive an additional Cold critical of equal severity to any critical delivered for the grapple attack. This is the effect the vines have on fleshy creatures as it draws the warmth out of them. For each round the plant maintains its grapple, the prey receives an 'E' Cold critical. Fire damage against these plants has the opposite affect as what might be intended; fire heals it as many points as the attack would have done (they do not burn), while other critical damage, besides concussion hits, is ignored.

Fireflower:
Fireflowers are 3'-5' tall stalked weeds with a single yellow bloom on the top of each. They usually are grouped in patches of up to 8 individual plants. Fireflowers feed on meat, and are especially adapted to acquire their prey in a fiery manner. Once prey is downed, the bloom will stretch out with its stalk, and with venus fly trap-like leaves “eat” slain victims, absorbing nutrients after they digest them with acidic fluids. These plants shoot Firebolts at their prey in order to procure proper feeding. Fireflowers can fire a bolt once every 3 rounds, with a range increment of <3'>/ lvl. It is of course in the flower’s best interest to wait until potential prey is within reaching distance (5'- 10'). However, fleeing prey is fair game for a shot and those flying overhead are always potential targets.

Horasos:
Strange magics animate these 6'-7' tall mounds of decaying plant material—leaves, roots, vines, stalks, etc., and these mounds take vaguely humanoid form. The stench given off by these creatures is stomach

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turning. These creatures are considered "undead" plants by some sages and scholars. These hulks of rotting plants wander through swamps and jungles in a parody of life, killing and absorbing life sustaining energies from whatever prey it might run across. These 'plants' attack either by bashing prey with a composted limb, or by grappling them and squeezing the life right out of them, as Horasos feed on life energy and drain it with their touch at the rate of one penalty applied to the Constitution bonus per round. Due to their leafy, vegetable mass, puncture weapons simply pass through them, doing little serious damage.

Tree, awakened:

Towering into dim forest heights, the old and twisted trunks of these trees are often home to all manner of forest molds and fungi. Bare, dead branches hang down like a burden, frighteningly animate, swaying in time to the keening wind above. Warped by the unclean influence of evil, these gnarled trunks grasp spider webs and shadows as well as darkened foliage with their boughs. Malice and spite devour their treeish spirits, bestowing an unusual animation to their limbs. Mannish creatures take the brunt of their hate, expressed by hurled fruit and grasping branches. Yet none remain exempt from such treatment, and all feel the oppressive gloom generated by a grove of these trees. Those unfortunate enough to be within range of one of these aroused trees will be subject to thrashing branches with the strength of mature wood behind each blow. Some victims are actually caught up by the grappling branches, whereupon the evil tree will slowly crush the life from the body. Also, any within 20' who fail an RR against Essence magic will also be subject to feelings of despair and gloom.

Tree, lamb:

This tree grows to a height of 15' feet with a thick stem holding broad gray leaves. The fruit of this strange plant take the form of large pods which, when ripe, lie upon the ground until they split, disgorging a week-old lamb. These lambs seem for all purposes indistinguishable from sheep grown from more natural means. The Lambtree is a perennial, losing its leaves throughout the winter months, only to flower anew in the early spring with bright white flowers, which upon pollination will form the lambpods the tree is famous for. Pollination is usually accomplished by naturally occurring insects, however, most Lambtrees are tended by special gardeners and farmers, who keep these trees in order to take advantage of the yearly bounty of lambs. The combat ability of the lambs produced by the tree is trivial, consisting of a negligible head butt. Any combat in which a lamb is involved in can normally only end in one way: lamb chops for supper.

Tree, slowroot:

Treeherds who have grown sleepy over the long centuries of their life (or trees whose acumen has grown to rival the Treeherds' sagacity) are called Slowroots. In their somnolent state, they are quite hard to distinguish from natural trees. Slowroots gather together in groves where the creak and groan of limb accompanied by the murmur of wordless voices affirms their drifting awareness, impressing upon all passersby their strong, if muted, presence. Slowroots will often remain asleep for decades, even centuries, without becoming roused. If one of these treeish beings remains immobile for too long, it will pass some unknown threshold, and never again wake to the world of true awareness or sentience, but rather will take on all the aspects of a natural tree. When roused, Slowroots borrow sufficient purpose to release their grip on the earth and shroud themselves in shadow to obscure their movement. Their freed roots gnaw earth and crack stone (in one round a Slowroot can reduce 5 cubic feet of packed earth to loose earth or crack 1 cubic feet of stone into rubble), defeating even the mightiest of fortresses, while their sweeping boughs suffocate the armies of their enemies. Fueling their unusual alertness, the Slowroots' wrath heats the air and makes it throb with hostility.

Tree, tiger:

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This sprawling plant of tough woody fibers branches out upon the ground in all directions. Many of the vines end in what appear to be full-grown tigers attached by what would be the tail on a normal tiger. The largest plants have eight tiger pods. When the plant is aroused, the sight of the multiple tigers rushing to and fro, dashing forward, leaping high, and jumping sideways — only to come up short again to the earsplitting cracks as of many whips — can be quite intimidating. There is not much seasonal change in the appearance of these vine-like tether plants. They produce buds in the spring which sometimes flower into tiger-like creatures, forever tied to the parent plant by the stems on which they bloomed. Severing this tie resembles severing a major artery, causing shock and death in 3 rounds. If the entire plant receives adequate light and water, it and its tethered but mobile tiger-vines will flourish. However, anyone foolish enough to venture close to one of these plants may soon supplement the diet of the Tigertree. If potential foes keep their distance, the Tigertree is completely unable to inflict any damage. Those venturing within the limits of the vines, up to 50'R, however, are subject to the claws and bites of the individual tigers of the tree.

Treeherd:

Treeherds who have not grown drowsy appear as Mannish or Giantish figures that stand as tall as a cottage. Skin like smooth bark covers their limbs—graceful like the limbs of rowan, birch, and beech—and many fingers adorn each hand. Bushy, twiggy hair sprouts from their heads and two solemn, penetrating eyes flash with green light. Young Treeherds possess the sweet, rustling beauty of tall grasses, while the older are hale and hearty. Guardians of trees and Slowroots in ancient forests and wardens of herbs and flowers in sunny dales, Treeherds have tended their rustic charges since the dawn of time. As the ages passed, their numbers dwindled until only a few Treeherds remained, and the garden-keepers lived mostly in memory. Today only few remain, secreted in the depths of large stands of old timber, still protecting the woods which have no voices of their own against the depredations of more mobile and thoughtless races. Usually decisions and subsequent actions require lengthy deliberation by the sage Treeherds, but anger rouses them to hasty cogitation and swift accomplishment. The stonecleaving power of their rage wreaks awe-inspiring devastation (in one round a Treeherd can reduce 15 cubic feet of packed earth to loose earth or crack three cubic feet of stone into rubble). Fleshy creatures unfortunate enough to be caught up in their mighty limbs are easily dispatched with a crushing grip.

12.2. Poisonous Plants

Plants have always been in an arms race against herbivores' foraging for them. One way of making oneself taste bad, or even sickening and deadly is the development of toxins. Sprayed, in spore, on touch, or on ingestion, the methods of delivery are as diverse as the effects of the poisons themselves.

Ansilius (Emitter Plant):

White, many petaled blossoms cluster among the shiny, dark green leaves of this decorative creeper. A sweet fragrance drifts from them, inviting enjoyment. These nasty blooms are usually avoided by any who are aware of their nature. Certain cities have even been known to hire exterminators during summers when the flowers were particularly profuse in nearby woods or meadows. This creeper grows preferentially on dead trees or crumbling ruins. The deceptive beauty of the flowers of the Ansilius encourages the traveler to admire more closely, leading him to inhale the damaging pollen, which is poison. Fate punishes those who too closely admire the Ansilius and inhale more deeply from the flower cup, as the pollen is a special Respiratory poison that attacks at Level 6 with an average dose. Inhalation will cause affected victims' faces to transform to an expression of inhuman rage, as they then become totally lost to a world of animalistic lusts, performing almost every kind of violent depravity imaginable.

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The length of time the poison will hold sway over the victim is variable, based on the RR. Mild failure results in rage for 30-60 minutes. Moderate failure results in rage for 1-2 hours. Severe failure results in rage for 2-6 hours. Extreme failure results in rage for 6-12 hours. Amnesia claims the memories of the victims after their lunatic bout.

Battleweed:

These weeds are 2"-9" tall and are covered in jet black leaves of varying sizes and shapes, but all of which appear to be concave in some fashion. These plants have the strange ability to siphon emotional energy from sentient beings and turn it into nourishment. Battleweeds particularly like to feed from the emotion of anger, finding it the most nutritious. Therefore the plant constantly produces its special spore, which induces violent angry behavior in sentient beings. When a being comes within 20' of a patch of these plants, those failing their Physical RR against a Level 10 special Respiratory poison after inhaling the spore-filled air will become very angry and anxious to fight "enemies." There is a 75% chance that there will be a previous victim (type must be determined by the GM, but should be a creature or person indigenous to the area) there already, similarly hyped on the artificial anger caused by the spores. In the ensuing battle, the Battleweeds will feed off the anger and rage produced, giving off a low pitched hum as they do so. The victor(s) of the battle must make another Physical RR at -10 or be forced to remain among the Battleweeds in wait for the next victim to battle. If there is no enemy around when a victim initially inhales the spores, another Physical RR must be made or even the best of friends will fight.

Clivimis (Emitter Plant):

Growing in clusters that resemble moss from a distance, purple bell-like flowers hang from small, delicate stalks. Seasonal plants, these flowers bloom every spring, innocuous enough in seeming, but slowly dispersing a nasty pollen to the winds. The plant tends to grow near colonies of rodents, such as prairie dogs, who do not seem to be affected by the pollen. Other beasts, however, give wide berth to Clivimis ridden rodent colonies, and in return, the prairie dogs eat away at other weeds and pests which might otherwise compete with the plant for space, light, and water. The pollen dispersed by this flower has some highly acidic qualities such that it causes burn damage to lung tissue. Those inhaling must commit themselves immediately to a regimen of bedrest to avoid death. The pollen acts as a Level 4 special Respiratory poison and those failing their RRs are subject to the mentioned amount of bedrest to prevent death outright. Mild failure results in 6-15 hits (d10+5)and 1 week of bedrest. Moderate failure results in 16-25 hits (d10+15) and 2 weeks of bedrest. Severe failure results in 22-40 hits (2d10+20) and 4 weeks of bedrest. Extreme failure results in 42-60 hits (2d10+40) and 8 weeks of bedrest.

Deadly Milk-white Trumpet (Emitter Plant):

A dead-white shrub which grows to twice the height of a man, the trumpet exudes a sickening odor when bruised. In late summer, a huge, pale flower will bloom upon the plant from which the plant takes its name, while in mid-autumn it grows a prickly seed pod. These plants are perennial shrubs which grow best in coniferous woods, near streams or small lakes. In addition to their nasty pollen which is described below, the seed pod of the plant produces black, bitter seeds which bestow a euphoria upon ingestion, as well as a false sense of surety in battle (actually -25 to all actions). The flowers produced during the summer produce a special pollen that causes blindness and nausea if inhaled, and in extreme cases, madness, according to the RR of the inhaler: one dose of pollen acts as a Level 7 Respiratory poison with special effects. Mild failure incurs 1-2 days of nausea. Moderate failure results in 2-4 days of nausea and blotted vision. Severe failure imposes 4-8 days of nausea and blindness; while those suffering Extreme failure are afflicted by permanent madness.

Delphinuris (Emitter Plant):

This springy, dark gray moss appears thick and luxurious. Many rocks and northerly slopes of deciduous forests display a thick carpet of this moss (whose name means "Nights' Silences" in the woodfolk's

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tongue). Its natural pillows beckon the weary to rest within sylvan dells, but this enticing prospect is best resisted. The weight of a relaxing traveler presses a volatile oil from the moss, inducing many days amnesia upon contact with the skin, according to the RR made by the victim. The oil, in an average dose, is a Level 10 Circulatory Poison. Mild RR failure results in amnesia for d10 days. Moderate failure results in amnesia for d10+10 days. Severe failure results in amnesia for 2d10+20 days. Extreme failure results in amnesia for 5d10+50 days.

Laevenus (Emitter Plant):

Laevenus is a showy, orchid-like flower with black petals which grows with many blooms upon small bushes which have pale-gray leaves. These plants thrive in the warm, moist jungles, suited to that particular climate and no other. When picked from the stem, however, they show an amazing ability to remain fresh and viable for approximately two weeks before they wither and die. The unfortunate who breaths the scented pollen from the Laevenus flower, must make an RR against the flower's Level 2 Conversion poison or die slowly, but euphorically, as his blood turns into a black, sticky, toxic fluid, an effect which replaces the normal Extreme failure result.

Mushrooms, Exploding (Emitter Plant):

There is not much to distinguish these fungi from many of the other common varieties of mushrooms; however, the practiced eye will be able to detect a slight reddish hue to the rim of the mushroom's umbrella. These fungi grow wherever mushrooms are likely to grow: under rotting logs, in low wet spots on the forest floor, and within damp caverns far below the earth. They disseminate their spores through an explosive burst as described further in the combat section. Ripening inside the umbrellas of these mushrooms, spores produce ever-increasing pressure as they approach maturity. In late autumn the mushrooms burst, projecting great clouds of spores into the air. Unwary footsteps often hasten this explosion, bathing the unfortunate in the poisonous spores, which delivers d10+5 hits per breath inhaled if a Physical RR versus a Level 15 Respiratory poison is not made in addition to the normal Respiratory poison results.

Salorisa (Emitter Plant):

Delicate pink flowers sprinkle the dense, blue leaves of this prolific ground-covering shrub. The Salorisa grows wild in shaded beds along the edges of meadows. Deer graze on its foliage in all seasons except early spring, when the budding flowers carry harm in their fragrance. Those inhaling the pollen of this plant in the months of April and May will get a lungful of a Level 4 Reduction poison.

Spinewood (Emitter Plant):

Low-growing, shrubby trees, Spinewoods most often grow in thick groves. The twigs and leaves blur behind a covering of fine, short downy hairs. Spinewoods often form dense thickets on islets and along streams, right down along the water. Their roots are often exposed and trail directly into the water, as they require copious amounts to thrive. Brushing against the foliage reveals the "hairs" of the tree to be extremely sharp spines that pierce the skin, causing an extensive burning rash and other ill effects, depending on the RR of the victim. The poison on the spines is a Level 5 Circulatory poison.

Spirium (Emitter Plant):

This snowy white moss hangs in garlands from the boughs of trees. A variant is known to hang in great patches from cliffs and undisturbed structures. The Spirium grows best in any of a number of warm climates, its soothing pollen able to bring restful sleep to the passerby, a gift to the insomniac, but a risk in territory frequented by enemies or bloodthirsty beasts. Those breathing in the heady spores produced by this moss must make a Physical RR against Level 5 or fall into a deep sleep for a period of time depending upon the RR failure. Mild failure results in drowsiness (-25 to general effectiveness). Moderate failure results in a 1-2 hour doze. Severe failure results in a 1-4 hour sleep. Extreme failure results in sleep for 4-8 hours.

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12.3. Trapping Plants

Most plants prefer to stay still, but some still add a supplement of proteins to their diet. By trapping those foolish enough to come close, the plants may procure these proteins. Vines, pods, pincers, and even hollow needles are employed to that effect.

Bloodbloom:

Bloodblooms are tall, flowering weeds that have a thick stalk crowned by a single large flower on the top. From even a short distance, Bloodblooms look remarkably similar to the common sunflower, but closer examination (a rather foolish action) reveals what would be seeds in the sunflower are long, hollow, and nastily sharp needles. These plants frequently grow in rural areas, in cultivated fields and alongside roads. These stalked flowers are the scourge of fertile farming areas and are greatly feared by country-folk, as the plants feed on blood, absorbing it through their extensive root system. The plant does not passively wait for animals to bleed near it, but instead utilizes its sharp, spiny needles which it can shoot out of its flower with incredible force, to puncture any likely nearby blood source. Prey moving within 10' of the plant will cause it to fire 2-8 needles which is treated as a single, but Small sized, attack. If any of the spines hit (i.e., the attack inflicts at least 1 hit of damage), they automatically cause a bleeding wound, of 1 hit per round, due to the forced capillary action of the hollow spines. If a critical result is obtained which indicates a bleeding wound, merely increase the critical result by 1 hit per round. The Bloodbloom will then absorb all the blood that pours to the ground through its roots.

Dreamvines (Trapping Plant):

This trapping plant usually grows alongside many others of its kind, producing a lush-seeming bed of wiry creepers with small black leaves, usually upon the exposed roots of trees. Dreamvines grow quickly in the spring, like weeds, taking little time to reach the mature vine stage which will allow them to drain the blood of fleshy victims. In the fall, the major portion of the vine dries up and blows away, however a bulb remains, buried in the earth, ready to germinate and begin the growth of new vines the following growing season. Blood being an important nutrient in their diet, these plants have evolved the ability to affect fleshy creatures which come in contact with it. Prolonged contact (10 rounds) brings a dreamy joy or euphoria, which is followed by sleep if a Physical RR is not made by the victim against the effects of a special Nerve poison. Once the victim is asleep, the vines will twine about the somnolent form, sinking hair-like roots securely into his flesh (this occurs if the plant achieves a Grappling critical on the target, allowing it to suck blood from the target at a rate of 25 hits per round if the target fails its Physical RR at a -10 RR modification). Death comes swiftly even if the sleeper awakes, since euphoria saps his will to escape.

Fly Trap, giant (Trapper Plant):

A cluster of thick shoots, each terminating in a man-sized leaf with a spring-like hinge down its middle rib and fringed with spikes, the Fly Trap is definitely ominous in its appearance. Enjoying hot and humid conditions as well as the protective presence of surrounding trees, Fly Traps require more than minerals, water, and sunlight to sustain life. Animal flesh supplies the missing nutrients, and a lot of it is necessary to keep this plant properly fed. Careless prey venturing into the broad leaves brush sensitive trigger hairs which cause the trap to snap shut, imprisoning the beast or man behind the spines that complete the vegetable maw. Digestive juices work at leisure, dissolving the prisoner in two or three days (digestive acids deliver, initially, a C Acid critical per round to trapped prey, while later on in the day the acidity subsides and the plant begins the actual absorbtion of the nutrients).

Pitcher Plant, giant (Trapping Plant):

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The carnivorous pitcher plant shadows its gourd-shaped stomach by a tall, leafy stalk where a giant crab spider usually takes shelter. The spider stretches its web across the brightly-colored lip thick with sweet-sticky plant fluids. Pitcherplants are one of those organisms which enjoys a symbiotic relationship with another. This plant houses crab spiders. In return for a home, the spider furnishes the plant with tasty morsels which the plant might otherwise not have had the opportunity to digest. Smaller prey are caught in the web, killed by the spider's poisonous fangs, and sucked dry of bodily fluids. The withered corpse is discarded into the plant's viscous belly. Larger prey, intrigued by the curious appearance of the interior of the stomach gourd, break through the web, sliding rapidly into a pond of digestive acids which deliver 10 hits per round.

Sundew, small (Trapping Plant):
Sundew, giant (Trapping Plant):

A tall, narrow shoot sprouts from the center of huge, sticky leaves clustered around its base. The smaller variety, sometimes called a Grippershrub, rarely grows large enough to threaten a grown man, but many possess sufficient size to harm dogs, goats, and stray children. The giant variety, however can reach heights of 10'-12', and be a very serious threat to the unwary. The sticky surfaces of these plant's leaves are resilient, resisting cuts and the blows of blunt tools, but they burn readily when exposed a hot flame. Marshes darkened by evil powers shelter numerous Sundews, but they thrive in any swampy area. Victims of these plants are caught by the leaves which curl up and around their prey to form a temporary stomach in which digestion occurs. The largest of Sundews can trap and digest a human being in 48 hours. The trap closes in 1-2 rounds, and those caught within are subjected to the digestive acids which deliver a C Acid critical per round, when the digestion starts, but the acid gets diluted over time.

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13. Races

Races can be defined as creatures that cannot be characterized by a few traits. Their intelligence and craftsmanship afford them culture, comfort and diversity, even within species. Races shape their surroundings to their liking and they build civilizations and cities. Races rely on wits and superior application of their abilities to make their mark on the world. Their abilities usually deal with their preferred environment. They populate every available niche, and even the humble common man can be found from the arctic region to the hottest desert. Their ingenuity can deal with all problems. They are also the most procreative of all the creatures, except animals.

Some races might look like monsters, but most of the races are humanoids. Humanoids are defined by the make up of their body: bipedal movement, two arms, and the head on top. This configuration is supposed to be ideal for intelligent creatures that manipulate tools to construct and shape their world. Humanoids have a plethora of abilities, but none too magical, barring a few exceptions. Races rely on wits and superior application of their abilities to make their mark on the world. Their abilities usually deal with their preferred environment.

Races encompass giants and more monstrous races as well. All have reasoning minds (although they might be unreasonable) and some way of rebuilding their environment to suit them. Basic advantages these races have are balanced by disadvantages in another area, usually.

In the stat block each of the races is listed as a solo encounter. This, however, depends on the circumstances and all factors should be weighted as civilized beings tend to band together for various reasons and in various compositions. GMs get a lot of leeway here.

For the racial statistics, confer to the appendices. The statistics given in Section 13 should only be used if the GM does not need (or want) a fully detailed Race character. If full detail is desired, the GM should consult *Character Law*.

13.1. Anthropomorphs

The main characteristic of these races is that they resemble a human as much as some animal or creature. They typically have qualities of both and most can attain average levels of intelligence.

Avinarc:

A hood pulled off a dark-cloaked stranger in the back corner of a tavern may reveal an Avinarc, with its hawk-like head and its feather-covered skin. The Avinarc's once-powerful wings have become arms with dextrous hands. Only their heads and their feathers would give them away as a non-human. With a cloak covering them, their form is that of a lightly-built human (5'6" to 6'2" tall, weighing an average of 120 lbs.). Once a proud and noble race that had entire lands to themselves, these bird people have slowly dwindled in number due to a powerful curse placed on them by a great witch in ages past. An ancient prophesy states that the Avinarcs will one day overcome the curse and rise up again in numbers and power, but until then, they are content to wile away the days with the flotsam of mankind. They are reclusive now, quietly blending in with human society, quite often becoming involved with the shadier side of humanity. They use their bird-like quickness and agility to aid them in thievery and skullduggery. Though they are not inherently evil, Humans are a lesser race to them (though they never say so) and they do not care what becomes of men or their society. They have an average life span of 80 years. Avinarcs use a variety of small hand arms or easily concealed missile weapons. If pressed in a melee, they will even use their beaks.

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Garks:
Mottled grey fur covers covers all of the ape-like Gark, except the palms and soles of his feet. Long arms hang to his knees, and a powerful, prehensile tail grows from the base of his spine. They stand 4' to 4'6" tall, with an average weight of 125 pounds. Garks are omnivores, but once introduced; they relish the taste of raw human flesh. Garks wear simple, decorative clothing and organize themselves by family groups. Each group shares a large nest suspended high above the ground in the trees. Occasionally, males band together to raid the homes of nearby Mannish peoples. They have an average life span of 30 years. Garks possess only rudimentary intelligence, but are able to fashion crude weapons such as clubs, hatchets, and spears.

Idiyva (Felines):
Short, gold-tipped coffee-colored fur covers the lithe, well-muscled form of the Idiyva (except at the face, the genitals, the palms, and the soles of the feet). Smooth, brown suede-like skin emerges at these features, and the fur on the head lengthens and lightens to form a golden mane around the face. Green feline eyes give the Idiyva excellent *Nightvision* (100'); fanged teeth reveal their carnivorous nature. The toes of their feet anchor short, sharp talons, but their hands sport viscious 3" claws that retract at the knuckle into the backs of the hands, leaving the fingers free at all times. They stand 5'8" to 6'4" tall. They weigh less than a human of the same height; approximately 180 lbs. The bloody custom of a duel to the death remains an acceptable way to settle social differences among the Idiyva. The fighting instincts of a predator lurk behind the civilized manners that characterize most Idiyva. They have an average life span of 70 years. In addition to their natural weaponry (a set of two claws and a maw), these felines are adept in normal melee weapons and missile weapons.

Plynos:
A regal buck's or lithe doe's head graces a human's body making this being easily identifiable as a Plynos. They stand 5'6" to 6'4" tall (not including antlers) and with an average weight of 200 pounds. Plynos are sometimes encountered in the company of Deer Centaurs, but are generally more aggressive than the Centaurs. The deermen are herbivorous, but they (particularly the bucks) enjoy combat and battle if it is noble and honorable — they do not abide cruelty or senseless violence. They dwell in wooden cabins of their own construction and live in family clans of six to eight individuals. Their average life span is 80 years. In addition to normal melee and missile weapons, the Plynos can gore their opponents with their antlers.

Rancid:
Mind Attack [Own lvl] (Mentalist Base, Mentalism)
Mind Control [Own lvl] (Mentalist Base, Mentalism)
Mind Merge [Own lvl] (Mentalist Base, Mentalism)
Mind Speech [Own lvl] (Mentalist Base, Mentalism)
Presence [Own lvl] (Mentalist Base, Mentalism)
Sense Control [Own lvl] (Mentalist Base, Mentalism)
Anticipations [Own lvl] (Open, Mentalism)
Attack Avoidance [Own lvl] (Open, Mentalism)
Cloaking [Own lvl] (Open, Mentalism)
Damage Resistance [Own lvl] (Open, Mentalism)
Delving [Own lvl] (Open, Mentalist)
Detections [Own lvl] (Open, Mentalist)
Telekinesis [Own lvl] (Open, Mentalism)
Mind's Door [Own lvl] (Closed, Mentalism)
Self Healing [Own lvl] (Closed, Mentalism)

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Shifting [Own lvl] (Closed, Mentalism)
Large amoebas able to produce psuedopods as needed and possessing a mutable form, these creatures can be found near the ocean above ground or in sea caverns and caves. They range in size from 3' to 8' in diameter, but weight remains around 190 lbs., thus a larger Rancid is spread out more and thinner. A Rancid construction or home has never been found, and it is thought they they simply dwell in caves. Rancids exist just as easily in or out of the water. Rancids are extremely alien to man, in thought as well as in biology. Rancids think of all other races as no different than animals and will eat them both without question. The colony of single-celled creatures eat by covering their food with their opaque white form and slowly absorbing the nutrients they need. Rancids are very adept at the skills and disciplines of the mind, and most have Mentalist skills and spells. Their average life span is 300 years. They never use weaponry, but defend themselves with their psuedopods of which the can produce up to five at a time.

Sea-kral:
Sea-krals are ape-like creatures with dark grey or blue skin and a pelt of thick, white hair growing on the head, neck, and shoulders. Females possess an additional thicket that grows down the bony spine of their backs. Both genders have long arms and an extra bone connecting the wrist to the hand. Long, dextrous fingers capped by a claw-like nail aid them in becoming accomplished craftsmen and bowmen. They stand 4'6" tall, weighing about 95 pounds. Sea-krals fear the hungry waves, but derive too much pleasure from their violent way of life to abandon the ocean. They build longships in which to ply the seas, raiding and plundering other vessels as pirates. Their boats serve as their only home in spite of the fact that most cannot swim. Their average life span is 55 years. They sleep during the day and are active during the night. Leather scale armor and curved swords are their usual battle garb.

Shuikmar (Sharkmen):
Beastly Ways [Own lvl] (Ranger Base, Channeling)
Inner Walls [Own lvl] (RaTnger Base, Channeling)
Nature's Guises [Own lvl] (Ranger Base, Channeling)
Path Mastery [Own lvl] (Ranger Base, Channeling)
Survival's Way [Own lvl] (Ranger Base, Channeling)
Nature's Law [Own lvl] (Open, Channeling)
Shuikmar are hairless humanoids with thick, grey, shark-like skin, webbed hands and feet, a dorsal fin-like crest on their heads, a large mouth full of teeth in multiple rows, and a shark's tail. They stand 5'7" to 6'8" tall. They weigh a beefy 280 lbs. Shuikmar have fantastic undersea universities and libraries filled with knowledge, for theirs is an ancient race much older than man. Many are spell casters and their priests spread the doctrine of some strange shark god. Shuikmar dwell in fortress-cities deep below the sea. They can come up out of the water as mermen do, but do not care to unless it is necessary. They raid mannish settlements, ships crossing the sea, and Mermen cities for booty, food, and slaves. They are cruel and merciless to other races, and have the hunting instincts and senses of a shark. Among themselves, however, they are civilized and cultured. They often use sharks as pets and/or mounts. Their average life span is 90 years. They must totally immerse themselves in saltwater once per day or start suffering penalties. Weapons used by these raiders are usually tridents, spears, and other thrusting weapons, along with weighted nets.

Sibbicai (Canines):
Most likely distant kin of the Vulfen, these humanoids have a jackal's head and smooth, oily black, shorthaired coats covering their muscular bodies. Their hair is long only on their heads, like a human, and they usually wear it either up in a crest, or long, down their backs. They stand 5'10" to 6'5" tall with an average weight of 200 pounds. An intelligent and cultured people, they fit in well with other mannish races, assuming the other races have no prejudices. Sibbicai are generally quiet and subdued, yet they are

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quick to anger. Their average life span is 70 years. In battle, they wear armor and use a variety of weapons. Groups of Sibbicai often hire themselves out as mercenaries, but they are very expensive.

Vulfen (Wolfmen):

Furred men with wolfish heads and tails, Vulfen are often confused with werewolves, to the detriment of the shapechangers. They stand 5'10" to 6'8" tall. They weigh perhaps 225 lbs. on average. Cunning intelligence shapes the behavior of Vulfen, but cruelty and bloodthirst deprive them of Mannish respect and liking. Vulfen run in packs, killing and devouring all in their path until exhaustion and sated hunger compel them to rest for a few days. They are nocturnal, sleeping by day and rampaging by night. Their average life span is 40 years. Their own armament of fangs and claws is often supplemented by weapons garnered from fallen foes.

13.2. Centaurs

"Centaurs" typically refers to hippocentaurs, but other animal/human hybrids exist as well. They combine the good features of humans and those animals in the combination as described; bull centaurs have great strength, while scorpion centaurs have a poisonous tail. Females of these species are referred to as centaurides.

Centaur, bull:

With the upper torso of a dark-haired muscular man (or woman) perched on top of a black bull's body, Bull Centaurs possess exceptional strength. They stand 7' to 8' tall (from front hooves to head) and weigh around 1660 pounds. They sport a bone and horn protusion on their heads, much like a bison's horns. Bull Centaurs hardly ever see eye-to-eye with their horse-bodied counterparts, but get along with some men and Lion Centaurs. Bull Centaurs make great warriors and highly value honor and sacrifice, and place a great significance on scars gained in battle. They are usually nomadic and dwell in tents made from the skin of great beasts. They have an average life span of 120 years. Bull Centaurs very rarely wear armor or use shields in battle, but often use two-handed weapons. The Bull centaur is Large, but its torso can only wield weapons for Medium creatures. Unarmed combat is a favorite discipline of theirs, and they have perfected the martial arts head-butt to a science.

Centaur, deer:

Graceful and quick, Deer Centaurs with slim and small mannish upper torsos and lower deer bodies usually dwell in forests, avoiding humans and other races if possible. They stand 3'8" to 4'6" tall (from front hooves to head, not including the antlers) with weights around 215 pounds. The human torso is smaller than a human's, able to wield only weapons for Small beings, although their antlers may use their full Medium weight behind it. Not timid, but cautious in outlook, Deer Centaur can defend themselves quite well if need be. Deer Centaur cherish family life and friendship, and will easily give even their lives for their families or close friends. They are a very gregarious society, dwelling in wooden lodges built in secluded areas. They have an average life span of 150 years. Deer Centaur are experts with a short bow, but dislike melee combat.

Centaur, horse:

Nobly proportioned men whose torso joins at the waist to the four-legged body of a horse, Horse Centaurs rarely mire their aspirations with the greed for material possessions that so often traps Mannish beings. They stand 8' to 9' tall (from front hooves to head), weighing an average of 1310 pounds. Their fascination with the sky's luminaries makes them prefer dry climates where few clouds hide the heavens. Horse Centaur architecture characteristically uses many skylights. They strive for less tangible goods such as knowledge, power, and friendship. Interpretation of the great dance performed by the stars century

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after century occupies their wisest sages, a role to which all Horse Centaurs aspire. They have an average life span of 150 years. Though they have the body of a horse, Horse Centaurs do not use any horse-like attacks (rearing, etc.) and rely mostly on weaponry for Medium sized races. They favor missile weapons such as longbows and javelins.

Centaur, lion:

Long, fair hair cascades down from the head of Lion Centaurs, men and women with lower bodies like those of lions. They dwell in almost every locale, although the color of their pelts changes depending on where they call home. Northern Lion Centaurs are white while others may be tan or dark brown. Those dwelling within jungles are said to be black or even striped like a tiger. They stand 5'6" to 6'7" tall (from front paws to head). Claustrophobia is a common Lion Centaur psychosis. They like to stay in large groups, often with a very dominant leader which oversees all. Lion Centaurs are a prideful race, and are often considered boastful and haughty by others. Lawful by nature, these beings use contests (often, but not always, combative in nature) to settle their disputes. They place an extreme emphasis on victory and success, with losers often being self-exiled pariahs or even suicide victims. Lion Centaurs live in large structures, often with open air courtyards. They are surprisingly good builders, but dislike doing anything underground or in close-quarters. They have an average life span of 100 years. In addition to normal human-sized melee weapons and missile weapons, Lion Centaurs have retractable claws with which to rake their opponents.

Centaur, lizard:

Green, black, grey, and even blue are the colors of the scales on the Lizard Centaur's lower body, which is that of a large four-legged reptile. The head atop the mannish torso is usually kept shaved by both males and females. They stand 4'6" to 5'6" tall (from front feet to head), weighing around 250 lbs.. Ancient fables mention a more powerful version of the Lizard Centaur that had a giant's upper torso perched upon the body of a dragon with huge wings and powerful claws and tails. These beings were even said to have breath weapons. Whether such a being existed or still exists, no one knows. Lizard Centaurs do not usually live in large groups, and in fact, it is not uncommon for them to live alone, coming together as a group only once a year or so for a social gathering in a specified place. Usually this place is holy to them, being a secluded isle or a stretch of coastline where they worship their gods, exchange information, and mate. Alone, they wander the world, seeking new knowledge, excitement, and sometimes wealth. They are commonly found among the lizardmen (just passing through), and speak their tongue. Their average life span is 110 years. Lizard Centaurs prefer long-reaching weapons (like polearms or spears) when in melee. In missile combat, they are found of spears, javelins, and nets.

Centaur, scorpion:

The eight-legged body of a red scorpion, complete with stinger, makes up the lower portion of the Scorpion Centaur. Its mannish head is always covered with jet-black hair and has piercing red eyes. They stand 4'9" to 5'3" tall (from front feet to head) and weigh in at only 130 pounds. Scorpion Centaurs seem to thrive on competition, strife and conflict, and only stop fighting themselves when there is an external foe to contend with. It is said that this constant conflict in their society is making them one of the strongest races because of the constant natural selection process going on, although this also keeps them from increasing to numbers that would actually pose a threat to other races. In this society, the weak and injured are killed and eaten to serve the group rather than hinder it. One member usually rules the group, although he is most likely often challenged by other would-be leaders, and Scorpion Centaur society is constantly torn apart by inner conflict. They have an average life span of 90 years. Besides their sting (which delivers a Respiratory Poison) and Medium pincers, they use long pole arms, spears and lances in battle. They do not wear armor or carry shields.

Centaur, spider:

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Spider Centaurs have black, red, white and/or grey spider bodies with human upper torsos, having dark hair, skin and eyes. They stand 5'4" to 6' tall (from front feet to head). Spider Centaurs are usually greedy and vicious. They greatly value wealth, both magical and monetary. Loners most of the time, they will stop at nothing to protect their hoard or to gain more. They have an average life span of 100 years. They often use poisons, especially on their weapons, and creatures such as giant spiders often accompany them as pets. Spider Centaurs are often victims of vampirism (treat as a normal vampire except that they can transform themselves into mist, a giant spider, or a small spiderbat).

13.3. Giant

Superhuman strength grants Giantish folk frequent victory over lesser foes. Yet lack of numbers or altruistic intentions diminish their threat to Mannish civilizations. Some increase the pride-swollen armies of evil lords, but most value their independence above all else and wander uninhabited tracts of wilderness.

Cyclops:
These Giants are easily identified by the solitary eye in their head. They have usually been encountered wearing animal hides and furs, which generally are well-cleaned and kept. They are taller than the standard Giant (ranging in size from 23' to 27' tall) and also much heavier, in the 16,000 pounds range . The Cyclops have an average life span of 120 years. After giving birth, a female Cyclops packs up and seeks a new domicile, leaving the infant to fend for itself. Thus is spawned the beginning of a Cyclops' life of solitude. The origins of the Cyclops is not clear. It is most likely that the Cyclops began as a cursed race of Giants. However, their propensity for solitude has made it difficult to study their habits. A Cyclops never seeks out companionship, with one exception—once every sixteen years a male Cyclops will leave his lair and seek out the nearest female Cyclops. They will live together for seven weeks (mating), then part ways. After this time, the female is 50% likely to be laden with child (giving birth approximately 12 months later). If two Cyclopes happen upon each other (when not "seeking"), the two will do an about-face and walk away. Cyclopes keep tidy, well-provisioned caves full of wax-sealed cheeses, dried meats, jars of honey, and casks of wine. The remains of trespassers are flung out onto the garbage heap, but their belongings find places in orderly chests and closets. Cyclopes rarely seek violence, but will not tolerate any breach of their privacy. Even chance encounters in the woods and fields adjacent to a Cyclops' abode stir him to repel intruders with fury. The man who flees may live to tell the tale, but he who stands to do battle seldom escapes the compost pile. When stirred to battle, a Cyclops will usually attack with a sturdy tree, used as a Huge two handed club, though some Cyclopes have been seen using more sophisticated weapons (spears and bows). When fighting creatures smaller than itself (usually the case), the Cyclops may simply try and grab his opponent. No Cyclops spell casters have ever been reported.
Giant, greater, cloud:
Wind Law [Own lvl] (Magician Base, Essence)
Fluid Elements [Own lvl] (Closed, Essence)
Invisible Ways [Own lvl] (Closed, Essence))
Lofty Bridge [Own lvl] (Closed, Essence)
Essence Hand [Own lvl] (Open, Essence)
Cloud Giants are impressive figures, standing 17' to 19' tall and weighing on average 6000 pounds. They are fond of wearing robes that are the same color as a billowy cloud. All males grow beards, while the

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females wear veils. Their skin is almost always fair, while their eyes are dark. Like most other greater Giants, Cloud Giants have an average life span of 75 to 150 years. These Giants are very clannish and a family will live together very much like human nobility. Only one in two marriages produces children (1-4), and pride runs strong in Cloud Giant lines. A typical Cloud Giant estate will have 2-20 Cloud Giants. These Giants are not usually openly hostile with visitors to their lands. Instead, they will often invite them into their estates for dinner. If the guest has insulted or dishonored the Giant in any way, he may find himself being served AS dinner! These grand Giants will always attempt to parley before combat, trying to convince their foe of the futility of resistance. If this fails, the Giant will attack with its favorite weapon (always a bladed weapon of some sort—axe, sword, etc.). When defending their castles, they can throw rocks (a suitable supply is always kept near the walls of their estates) with a range of <3'>/ lvl. These Giants strive to rule the skies (and are constantly battling the Storm Giants for complete control). Their estates are always built upon huge, mobile cloud banks (using magical support for the large stone buildings) and sometimes are as large as a small city. Cloud Giants are very intelligent and are fond of collecting books and other written works. All Cloud Giants have cookbooks detailing dozens of ways to prepare meals of men, dwarves, and elves.

Giant, greater, fire:

Luminous Elements [Own lvl] (Closed, Essence)

Fire Giants are very imposing figures, standing 12' to 14' tall, averaging 2200 Lbs. Their hair is either jet black or fiery red, and males sport bushy beards. Their skin is always dark; ranging in color from black to ash grey. Their dress varies widely. During their 75 to 150 years, Fire Giants strive only to hoard wealth. They normally live deep within the bowels of the earth, building complex traps and vaults to guard their treasures. Upon the completion of a series of vaults and traps, an entire tribe of Fire Giants will seek out new treasure, moving upwards (all the way to the surface if necessary) until more treasure is found. A typical Fire Giant tribe consists of 5-50 Giants. Fire Giants eat Humans, Elves, and Dwarves raw, rarely taking the time to cook them. The cooking hearths of Fire Giants are saved for the more meaty meals of Cave Worms, Cave Drakes, etc. Fire Giants are ferocious fighters. They usually forgo shields to wield Large, two-handed weapons. If on the surface (or in large caverns), they can throw rocks with a range of <3'>/ lvl. To make matters worse, these Giants are immune to all fire damage while Water damage is striking at increased size but Ice damage is at decreased size.

Giant, greater, forest:

Inner Walls [Own lvl] (Ranger Base, Channeling)
Moving Ways [Own lvl] (Ranger Base, Channeling)
Nature's Guises [Own lvl] (Ranger Base, Channeling)
Path Mastery [Own lvl] (Ranger Base, Channeling)
Survival's Way [Own lvl] (Ranger Base, Channeling)
Nature's Law [Own lvl] (Open, Channeling)

Sometimes mistaken for large trees, Forest Giants vary in height between 13' and 15' tall, averaging 2800 lbs. in weight. They favor the colors of the forests (greens, browns, etc.). Their hair and beards are often matted with twigs and leaves. Their skin tones are very earthy. Their eyes are almost always a deep green or a light brown. Like other Giants, these Giants live between 75 and 150 years. These Giants seek to avoid contact with non-Giants. However, they are very "family" oriented. A typical "family" will consist of 1-10 Giants, served by a handful of Ogres, some large wolves, and maybe a bear (and sometimes even a Forest Troll guard or two). A Forest Giant family usually dwells in a strong wooden fortification built deep within a large forest. Unlike most other Giants, Forest Giants do not find manflesh tasty. They eat meat, but mostly of larger creatures (a Fell Beast from some nearby swamp, for example) or lots of vegetables. A typical meal would have enough meat and vegetables to feed a whole village. Unlike other

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Giants, Forest Giants do not fight by throwing large objects at foes. Instead, they fire their Great Bows (specially made for the strength of a Giant). When combat moves into close range, they will attack with various weapons; though they will always be wooden hafted (e.g., maces, polearms, spears, etc.). The Great Bow of the Forest Giant is a legendary weapon, but only Large creatures can wield it, because draw strength and draw length are above what anyone smaller can muster . The unwary traveller will occasionally find himself fighting wolves and/or bears when confronting Forest Giants. These Giants do not concern themselves with the rest of the world beyond their own claimed area. However, any intruder into their woods will find himself watched and followed. Woe to the traveller who brings needless destruction upon the forest!

Giant, greater, frost:

Solid Elements [Own lvl] (Closed, Essence)

Frost Giants look like icy berserkers. They are 13' to 15' tall, weighing 2750 pounds, with hair (and beards) either white or gray (usually with ice flecks in them). Their eyes are usually a steel blue. Their skin is usually pale (with a slightly bluish tint), but well-weathered. Frost Giants live their 75 to 150 years in icy caves and caverns. Some have even built icy castles (though few have the patience for this). Frost Giants live in large, extended families. A typical clan consists of 5-50 Giants. In addition, they almost always have some sort of winter creature(s) as guards and/or pets. Like most Giants, Frost Giants adore the meat from Humans, Elves, and Dwarves (particularly Dwarves). They will often trap these delicacies and then freeze them by dipping them into water and shoving them into ice or snow. Some Frost Giants are known to have “freezers” containing dozens of frozen heroes stored for leaner times. Frost Giants love a great battle and often prepare several days for one. They prefer wielding two-handed weapons to using shields, but have been known to use shields against foes that are deemed worthy (such as a Cold Drake). A Frost Giant will never back down or retreat once battle has begun. Throughout the lair of a Frost Giant will be large piles of rocks and/or ice boulders. These are used for ranged combat within the lair (as well as when defending the lair). They have a <3'>/ lvl range with these thrown weapons. Finally, they are immune to all Ice attacks, but are vulnerable against Fire attacks.

Giant, greater, hill:

Solid Elements [Own lvl] (Closed, Essence)

Hill Giants are the smallest and gentlest of the Greater Giants. Standing 10’-12’ tall and weighing around 1350 pounds. They do not dress in normal clothing, preferring the hides of animals. They also do not have the tendency for large beards (stubble is all that seems to grow on their faces); however, their eyebrows are usually quite bushy. Their skin tones are earthcolored. During their 75 to 150 years of life, Hill Giants mostly dig and excavate. They live in the sides of canyon walls or in large hills, but always within large cave complexes. Usually only one family lives within a cave complex (1-10 Giants). Occasionally, bears or wolves live with the Giants. Many needful travellers have found refuge within the caves of Hill Giants. The Hill Giants are not overly bright, but often will lend assistance to a tired traveller. These Giants tend to have a more gentle outlook on such folk. Hill Giants are one of the few Giants who do not actively seek out manflesh to eat. Instead, they have a more normal diet of goats and cows (and perhaps a stolen horse or two). They also supplement their diet with a variety of funguses grown in their caves. Of course, in lean times, they are apt to eat whatever they can find! Hill Giants are slow to anger, but once they get going are just as tough as any Giant in combat. They will use shields if possible (at least 50% of all Hill Giants have shields). Their weapons vary greatly in type and quality. However, all Hill Giants have rocks stashed to throw at unwelcome visitors (these rocks were chosen for their weight, shape, and size). Their range with these thrown weapons is <2'>/ lvl. These Giants can use spells from Solid Elements, but they only use it on stone and earth. However, these are not often used in combat (instead used to work the dirt and rock they live in).

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Giant, greater, mountain:
Flesh Destruction [Own lvl] (Sorcerer Base, Hybrid)
Fluid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Gas Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Destruction [Own lvl] (Sorcerer Base, Hybrid)
Solid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)
Fluid Elements [Own lvl] (Closed, Essence)
Solid Elements [Own lvl] (Closed, Essence)
Physical Enhancement [Own lvl] (Open, Essence)
Creations [Own lvl] (Closed, Channeling)
Barrier Law [Own lvl] (Open, Channeling)
Concussion's Way [Own lvl] (Open, Channeling)
Nature's Law [Own lvl] (Open, Channeling)
Weather Ways [Own lvl] (Open Channeling)
Mountain Giants are among the tallest of the Greater Giants (ranging in height from 18' to 20' tall and in weight around 7000 Lbs.). These well-muscled folk almost always have dark hair (black, brown, or dark grey) and generally hairy bodies (males have long beards, females have very bushy eyebrows). Their skin color ranges from earthy brown to ashen gray. Their eyes range from dark brown (or black) to steel blue. Mountain Giants live between 75 and 150 years. The entire life of the Mountain Giant is spent defending its territory. If no one is currently attacking their land, they are either building defenses or attacking neighboring lands. When a Mountain Giant has made his home in a mountain range, all nearby settlements soon know it. A Mountain Giant usually lives alone, though occasionally they will take a mate and live together. If so, it is possible to find a Mountain Giant lair with 1-10 Giants in it (one male, one female, and a few young Giants). These Giants will often build huge fortresses high up in mountains. These fortresses will be built half in and half out of the mountain rock. It will be defended with many traps around the fortress (avalanches, pits, etc.) as well as clever traps inside the fortress. Like most Giants, Mountain Giants find manflesh a delicacy. When their homes are established and well defended, they have been known to come down from their mountain spires to seek Dwarves or Humans (they do not find Elven meat very tasty). Mountain Giants make sport of throwing rocks. They consider it good exercise to practice; it may be important in defending their home. They can throw large rocks up to <3'>/ lvl. In melee, Mountain Giants will use a variety of weapons (and most will use a shield if one is available). These spells also help them in constructing their fortresses.

Giant, greater, stone:
Solid Elements [Own lvl] (Closed, Essence)
Stone Giants range in height between 11' and 13' tall. They have absolutely no facial hair and their skin is the grey/black coloration of rocks. Their eyes are always dark. If they remain utterly stationary, they can be mistaken for either a statue or a large pile of rocks. Stone Giants spend most of their 75 to 150 years building stone constructions. They will spend 7-70 years building a single construction (there are no finer stoneworks to be found anywhere). They are often solitary folk, but sometimes many Stone Giants will come together to build a great stone monument or other construction. They do not actively seek to interact with anyone except other Stone Giants. Stone Giants often spend an entire day looking for just the right stone to add to their latest construction. If they discover a traveller lost in the mountains, they will attempt to aid him to the best of their ability. Unlike most Giants, these Giants do not normally eat men; instead, they feast on large beasts (mountain cats, etc.). Stone Giants do not normally work with metals and thus rarely use bladed weapons in combat. Instead, they will often use stone hammers and clubs. They can

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thrown rocks (with a <3'>/ lvl range), though they prefer to keep their rocks for their constructions. They can use magic, however, this is generally used to assist them in working stone, rather than in combat.

Giant, greater, storm:

Earth Law [Own lvl] (Magician Base, Essence)
Fire Law [Own lvl] (Magician Base, Essence)
Ice Law [Own lvl] (Magician Base, Essence)
Light Law [Own lvl] (Magician Base, Essence)
Water Law [Own lvl] (Magician Base, Essence)
Wind Law [Own lvl] (Magician Base, Essence)
Dispelling Ways [Own lvl] (Closed, Essence)
Gate Mastery [Own lvl] (Closed, Essence)
Lofty Bridge [Own lvl] (Closed, Essence)
Rapid Ways [Own lvl] (Closed, Essence)
Shield Mastery [Own lvl] (Closed, Essence))
Elemental Shields [Own lvl] (Open, Essence)
Essence's Perceptions [Own lvl] (Open, Essence)
Lesser Illusions [Own lvl] (Open, Essence)
Unbarring Ways [Own lvl] (Open, Essence)

Storm Giants stand as the tallest of the Greater Giants (18' to 22' tall) with an average weight of 8100 pounds. They usually wear draping robes in blues and whites. Their hair and beards are almost always dark, but occasionally a silver-haired Giant is born. Most Storm Giants live in castles on craggy shores overlooking the ocean. Almost always they live alone. However, upon reaching the age of 30-40 a female Storm Giant will find a male Storm Giant. They will live together for about two years. During this time, they will (95% chance) have children. Almost all children (80%) are twins—one male and one female. After birthing the children, the female Giant will take the young female Giant back to her castle and raise her, the young male is raised by the older male. While the Storm Giant does not seek out other Storm Giants, he does depend on others to serve him. He will usually have a few Ogres, Sea Trolls and maybe some Elementals as servants. Storm Giants are fearsome combatants. They wield well-constructed weapons, mostly polearms. When hurling Large objects (rocks, etc.), they have a range of <3'>/ lvl. However it is their spell abilities that make them a true threat. Storm Giants are clever and will use their spells to cause passing ships to wreck themselves on the rocks near their home. They will then gather the survivors up and eat them (slowly over a period of several weeks). They might even use their spell abilities to trap ships in ice floes (so they can walk across to the ship and pick the meatiest of the sailors).

Giant, greater, water:

Liquid Alteration [Own lvl] (Mystic Base, Hybrid)
Fluid Elements [Own lvl] (Closed, Essence)

Water Giants have never been observed when not wet. They stand 14' to 16' tall, 3400 Lbs. and usually wear dripping robes in sea-greens and blues. Their hair is usually the color of sea foam (off-white) or the color of sea-shadows (dark blue). A Water Giant spends less than 10% of its life out of the water, though they are truly amphibious (breathing equally well in water or out of water). Water Giants live in large under-water complexes (2-20 Giants live together in these communes) where they spend their time counting and sorting their treasure hoards. Water Giants often have large water creatures as pets (e.g., Demon Whales, Giant Sharks, etc.). These Giants will wait for ships travelling overhead that appear to be heavy with loot. They will then rise up and attack, using the assistance of their pets to ambush the ship from below. If pickings have been slow for a long period of time, Water Giants might even assault a port city to increase their hoards. Water Giants can attack while in the water at no penalty. They can throw

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rocks at a range of <2'>/ lvl, but they often use polearms and nets in melee. When they net an opponent they want to kill, they will drag them down to the depths until he either dies from lack of air or until the pressure kills him. These Giants can also cast spells which will often be used to help sink the ship they are attacking.

Giant, lesser, minor:

Giant, lesser, normal:

Giant, lesser, major:

These Giants are not usually classified as intelligent in the same way as other races. They range in height from 9' to 20' tall. The particular features of each Giant varies greatly, but in general, one appears as a large hairy human with a very bestial look in his eyes. They often have deformed features (extra-large teeth, gnarled arms, humped back, etc.). These barely intelligent beings always dwell alone, though not for the same reasons as a Cyclops—they simply cannot agree on who should lead (and make what simple decisions are made from day to day). These creatures display no tactics in combat. They hurl rocks at their opponents until they are close enough to bash with a crudely made club or similar weapon. Lesser Giants have <2'>/ lvl range on their rock hurling. There is no evidence to support the theory that these Giants propagate themselves. Instead, it is more likely that these Giants are the outcasts (deformed, etc.) of the greater Giants. Because the number of Lesser Giants is relatively large, this would imply that a significant number of Greater Giants are born with deformities. They are sometimes known as Firbolg.

Ogre, big:

Ogre, large:

An unkempt, slovenly race whose coarse, grizzled features betray their rapacious greed, Ogres resemble Giants when distance blurs details and disperses their rank odor. They stand 8' to 10' tall. Garments constructed of hastily cured animal skins add to the stench, but contribute little to modesty. Ogres have a 90 year average life span. The fetor of their littered dens keeps most thieves at bay, effectively guarding the enchanted things and extensive wealth garnered within. While relaxing and quarreling at home, a clan of Ogres displays the rollicking exuberance of a band of clowns. When they leave their cave to raid the countryside, this levity yields to intent eagerness for a fight. Wood or stone clubs accompany them on these forays, but are frequently abandoned in the heat of battle for the more satisfying sensation of knuckle against tender flesh and bone. Ogres are quite fond of the soft flesh found on the bones of small children. They have been known to build small cottages in the woods, tempting children with sweet smells of pastries, then jumping from the closet to throw the children into their ovens. This is, undoubtedly the origin of their name: manflesh eater.

Titans:

Mind Attack [Own lvl] (Mentalist Base, Mentalism)
Mind Control [Own lvl] (Mentalist Base, Mentalism)
Mind Merge [Own lvl] (Mentalist Base, Mentalism)
Mind Speech [Own lvl] (Mentalist Base, Mentalism)
Presence [Own lvl] (Mentalist Base, Mentalism)
Sense Control [Own lvl] (Mentalist Base, Mentalism)
Mind's Door [Own lvl] (Closed, Mentalism)
Self Healing [Own lvl] (Closed, Mentalism)
Speed [Own lvl] (Closed, Mentalism)
Anticipations [Own lvl] (Open, Mentalism)
Attack Avoidance [Own lvl] (Open, Mentalism)
Delving [Own lvl] (Open, Mentalist)
Detections [Own lvl] (Open, Mentalist)

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Spell Resistance [Own lvl] (Open, Mentalism)
Telekinesis [Own lvl] (Open, Mentalism)
Clean-shaven Giants (18' to 24' tall) with handsome, nobly-proportioned bodies, Titans drape their muscular limbs with pleated swathes of translucent silk. Elegantly wrought breastplates and greaves conceal these flowing garments when a Titan marches in battle, but few war against any save their own kind. The ephemeral concerns of the Mannish peoples bore these long-lived beings (average life span of 1,000 years), although they feel a similar disinterest for the immortal fairy races. Occupied by the solitary pursuit of leisure within the elaborate marbles of his lonely castle, a Titan frequently ignores even his own kin for decades at a time. The echo of a forgotten whim or jealousy stirs him at irregular intervals to break his seclusion and disturb the privacy of his similarly preoccupied friends with war, seduction, or intrigue. When a Titan does enter battle, legends are wrought. They wield mighty weapons, but they may choose to simply pummel their foes. In addition, they can cast spells.

13.4. Goblinoid

These races come from a different strain of humanoids than humans. They are more apelike, some would say distorted, than normal humans and they typically are more resilient to damage and outside influences such as poisons and diseases, but are mentally weaker and also lack culture and civility.

Goblin:
Narrow-headed imps with narrow noses, pointy, lobe-less ears and wide, grinning mouths, Goblins possess greenish, yellow skin and tender, toeless feet. To protect these sensitive appendages from hurt (and, perhaps, to hide their lack of toes — all of the proper bones and ligaments are present, but the mass of flesh has not divided into separate digits), Goblins wear clumsy, stone clogs. They average about 3’ tall in height and about 35 Lbs. in weight. When particularly enraged at a Goblin, one must attempt to denude a scapegoat of his clogs and stamp with laughter upon the exposed limbs. Mechanical devices appeal to the clever cruelty intrinsic to Goblins; they have invented many machines of torture as well as those useful in warfare and siege. Utility and strength mark most of their creations, but beauty eludes them. Skilled miners, Goblins enlarge their underground kingdoms by connecting nearby caverns with tunnels. Often an entire mountain range may be webbed by these passages, effectively detouring travelers to longer routes. All Goblins have Darkvision (10’) and Nightvision (100') and are hindered by daylight (-25 to all actions). They have a knack for working certain machinery (traps, locks, clocks). Their average life span is 80 years. Goblins stay below ground by day, but night sees them swarming the lands in search of amusement. These wily creatures are deceptively strong.
Hobgoblin:
Larger (4' to 5' tall and 93 Lbs.), tougher Goblins whose skin has a muddy tinge and whose feet feel no pain, Hobgoblins often mingle with their lesser brethren. Only lack of numbers prevents the Hobgoblins from terrorizing all lands lit by the sky. Goblins avert this dread fate by killing most of them at birth. Superior size and strength offer them dominance over those who revere the rule of brute force, and the Goblins frequently submit to a Hobgoblin king. The brilliance of the sun, although unpleasant (-25 to all actions), holds no horror for Hobgoblins who fearlessly follow enemies through daylight. All Hobgoblins have Dark (10’) and Nightvision (100') and an average life span of 95 years. These clever fighters are quite strong. They make formidable foes on the battlefield, and never forget a foe they failed to defeat. Lifespan 80-100 years.
Kobold:
Smaller (2' to 4' tall, weighing just shy of 45 pounds), weaker Goblins with ruddy skin and a pair of horns growing from the head, Kobolds knuckle under to the fiercer bullying practised by their larger kin. The

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compassionate wayfarer who feels sympathy for their piteous plight discovers his mistake when Kobold treachery rewards his generosity with capture by Goblins. The arts of lying, cheating, stealing, and flattery enable the cowardly Kobold to survive within bloodthirsty Goblin society; they exercise these skills with much whimpering in all situations. All Kobolds have Darkvision (10') and Nightvision (100') and are blinded by daylight (-50 to all actions). Their average life span is 75 years. Kobolds will rarely stand and fight in a straight up battle. They will wait for an ambush opportunity (or at least a surprise attack), or possibly wait for help to arrive (or run away seeking help). If none of the above is possible, surrender is always an option.

Orc, lesser:
Orc, greater:
Orc, grey:
Flesh Destruction [Own lvl] (Sorcerer Base, Hybrid)
Fluid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Gas Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Destruction [Own lvl] (Sorcerer Base, Hybrid)
Solid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)
Necromancy Mastery [Own lvl] (Evil, Essence)
Necromantic Ways [Own lvl] (Evil, Essence)
Demonic Pacts [Own lvl] (Evil, Channeling)
Demonic Summons [Own lvl] (Evil, Channeling)
Invisible Ways [Own lvl] (Closed, Essence))
Lofty Bridge [Own lvl] (Closed, Essence)
Lesser Illusions [Own lvl] (Open, Essence)
Unbarring Ways [Own lvl] (Open, Essence)
Concussion's Way [Own lvl] (Open, Channeling)
Orc, scrug:
Orc, vard:

Common folk frequently confuse Orcs and Goblins, because they seem to have similarities on many fronts, but if legends are to be heeded, their origins are very different. Fabulous tales depict Orc and Elf locked in fratricidal hatred, determined to vanquish their sinister brethren or perish in the attempt. The fury displayed their counterparts who roam outside the realm of story lends credence to the existence of a blood tie. Cannibalistic cruelty motivates their distorted souls, and Orcs respect little save superior force. Most are superb smiths, but they rarely make items unassociated with war. All possess Nightvision and Darkvision and have, in varying degrees, a problem with the brightness of the sun. Grotesque, round faces with heavy set jaws and brow. Small, slanting eyes and small, slit-like noses over a mouth full of sharpened tusks further deform the heavily built, muscled body with its long arms and thick hide. Coloration tends to be pale for those living underground all of their lives, but for those coming outside, swarthy, darker skin tones are the norm. Most orcs stand a squat 5' to 6' tall averaging 170 Lbs. On average they have lifespans between 75-100 years. Grey orcs are a variant strain of lesser orcs, differing physically from them in that they are larger and more wiry and lighter (160 pounds) and have smokey grey skin. Scrugs are huge orcs (7'6" to 9' tall), dwarfing even the largest men. Vard appear just like most orcs, except they have four arms and can use them all with great dexterity.

Lesser Orcs are born to live, fight, and die in darkness; they hate the stars and moon, but panic under the brighter sun (operate at -50 under bright lights). See *Character Law* for more on Orcs.

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Greater Orcs are tougher; they can operate in daylight without penalty and possess superior skills in speaking, reasoning, and fighting.
Grey orcs are highly intelligent, although they use that genius for evil and dark things. They are all spellcasters of any and every type, but most are Sorcerers, Clerics, and Magicians. They often work in small numbers with other types of orcs. Grey Orcs are partially blinded by the sun and operated at -50 in daylight.
Scrugs are another strain of lesser orcs. Their strength is remarkable, and they are often mistaken for ogres or trolls at a distance. While most are not disposed to being chieftains, scrugs can often be found as the bodyguards of orc chieftains, although they have no regard for any other living being, even other orcs. Scrugs are partially blinded by daylight (-50 to all actions).
Vards are a mutation of the greater orcs and are rarely encountered with other orcs (staying only with other Vards). Vards operate at -25 in sunlight. Most orcs use a simple attack strategy. Scrugs have been known to use one of their lesser brothers as a weapon when there is no other to be found. Vards are combat machines and can use a shield and three weapons, or four different weapons. Their skill in combat makes them well respected and/or greatly feared among beings of their ilk (orcs, goblins, gratar, etc.).

13.5. Humanoids

Although most races are humanoid, the humanoids are the basic two legged, two armed, upright walking, intelligent creatures. It is considered to be the ideal shape for developing intelligence, if the form comes with manipulatory appendages on the arms and a head incorporating a large brain.
Cherubim:
Confusing Ways [Own lvl] (Mystic Base, Hybrid)
Gas Alterations [Own lvl] (Mystic Base, Hybrid)
Hiding [Own lvl] (Mystic Base, Hybrid)
Liquid Alteration [Own lvl] (Mystic Base, Hybrid)
Mystical Change [Own lvl] (Mystic Base, Hybrid)
Solid Alteration [Own lvl] (Mystic Base, Hybrid)
Self Healing [Own lvl] (Closed, Mentalism)
Dispelling Ways [Own lvl] (Closed, Essence)
Attack Avoidance [Own lvl] (Open, Mentalism)
Telekinesis [Own lvl] (Open, Mentalism)
Lesser Illusions [Own lvl] (Open, Essence)
Essence's Perceptions [Own lvl] (Open, Essence)
Dwelling in gleaming cities floating high in the clouds, these beings appear very much like winged elves. They stand 6' to 7' tall (with a 14' to 16' wingspan. Among the members of this race are those who resemble the dark-haired High Elves and those of the lighter Fair Elves (without a visible aura). Cherubim are in fact, distant relatives of the Elven races, and are always on good terms with them. They do not deal with humans often, and simply prefer to avoid them. The Cherubim are far more somber than Elves, but still more light-hearted and cheerful than most Humans. Their bones are hollow like a bird's, and their bodies are structured for flying, so Cherubim are not as strong of arm as many other races. They are as adept at magic as Elves are. They are immune to extremes of temperature. In addition, they are immortal, dying only through acts of violence. Cherubim are adept at fighting in the air (as well as on the ground).
Dwarf:
Dwarves are short (4' to 5' tall, weighing 135 pounds) and stocky with ruddy complexions; their dark eyes are deep set, generating the illusion of great wisdom, and their hair is brown or black, occasionally

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flamecolored. The men grow long beards which they often braid. Dwarves favor hand arms and colorful, hooded clothing. They are a stalwart people, comfortable below ground, where they delve labyrinthine mines and palacial dwellings. Like the Goblins, Dwarves are masters of metalcraft; but unlike those unsavory cavern dwellers, they design their works to exhibit beauty as well as strength and utility. Full of ridicule for the ways of conjurers, they employ such magicks only to enhance the powers of the weapons and artifacts reluctantly released from their forges. Infertility combined with a lack of women (who comprise less than a third of their kind) leads few Dwarves to marry or conceive young. All Dwarves have *Darkvision* (10') and Nightvision (100') and are highly disease and magic resistant. Their average life span is 250 years, though some dwarves have lived as long as 400 years. See *Arms & Character Law* for more on Dwarves.

Elf, fair:

Controlling Songs [Own lvl] (Bard Base, Essence)
Entertaining Ways [Own lvl] (Bard Base, Essence)
Inspiring Songs [Own lvl] (Bard Base, Essence)
Item Lore [Own lvl] (Bard Base, Essence)
Sound Control [Own lvl] (Bard Base, Essence)
Sound Projection [Own lvl] (Bard Base, Essence)

Elf, grey:

Elf, high:

Elf, wood:

Least alien of the Fairy, Elves follow Mannish ways more closely than do the Fey Folk or the Spirit Fairies. Desire for power and wealth stir similar jealousies and passions within their souls, producing cities and wars and religions. Sylvan deities who rule the winds, the waters, and the growing things of the earth absorb Elven worship, although a few stray to revere shadows and tainted violence. Meditation on the balance of the world and the degree of its harmony with the divine music, a daily ritual that replaces sleep, hinders the triumph of evil in most. All elves are highly resistant to extremes of temperature. They are also immortal, dying only through violence or loss of the will to live. Because of their immortal nature, they only need a few hours of meditation each night (in place of a mortal's eight hours of sleep). Elves are slightly taller than common humans, with male elves ranging in height from 6' to almost 7' (females average about 6" less in height). They are also slight of build and frame compared to humans, with males averaging 150 to 225 pounds (with females average 35 pounds lighter). The standard elf, which would be the grey elf, can be found in *Arms & Character Law.*

The most lordly of all Elves, the Fair Elves have golden hair, blue eyes, and pale skin. Garments of white, silver or gold enhance the nobility of the Fair Elves' demeanor. They project a visible aura at all times. The Fair Elves seem to be the most adored of all the elves. If there is an elven aristocracy, it is the Fair Elves. However, the are seldom ever seen beyond the borders of the elven lands. Melody and song frequent their gatherings, because even the least of them can play the harp or sing, while the more talented compose music or delight the ear with expertise on several instruments. When battle is inevitable, Fair Elves are equally adept at melee and missile weapons. In addition, they almost always have learned a few spells to assist them.

Grey elves are almost always in between their more extreme brethren. Neither as artisitic as the fair elves, neither as cunning and war like as the high elves and not as sedate and rustic as the wood elves. They form the middle ground with their pleasant company, their love of art and craft. When war calls, they will take up arms, but mostly they will settle down, raise a family and do as they please. They build no marble cities, but love open cities amongst a lovely landscape which connects them closer to nature. They sometimes live under the rule of another elf kind, which is usually without problems, and they would

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adapt to living near their ruler. They would likely blend in where they live and transform their habitat until it resembles a natural forest glade, or some other natural feature. They are not the most magical elves, but they are no strangers to magic either. They prefer missile weapons over melee as their natural grace aids them.

Raven-black hair distinguishes the High Elves from their fairer kindred, and brown and hazel are their usual eye colors. A love of beautiful things, expressed by skill in building and crafting, unites with a curiosity about the nature of all creation to lure the most ambitious from the path of light. Yet, the superb armor, the bright weapons, and the lovely jewelry cherished within their graceful, marble-walled cities seem almost worth the price of a vanquished soul. Some of the most powerful artifacts known to exist came from the forges of these elven craftsmen. When a battle begins, High Elves prefer to keep the battle at range as long as possible (as they are slightly more adept with missile weapon than melee). Remember that these craftsmen are very likely to have superior armor and or weapons (at least +5 to both OB and DB, perhaps more). Occasionally (10%), a High Elf will know a random list from the open or closed lists.

Wood Elves wear greens and greys to blend with their surroundings. Sandy hair and light blue, green, or grey eyes complement their rustic demeanor. They are slightly shorter than other elves (averaging 5'10"). These Elves are the most common of all elvenkind and can be found in almost any forest across the world. Wood Elves are often quite distant from the other elves and have been known to disagree openly with the policies of the High Elves and Fair Elves. Most attuned to the subtle tides of forests, streams, and the creatures who roam the sylvan realm, Wood Elves are adept at moving silently, their presence in the wood frequently goes unnoticed among the shadows of swaying branches. Wood Elves are not hesitant to use their melee skills or missile skills. All Wood Elves have a number of Ambush ranks equal to their level.

Empusa:

When not taking the shape of another, these beings appear as particularly ugly humans with the exception of a hobbling gait; one of their legs seem to be permanently cursed to the form of a donkey limb. In fact, whatever form they take, they retain the donkey leg. Whether a seductive houri, a savage lion, or an imperious soldier, the asinine limb reveals the true nature of the Empusa. This true form is an average of 5'6", weighing 140 odd pounds. Quite some time ago, there was an incident involving a vain woman of some beauty and rank. It is said she was courted by a Gypsy caravan master, but she spurned him to her misfortune. In his anger, the caravan master made some horrid deal with an unnamed power within the Pales which resulted in the enchantment of disfigurement; the ability to take any form imaginable, but burdened in every aspect with the ludicrous donkey leg. No matter how much she used her new shape-shifting ability, she could not shift away to a manifestation free of the leg. The vile anger generated in the woman lives on in her descendants today, who also share the same curse. Empusa often live at the edges of civilization, embittered by the cruel fate which causes ridicule and fear among others. Seeing the perfect forms of others, they stubbornly persist in attempting to change to more perfect shapes, but are consistently burdened with the donkey leg in whatever aspect they achieve. These constant failures have turned the majority of Empusa into hate-filled creatures, using their shape-shifting abilities as they can to achieve their malign ends. Females are encountered more often then males (90%). The Empusa can assume any organic form within its own Size class, meaning it may assume shapes between 65 and 250 Lbs. because it is Medium (maximum of one change per round). Any Empusa does not obtain any special abilities or spell casting capabilities when it mimics another form, so in combat it will use whatever weapon is close at hand. Sometimes a desperate Empusa may rapidly shift forms so as to confuse foes, giving the Empusa a slight advantage.

Gnoll:

Guises [Own lvl] (Illusionist Base, Essence)

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Illusion Mastery [Own lvl] (Illusionist Base, Essence)
Light Molding [Own lvl] (Illusionist Base, Essence)
Mind Sense Molding [Own lvl] (Illusionist Base, Essence)
Sense Molding [Own lvl] (Illusionist Base, Essence)
Sound Molding [Own lvl] (Illusionist Base, Essence)
Dispelling Ways [Own lvl] (Closed, Essence)
Invisible Ways [Own lvl] (Closed, Essence))
Spirit Mastery [Own lvl] (Closed, Essence)
Delving Ways [Own lvl] (Open, Essence)
Detecting Ways [Own lvl] (Open, Essence)
Essence's Perceptions [Own lvl] (Open, Essence)
Rune Mastery [Own lvl] (Open, Essence)
Spell Wall [Own lvl] (Open, Essence)
Unbarring Ways [Own lvl] (Open, Essence)

Small (3' to 4' tall, 44 pounds), wrinkled men with grey skin and little hair, Gnolls inhabit the natural caverns that abound in mountainous regions. When sheltered by secrecy and stone, their timid dispositions relax and permit the enjoyment of gleeful festivals. On these occasions, Gnolls put aside their sober, earth-toned clothing for more colorful garb. Sunlight does not harm them, but the brightness scares them and makes their eyes water (-25 to all activities), leading Gnolls to adhere to the underground realm. They have *Nightvision* (100'). Skill as illusionists, dabblers and magicians (Essence spell casters only) enables them to avoid encounters with other races, few gaining knowledge of their presence until after the Gnolls have passed from the area. They travel in clans and settle only in deserted grottos where access is limited and concealed. Gnolls live an average of 105 years. Most Gnolls avoid combat, using their spells to conceal themselves and provide quick escapes.

Gnome:

Bald, wizened men who live in shallow caves, long-lived Gnomes gather knowledge and lore as a hobby. Gnomes have an average hieght of 4' to 5' and an average weight of 85 pounds. Ancient tomes and rare scrolls litter their crowded libraries, precious chambers that usually fall to ruin with a Gnome's death. A love of solitude ensures that most Gnomes remain heirless, rarely marrying or raising a family. All Gnomes have *Nightvision* (100'). They also have an average life span of 600 years. Gnomes keep to themselves, but if forced into combat their foes had better be prepared for a surprise, for there is no telling what magical spells and/or artifacts any given Gnome will have. Although loners, Gnomes are neither shy nor joyless; generous hospitality accompanied by ingenious entertainments draw many friends to visit as houseguests. Gnomes do not often return these visits, for they dislike abandoning their abodes and the treasures guarded within for even a few days.

Halfling:

Conform smallness, they weigh 50 pounds on average, Halflings can move very quietly and possess exceedingly nimble fingers. Their large feet are very hairy, almost furry, and immune to cold; Halflings rarely wear shoes. They are 2' to 4' tall. They may become 110 years of age. Their garments tend to be bright and colorful, like their houses, for Halflings are a merry folk, full of gaiety and ready to enjoy life's bounty. Halflings prefer the ease and quiet of a sedentary life, avoiding the excitement and danger that accompany adventure. Halflings are resistant to magical and physical damage. When called to arms, halflings are dead-eye shots with their slings. See *Arms & Character Law* for more on Halflings.

Hira'razhir (Avians):

Emaciated people whose skeletons are formed of hollow bones, the Hira'razhir are adapted to high altitudes. The upper back and shoulders are incorporated into the wing structure, the feathers of which are

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a gorgeous blue. The wings fold into a flattened configuration on the back when a Hira'razhi is not airborn, to protect the delicate surfaces from damage. Their head hair, short and tightly curled, is silver or white, their eyes blue or grey, and their skin fair. They stand 5' to 5'4" tall (with a 12' wing span), weighing an airy . Baby Hira'razhir with deformed wings are usually killed at birth; the injured whose wounds cripple their wings and the aged whose infirmities prevent flight commit ritual suicide. The Hira'razhir spend most of their lives gliding with the winds, scorning more than minimal use of the graceful eyries they build on mountaintops. They are highly resistant to extremes of temperature and have an average life span of 75 years. Hira'razhir fight equally well from the land or the air (though they prefer to fight land-bound opponents from the air).

Man, cave:

Muscular men with sloping foreheads and oversized jaws, cave men have brown hair or ginger hair and eyes, and tan skin. They stand 5'1" to 5'5" tall weighing around . Simple garments made of animal skins are the normal garb. Their intellect is not powerful, but a cooperative, goodtempered disposition makes their company a pleasant experience. Cave men band together to form tribes, each with its own complex set of social rituals and religious beliefs. Their average life span is 50 years. Rough spears or clubs are the usual weaponry. Neanderthals rarely use these hunting tools on men unless they, their family, or their tribe is threatened.

Man, common:

Of all the races, humans are the most numerous and adaptable. They are found virtually everywhere, from arctic regions to the tropics and from permafrost tundras to alpine retreats. Their adaptations are usually technical, explaining why they have exploded across the globe. They construct dwellings that keep cool during the summer and warm during the winter. They gather endless amounts of resources and craft them in to tools, clothing, or storage devices, so they can keep the food resources fresh and edible. Protective and war-like, humans are usually embroiled in one, or more conflicts and will generally have a large section of the population geared up as warriors.

Common men are the most numerous and they are the best at scraping out a meager existence anywhere. Ranging the gamut from 5'-7' tall averaging 185 pounds for males and 160 pounds for females, they have black to blond to grey hair (mostly the elderly) and chocolate brown to lividly white skin. Builds go from wiry to stocky. Their indiscriminate nature, coupled with their adaptation talent and intelligence, allows them to tackle any situation and biome. Their women are fertile and their children numerous. They react to any intrusion with disgust and are quick to anger. They thrive either alone, or in large communities, grown to burst their seams, to the point of being unhealthy, toxic and destructive to the environment. Some may call them a virus, based on these observations. Culturally, common man are the richest race ever. Every locale has its own type of dress, favored weapons, type of dwelling, dances, art works, painting styles, dialect and more. They live short lives, old age setting in at 60, although some become 100 years.

Man, great:

This special race is more like a half giant than Man. They are very tall, very physically imposing and mentally not too bright. They do have proper skills, so they can build housing and tools as needed. They tend to focus a lot on survival and warfare, for which they are excellently suited. 7'6" tall and nearing 350 pounds for males, they are the strongest among Men. Females are a lot smaller though, at 6'6" and 200 pounds and might actually pass for High men, were it not for their teeth that resemble those of a carnivore. To fuel their physique, Great men rely on meat mostly, although supplemented occasionally with bread and vegetables added in. They live in wooden huts, or find comfortable caves that they embellish and close off to make nice homes. Clans of Great men live close by each other and in times of need will help each other. In times of war, these clans band together under a Great men leader, to form the

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most fearsome horde of Men possible. They carry sturdy weapons, usually so big to be almost like 2 handed varieties for medium creatures and their armor is constructed to be almost twice as thick as of normal men, so even if it is primitive, it is also quite effective. Such a horde usually makes short work of any who oppose them, so the Great men can go back to their caves and flocks of sheep, pigs, horses, goats and cows. In ancient times, it is rumoured, they used to herd lesser men as well, but there is no current evidence of that. They live to become 200, but they get feeble, grey and wizened at around 160 years. Coloration is brown to olive skin and dark hair with deep set dark eyes, that are so dark to obscure even their pupils. Their features appear feral and in anger will expose their carnivorous teeth.

Man, lesser:

Lesser men are those that have less intelligence. Their spread and survivability suffer accordingly. They use tools and clothing, but they lack sophistication and permanent comfortable dwellings. They are generally smaller, below 5'8", males averaging 5'6" and 190 pounds and women 5'4" and 150 pounds. They have low brows and rough hewn faces with unkempt, matted hair, in the colors sandy to dark brown. Their skin is fair, but usually olive colored from exposure to the natural elements. Their tools and clothes are made from whatever they can find in nature: antler, hide, stone, mostly flint. They possess rudimentary survival skills and they can be excellent crafters, but they will not transcend their squalor and low intelligence. Due to their similar backgrounds, culture doesn't flourish, like that of the comman men, but there is some diversity. Their lifestyle is brutal and harsh and many don't die of old age, but they have a similar life expectancy as Common men: Old age at 60 years, but in extreme cases may live to become 100.

Man, mixed:

This race has come about during and after the dominion of the High men. Interbreeding spawned an "Intermediate man". Although many variants exist, placed around the globe, they share many similar traits. Most are larger than their Common cousins and heavier (males 6' and 210 pounds, females 5'10" and 180 pounds), and tend to have darker hair, although the northern varieties tend to have light colored hair. They are bright and strong like their High men ancestors and usually straddle society between the upper echelon and the lower echelon. Diversity amongst the mixed man leads to many new cultures rising and they have begun to replace the High men as the dominant race in many areas. They inherited many of the best traits of their ancestors; such as survivability and adaptation from the Common men and physical and mental prowess from their High man side. They can become old, with old age and disability setting in at around 80 years. Though exceptional individuals might reach 130 years of age.

Man, noble:

Some are born to greatness and the noble men are blessed right from the start. Tall, talented, intelligent, hard working and hard fighting people. Their civilized lives are an example to lesser men and they tend to rule by excellence. They reach adulthood by the age of 30 and some live to be 300, staying vital, until deep in their 200s. Males average 6'6", 250 pounds and females 6'2" and 190 pounds. They have dark hair, fair to pale skin and they have grey, or blue eyes. Well built, sturdy frames allow for great physical ability and they have brains to match. Amongst men they are unmatched in nearly everything: they build the best tools, cities, ships and other contraptions. They make the nicest clothes and dictate fashion where they hold sway. During one time, or another, they dominated large portions of the known world and left their mark everywhere, teaching their lesser brethren and pushing the boundaries of discovery and science. As for war craft: only the Great men surpass them here, but noble men are no push-overs. Using their fine tools, they craft even finer weapons and armor, leading the front on war technology, outfitting their troops with the best gear. They conduct war like a game of chess and are meticulous in the details. Although mostly benevolent, those noble men that have come around to the dark side are prone to use their excellence to gain the upper hand over others and oppress those they rule without qualms.

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Mermen:
The fair skin of a Merman's torso blends at the waist into the shimmering scales of his fish's tail. They stand 6'6" to 7'6" from head to fin, weight averages around 350 pounds. Because cloth deteriorates when constantly waterlogged, Mermen wear strings of shells, precious stones, or gems as raiment. Comfortable above and below the waves, Merman eshew land merely because of the difficulty they experience in locomotion. They are fond of sunlight and build their manors and palaces in the shallows, away from the gloomy deeps where only the attenuated, fanged sea monsters lurk. Nators and seahorses serve them as steeds and draw their carriges, while certain fish become pets. They have an average life span of 80 years. No race matches the Mermen for underwater combat ability (except maybe the Shuikmar). Their tactics are far superior to any others for undersea battles. Lifespan up to 100 years.

Minoth:
Mind Attack [Own lvl] (Mentalist Base, Mentalism)
Mind Control [Own lvl] (Mentalist Base, Mentalism)
Mind Merge [Own lvl] (Mentalist Base, Mentalism)
Mind Speech [Own lvl] (Mentalist Base, Mentalism)
Presence [Own lvl] (Mentalist Base, Mentalism)
Sense Control [Own lvl] (Mentalist Base, Mentalism)
Gas Manipulation [Own lvl] (Closed, Mentalism)
Liquid Manipulation [Own lvl] (Closed, Mentalism)
Solid Manipulation [Own lvl] (Closed, Mentalism)
Self Healing [Own lvl] (Closed, Mentalism)
Anticipations [Own lvl] (Open, Mentalism)
Attack Avoidance [Own lvl] (Open, Mentalism)
Brilliance [Own lvl] (Open, Mentalism)
Cloaking [Own lvl] (Open, Mentalism)
Delving [Own lvl] (Open, Mentalist)
Detections [Own lvl] (Open, Mentalist)
Seemings [Own lvl] (Open, Mentalism)
Telekinesis [Own lvl] (Open, Mentalism)
Tiny humans that are often mistaken for insects, these beings are intelligent and have a highly advanced culture despite their small size. They stand a meager 4" to 6" tall, weighing maybe 2 ounces. Minoths are generally peaceful and avoid contact with other races unless they need to use a large individual, or need to communicate with them for some reason. Most Minoth know all Mentalist Base spell lists. Their average life span is 40 years. The only way they can communicate with larger races is through the use of telepathic spells. A Minoth will often use his mentalist powers to take over the mind of a larger creature and control him in order to accomplish some specific task. Rarely are they discovered as the perpetrators of these mental takeovers, simply because they are so small. Their tiny cities are usually underground for fear of a large creature crushing them accidently. They often capture large insects, such as Goliath beetles, Giant Grasshoppers or Giant Dragonflies and use them as mounts or beasts of burden. Minoth avoid combat at all costs. If forced to fight, they will use their Mentalist spells to confuse their foes (hopefully giving the Minoth a chance to race away).

Nycamerith:
Although many wonder if they are akin to Gnomes or even Halflings, these short, fat, blue-skinned beings are most likely an entire race unto themselves. Their ears are large and pointed and their eyes dance to the music that they continually play. They stand 4' to 4'8" tall, weighing 85 pounds. Making their way through life following The Great Song, they are a cheerful and pleasing people, rarely getting involved in

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anything violent, dangerous or risky. Nycamerith are known far and wide as the greatest musicians and musical instrument crafters in the world. They are sometimes skilled as great craftsmen of other delicate constructions as well. Their average life span is 600 years. They are content to entertain in taverns and work their craft. They dwell in secluded villages located in deep valleys or on high mountains. Rarely armed, they simply do not go into hostile or dangerous areas.

Quishad:

Assassination Mastery [Own lvl] (Magent Base, Mentalism)
Disguise Mastery [Own lvl] (Magent Base, Mentalism)
Escapes [Own lvl] (Magent Base, Mentalism)
Gathering Secrets [Own lvl] (Magent Base, Mentalism)
Misdirections [Own lvl] (Magent Base, Mentalism)
Poison Mastery [Own lvl] (Magent Base, Mentalism)

Quishadi appear to be skeletal humans, being originally created to parody that race. A Quishad's hair is black and often long. Their black skin is covered with yellow blotches, and it is drawn tightly across their bony form: they are often mistaken for undead of some sort. They stand 5'11" to 6'3" tall, weighing on average 200 pounds. Their average lifespan is 100 years. The Quishadi are a magical race, created by the Urloc, but now a race unto themselves. They rebelled against their creators hundreds of years ago, and now exist only to make war on their enemies. The Quishadi-Urloc wars are infamous for the destruction that they wrought, and the mighty magics that they unleashed. Entire lands were laid waste—particularly by the demons that were conjured by each side. The Quishadi finally managed to break away from the Urlocs, and now dwell independently, albeit often times in the ruins left by their former masters. All Quishadi know spells; even non-spell casters learn a few spells (knowing 1-3 open Mentalism or Essence lists). Like elves, they require only a few hours of meditation per night to be fully rested. Also like Elves, Quishadi are immortal, dying only in violence. Quishadi can be members of any profession, but are most frequently Dabblers, Fighters, Magents, Mystics, Mentalists, Magicians, and Druids. Quishadi do not serve a deity of any kind, although they revere everything as having a spirit. Clothed, females and males can only be identified as such by their hair length: females wear theirs even longer than the males. Both sexes appear to be equal in status. Their society is based on the number 11, rather than 10 as in human society. Like their Urloc creators, they dwell along the coastlines of large seas. They do not, however, have great skill in seamanship or shipbuilding, thus they are almost never encountered at sea. Most members of the race wear lamellar armor into battle, and use bows and wavy-bladed scimitars.

Strige:

Influences [Own lvl] (Dabbler Base, Essence)
Mechanisms [Own lvl] (Dabbler Base, Essence)
Movement Mastery [Own lvl] (Dabbler Base, Essence)
Senses [Own lvl] (Dabbler Base, Essence)
Trade Mastery [Own lvl] (Dabbler Base, Essence)
Guises [Own lvl] (Illusionist Base, Essence)

Shapeshifters whose human form changes to that of a great dark raven of unnatural size and strength. In human form, they often posses raven-dark hair with feathery brows of coal-black. They mostly resemble common humans, with their 6' tall forms and 200 pounds weight. Striges are evil carrion birds which are survivors of many in a long line of evil empires which have risen and fallen with the passage of time. These creatures merely bide their time until the next lord of evil rears his head; the Strige is always ready to serve in the cause of darkness and bloodshed, if only it is promised sufficient man-flesh to feed upon. These beings for the most part live an animalistic life, using but little their ability to become human, but rather spending their time in dark forests pursuing avian lifestyles. However, the main attachment they

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have to humanity is their taste for flesh, in fact the flesh of babies. In their form of a great raven, Striges steal children by night. Their grasping talons snatch the innocent through the window and away to needle-carpeted pine forests. In the filth of their nests, the most delicate morsels are gobbled by the Strige's foul hatchlings, trapped in bird form until maturity. When confronted by a foe, the Strige can use its razor sharp talons and slicing beak to defend itself. However, it can also shapeshift to human form, which it can do at will (once per round). In human form, it has access to spells, which it will use in as effective a manner as possible to meet its purposes. They may live to become 200.

Troglodyte:

Troglodytes skin their fallen foes, creating simple garments from the cured pelts; claws, tails, and mummified heads remain as ornament. Goblin hides dominate Troglodyte raiment, but the occasional Mannish or Elven skin stirs deep rage and horror in the one who recognizes a friend by its preserved details. Beneath this macabre clothing, Troglodytes possess muscled bodies with bluish-white skin (their own dead do not provide clothes). Sloping foreheads and massive jaws form the contours of their large heads and long, tangled, black hair grows from their scalps. They stand 4'6" to 5'6" tall. They weigh maybe 150 Lbs. on average. Terror of the daylight keeps Troglodytes far from the surface and entrances where sunlight penetrates; encounters outside with beasts or Men quickly become bloody frays driven by panic. Primitive cave drawings mark the stone surfaces where Troglodytes have passed, mute evidence of the strange tie that they believe bonds an object to its image. Gory portrayals of dying Goblins and Orcs emphasize the identities of their chief enemies, although Troglodytes fear all things alien to the underground world. Troglodytes fear daylight, and suffer -75 during exposure to it. Their average life span is 50 years. Troglodytes wield weapons stolen from their foes, but use stones as clubs or missiles when necessary.

Urloc:

Confusing Ways [Own lvl] (Mystic Base, Hybrid)
Gas Alterations [Own lvl] (Mystic Base, Hybrid)
Hiding [Own lvl] (Mystic Base, Hybrid)
Liquid Alteration [Own lvl] (Mystic Base, Hybrid)
Mystical Change [Own lvl] (Mystic Base, Hybrid)
Solid Alteration [Own lvl] (Mystic Base, Hybrid)
Self Healing [Own lvl] (Closed, Mentalism)
Mind Mastery [Own lvl] (Closed, Mentalism)
Attack Avoidance [Own lvl] (Open, Mentalism)
Delving [Own lvl] (Open, Mentalist)
Detections [Own lvl] (Open, Mentalist)
Invisible Ways [Own lvl] (Closed, Essence))
Lofty Bridge [Own lvl] (Closed, Essence)
Elemental Shields [Own lvl] (Open, Essence)
Unbarring Ways [Own lvl] (Open, Essence)

Urlocs are large, grayish-blue humanoids with stout bodies and wide mouths. Their eyes are yellow and without pupils. They stand 5'5" to 6' tall. Clad in robes, these beings rarely wield weapons. They are known for their fantastic constructions, both cities and ships, so Urloc are often found on ships sailing the sea. The most powerful members of this race often display their status by wielding incredible relics of power. Many known artifacts are of Urloc construction. The Urlocs are a magical race that has inhabited the world for eons longer than the human races. They most often dwell on the coasts of mysterious oceans in huge fortress cities. Urlocs are immortal, dying only from violence. All members of this race are spell casters and they require no sleep (PPs are regained every night at midnight). Asexual, the society of these

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beings is based totally on magical procreative power. Rulers are always the strongest and are often challenged by would-be usurpers. They worship the abstract concept of chaos. Certain Humans try to learn Urloc magics and philosophies and attempt to obtain their artifacts. Such humans who have survived their teachings are called wizard-priests. The Urloc are cruel and heartless by human standards. Their magic has created many enchanted servants (constructs, golems, viles, etc.) to help and protect them.

Vestice:

Curses [Double lvl] (Evil, Channeling)
Disease [Double lvl] (Evil, Channeling)

These beings in their untransformed state seem completely common humans, albeit rather wild and disheveled. They can assume any animal shape within half to double their mass, but nothing necessarily marks these shape-shifted animals as different from naturally occurring creatures. Vestices were once human beings who have been caught in the webs and intrigues of fey magics. Many were explorers who wished to pierce the veil surrounding Faerie lands and holdings, but who have been rebuffed in a most cruel fashion, having apparently lost their wills and sanity. None can utter what was done to them by this Power or that, but their blank countenances and drooling lips tell all the tale that need be told to the wise. Wild people who can assume the shape of any animal, Vestices roam the wastelands between the civilizations of humanity and the unknown regions of Faerie where mortals tread not. Dancing under moonlit skies seems to occupy a fair portion of their time as insanity clouds their mental faculties and prompts crazed behavior. On occasion, individuals are seized with a compulsion from a Power within Faerie; it is usually a command to exchange a human babe with that of the fey folk. Thereby the Vestice places Changelings and is associated with the grief that surrounds such children. In battle, a Vestice may use the attributes of the animal form it has chosen, but more often it will rely upon its strong repertoire of nasty magic.

13.6. Insectoids

Insectoid races encompass those alien-looking races which resemble insects. Exoskeletons and different modes of locomotion create interesting races, with peculiar dispositions.

Maazhat, warriors:

Maazhat, workers/drones:

Maazhat, lieutenants:

Body reins [Own lvl] (Monk Base, Mentalism)
Combat Mastery [Own lvl] (Monk Base, Mentalism)
Evasions [Own lvl] (Monk Base, Mentalism)
Mind Over Matter [Own lvl] (Monk Base, Mentalism)
Monk's Bridge [Own lvl] (Monk Base, Mentalism)
Monk's Sense [Own lvl] (Monk Base, Mentalism)

Maazhat, Queen:

Mind Attack [Own lvl] (Mentalist Base, Mentalism)
Mind Control [Own lvl] (Mentalist Base, Mentalism)
Mind Merge [Own lvl] (Mentalist Base, Mentalism)
Mind Speech [Own lvl] (Mentalist Base, Mentalism)
Presence [Own lvl] (Mentalist Base, Mentalism)
Sense Control [Own lvl] (Mentalist Base, Mentalism)
Mind's Door [Own lvl] (Closed, Mentalism)
Self Healing [Own lvl] (Closed, Mentalism)

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Speed [Own lvl] (Closed, Mentalism)
Anticipations [Own lvl] (Open, Mentalism)
Attack Avoidance [Own lvl] (Open, Mentalism)
Brilliance [Own lvl] (Open, Mentalism)
Delving [Own lvl] (Open, Mentalist)
Detections [Own lvl] (Open, Mentalist)
Seemings [Own lvl] (Open, Mentalism)
Spell Resistance [Own lvl] (Open, Mentalism)
Telekinesis [Own lvl] (Open, Mentalism)

Medium arthropods encased in the armor of a chitinous exoskeleton, the Maazhat stand erect on their third, strengthened pair of legs. The middle set are used to manipilate objects, while the first pair have become palps used to derive information from the environment by touch. Large, complex eyes at the front of the head process visual information. Razor-edged mandibles outside of the mouth shred food before it is introduced to the inner chelicerae. The color of their armor varies depending on their position within the hive: Warriors (6' to 6'6" tall, 440 pounds) have red, Workers/Drones (5' to 6' tall and 300 pounds) have blue, Lieutenants (5' to 5'6" tall, and 275 pounds) have green, and Queens (8' to 10' tall, averaging 1310 pounds) have gold. With time they can learn to interpret the biochemistry of other races, but usually the queen is the most proficient at this skill. She is the only one in a hive who can learn to produce the aural sounds that comprise the languages of most other species. Maazhat communicate primarily through touch and taste, generating complex biochemicals that possess semantic meaning for those of their race. Their average life span is 200 years. Warrior Maazhat are the most dangerous because their mandibles have been enlarged and easily amputate the limbs or heads of Mannish foes. Bred for fighting, a warrior resorts to violence whenever it is confused or uncertain, as well as when ordered by its queen.

Scrav:

Scrav have four small legs which they use for short distance locomotion and for manipulating objects. They also have two very large legs that they use to stand upright. They have wasp wings on their backs for longer journeys. At the end of the abdomen, each has a semi-prehensile swordlike stinger. Scrav skin is brown or black, and chitinous. The head is large and crested, with small white eyes and a large, ridge-filled mouth. The head is often painted with a symbol to show rank or status. Scrav stand 6' to 7' tall with a 10' to 12' wing span. Found in many areas but preferring dark marshes and deep jungles most, these insectoids make their lairs from a web-like secretion that they produce. They dwell alone, but never very far from others, and they can be organized by a queen (which is usually the mother of all in an area) to perform some task. Occasionally a queen will be a very ambitious sort, and she will raise an army to conquer surrounding lands, capturing those they do not eat and making them slaves. The queen will usually live in a larger structure with 10-100 scrav attending her. Their average life span is 30 years. Scrav are voracious meat eaters, usually killing animals such as deer, cattle, or mannish peoples and eating them. A Scrav needs such a meal every other day at least. Scrav are cruel and merciless to others and even to each other if they are not supervised by a queen. The queen lays her eggs in the bodies of large creatures (cattle, humans, etc.) wrapped in the web-like secretion that they produce. Scrav attack with their stingers, to which they often apply poisons. Sometimes a Scrav will use a large weapon, but she will find it to be clumsy and awkward compared to her natural weaponry. Occasionally they will set up web-traps as a spider would, to capture prey.

Zrax:

These short-lived people have human bodies and the head and wings of a common housefly. They stand 5'6" to 6'7" tall with a 6' to 7' wingspan. Zrax do not value wealth, but do thrive on excitement and danger. Because of their short lives, Zrax are a quick and impatient race, and they never need to sleep.

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They are omnivorous, but prefer meat. Their wings are small, but they beat so quickly that they are able to keep a Zrax aloft. They dwell in large communal structures that they construct like adobe buildings. Their average life span is only 5 years. Zrax use weapons of all types, and often employ toxins, being immune to most poisons and diseases themselves.

13.7. Reptilians

Reptilian races share plenty of traits, enough to put them under their own heading. Basically they are anthropomorphs with a reptilian theme.

Dragonian:

Dragonians are humanoid reptilians that greatly resemble fire drakes in that they have large leathery wings and can breathe fire. They stand 6' to 8' tall with a 12' to 18' wingspan. Dragonians are more evil in their ways than Dragons, greedy and warlike to the extreme. While Drakes sleep away the years or sit in their lairs and ponder great riddles, dragonians prefer to constantly plunder and destroy. Dragonians have a good relationship with Dragons of all types and they may be a type of humanoid fell beast. Dragonians live in ancient cities below the ground, on high mountain peaks, or among the clouds, and can be encountered in groups within forests or rough wastelands. They generally avoid civilized areas where they would be attacked on sight. The Cherubim are their life-long enemies, and many great wars have been fought between them among the clouds. They have an average life span of 900 years. In addition to normal hand weapons and missile weapons, Dragonians have a fire breath (usuable once per minute; up to 50 times per day; resolve as a Fire Bolt with a <2'>/ lvl range).

Gratar, green:

Gratar, yellow:

Gratar, black:

Gratar, grey:

Gratar, red:

Gratar are frog-like humanoids, about man sized in height, and predominantly evil. Possessing wide drooling mouths and large bulbous eyes, these creatures are amphibians, but spend most of their time out of the water, and even dwell underground occasionally. The color of a Gratar's skin indicates its type and approximate level of power. All Gratar stand approximately 5' to 5'6" tall.

Green Gratar are the weakest and most common. Green Gratar walk hunched over and often drag their arms on the ground. Green Gratar rarely have much of value because whatever they manage to obtain is usually taken from them by more powerful Gratar, or other beings. They are not very bright and are easily bullied or cowed. They have an average lifespan of 85 years. They use pole arms, scimitars, spears, javelins, and shields. Green Gratar almost never wear armor, preferring rags for clothing and battledress. Green Gratar like to spend at least some part of each day in the water, but it is not a physical requirement.

Yellow Gratar spend even less time in the water. They often paint their bodies to make themselves appear more fearsome. Yellow Gratar use the same weapons as Green Gratar. Some will occasionally wear leather armor, but most like to expose their body paint. Yellow Gratar have an average life span of 100 years.

Black Gratar are large and strong, with powerful claws and teeth. They are the bullies of the Gratar race. Black Gratar are intelligent; some even cast spells. They often lead large groups of Green and Yellow Gratar. They have an average life span of 120 years. In addition to their teeth and claws, Black Gratar use weapons, preferring two-handed swords, two-handed axes, and falchions. They wear scale armor most of the time.

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Grey gratar are lean, yet strong. Grey gratar wear dark clothing and cloaks. Grey Gratar are generally not encountered with other gratar, unless one of their secret lairs is found; then many grey gratar will be discovered, and possibly some of the lesser types working as guards, and servants. Assassins and killers, these beings usually work alone. They are employed by evil humans or other foul beings to assassinate enemies or to perform other covert work. They have an average life span of 150 years. Grey gratar occasionally wear mail, brigandine or plate armor. They use poisoned weapons, usually long knives and cleaving swords.

Red Gratar, also known as royal gratar, are actually mutant green gratar and are not a "race" unto themselves. They are very large, and are usually great warriors wielding huge weapons. but can be found leading Gratar societies when they are old, decrepit, and shrivelled. They are very rare and are found usually leading large forces of other gratar. They have an average life span of 200 years.

Naga:

When in their subterranean homes, Naga appear as giant serpents: 20' to 30' cobra-like snakes with varying colors and shading to their scales depending upon the individual. They also take human form from time to time, in which case there is little to distinguish them from true humans. When an individual Naga takes human form, it will always come back to that same form in following transformations. One of the things which Nagas seemingly enjoy is to take a combined shape, blending human and serpent. Of the many strange permutations possible, the Naga favor two: that of a human with three snakes growing from its shoulders to curve over the top of its head where they writhe and bare their fangs, and that of a mannish torso joined to a serpent's tail. For as long as the subterranean underworld has been known to exist, Nagas have been there. Their cavern-bound cities dot the planet's interior according to the murky geographical and political boundaries followed by all the subterranean races and creatures. Certain cities are allied with other underground cultures while others maintain an isolationist posture. Among themselves, the Naga believe their race originated upon a far star, and that those present here are but a small colony of a race which has seeded itself throughout the universe. Extensive underground cities containing onion-domed spires, sculptured fountains, colored lanterns and florescent mosses sprawl through the cavern realm of the Naga. The Naga would rather remain unknown and underground as a whole, but there are always individuals who enjoy trade or employment above ground, where they normally maintain human form. The Naga normally give birth to 1-3 young during their average lifespan of 400 years. While fully human, a Naga will fight with whatever weapon it is trained in. While in serpent form, it will seek to grapple and constrict its foe within its steely coils, at the same time attempting to administer a poisonous bite (their fangs dispense a Nerve Poison). If a Naga is unconcerned about its true nature becoming known,it will choose to shift to half human/ half snake form, allowing its weapon attacks, but also biting and grappling with its snaky appendages. In this way, Nagas can be very dangerous adversaries. unconcerned about their true nature becoming known, they will shift to a blended human and snake form, allowing it to still attack with its human weapon

Sohleugir (Lizardmen):

Textured, jade scales shimmer on the hide of the amphibious Sohleugir, interupted by fin-like ridges rising along the spine. These jagged spikes march from the tip of the three foot tail to the crown of the draconic, snouted head. A transparent, extra lid covers the eye underwater or against dust in the air. The digits of hands and feet bear translucent, claw-like nails. They stand 5'8" to 6'6" tall, averaging 200 pounds. Sohleugir scales have been used to make very fine armor (AT 4: Scaled hide vest)—of course, no armorer would admit that he can work such feats (lest news reach these violent folk). Sohleugir build convoluted cities of stone, corals, and shells on rocky shores next to the ocean. They cultivate the waves like a farmer tills the soil, spending long days in the water gathering seaweed and other ocean resources. Yet they choose to dwell on the land, creating immense, briny submersion pools in every house or palace.

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Their average life span is 95 years. Sohleugir are a war-like people, eager to test the points of their tridents and the courage of their spirits, but cruelty remains absent from their passion for combat.

Sstoi'isslythi (Reptilians):

Slim men who move with the coiling grace of serpents, Sstoi'isslythi possess soft reptilian skins comprised of small golden scales. Hair, a mammalian feature, remains conspicuously absent from their smooth bodies. They stand 5'2" to 6' tall, averaging 120 pounds. Venom sacs, located at the neck, supply the fleshy fangs folded in their mouths with poison when danger arrives to stiffen these organs in preparation for the strike. Sstoi'isslythi live in family groups, each member of which is immunized to their relatives' venom. Relations between families are surrounded by ritualized courtesy to minimize any hostility, since the strike reflex, once aroused, is impossible to quell. Dependant upon the environment for warmth, the Sstoi'isslythi inhabit sunny climes that never experience the chill of winter. Their average life span is 105 years. Their fangs deliver a Muscle Poison. Wide terraces for relaxation in the heat and skylights to warm interior spaces with the sun's rays dominate their elegant cities.

13.8. Trolls

Trolls are a race with mystical origins. They are in many ways like giants, except they have many other talents that differ from their giant cousins.

Troll, cave:

Cave Trolls are the ugliest of all the Trolls (with maybe the exception of certain War Trolls). They resemble their counterparts the Treeherds only slightly. They have long patches of stringy hair, long and bulbous (and often runny) noses, and large black ears. They stand between 8'-10' tal weighing usually around 500 pounds. The little clothing they wear amounts to a loin cloth. Cave Trolls live in small "family"-like units of 1-10 Trolls (one or two males, one or two females, and the rest are young Trolls). They only venture out during the night or on very cloudy days (they take 1 hit every 6 minutes that they are exposed to direct sunlight). They hunt large beasts that live in or near their caves. However, they are particularly fond of manflesh and will occasionally venture into small settlements to gather such meat. Cave Trolls will live an average of 300 years, having 0-3 children each 100 years. Cave Trolls use either their natural claws in melee, or very crude weapons (clubs, etc.). They can even throw rocks (up to <2'>/ lvl range increments). Cave Trolls are resistant to naturally occurring heat and cold. In addition, they are proof against Fire and Ice attacks..

Troll, forest:

Forest Trolls bear the closest resemblance to the Treeherds. They are 8' to 10' in height and around 500 pounds in weight. Their hair is either dark green or mottled brown and black. Their skin is usually a mottled grey green (with large moles and warts). Their noses are less bulbous than most Trolls, but are very long. They wear more clothes than other Trolls, but still little more than vests and boots made of animal hides. Forest Trolls live in small nomadic clans in large forests (2- 20 Trolls per clan). They have an average lifespan of 300 years. They can live comfortably outdoors, so long as they are under a heavy canopy of leaves. When exposed to direct sunlight, they are partially blinded (-50 to all actions). Like most of Trollkind, Forest Trolls find Human and Elf meat particularly tasty. They often go out of their way to track and kill a wanderer in their woods. Forest Trolls avoid using weapons (unless forced to fight a foe they consider very dangerous). Instead, they will use their natural weapons of claws and teeth. They have even been known to heft small trees and rocks at opponents (up to <2'>/ lvl increments away). When forced to use weapons, they will generally use weapons found readily in the forest, such as clubs or

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sharpened sticks. Forest Trolls are resistant to naturally occurring heat and cold. In addition, they are Elemental Fire and Ice Proof.

Troll, hill:

Hill Trolls are quite tall (at 9' to 12' tall). Their arms are longer than other Trolls (sometimes even dragging the ground). They have long, stringy hair that grows far down their back and under their arms. The only clothing they wear consists of simple cloaks made from animal hides. Their skin is covered with abrasions and scratches that never seem to heal. Hill Trolls live an average 300 years long. During their long life, they will live in small communities (3-30) in shallow caves found in rolling hills. Over a period of 10 years, 15-20 Trolls will be born to a tribe. Hill Trolls are hunters. They thrive on the rich wildlife found in the rolling hills. Unfortunately, this often includes various other races, such as Gnomes, Dwarves, and Humans. However, they are limited to hunting during the twilight hours just before dark, just after dawn, or during the nighttime hours. During daytime, they are at -30 to all actions. They are temporarily blinded if ever exposed to direct sunlight (-75 to all actions (total) for as long as in the direct sunlight). These Trolls do not often use crafted weapons (relying instead on their natural weaponry—claws and fists). This is usually because Hill Trolls lack the ability to make such weapons. When they do use a weapon, it is one they have taken from a previous victim or plucked from the ground, since clubs grow from the ground everywhere upsidedown. For ranged combat, these Trolls can hurl rocks up to <2'>/ lvl increments away. Hill Trolls are resistant to naturally occurring Fire and Ice. In addition, they are Fire and Ice Proof.

Troll, mountain:

Mountain Trolls are the tallest of all the Trolls (at 12' to 15' tall and weighing an average of 2500 pounds). They have very angular features, but heavily muscled bodies. Their hair is bushy and usually dark in color. Mountain Trolls live in canyons, shafts, and natural caverns high up in the mountains. They will attack anyone or anything that crosses their path. They do not live in permanent homes, instead moving like nomads from peak to peak in the mountains. Unlike other Trolls (except the War Troll), this hearty breed is unaffected by sunlight and is often known to spend their days moving around in the highest reaches of the tallest mountains. Mountain Trolls are the most sophisticated of all the Trolls (unless the War Trolls are counted as "sophisticated"). They fashion complex weapons of beaten metals, stone, and wood. Such weapons might include maces, simple swords, and war mattocks. However, they are not hesitant to just bash with their Large fists. When time and space permit, Mountain Trolls will happily heft rocks upon their opponents (up to <2'>/ lvl range increments away). Mountain Trolls are resistant to naturally occurring heat and cold and Proof versus Fire and Ice.

Troll, sea:

Sea Trolls have large clawed hands that are webbed and their wild, unruly tresses are green and look ever so much like patches of seaweed. Their rough, rocky skin is black or dark green. They range in height from 8' to 10' tall and weigh 500 pounds on average. They live to around 80 years. Both salt water and fresh water breeds of Sea Trolls exist (the fresh water variety are usually known as Lake Trolls). They dwell in dark, murky waters terrorizing fish schools and Merman settlements. Like Mermen, they have the ability to come out of the water, but only for a short time, and they abhor the sun (though they operate normally in its light). They use this amphibious ability to raid an occasional fishing village or ship. At times, they are cowed or manipulated to act as cronies of the Sharkmen, combining their brawn with the Shuikmar's brains (which all Trolls are short on). Sea Trolls rely almost entirely upon their natural weaponry (claws and teeth). However, they are sometimes armed by other forces (such as their frequent associates, the Sharkmen).

Troll, snow:

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Snow Trolls are the palest of all Trollkind. Their hair is either off-white or mottled grey and white. They have over-sized hands and feet. Their hulking frames are 10'-12' tall and weigh 1355 pounds. Their skin fits loosely over their large frames. Lifespan is about 300 years. Like other Trolls, their eyes are black. Snow Trolls have a slightly shorter life expectancy than normal Trolls (only 200 years), but they live in a much fiercer environment. They usually build small communities (2-20 Trolls in each community) in naturally occurring snow/ice caves. They sleep most of the day (they turn to solid ice if exposed to direct sunlight; they revert to icy flesh again upon nightfall), rising just before sunset to begin preparing for the night hunting. They hunt wild animals of the snowy lands (including seals and fish)—but, like most Trolls, long for the taste of Human, Elf, or Dwarf flesh. Snow Trolls usually attack with their natural weaponry (claws, bite and fists); sometimes they lure a potential victim by pretending to be wounded and alone in the snow. When defending their lair, they will often hurl Medium ice chunks at their foes (up to a range increment of <2'>/ lvl). They are resistant to naturally occurring heat and cold, and are Fire and Ice Proof.

Troll, stone:

Stone Trolls vary widely in appearance (though all are between 8' and 10' tall, weighing more than 650 pounds). Their lifespan is about 300 years. Very often they are mistaken for either Forest Trolls or Hill Trolls. Stone trolls mostly resemble the rock for which they are named: hard and stupid. Stone Trolls travel in small bands (1-10) marauding the countryside. They make no permanent homes, and have no problem with trespassing on other Troll territory (though they hope to be in and out before anyone notices). What makes the Stone Trolls unique is the fact that they turn into stone if they are exposed to direct sunlight. Thus, they must always seek shelter in either a heavily-shaded wood or a shallow cave before the sun rises. Stone Trolls most often use their large fists and claws when attacking a foe. However, they are not opposed to using clubs or other simple weapons. In addition, they can hurl rocks up to <2'>/ lvl increments away. Stone Trolls are resistant to naturally occurring heat and cold. They are Elemental Proof against Fire and Ice.

Troll, war:

War Trolls have a naturally occurring stone plate that grows from their hide (giving them great protection). Their arms and legs are massive. Their heads are smaller than most Trolls, but their dark eyes betray a glint of intelligence. Their skin tones range from dark grey to mottled grey and red. War Trolls have a lifespan of only 150 years (below average). Breeding Wartrolls is difficult, but a powerful Evil being can provide enough incentive. War Trolls have no culture of their own. Instead, they are always in service to some more powerful (or more intelligent) force. War Trolls are resistant to naturally occurring heat and cold. They are also Elemental Proof versus Fire and Ice. They can fight normally (without penalty) in any environment. War Trolls are bred for battle. They favor war hammers, but any weapon will do. In addition to their weapon attacks, they will often simply bash their foe with their stony fists; or perhaps throw catapult shot at them (range increments of <2'>/ lvl).

13.9. Were creatures

During the hours of darkness between dusk and dawn, the phase of the moon affects the shape assumed by lycanthropes. The new moon helps a werebeast to retain his human form, while the full moon tries to mold him into a beast. With morning, the sun's brilliance conquers the moon's gentler elegance, restoring to werecreatures more control over their humanity. Strength of will and experience help free some from the dominion of these luminaries; both in inhibiting the transformation when it is undesired and in aiding the transformation when it is desired. False rumors imply that wounds received from werebeasts invariably cause lycanthropy in the injured. Actually, the syndrome is rarely transmitted in this fashion

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(percentage chances of such "infections" are given below). Only the offspring of werebeasts consistently inherit the shapechanging skill, a phenomenon that manifests at puberty. The first plunge into the nightworld of bestial passions drowns human reason, but practice facilitates its retention. Werebeasts progress from innocence to altruism or villainy, choosing as Men, Elves and other free-willed races do.
The werebeasts given below are a list of the most common forms. A GM may decide to use any type of animal as the base for a lycanthrope in his world. Similarly, lycanthropes are usually human in their humanoid form, but a GM may use any race he wishes.

Transformation

Lycanthropes may change their form from humanoid to animal. They remain the same Size category but may gain height and apparent weight, but they may choose between roughly 5 degrees of transformation, besides full animal and full humanoid. They can also partially transform to half humanoid and half beast, gaining all their enchanted qualities, such as Proof against normal weapons and their animal attacks. They may also become humanoids with animal features, such as claws and animal senses or become animals with humanoid features, such as a voice box and hands.

Boxed text: To fit their own world views, GMs may wish to impose their own rules on partial shapechanging.

In beast form, or partially transformed, lycanthropes enjoy Weapon Proof, except Silver or Magic weapons and they may transfer their affliction by wounding others, but the percentages vary among the were creatures. Also they may use their animal senses in any half-animal state.

Controlling change of form: See *A&CL section* 4.15 *Mental Discipline: Control Lycanthropy*.

Control While in Beast Form: If the circumstances dictate it, the GM may require a lycanthrope to make a control maneuver as a Percentage Maneuver. The lycanthrope's Control Lycanthropy skill bonus and any applicable modifications (see above) are added to a Percentage Maneuver. The result is the percentage of how much the human side is in control. Results of 50 of lower indicate a more bestial mind set, between 60 and 90 the human aspect has partial control, and if it is over 100 the human aspect has full control.

Disease vs. Curse

Is lycanthropy a disease or a curse? Lycanthropy can be played as either (or both). A GM must decide how to handle lycanthropy in his game (to cure the condition does it take a *Cure Disease* spell or a *Remove Curse* spell?). Without other preferences, a GM can rule that all passing on of lycanthropy through wounding a victim is a disease (possibly hereditary?); people could, however, be cursed with the infamous condition.

Greater Lycanthropes

Certain types of were-creatures exhibit a curious tendency: when they grow in power, their abilities grow with them, transforming them into a Greater form. The stats for greater lycanthropes are given below where applicable. In addition, they possess another heightened power: the bite a greater werebeast is 95% likely to incur lycanthropy in the victim if the victim is not killed outright and the Greater Lycanthrope wishes to do so. The Greater Lycanthrope can choose to not inflict its affliction on others. If a greater

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werebeast is not completely killed, it will heal entirely when it returns to human form. All greater werebeasts regenerate 3 hits per round and recovery from all non-fatal wounds takes but 10 minutes.

Werebear, lesser:
Werebear, greater:
In its transformed state, the Werebear has the form of a giant bear, the heavy fur ranging from coal black to a blondish-brown depending upon the species of the given specimen. There is little to distinguish a Werebear from its natural cousins except the Werebear's longer, more slender frame, and perhaps the gleam of purpose in its eyes. By no means can the werebear be considered a coherent race of creatures, as different families often seem to have varying stories of the origin of their state. Usually, it seems that the affliction is the result of an ancient curse by a powerful sorcerer, which is passed on to descendants. However, there are some that believe that they are descended from wild bears, who for some mystical reason, were given the ability to become human beings in mind as well as body. While in an untransformed state, the Werebear is normally of a mannish race, and can be found at any station of life, from peasant to king. Usually, the afflicted attempt to keep their transformation secret, and thereby mold their lifestyle around that objective. The Werebear is normally slow to anger while in beast form, but when aroused it can be formidable. It often rears up upon its hind legs to bring its great fore-paws to full advantage as it claws with its deadly sharp nails or brings its foes in close with a grappling "bear hug." If a grapple hold is 100%; the following round the Werebear's bite attack is treated as if the foe were prone. It should be noted that there is a 10% of the victim being infected with lycanthropy if the Werebear achieves a critical during its attack. Also, while in beast form the creature is Proof against non-magic or non-silver weapons.
Wereboar:
While in mannish shape the head and body hair of a Wereboar is often thick and bristling. When transformed, the creature takes the form of a fairly large, long-tusked, mean-tempered boar whose hair is usually completely black, unlike its natural counterparts. The origin of these creatures is almost certainly the result of an ancient curse by a vengeful user of magic. It is said that the original recipient of the curse held many physical and mental characteristics in common with that of a boar, thus the final form of this were-beast. The Wereboar while in its untransformed state can often be found living the life of a rude laborer or peasant farmer who lives alone with few companions. The Wereboar often relieves the perceived slights done to it during the day in its bestial form during the night, terrorizing supervisors and landowners. The creature is none too bright in either form, and of all the werecreatures, the Wereboar is the one most easily discovered and killed due to its predictable habits. In battle, this creature uses its tusks to stab and slash, its first attack usually originating in a furious charge from the underbrush as it grunts and squeals to add to the intimidation of its attack. Not only do its tusks puncture, but the momentum of the charge itself is often enough to bash its foes to the ground, where the creature can make short work of the prone foe with well placed slashes from its tusks. While in beast form, the creature is Proof versus non-magical or non-silver weapons. Also, any wounds inflicted by the Wereboar have a 20% chance of infecting the victim with the curse of lycanthropy.
Werejackal:
Often gaunt, short, and disreputable-looking in mannish form, in beast form the Werejackal is almost indistinguishable from its more natural brethren, albeit larger and sometimes more vicious. As is the case for most other lycanthropes, this particular form is said to be the result of a particularly nasty generational curse. While in its mannish form, these creatures can almost always be found living together in small enclaves or families, with a distinct social framework placing each member of the household under a higher-ranked companion, all under the absolute domination of the head of the family. These creatures are

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most often self-employed, given to running small businesses which place them as middle-men of one sort or another, allowing them to scavenge profits for themselves. While in its transformed state, a Werejackal will almost invariably flee if confronted singly, but attack if the bulk of the pack is present. Their preferred strategy is that of a multipronged attack where at least two beasts attack the foe from the front, while the remaining pack darts in from flanking or rear positions to deliver vicious bites or hold the foe down. These tactics can be very efficient against one or two foes. While in jackal form, these creatures are Proof against normal weapons; silver or magic is necessary to normally harm them. Wounds inflicted by the Werejackal are 5% likely to pass the curse to the wounded to become Werejackals themselves.

Werelion, lesser:

Werelion, greater:

In human form these beings often sport wild, unkempt manes of hair, as well as holding pride in large bushy mustaches if male. In Werelion form, they are about equal in size with natural lions, albeit staying Medium Size, and more fierce seeming. These beings hold no particular station in life, and can usually be found in every race, creed, and religion. If anything distinguishes them, it is their bearing and sense of pride. As any other werebeast, Werelions are a deadly force to contend with while shapechanged, possessing wicked claws, battering paws, and a tremendous bite, which has a 5% chance of conferring lycanthropy upon the victim, if the victim lives. While transformed, the beast is immune to non-magical and non-silver weapons.

Wererat:

For the majority of these were beasts, the term “rat-faced” is completely applicable while they maintain their untransformed state. When in rat form these beasts are much larger than an average rat, so much larger in fact that they are easily identified as having a supernatural origin. While these lycanthropes can spring up anyplace where humans have a foothold, they seem to most commonly infest larger cities where they often dwell together in cramped quarters in the more disreputable sections of the city, making their living by begging and scavenging. Never creatures to seek combat, these beasts most often attack only those foes who are disabled or at a disadvantage. If confronted by a strong foe, Wererats will (like their small cousins) run for any shelter which presents itself. If cornered, however, these creatures can put up a vicious fight for survival with their sharp teeth and small but wicked claws. Their favorite form is the half man/ half rat, so they can use all their talents to the fullest extent. Additionally, wounds inflicted by the Wererat have a 30% chance of passing on the curse of ratlycanthropy.

Wereshark, lesser:

Wereshark, greater:

Humans afflicted with this particular form of lycanthropy often are broad, tall, and smoothly muscled, given to a slick and greasy appearance. Due to their need for frequent transformation, humans with this disease live exclusively near large seas or oceans, employed most often as fishermen, sailors, or pirates. Weresharks by nature are usually neither bright or discriminating in either form. Their greatest temptation to take wereform is hunger. When shapeshifted, they obviously will conduct their battles aquatically, where they are able to maneuver swiftly in the three-dimensional murky waters so as to find the perfect place to bring to bear their massively toothed maws to bite, and many times swallow whole smaller prey. While in wereform, these beings are Proof against normal weapons; silver or magical weapons are necessary to harm them. The bite of a Wereshark is 20% likely to pass on the disease.

Weretiger, lesser:

Weretiger, greater:

There is very little to distinguish a normal human from a Weretiger, unless it is the propensity of these beasts to be broad of limb and heavily muscled while in mannish form. While in tiger form, these creatures are seen as juvenile tigers, with a gleam to the eyes which denotes more than just hunger, but

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intelligence. It has been noted that there are few Weretigers. This is because this particular form of lycanthropy is passed on only to descendants who are willing be invested with the power. Also, the shapeshift is often triggered by a mystical charm given to the newly invested Weretiger. As the Weretiger becomes more experienced, it no longer need depend upon the charm for its transformations back and forth. Whence the origin of these singular charms no one seems to know. These beings are rarely found among the common populace, but seem to more often hold positions of power over others, be it political or as champions of a particular game or sport. These lycanthropes seek out challenges at every opportunity, and are often known as great hunters in their human guise. Weretigers are rare, being the least common of all were-creatures. Truly fearsome when in beast-form, when roused the Weretiger will aggressively attack its foes with a deafening roar, razor sharp claws, and a piercing bite of immense strength. Few will stand against an enraged Weretiger. While in its wereform, the beast is Proof to weapons which are not forged of silver or enchanted. Unlike other were-beasts, wounds inflicted by the Weretiger will not pass on the shapeshifting ability.

Werewolf, lesser:

Werewolf, greater:

Humans afflicted with this form of lycanthropy often boast particularly thick eyebrows, shaggy hair, and coarse ear and forearm hair. While transformed, they appear as particularly large wolves with an crazed look in their eyes. Sometimes these werebeasts maintain the partially transformed shape of a wolf-man, which is a particularly terrifying state to its victims. Some will tell you that Werewolves are the original werebeast, and that their appearance coincided with the first appearance of humanity itself. It has been suggested that back in the mists of time there were certain primitive cultures that worshipped the wolf, and that the wereform was given as a badge of honor to the greatest warriors within a tribe by shamans who had such powers. While this may be the case, the existence of werewolves today is thought of by many as a disease or curse. These werebeasts are found in many places where human beings dwell, but there is a definite propensity for werewolves to seek solitude from civilization. They often dwell alone or with family deep within a dark wood, or far out upon a grassy prairie, herding livestock for a living. This solitude allows them to range widely while in wolf-form, and makes it less likely that they will draw suspicion from nearby neighbors. Many Werewolves aggressively seek conflict while transformed, mostly to feed their ravenous hunger. When confronting other animals, they will most often maintain a complete wolf-like facade, but when confronting humans, werewolves will often change into their wolf-man state at a key moment in the conflict so as to more fully demoralize and terrorize their foes. Their slashing claws and rending teeth can inflict substantial damage to its intended victim. While in other than its human state, it takes weapons forged of silver or enchanted weapons to do serious harm to these creatures. Also, wounds received in battle against a Werewolf have a 10% chance of inflicting the lycanthropic curse.

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14. Undead

Unnatural extension of human or bestial existence gives birth to the Undead—transformed spirits that harbor disturbing intentions. Some retain an ability to reason and to act upon their thoughts. Many become pawns responding to the will of the spell caster who created them. All have passed through the gates of death and linger in the world unnaturally. The created undead are horrible travesties of the living, bending to the will of a necromancer to attack the living. Naturally formed undead stick around for a purpose entangled with the last moments of their former life. They prefer the shadowy lack of definition that fills the night rather than the harsh clarity of day, since Man's fear of the unknown is heightened by darkness. Ironically, the force of life feeds this terror, since often slaughter by Undead creates Undead.

"Killing" the Undead

Due to their special, magical existence, undead cannot be killed outright, as their ties to their unnatural life are much stronger than those of the actually living. They slowly regain hits through the talent: Regeneration, magical and may join body parts severed, making them extremely difficult to kill using criticals. When their hits are reduced to zero or below, the undead simply ceases to function and until its magical regeneration brings it above zero again. The only criticals capable of permanently damaging undead are Acid, Electricity, Heat and Holy criticals, although some undead might be immune to certain citicals mentioned here. However, any critical that has the Slaying effect applied to it on Undead, or otherwise (against humanoids, dead things, Abominations, etc.). The damage from these criticals cannot be cured in any way and will permanently disfigure undead. Holy water, and other special substances may cause damage beyond that which might be expected.

Killing an undead means bringing its hits down to their Death hits (Concussion Hits + *Brawn: Body Development* rank bonus) at which point it will discoagulate in tiny pieces. Applying any of the damage mentioned above to the pieces, burying it in sacred, consegrated ground, sprinkling it with holy water, applying any of the banes specifically mentioned in the undead's description or depositing the undead remains in a fast moving stream, will stop the regeneration process and terminate the undead. Alternatively, it may be done by damage using the criticals Acid, Electricity, Heat and Holy to bring the undead to just Zero concussion hits.

Lastly it should be noted that a *Repel Undead* spell that disintegrated an undead or animated corpse will permanently kill it. Also; when an undead has been reduced to below its Death hits, casting a *Repel Undead* spell sufficient to affect it, will destroy the undead, if it fails its RR.

Although this kills the physical body, some undead might have a focus, to which it is tied. Destruction via any means, means for these undead nothing but a temporary setback. Their spirit might return to their focus and in a suitable time, its body will reform and they are again free to wreak terror, havoc and destruction. Such a focus could be nearly anything, but always a close personal item (a rabbit's foot, a helmet, or a locket) or the actual physical remains of the undead or of someone they held dear (such as a lover or a child). For such undead, relief from their unnatural existence comes only when their focus is destroyed or handled in a certain way, such as a helmet passing to a new owner, the remains of a lover buried next to their remains in a special graveyard, or the haunted place being consecrated, so that the focus lies within those confines and thus the focus tie is severed. GM discretion is necessary here.

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"Becoming" Undead

Undead have no "life force" (they are are sometimes called minions of "unlife"). Most Undead can detect life forces and usually strive to eliminate them. There are four forms of Undead: those created with spells, those created by evil forces or events, those that are created by other Undead, and those created by demonic pact. This section discusses the differences between these types. There are various spells on the Evil Essence spell lists Necromantic Ways and Necromancy Mastery that create Undead. When using these spells, the spell caster must have dead bodies or spirits to cast the spell(s) on, except when transforming himself into a Lich of some form. See *Spell Law* for details. Sometimes, a particularly evil event will trap a spirit in this realm, refusing to let it go to a final rest. This could include a particularly brutal murder or the death of a particularly evil baron. The GM should rule on each event that deals with particularly evil being. Many of the non-corporal forms of Undead are created this way. Because of the nature of their "unlife," many types of Undead drain Constitution bonus either by their proximity to living things or by their touch. Anyone that has all his Constitution drained in this fashion will become a Standard Created Undead of one class less than the class of the Undead creature that drained the last bit of Constitution. For example, if a Greater Shadow drains the last bit of Constitution from a victim, the victim becomes a Class III Created Undead. Note that if the last bit of Constitution is drained by a Class I Undead, the victim simply dies (his soul has rotted away). In addition, there are certain types of Undead that are created by supernatural forces like demon lords or dark gods; particularly evil individuals may enter into pacts to achieve an undead state rather than face death Many of the individual descriptions will reveal the creation nature of the particular form of Undead.

Category talents
Abomination
Body: dead flesh, dried dead flesh, incorporeal, skeletonized, skeletonized improved
Regenerate, magical
Proof, critical
Dead Sense Deprivement
Life sense

14.1 Black Reaver

The creatures we know as black reavers are undead of extreme power. They were created and controlled to guard great treasures for untold centuries. Their power indicates they came from a time when things were different, but otherwise, nothing else is known, except to avoid them.

Black Reaver, lesser:
Black Reaver, greater:

A dangerous presence emanates from these 7'-9' tall beings, who hold a large hooked battle-axe of Eog (+30 to OB) in each hand. The black plate armor (+25 to DB) they wear is partially concealed by an ebony cape, but the most fearsome part of this creature is simply its horned helm, from which two bright scarlet eyes glow forth with hellish intensity. There is nothing short of a deity more dangerous than a Black Reaver. A Black Reaver is the result of the possession and subsequent combination of a Major Undead (Lich, Vampire, etc.) or a Greater Lycanthrope with an Ordainer or other Demon beyond the Pale. They are always given a purpose, most often guarding a particular object or door, or the killing of some individual. They are not wanton but they will do whatever is necessary and will remove any obstacles to their goal in a brutal fashion. There is not a single recorded account of anyone successfully

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penetrating an area guarded by a Black Reaver; those who did try were utterly vanquished by this unyielding power from beyond the grave. This creature's mission is to accomplish the specific goal of its master. To this end, they are capable of flight or underwater movement at the same constant rate. When they come upon a barrier, they are able to cut through it a rate of 1 cubic feet round in *any* material softer than Laen. They need nothing for life support (i.e., air, food, water, etc.), do not age, become bored, or get tired. They will not stop without fulfilling their objective. There is no easy way to kill one. They usually do not move faster than their base rate. Why hurry? Both Lesser and Greater Black Reavers have a Class of VI+. The massive amount of damage these creatures are able to deal out in a round is almost mind-numbing. With their Large battle-axes, they are able to attack twice in a round with the damage being aggravated due to their Undead/Demonic strength. In the event they are disarmed, they are still able to batter foes with a Huge unarmed strike from their mighty arms.

14.2. Corporeal

The corporeal undead have frightening countenances. Nothing raises human fear like seeing the corruption brought upon them by Death. Husks of the formerly living, in all shapes and sizes, might convey a mindless spirit or a sentient one on its quest to oppose life and reduce all to its own status.

Black Paladin:
Cursebreaking [Own lvl] (Paladin Base, Channeling)
Holy Arms [Own lvl] (Paladin Base, Channeling)
Holy Shields [Own lvl] (Paladin Base, Channeling)
Holy War [Own lvl] (Paladin Base, Channeling)
Inspiring Ways [Own lvl] (Paladin Base, Channeling)
Curses [Own lvl] (Evil Channeling)
Dark Channels [Own lvl] (Evil, Channeling)
Demonic Pacts [Own lvl] (Evil, Channeling)
Demonic Summons [Own lvl] (Evil, Channeling)
Disease [Own lvl] (Evil, Channeling)
Wounding [Own lvl] (Evil, Channeling)
Mounted Ways [Own lvl] (Closed, Channeling)
Physically, Black Paladins are hideous to look upon. Their skin has withered on their flesh, and their eyes have become things of green fire. Any armor they wear seems to corrode although its protection is not lost. Black Paladins are Undead who fell from grace while alive and were denied their proper place in the afterlife as punishment. In Unlife, they are cruel creatures who seek to conquer all they encounter. They are leaders and organizers of lesser Undead, and often have Grey Nobles as trusted aides. Many ride Phantom Steeds as mounts. Though selfish and evil, they are not beyond serving a more powerful master if it means a greater opportunity to inflict harm upon the world of the living that caused them to fall to such a base existence. They are Type III Undead. Black Paladins usually use bladed weapons of some type and, if mounted, will always be equipped with a lance. AT differs from Black Paladin to Black Paladin as some wear armor, and others do not. All within 10' of a Black Paladin must make an RR every round, after initially staying for three rounds of proximity or get penalized on Co by -1 due to Life drain. They are very resistant to puncture criticals.
Bloodbeast, lesser:
Bloodbeast, greater:
Wounding [Own lvl] (Evil Channeling)

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This gruesome creature appears as an animate corpse which is slicked with a thick layer of fresh blood. Its scarlet-hued body leaves bloody tracks wherever it ventures, while the moist, coppery smell of blood it exudes nauseates the living. These Undead entities are seemingly created when a mortal dies a remarkably bloody death. This creature is one of the most revolting Undead to ever wander the earth. It is so disgusting that many of power who would not bother with other sorts of Undead will go out of their way to attempt to exterminate Bloodbeasts. One of the reasons these creatures are so abhorred, besides their appearance, is that they crave blood even more strongly than a Vampire and have the intellect to achieve their goals. Areas which have been preyed upon by a Bloodbeast are beset with carnage and death of extreme proportions. Lesser Bloodbeasts are Class II Undead, and Greater Bloodbeasts are Class III Undead. In a conflict, these beasts commonly employ 1-6 lesser Undead, that it drained from their blood, with bladed weapons to fight for it. If it is forced to melee, it does so with a very sharp (with a special non-magic bonus +5) bladed weapon. All these sharp weapons are bound to draw copious amounts of blood, which is just what the Bloodbeast requires. All bleeding wounds within 50' of the creature will bleed twice as quickly (i.e., hits/round are doubled). What is worse, these gushing wounds within the 50' radius will spill blood into the air, where it will stream through space, against all the laws of physics, to splatter wetly onto and be absorbed by the waiting Bloodbeast. All blood absorbed in this way transfer hits to the Bloodbeast on a 1 per 1 basis. Those witnessing this in a 50'R must make a Fear RR at -10 or be thoroughly revolted (-25 to all actions while in the beast's presence). To help it more successfully gather the blood it desires, it uses magic.

Disembodied Head:

These ghastly beasts are hovering, severed humanoid heads. Decomposing eyes dangle from black sockets, and sharpened teeth fill their rotting maws, which constantly mouth deprecations and foul curses. These creatures are usually to be found in the service of a powerful Necromancer or evil power. Their particular form is ideal for missions involving infiltrating hard to get to areas, as they can slip through small openings which full-bodied creatures could not. They particularly repulse mortals, therefore these creatures are often used as heralds by necromancers who possess sick and twisted natures (which is all of them). Disembodied Heads are Class II Undead. All within 32' of these creatures must make a Fear RR or be subject to the affects of Fear. Their putrid bite will apply a -2 penalty to Co bonus (-10 Physical RR applicable) as well as draining an additional 15 hits; these creatures love the taste of fresh blood.

Ghoul, ghoulking:

Ghoulkings appear as twisted corpses, rotting, but not entirely decomposed. The purpose in their dead gaze hints at a greater intelligence than their lesser fellows. Powerful Ghoulkings have been known to try and raise up armies of Undead (mostly Ghouls) in order to attack villages and small cities with the objective of feasting on much flesh. These Undead normally dwell in wet, marshy areas. In most cases, a Ghoulking will have assembled a group of lesser Undead to serve it, usually Lesser and Greater Ghouls, to serve their desires. They like to dwell in submerged caves, just below the surface of a lake or marsh, in order to hide their whereabouts and protect their domicile. Ghoulkings are Class IV Undead. The very sight, within a radius of 80' of these Undead will cause viewers to be subject to a Fear RR, suffering its effect. Any living being coming within 10' of a Ghoulking will take 'A' Cold criticals each round. Their physical abilities are great, and their attacks are liable to cause the dreaded Ghoul Rot (wounds inflicted cause a Physical RR with a Target number that is increased by 40) to become infected—Ghoul rot is a magical, terrible, wasting disease causing shriveled skin with seeping necrotic sores, pain and loss of motor control. Any damage from the disease and the loss of motor control cannot be healed by normal or magical means until the Rot is removed. Mild effect: onset: 1-2 days, 1 hit per day, -10 to activity. Moderate effect: onset 2-12 hours, 2 hits per day, -25 to actions. Severe effect: onset 1-6 hours, 3 hits per day, -50 to activity, Extreme effect: onset: 1-10 minutes, 5 hits per day, -75 to activity. When a victim

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dies, the corpse looks like it has been in the grave for 2 weeks. Only magical spells such as *Undisease* or *Detoxification* will purge a victim, allowing healing to take effect. If these victims are not buried in consecrated ground or using *Restful Spirit* (Calm Spirits, Open, Channeling), the corpse will animate and become a ghoul after 2-20 days). When encountered, Ghoulkings are likely to wield a magical weapon of some sort.

Ghoul, lesser:

Ghoul, minor:

Ghouls are strangely transformed, putrescent corpses with teeth lengthened into fangs and nails strengthened into claws. They are horribly animate, and the stench of the grave always accompanies them in their nocturnal patrols. Those dying from the Rot are destined to become Ghouls themselves. In this way, the Ghoul population renews itself, an obscene parody of more naturally occurring life-cycles. Most Ghouls seem to prefer moist, swampy areas, where they can easily burrow into the soft earth when the sun holds sway over the land. When night once again casts her concealing cloak across the world, these Undead rise from the earth, shedding dirt, worms and small insects as they make their nightly rounds. Stupidity clouds their behavior; a Ghoul remains preoccupied with the protection of its territory, fighting any newcomers who wish to cross it. A Ghoul may even attack other Ghouls who transgress territorial lines. Ghouls are Class I Undead. Lesser Ghouls dispense fear by mere sight; any viewing within 15' must make a Fear RR or suffer the effects of fear (See *A&CL*). In combat, Ghouls can rake foes with their powerful limbs, at the same time slashing with their filthy nails, and sometimes biting with their slavering maws. Lesser Ghouls sometimes have acquired weapons which they may wield in a conflict. Those taking damage from a Minor Ghoul, the target number of the Physical RR is raised by 15 to become infected with Ghoul Rot. Lesser Ghouls infect foes with increasing the target number with 25 of the Physical RR. with this dread disease, if they claw or bite their opponents. Ghoul rot is a magical, terrible, wasting disease causing shriveled skin with seeping necrotic sores, pain and loss of motor control. Any damage from the disease and the loss of motor control cannot be healed by normal or magical means until the Rot is removed. Mild effect: onset: 1-2 days, 1 hit per day, -10 to activity. Moderate effect: onset 2-12 hours, 2 hits per day, -25 to actions. Severe effect: onset 1-6 hours, 3 hits per day, -50 to activity, Extreme effect: onset: 1-10 minutes, 5 hits per day, -75 to activity. When a victim dies, the corpse looks like it has been in the grave for 2 weeks. Only magical spells such as *Undisease* or *Detoxification* will purge a victim, allowing healing to take effect. If these victims are not buried in consegrated ground or using special rituals, the corpse will animate and become a ghoul after 2-20 days).

Gloombird:

These Undead carrion birds usually appear as wraith-like ravens. Sometimes they might be skeletal or mummified remains of other birds. Whatever the form, their eyes always appear as black voids, devoid of hope and life. These creatures are born of horrible conflicts where innocents are slaughtered in great numbers. These spirits are animated by the death cries of hundreds as they go too soon to that final sleep. Once formed, they will fly forever more over the site of their creation, spreading gloom, doom, and depression as a reminder of what fell atrocities occurred there. Seeing one of these Undead winging through the air on dead wings is considered to be an extremely bad omen. They often frequent graveyards and battlefields, but also travel to populated areas, particularly sites of past murders or atrocities. Gloombirds are Class I Undead. Gloombirds are not known for their combat abilities, so much as for the gloom they bring. All within 20' must make a successful Mentalism RR at -10 RR modification or be severely depressed for 1 hour (-15 to all actions for the next 60 minutes).

Grey Noble:

Mind Mastery [Own lvl] (Closed Mentalism)
Speed [Own lvl] (Closed Mentalism)

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Attack Avoidance [Own lvl] (Open Mentalism)
Spell Resistance [Own lvl] (Open Mentalism)
Like Black Paladins, Grey Nobles have become shallow husks of their former appearance. They are grey, skeletal creatures with red glowing eyes. They often garb themselves in the finest clothing or armor available, and unlike the Black Paladins, their clothing and armor does not deteriorate. Grey Nobles are similar to Black Paladins. In most cases, they were evil nobles who fell prey to the promises of easy power from the unlife and have become trapped in the world they sought to dominate. These Type IV Undead beings often serve Black Paladins as henchmen and squires. On their own, they are tyrannical and evil, attempted to control or destroy all that they encounter. After three rounds of being in a Grey Noble's presence (10' radius), any living creature must make a Physical RR at -10 RR modification or take a CO bonus penalty of -1. Grey Nobles rarely wear heavy or medium armor, and usually wield finely made blades, flails, or axes.

Mummy, lesser:
Mummy, greater:
Disease [Own lvl] (Evil Channeling)
Curses [Own lvl] (Evil Channeling)
Mummies are humanoid beings who have been dessicated in natron, embalmed, then wrapped in layers of securing cloth to help preserve the body. However, these particular Mummies are also animated through necromantic spells, imbuing them with both movement and a malevolent will. The ancient art of embalming was once wide-spread across the lands, but due to embalmed forms being exceptionally susceptible to necromantic influence, the practice has fallen out of favor in many civilizations. However these undead make great guardians of the sanctity of their final resting place. Concerned primarily with grave robbers, a Mummy usually limits attention to its own sepulcher, where intruders are ruthlessly attacked. Mummies may also wait for centuries, motionless in their tomb, but always vigilant to the possibility of unwelcome visitors. Lesser Mummies are Class II Undead, and Greater Mummies are Class III Undead. Lesser Mummies crush intruding foes with their well-wrapped arms. Greater types can also batter opponents senseless with their powerful limbs, but they also can utilize foul sorcery. Mummies are particularly susceptible to Fire, to which they are counted as being two sizes smaller and their RRs and DB are penalized by -15 against Fire and Heat attacks.

Nightgaunt:
These nocturnal horrors regard the world blindly, as they have no eyes. In form, they resemble large, haggard carrion birds with a 15' wingspan. Nightgaunts fly from their caves in the rugged hills to dine on the corpses found on nearby battlefields, in graveyards, or in other places of death. Often, groups of these nasty creatures will follow behind an invading army, intent on feeding from the field of the slain at the first hint of full night. Nightgaunts are Class III Undead. The piercing screech which emanates from these Undead throats is of such power that all within 50' must make a RR versus *Fear*. Their physical capabilities are also dangerous; they are not above fighting off those who wish to chase them away from dining upon a newly killed corpse.

Roaming Hand:
This Undead is very simple in appearance being merely an animate hand, severed by the look of it, walking with its fingers. When a humanoid dies in a particularly gruesome manner, in this case through mutilation, there is always the chance that the spirit while be caught by the monstrosity of the act, binding to a remaining body part. Hands, being the most mobile piece of a humanoid body, tend to act as the focus for the bound spirit. Thus, Roaming Hands are born, to wander the earth in perpetual anger, seeking to punish others for its misfortune. These Undead hands are animated by the spirit of the being that the hand once belonged to. It spends its time roaming graveyards, ruins, and places of the dead, scuttling

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about like some nightmarish insect looking for prey. It considers prey to be anything which lives and breaths, and that it can get a grip upon. Roaming Hands are Class II Undead. When this creature encounters a victim, the hand will attempt to grab the prey with an icy crushing grip. The grip life drains 1 Co bonus per round, if a Physical RR at -10 is failed and also delivers an A Cold critical, if the grapple attack achieved a critical. The hand disrupts the flesh that it holds, delivering one attack on the Coldball attack table at +10 every round it has 100% grapple. The Roaming Hand will not let go until the victim is killed or the hand is physically destroyed.

Rotting Corpse:

The smell of festering decay announces the presence of a Rotting Corpse. Its flesh oozes and its limbs are home to carrion insects. For all its look of dissolution, however, these creatures are animate and dangerous. These creatures wander in a nearly mindless daze, looking for the flesh of living beings which they crave. Not much for subtlety, they will dare anything and go anywhere if they catch the scent of flesh. If successful, they feed on the fear they spread and the bodies of those too slow to escape their fetid grasp. Rotting Corpses are Class II Undead. Not known so much for the terrible damage they inflict, these mindless killers are renowned for how hard they are to destroy. They ignore all critical effects except for Heat, Holy and any criticals that have the Slaying effect applied on Undead, not even noticing lost limbs or heads. Their bodies repair themselves with amazing speed (they regenerate 8 hits per round), and even if they lose all concussion hits, they may be up again the next round. Their regeneration does not stop or even slow down when they are "dropped" in a regular Undead fashion. The only way to stop them from regenerating is to put their bodies to the torch, and utterly consume it in flame. Only magical weapons will harm these creatures. Additionally, their touch spreads disease: Suppurative Necrosis (Physical RR applicable), which has the following effects: Mild: 1 day: mild sores on extremities, -20 to activity, disfigurement leaves victims at -5 on Social and Performance art skills. Moderate effect: 1-3 days; sores spread to rump and face, blackening around edges, -50 to activity due to fever and discomfort. Disfigurement leads to -20 Social and Performance art skills. Severe effect: 1-6 days, weeping necrotic sores bury deep in body, insects crawl under skin, -100 activity due to pain and discomfort. Social and Performance art skills at -50 if recovers. Extreme effect: 1-10 days, skin sloughs, open festering wounds crawling with insects, stench of death, -100 activity, pain is atrocious, which, if not cured, will cause the death of the victim in another 1-10 days. Upon their deaths, the victims will become Rotting Corpses.

Skullbeast:

Skullbeasts are 8'-9' tall animate mounds of filth, sewage, and decaying flesh, with humanoid skulls jutting from the rotting mass in random locations. As the mass oozes and flexes pseudopod limbs, the attached skulls clatter and click their dead jaws. These creatures were originally formed from the foul stench of death and the rot of corpses. Many Undead spirits animate its form, so the skulls can act independently, through they are mindless seeming in their pursuit of food. If there is a dearth of decayed flesh for these creatures to subsist on, it will think nothing of attacking the living to quench its hunger. These creatures are the ultimate scavengers. They exist in sewers and cemeteries where they absorb dead and dying creatures of all types, whether it be a drowned rat or a buried person in a shallow grave. As they absorb the dead flesh of their diet, their mass continues to grow, until a critical threshold is reached. When this occurs, the creature fissions, forming two separate entities; this is the foul method by which these creatures reproduce. Skullbeasts are Class IV Undead. The Skullbeast bashes foes with disease-ridden limbs, while its skulls bite with bony jaws. Those failing a Physical RR will be subject to the effects of a disease of the GM's choice. Also, 5-11 skulls can all bite, up to 3 per opponent, all of which will absorb the flesh of the victim or corpse, inflicting 5 Hits per skull.

Standard created undead, class I:

Standard created undead, class II:

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Standard created undead, class III:
Standard created undead, class IV:
Standard created undead, class V:
Standard created undead, class VI:
White, rotting skin and oozing, decomposing flesh of recently dead Men (and other races) is the typical look of these creatures— unless their flesh has completely eroded away and only skeletal bones remain, imbued with a dark necromantic animation. Glazed eyes and gesticulating maws give mute testimony to the mindlessness of these Undead husks, these things seem bent only on the destruction of anything living. Those practiced in the art of Necromancy, pronouncing foul incantations over the helpless dead, produce mindless abominations chained to a malevolent will. These animated corpses are preserved against decay, but their cold flesh emanates the dark chill of the grave. The degree of power inherent in these creations reflects the skill of the necromancer. A Standard Created Undead's "Class" is determined by the version of the *Create Mindless Undead* (Necromantic Ways, Evil Essence list) spell that created it, or by the type of undead creating it through life drain (Co bonus loss). If not controlled by a *Control Mindless Undead* or *Master Mindless Undead* spell (Necromantic Ways), it will attempt to attack the closest living being by whatever means possible. Normally, they can take no activity other than moving to and attacking living creatures. Normally Created Undead are suited to wander dark tunnels and dim tombs, shambling about mindlessly. When they espy movement or life, they press forward with only one intent burning in their Undead eyes: the utter destruction and death of that living being. Occasionally, they will be gathered together by a powerful Necromancer to act as a large expendable force in the first wave attack against a helpless village. The beauty of this, as far as the Necromancer is concerned, is that any of his forces which are killed, but not permanently destroyed will regenerate any damage and rejoin the troop. Also, as a bonus, enemies which are killed can then be "recruited" to swell the ranks of the Necromancer's armies. If the opportunity presents itself, an Undead will use all means to attack a nearby living being. It will move forward unerringly, in a straight line to intercept its prey, not giving any mind to any obstacle in its path. Once its prey is in melee range it will either use its powerful, necromantically empowered fists to bash its victim to death, or else it may choose to use a weapon that it has some shred of skill left with from its living days.
Undead Mass:
Mind Death [Own lvl] (Evil Mentalism)
Mind Disease [Own lvl] (Evil Mentalism)
Mind Domination [Own lvl] (Evil Mentalism)
This horrid creature is a 5'-9' tall mass of rotting flesh and bone, maggots, filth and decay. It is shapeless, fluid, and everchanging, producing rotting limbs as needed to fulfill its foul desires. These creatures are most often found as guardians of crypts. They can subsist on nothing (being Undead), but they are quite able to suck down vermin or other creatures which might intrude upon the tomb which it stands vigil over. These creatures can produce up to eight clawed limbs, each of which can function independently, slashing for great effect against up to three separate opponents. Its touch drains 1 Constitution bonus (Physical RR at -10 applies) as well as inflicting an additional Cold critical of equal severity (up to C) to any other critical achieved. Also, wounds delivered by this creature are likely to infect the victim with a disease of the GM's choice of a failed Physical RR. Finally, the creature can cast spells while engaged in melee, as its limbs are possessed with a will of their own, but adhering to normal spell rules.
Zombie:
The rotted, shambling remains of dead men and women drip from the forms of these mindless monstrosities. Often mindless groans, sighs, and screams pour from these Undead husk's mouths in a continuous babble of foul torment. There is little to distinguish Zombies from the standard Created

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Undead of low power levels. However, They remain in a state of constant rot, as opposed to their brethren, and may animate all on their own in response to nearby sources of evil contamination. There have been incidents reported where an entire graveyard spontaneously animated, whereupon the newly formed Zombies laid siege to entire villages, laying waste to a greater part of the peasant population before they were finally controlled. When left to their own devices, Zombies will tend to roam countryside or city (wherever they happen to be) looking for living beings which supply these Undead with tasty living flesh which they love to eat whenever they can get it. They particularly delight in cracking open a victim's skull in order to extract the tender sweetmeats found hidden within. Whenever a more powerful Undead comes upon a Zombie, the Zombie will follow the commands and orders of the newcomer. Zombies unimaginatively batter their victims, raising bruises and an often incapacitating nausea; their proximity (10'R) causes nausea (-25 to all activity) to the living for those who fail a Fear RR at -10 .

14.3. Incorporeal

T he dead might linger not as rotting mortal coils animated by foul magics or happenstance, but instead the spirits of the deceased may linger, using their power to bridge the gap between the world of the living and the realm of the dead. Intangible forms, composed of shadow, ectoplasma or dust, and sometimes they are nothing more than insubstantial lights. They desire the energy of the living more than those with a corporeal form and siphon it by way of contact, or even mere presence. Terror is present where they show themselves, as mortal men rather choose not to stand against their myriad powers.

Apparition:

Curses [Own lvl] (Evil Channeling)

Disease [Own lvl] (Evil Channeling)

Wounding [Own lvl] (Evil Channeling)

Appearing as an insubstantial form, like an evil waking dream, Apparitions cling to the world even beyond death. Apparitions mold ectoplasmic substance from the Void to mimic the form and features which they held in life. Unable to let go a life of evil ways, or perhaps denied a place in the afterlife, these Undead remain in the living world and await the wicked chances which its Undead status may afford. Some remain free to exercise their own depraved will, while others serve as tools of demons or undead. Apparitions are Class II Undead. The touch of these creatures heralds pain; their touch drains 1 Constitution bonus per round from the living if a Physical RR at -10 is not successful. However, Apparitions disdain weapons, seeking victory in combat through sorcery and stealth, letting their spells take effect. Foes of these Undead had best be well prepared as well, as only magical weapons will harm an Apparition.

Corpse Candle:

Corpse Lantern:

Illusion cloaks the remains of a drowned corpse, bequeathing upon it a whole and fair, if moist appearance. The image seems to float just below the surface of the water, the Corpse Candle cupping a beckoning light in its hands, while the Corpse Lantern motions with alluring charm to the living who gaze at it from above. By whatever design of fate or chance which brings certain individuals to their end by drowning, there are some few who make a necromantic transition to a Corpse Light of one variety or another. The wise who hold an opinion on this subject will argue either that that particular person's soul held a substantial amount of selfishness, or that the waters that the drowning occurred in were fouled by some sort of particularly unclean element or influence. It seems that both these viewpoints are valid, as

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these Undead seem to appear wherever there has been mortality attributed to drowning, in evil waters and in sunlit streams. The corpses of the drowned dead lie motionless in the dark depths of the icy waters which hold them. Their attire and form soon rot mostly away, and the denizens of the underwater world make off with their possessions, but still these Undead possess the will to feed of the life energies of any of the living who might chance by above them. Their undying hatred forever seeks to pull more beings into the cold waters to share their fate. The Candle is a Class III Undead while the Lantern is a Class IV Undead. Those viewing the Corpse Candle's burning eyes fall into a trance from which they may never wake; the Undead weaves a trance which holds the victim motionlessly staring at the Candle if he fails an RR. Additionally, being in the vicinity (10'R) of the Candle drains 2 Constitution bonus per round from the hapless victim (Physical RR applicable). The victim can make a RR each round to wake before it is utterly drained to a lifeless corpse itself, joining the ranks of Corpse Candles. The Corpse Lantern seeks to physically drown its victims. Its gaze charms the viewer who misses a Mentalism RR to give in to a delusion that a gallant warrior needs assistance from drowning or that a beautiful lady desires companionship in her enchanted realm. The ensorcelled viewer will not only seek to plunge himself into the water, he will also lose 3 Constitution bonus per round (-10 Physical RR applicable) while staying within 10'R the Corpse Lantern. The victim must make a Mentalism RR each round to refrain from drowning himself.

Dark Apparition:

Dark Apparitions are Undead shapechangers, able to alter their form at will, but always choosing a form sure to prove the most horrible to a potential viewer. Often they appear as shockingly mutilated but animate corpses or monstrous forms not even resembling anything remotely human. Whatever form they take, it will be translucent and ghostly. Those who met their end after an extreme fright are likely candidates for becoming Dark Apparitions in the afterlife, especially if their bent was towards greed, selfishness, and evil. These creatures seek ever after to punish the living with the same or similar death that they themselves suffered. These beings seem to enjoy a sick thrill from being able to scare mortals into screaming fits. To achieve this end they often will haunt dark city streets in the long hours of the morning before dawn, appearing to any lone wanderers they spy. If they can arrange it, they will attempt to direct a fleeing victim into a dangerous trap or situation, usually something involving a long fall or drowning. Dark Apparitions are Class II Undead. All living beings within 10'/ lvl of these creatures are subject to the effects of fear, who do not successfully make a RR at a -20 modification. These creatures seem more interested in scaring the life out of a victim than physically taking it, but if they do become involved in battle, magical weapons are needed to harm them due to their non-solid form. They can take any shape they can imagine, but their attacks will always be with their magical claws and bite.

Deathwoode:

These woody spirits appear as large trees of twisting limb with black eyes and an ominously toothy maw. Their forms are ghostly, but the swish of the wind through their dead leaves and the creak of their boughs is not just imagined by those who come face to face with these Undead. Only very rarely are sentient trees killed or murdered, but when they are, a high percentage of those slain seem to regenerate their presences as Deathwoodes. Thus, even in death, those charged with the guardianship of the forests are able to continue their duties, although it is a torment for them. After only a few centuries of unlife, most of these ghostly entities fade away into the woodwork, finally gaining their eternal rest. These Undead are the spirits of slain Treeherds and other sentient or animate trees. Even in unlife, they are protective of the forest. In fact, they are vengeful and ruthless in their pursuit of forest travelers. They often protect the living trees from those who would do them harm, or sometimes they simply slay any who would enter the forest at night. Deathwoodes are Class IV Undead. These creatures are adept at bashing foes with their massive limbs or biting with their unforgiving maws. In addition to any damage normally delivered, their

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touch also drains 2 Constitution bonus per round (Physical RR at -10 applicable). Due to their insubstantial form, magical weapons are needed to harm these creatures.

Desert Spirit:

Sands swirl up from the desert floor to form a multitude of humanoid forms or fluid sand sculptures; this is the body of the Desert Spirit. Often they take the sand form of a large human's upper torso jutting out of a dune. The souls of those who have died in the desert from the unbearable heat, lack of water, and choking sands now haunt the dunes to bring more desert travelers to untimely ends. There is conjecture that on rare occasions, two or more of these Undead have been able to combine their sandy forms, creating a sort of super-spirit, capable of animating far more sand than the individuals that make it up. Needless to say, these combined creatures would be of considerable danger even to a powerful, experienced party of desert travelers. These Undead are found exclusively amidst the parched, trackless wastes of deserts. They haunt the wind-driven dunes by day and by night, calling out in ghostly voices the agony of their own remembered death at the hands of the merciless desert. They themselves have no pity left for living travelers they chance upon, attempting to end their travels in death. Desert Spirits are Class III Undead. In battle, these creatures can animate a sizable chunk of sand to bash foes. Due to their inconsistent structure, these Undead ignore bladed, slashing, and stabbing weapons; such attacks simply pass right through them. The sand that is churned up by the Desert Spirit's presence is enchanted so that if it enters a victim's eyes, they must make a Mentalism RR or fall into a natural sleep.

Dirge, lesser:

Dirge, minor:

Dirge, major:

Dirge, greater:

Controlling Songs [Own lvl] (Bard Base, Essence)
Inspiring Songs [Own lvl] (Bard Base, Essence)
Sound Control [Own lvl] (Bard Base, Essence)
Sound Projection [Own lvl] (Bard Base, Essence)
Essence Hand [Own lvl] (Open Essence)
Lesser Illusions [Own lvl] (Open Essence)

Vague of form, insubstantial to the touch, these dark-eyed musicians are Undead who are seemingly tied to music. Each individual Dirge will carry with it an instrument of some sort, the one thing they carry with them from their breathing days. The sound of haunting, ghostly music in the blackness of the night is cause to seek shelter or protection at once; it is most likely the plaintive playing of the Dirge. The naive may be drawn to investigate such ethereal sounds, but the experienced explorer will nod knowingly, realizing that the sounds are nothing but a musical prelude to death for the foolish. Dirges are partial to playing deathly depressing funeral music wherever they go. In most cases, this is in seldom-visited cemeteries or atop overgrown burial mounds. Caught up in their music, they take ill to any interruptions to their songs. If they are interrupted by the sight of a living being, a Dirge will most likely exert all its enchanted power to bring about that being's death. Lesser Dirges are Class II, Minor are Class III, Major are Class IV, and Greater Dirges are Class V Undead. After 3 rounds in the presence (10' radius) of a Dirge, the living must begin to make Physical RRs (-10 RR) or be drained of Constitution; Lesser, Minor and Major varieties drain 1 bonus per round, Greater Dirges drain 2 Constitution bonus per round. These creatures will only use a weapon as a last resort, initially confronting foes with their evil music. Because these creatures are insubstantial, magical weapons are necessary to harm them.

Dream Horror:

These creatures are found in the land of dreams, where they appear as hideously malformed humans. They have can have up to four arms, each of which has a long, shinning metal blade in the place of a

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hand. By the cruel demeanor and form, their intent seems all too clear. Dream Horrors are Undead who are able to migrate to the dreams of living mortals. The source of its power is its thirst for revenge and a particularly unpleasant psychotic nature. They are fixated on destroying the person or persons it believes responsible for its death (its choice may not reflect the reality of the situation), and it may attempt to kill several targets related in some way to its true and final victim. Dream Horrors are Class V Undead. The Horror will move into its target's dream world, filling night after night with nightmares (pass a Mentalism RR at -20 or suffer no restorative properties from sleep (no Hits, PP and Fatigue relieved) and a cumulative -5 to all actions for each night of nightmares), and when the Horror finally corners its victim in the nightmare, any damage done to the target in the ensuing struggle actually occurs in real life. Unfortunately, even if the target is able to kill the Horror in the nightmare (which is possible since the victim will retain all his equipment and abilities in the nightmares as if in real life) the Horror will return the very next time the target sleeps. The only way to kill a Dream Horror permanently is to first somehow draw it into the waking world (e.g. the target might grapple or trap the Horror just before being awakened).

Firephantom:

Dead of flames, the unreleased souls of these sufferers are swathed in supernatural fire. An immaterial form can be distinguished, motioning and writhing within a patina of roaring, spectral fire which smells of brimstone. These Undead wander the lands in continual agony, feeling the licking flames which charred their flesh to cinders for an eternity. Their wails of immortal agony bring pangs of pity from any unlucky enough to hear. Any conflagration may draw them to its light, as a candle attracts moths. Firephantoms are Class III Undead. Not really cognizant of their Undead status, Firephantoms tend to rush towards any living being they see in order to engulf the new victim in a desperate, belated plea for succor. For every round in which a victim is within a 20' radius, he will be subjected to a C Heat critical. In a 1' radius per level, the body of a firephantom constantly exudes flames, causing a Fireball attack every round in addition to the damage caused by its Immolation. Additionally, these Undead drain 1 Constitution bonus per round to any characters they touch (if a -10 Physical RR is not made). Their bodies are immaterial, therefore only magic weapons will do them harm; however, immersion in water will "kill" them (as burning does to some other Undead). All Ice and Water spells do increased damage against them.

Ghost Wolf:

A dead-white lupine form lopes across the countryside with an immaterial body, the Ghost Wolf counterfeits the dread Great Wolves. These Undead variety, however, inspire even more fear and dread than their living kin. These creatures are most often observed running in packs, but from time to time they have been known to be in the service of other powerful Undead. Under the guidance of a powerful Undead such packs might grow to over one hundred individuals. Needless to say, such a large pack of Ghost Wolves would deter even the most dedicated group of travelers from achieving their goal. These creatures roam the wide, wild open spaces, hunting in packs under a dominant spectral alpha male or female of particular might. They will run all night long in search of prey, tirelessly, as their blazing eyes light their paths like redly glowing lamps. As the dawn breaks, they normally retreat to caves or underground tunnels to await the coming of the next night, where they again will be free to hunt for the life force of living beings which they need to continue their existence. Ghost Wolves are Class III Undead. With an attack, more than blood is drained; those who miss their Physical RR (with a modification of -10) will lose 1 Constitution bonus per round of contact. Due to their insubstantial form, magical weapons are necessary to harm these Undead. When death finally calls these creatures, their bloodless corpses dissipate like smoke in a strong wind.

Ghost, headless:

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Ghost, lesser:
Ghost, minor:
Ghost, greater:
These remnants of dead souls cling to the earth with a supernatural stubbornness, forming an insubstantial body of ectoplasm which resembles the body worn while living. The form of a ghost can alternately be hazy, blurred, and translucent for the minor types, while the greater forms may very well bestow no visual clues as to their Undead origin. However, if one is of the headless variety, the absence of a head or its presence tucked under an arm quickly reveals it as Undead. Ghosts are almost always tied to a focus of some sort, which prevents their souls from departing the earth for whatever awaits beyond death. These foci can take many forms—a person, a weapon, a treasure, a place—which is tied in somehow with their deaths. For instance, the weapon used to kill one Ghost may become that being's focus, while another ghost may haunt the villa where it was slain by cruel parents. If a Ghost's focus is identified, it can then be destroyed or dispersed, cutting the Undead's tie to the earth, allowing it the peace to ascend to the next realm. The ghost is never far from its focus. Frequently the most subtle of the Undead, Ghosts masquerade as the living, often unaware of the true nature of their own existence, or at least unwilling to admit it. However, a haunting by a Ghost of particular power will soon empty a house or building of living persons, forcing the Ghost to continue its travesty of life alone in dark corridors and cold chambers. The varying types of Ghost possess the following specific Class: Headless, II; Lesser, I; Minor, II; Greater, IV. These Undead like many others drain energy from the living, often unknowingly, through mere proximity; all those within a 10' radius must make a successful RR every round or lose Constitution bonus each round (1 bonus for Headless and Lesser Ghosts, 2 bonus for Minor Ghosts, and 3 bonus for Greater Ghosts). In combat they will use either a powerful Undead bash, or a weapon which they have retained some skill with after their death. These weapons can be either real, or immaterial like their bodies. Because a Ghost's form is insubstantial, magical weapons are necessary to harm it. However, if a ghost's form is destroyed, it is not permanently killed, for that it is necessary that the Ghost's focus is destroyed.

Mara:
An insubstantial phantom which flits along upon the night winds, the Mara is hardly ever viewed by the living, or if one is seen, it is almost never recognized as Undead. In life gifted with song, the Mara uses its talent in death to trouble the sleep of the living. Bound to no particular location, they make their abodes in dark attics or abandoned cellars of houses inhabited by the living. In the quiet hours of the night, these spirits seek out slumbering creatures in order to serenade them with eerie ballads on ethereal instruments. While pleasing to the Mara, the ghostly music is not healthy to the sleeping listener. The Mara is a Class II Undead. The sound of the Mara's phantom music brings nightmares to nearby sleepers (without waking the slumbering being from its repose) and destroys the restorative properties of the sleep. The sleeper must make a Mentalism RR (with a special modification of -20) or else not regain any lost Hits, spent Power Points or fatigue penalty. More disturbing yet, the Mara drains 1 point of Constitution bonus per round from any living being within a 10' radius who does not successfully make a -10 Physical RR. Should the solitude of those asleep be interrupted, the Mara flees to avoid detection. The body of a Mara is insubstantial, thus magical weapons are needed to harm them.

Phantom:
These Undead are insubstantial spirits whose pale, translucent faces display a contorted rictus of pain, expressing their death agonies. The misty image of a diseased or dismembered body sometimes accompanies the horror of the face. Even though these Undead are unaware of their origin, Loremasters contend that they are generated upon the slow wasting deaths of prisoners in deep, forgotten dungeon cells, or those who have been locked away in high towers. Basically, anyone who dies after years of

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imprisonment, torture, and loss of all hope is a candidate for generating a Phantom. The minds of these poor souls have already been cracked and broken—only a will to find surcease of pain remains, but these motivations only serve to fuel the movements of these creatures. Phantoms wander the across the lands, always searching, but never finding. They search for what they have lost but once possessed while inhabiting the realm of the living: flesh, emotion and memories. These Undead know not their reason for being, and may not even realize that they are no longer alive. The only motive which now propels them is the desire for what can never again be theirs. Phantoms are Class I Undead. Seeing a phantom causes mortals to lose heart within 5'/ level of the phantom, initiating a Fear RR. In the event of a conflict, the touch of a phantom is treated like a Shock Bolt attack with its range decreased to 0' (the point blank bonus is calculated in the attack already), as well as draining 1 Constitution bonus per round (from those who fail a Physical RR at -10 modification). The bodies of these restless spirits are immaterial, thus only magical weapons will have a normal effect upon them.

Phantom Steed:

These Undead spirits of horses are spectral in appearance and quite frightening. They glow with an eerie blue or gray radiance while their eyes burn red. Breath as chill as the grave steams from this steed's nostrils as it champs and paws at the earth. These creatures can generate spontaneously if slain in battle where one or both of the sides employs a large contingent of Undead. It seems that a massive concentration of unlife has a horrible affect on creatures dying nearby such that fleeing spirits are sometimes snared, to become Undead in their own right. It is probably good to note that horses are not the only creatures affected by this phenomena. Often used as a mount by powerful Undead (Vampires, Liches, Ghoulkings, etc.), they may also be found roaming among ruins, haunted hills, or old battlefields. In the latter instance, they seem to almost be searching for something lost, perhaps a rider which was slain in the same battle as the beast itself was pulled down into death. Phantom Steeds are Class II Undead. These creatures radiate Fear to all within a 10'/ lvl radius (victims make a Fear RR or suffer the effects as described in *Character Law*), while their breath is so cold that it acts as a Cold cone attack (with a <1'>/ lvl range increment and 1'/ lvl Diameter base). Otherwise, their physical attacks differ little from those horses of a more corporeal nature.

Revenant:

Flesh Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Destruction [Own lvl] (Sorcerer Base, Hybrid)
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)

These Undead are all immaterial haunts which appear only partially in our world. Usually, only the head and torso are completely visible, with the rest of the body fading into apparent nonexistence. Also, most Revenants clutch a weapon of some sort in a hand which is not absolutely corporeal. Revenants prowl the night in many areas, but are seemingly most concentrated in areas where many have died suddenly or tragically. However, they also have a particular fancy for cemeteries where visitors are rare. But, when an intruder does become evident, a Revenant will attack it immediately, attempting to quench another soul and bring it into the darkness of death. Revenants are Class I Undead.With whatever weapon a Revenant attacks with, it also delivers a Cold critical of equal severity to any critical normally achieved with a maximum severity of C. Additionally, these Undead will drain 1 Constitution bonus per round to any living being they touch who fail a Physical RR (at -10). Finally, a Revenant has access to Sorcerer spells. Due to their immaterial forms, magical weapons are necessary to harm them. An artful suicide ties this specter to the world. Death channels its inward destruction toward the living, further strengthening the chains of blood that bind its soul. The weapon that ended its life, if such exists, accompanies the ghost on its nightly forays to draw new victims through the last gate.

Shadow Assassin, lesser:

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Shadow Assassin, major:
Shadow Assassin, greater:
Assassination Mastery [Own lvl] (Magent Base, Mentalism)
Disguise Mastery [Own lvl] (Magent Base, Mentalism)
Escapes [Own lvl] (Magent Base, Mentalism)
Gathering Secrets [Own lvl] (Magent Base, Mentalism)
Misdirections [Own lvl] (Magent Base, Mentalism)
Poison Mastery [Own lvl] (Magent Base, Mentalism)
These beings are only a shade darker than the shadows in which they live, in fact their bodies are but ghostly stirrings of darkness with piercing yellow eyes, which clutch in their shadowy, invisible fingers a weapon made for murder. The spirits of dead Magents, these entities are extremely dangerous to create and to control, as they require special incentives, such as their own deaths avenged, or a chance at their last, failed assassination, to maintain control, lest they strike from the shadows at their would be employers. These creatures exist only for the fulfillment of a deadly mission of murder. They use their non-solid form to walk through walls and barriers—there are few ways to hide from their relentless pursuit. They are never encountered without a mission, and they discorporate after completing it. They are crafty, shrewd and have no mercy. A Shadow Assassin has no qualms about slaying anyone that gets in the way of its mission. The Lesser form is Class IV, the Major form is Class V, and the Greater form is a Class VI Undead. To enhance their effectiveness, they also know all the Magent Base spell lists and are apt to use poison. Shadow Assassins use their spells so as to set up the perfect ambush (they have Subterfuge: Ambush skill ranks equal to their level) to attack from with their phantom weapons.
Shadow, lesser:
Shadow, greater:
Huge, cloudy bat-like wings augment the soaring flight adapted by this spirit, a shred of darkness barely visible against the night sky. Invisible fangs facilitate consumption of the warm and living red blood of its prey to satiate its raging hunger. The unlife of a Shadow is spent huddled in concealing nooks, caves, and caverns by day, hiding from the harsh glare of daylight which makes them sluggish and slow (-25 in bright lights). When darkness steals across the land, the Shadow bolts from its nest in a flurry of black wings, and begins its nightly vigil of hunting and feeding. A Shadow must consume blood at least once a night, or it will begin to fade. If a Shadow does not receive blood for an entire month, it will fade into utter nothingness. A Lesser Shadow is a Class II Undead, and a Greater Shadow is a Class III Undead. When acquiring its prey, a Shadow will attempt to swoop down unseen from a darkling sky and first use its ability to cause all within a 10' radius to fall into a motionless trance for 1 round per 5% failure (if they fail a Mentalism RR). The Undead will then select a paralyzed victim to feed off of, delivering a vicious bite that then allows blood to be drained at a rate of 10 hits per round. When (if) a victim awakes from the trance, most Shadows will flee once again up into the night seeking more Mannish flesh from which to slake its cannibalistic thirst.
Spajlen-tier:
Guises [Own lvl] (Illusionist Base, Essence)
Illusion Mastery [Own lvl] (Illusionist Base, Essence)
Light Molding [Own lvl] (Illusionist Base, Essence)
Mind Sense Molding [Own lvl] (Illusionist Base, Essence)
Sense Molding [Own lvl] (Illusionist Base, Essence)
Sound Molding [Own lvl] (Illusionist Base, Essence)
Dispelling Ways [Own lvl] (Closed Essence)
Rapid Ways [Own lvl] (Closed Essence)

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Shield Mastery [Own lvl] (Closed Essence))
Spell Enhancement [Own lvl] (Closed Essence)
Spell Reins [Own lvl] (Closed Essence)
Spirit Mastery [Own lvl] (Closed Essence)
Elemental Shields [Own lvl] (Open Essence)
Unbarring Ways [Own lvl] (Open Essence)
This drake of the darkest hue seems a vision of the mind, as parts of its body wink in and out of existence, sometimes just its tail, sometimes the torso and sometimes the whole creature, were it not for its two staring bulbous, yellow eyes that remain in place, staring from the gloom, giving off a light that may originate from some hell. Some Loremasters argue that the spirit realm where the Spajlen-Tier dwell is actually the land of dreams. This would explain the inexplicable sighting of many dreamers, who come screaming awake with a fleeting memory of a long sinewy shape with gaping maw pouncing upon them (and perhaps also explain those who seem to die quietly in their sleep, with no real reason, as they did not escape from the pounce). If these creatures do inhabit the land of dreams, no-one who sleeps is really truly safe from threat of death or madness. A very magical spirit, these Undead Dragons roam the waking world and those of dreamers, looking to cause trouble, misery, chaos, death and destruction; its Undead essence thrives on such things. They have no lair in this world, but on some spirit realm they dwell in huge castles with incredible treasures. Spajlen-Tier are Class VI+ Undead. All who see this creature within 5'/ level are subject to the effects of a Fear effect, and rightly so, for these creatures are particularly effective in combat. They attack with all the benefits that a Dragon's form can give, along with the horrible powers granted to them in the unlife. All within 10' of the creature are drained of 1 Constitution bonus per round (-10 Physical RR applicable), and every touch they bestow also delivers a Cold critical of equal severity to any critical delivered normally. Their breath is as cold as ice; treat as either an Ice Bolt attack with an incremental range of <2'>/ lvl or as a cone attack with a length of <1'>/ lvl increments and a base 1'/ lvl Diameter. Their bodies are insubstantial, so magical weapons are necessary to harm them. Finally, these creatures know all the Illusionist base spell lists which they can use to create a dreamscape even in the real world.

Specter, lesser:
Specter, minor:
Specter, major:
Earth Law [Own lvl] (Magician Base, Essence)
Fire Law [Own lvl] (Magician Base, Essence)
Ice Law [Own lvl] (Magician Base, Essence)
Light Law [Own lvl] (Magician Base, Essence)
Water Law [Own lvl] (Magician Base, Essence)
Wind Law [Own lvl] (Magician Base, Essence)
Shield Mastery [Own lvl] (Closed Essence)
Spirit Mastery [Own lvl] (Closed Essence)
Delving Ways [Own lvl] (Open Essence)
Detecting Ways [Own lvl] (Open Essence)
Elemental Shields [Own lvl] (Open Essence)
Essence's Perceptions [Own lvl] (Open Essence)
Lesser Illusions [Own lvl] (Open Essence)
Unbarring Ways [Own lvl] (Open Essence)
Cold white lights inhabiting the region where eyes might shine reveal the presence of these nearly invisible spirits. Terror heralds their arrival and fades with the departure of the tattered cloaks they often

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wrap around their non-corporeal forms. When a living being dies with a lust for power and evil heavy on their souls, it may be that their ties to the earth will not be severed upon death. Rather, these souls will gather to them the essence of Unlife, forming the horribly powerful Undead known as Specters. Once made manifest, however, Specters seem woefully incapable of gaining any true power, as if they were played for some cruel joke. Instead, they must be satisfied with performing evil deeds, which they take to with a vengeance. These immaterial haunts seek areas where the presence of strong evil shadows the surrounding land in weary despair. Their unrelenting lust for unclean pursuits make them a true terror for any living being which might chance across their path. Minor Specters are Class II Undead, Lesser Specters are Class III Undead, and Major Specters are Class V Undead. All Specters generate terror within a 10'/ lvl radius of their presence, forcing those in the area to make a Fear RR. Additionally, their insubstantial touch drains a full 3 Constitution bonus for those who fail their RR (with a special modification of -10) for the Lesser and Minor varieties and 4 Constitution points for the Major variety. The Lesser form attacks prey with a Diminutive Lightning Bolt attack, while the Minor can discharge a Medium Lightning Bolt attack (all bolts have range increments of <2'>/ lvl). The Major variety, when not in a position to use its spell powers, prefers to bash foes with its noncorporeal fists, which inflict an additional Electricity critical of equal severity in addition to any critical normally delivered. Also, Major Specters can use spells as in their former life. Also, these creatures have immaterial bodies such that magical weapons are needed to damage them.

Spectral Tyrannosaur:

These prehistoric beasts were a terror while they lived. In death, they are even more frightening. The Spectral Tyrannosaurs appear as ghostly apparitions with only their blazing eyes and gnashing maw visible to mortal eyes. The bodies of these Undead creatures can stretch to 50' in length, and tower 25' above the earth. Spirits of long dead monsters, these creatures roam the earth at the behest of evil magics in order to destroy the living. Thankfully, creatures of this particular breed are quite rare, existing only in conjunction with a powerful Necromancer who has the time and resources to create one of these monsters. These Undead dinosaurs do not seem to be any more intelligent in their ghostly form than they were when they were alive, but they are endowed with a fierce, overwhelming drive to slay all they encounter. Spectral Tyrannosaurs are Class V Undead. The Spectral Tyrannosaur is such a horror that all who lie eyes upon it are subject to the effects of fear; forcing a Fear RR. Any living being which comes within 20' of it will take a 'B' Cold critical per round. Its bite is not as immaterial as its body, capable of delivering awesome damage, as well as draining 2 bonus of Constitution from its prey (-10 Physical RR applicable). Due to its non-solid form, only magical weapons can seriously harm these creatures.

Swamp Star:

The Swamp Star manifests as a small, bright light. It hops from point to point, pulsing and changing color in an attempt to gain the attention of those viewing it. Experienced travelers in swamplands are full of horrifying stories concerning the naive and their deaths in the heart of a murky fen after following a beckoning light towards an unfulfilled promise of treasure. While old swamp dogs (guides through swampy areas) can chart a path through the wending, watery ways of most any marsh, they too are wary of transgressing into territories known to be haunted by Swamp Stars, as their flashing lights can have a hypnotic affect on even the most strong minded. Denizens of marches and fens, Swamp Stars are notorious for leading travelers off the proper paths into deep water and quicksand where death awaits. It attempts to lead travelers astray with its hopping motion, color changes, and changing the intensity of its illumination. Those who are caught by quicksand or submerged in murky water make a quick feast for the Swamp Star as it quickly drains off the life force of any struggling victim. Swamp Stars are Class III Undead. The light of the Swamp Star can hypnotically influence those who fail an RR to follow it into dangerous waters. The touch of this Undead will drain 2 Constitution bonus per round from the bodies of

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the living who do not make a successful -10 RR versus Physical each round. The incorporeal form of the Swamp Star makes it hard to damage them without the aid of magical weapons.

Veyrr:

Curses [Own lvl] (Evil Channeling)
Dark Channels [Own lvl] (Evil Channeling)
Demonic Pacts [Own lvl] (Evil Channeling)
Demonic Summons [Own lvl] (Evil Channeling)
Disease [Own lvl] (Evil Channeling)
Wounding [Own lvl] (Evil Channeling)
Mind Death [Own lvl] (Evil Mentalism)
Mind Disease [Own lvl] (Evil Mentalism)
Mind Domination [Own lvl] (Evil Mentalism)
Mind Erosion [Own lvl] (Evil Mentalism)
Mind Illusions [Own lvl] (Evil Mentalism)
Mind Subversion [Own lvl] (Evil Mentalism)
Gas Manipulation [Own lvl] (Closed Mentalism)
Liquid Manipulation [Own lvl] (Closed Mentalism)
Solid Manipulation [Own lvl] (Closed Mentalism)
Attack Avoidance [Own lvl] (Open Mentalism)
Delving [Own lvl] (Open Mentalism)
Detections [Own lvl] (Open Mentalism)
Calm Spirits [Own lvl] (Closed Channeling)
Barrier Law [Own lvl] (Open Channeling)
Spell Defense [Own lvl] (Open Channeling)
Weather Ways [Own lvl] (Open Channeling)

A Veyrr appears to be an ethereal white-on-white spirit with a nimbus of blazing power, or as a sheer curtain of blackness which can tower 100' into the air, superimposed upon which is a hideous face of cruel and twisted visage. An Undead god, there is only one such as these known to exist, but theoretically, there could be more. Even more powerful than the various Liches, Vampires, or the several types of Undead Drakes, this being has complete control over all its Undead brethren. Often, it will have veritable Undead armies at its beck and call, which it will use every century or so in an attempt to raze the civilizations of the living. Veyrr are Class VI+ Undead, making these creatures very hard to deal with. This creature is an Undead with ultimate power. In combat, it attempts to envelop foes, delivering both Cold and Electricity criticals in addition to any other critical delivered, as well as draining 5 Constitution bonus. Its horrible bite slays foes outright (RR applicable), and those slain will rise in 1-20 minutes as some form of lesser Undead. Due to its immaterial body, magical weapons are necessary to harm it. These creatures are so fearsome that all viewing it from 5'/ level must make a Fear RR at -10 or be affected with fear.

Wight, lesser:
Wight, minor:
Wight, major:
Wight, b**arrow**:

These Undead appear as dark, shadowy human forms with eyes akin to faint lights. Pale white limbs appear now and again, but are immaterial and quickly hidden again beneath their shadowy raiment. When observed with the aid of magic, they take on the tattered forms of great lords and ladies with cold, cruel gleaming eyes. Burial mounds and cemeteries located near strongholds of powerfully evil beings never

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seem to fare well. Evil influences creep across the land, filling up dark valleys, swampy fens, and graveyards with foul, unwholesome energies. When this unclean influence saturates the final resting place of a once-noble lord or lady, laid low by mortality, there is often nothing to prevent a necromantic spirit from inhabiting the remains of those interred there. These spirits are in some part remnants of the those originally buried, so their animation is particularly depraved. Barrow-wights haunt the mounded tombs erected to honor great warriors and kings, while the other forms of this Undead haunt abandoned graveyards and profaned cemeteries. They roam the narrow halls and low tunnels of the tombs, daily playing out the actions of their former lives, or else sitting still for years at a time, contemplating the evil fortune which brought them to their present state. These Undead suffer no intrusions, dealing harshly with any who might violate the tomb or its environs. Lesser Wights are Class III Undead, Minor Wights are Class V Undead, Major Wights are Class VI Undead, and Barrow-wights are Class IV Undead. Wights wield with cold efficiency the enchanted weapons often buried with the dead (an additional Cold critical of equal severity is delivered with any normally achieved critical). They also cast dread spells on the living who violate their burial grounds; they cast a 5'/ lvl radius fear effect and any in the radius must make a Fear RR. Additionally, their immaterial touch bestows either a *Paralysis*, or *Sleep* effect, or it drains Constitution (Lesser drain 1 bonus; Minor drain 2 bonus; Major drain 2 bonus; Barrow wights drain 2 bonus) if a Physical RR (with a special modification of -10) is not successful. Due to their non-solid form, magical weapons are necessary to harm them.

Wild Hunt Hound:

A pack of ghostly, white hounds whose eyes and mouths, glowing red, paint racing streaks of pale fire across the skies and the lands on cold, windy, moonless nights. Their wild cries drive all without shelter before these tireless pursuers. Hunt Hounds are Class I Undead. A pack of these Undead hounds generate a wave of Fear one hundred feet in front of them and those in the wave must make a Fear RR against a level 10 Fear effect. This may change depending on how the prey fares against the Hunt: increase the Fear level if the prey is losing and decrease the Fear level if the prey is winning. When a pack descends upon fleeing prey from the sky (these creatures run on both land and air), each individual hound will not pause to engage a victim; but rather bite deeply once, then pass by to leave the laggard to the fangs of the rest of the pack as it passes. The GM may randomly determine how many bites each character receives and use that to determine the size of the attack of the pack. Those bitten must make a Physical RR (-10 modification) for each bite, failure indicating 1 Constitution bonus drained for every bite they receive.

Wraith (Lesser):

Curses [Own lvl] (Evil Channeling)
Dark Channels [Own lvl] (Evil Channeling)
Disease [Own lvl] (Evil Channeling)
Wounding [Own lvl] (Evil Channeling)
Communal Ways [Own lvl] (Cleric Base, Channeling)
Protections [Own lvl] (Cleric Base, Channeling)
Locating Ways [Own lvl] (Closed Channeling)
Lore [Own lvl] (Closed Channeling)
Symbolic Ways [Own lvl] (Closed Channeling)
Barrier Law [Own lvl] (Open Channeling)
Concussion's Way [Own lvl] (Open Channeling)
Detection Mastery [Own lvl] (Open Channeling)
Spell Defense [Own lvl] (Open Channeling)
Weather Ways [Own lvl] (Open Channeling)

Wraith (Greater):

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Flesh Destruction [Own lvl] (Sorcerer Base, Hybrid)
Fluid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Gas Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Destruction [Own lvl] (Sorcerer Base, Hybrid)
Solid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)
Necromancy Mastery [Own lvl] (Evil Essence)
Necromantic Ways [Own lvl] (Evil Essence)
Dark Summons [Own lvl] (Evil Essence)
Shield Mastery [Own lvl] (Closed Essence)
Spirit Mastery [Own lvl] (Closed Essence)
Demonic Summons [Own lvl] (Evil Channeling)
Demonic Pacts [Own lvl] (Evil Channeling)
Curses [Own lvl] (Evil Channeling)
Barrier Law [Own lvl] (Open Channeling)
Spell Defense [Own lvl] (Open Channeling)

A quivering in the air, a red glow where the eyes might flash, a garment or armor housing empty air: these are the signs of a Wraith. Its corporeal structure has been so changed through foul magic that it hardly exists in the physical world. Wraiths are the creation of supernaturally evil Powers. Usually a mortal is selected to become a Wraith who is particularly powerful or holds an important political position. Lesser Wraiths are Class IV Undead, and Greater Wraiths are Class V Undead. Wraiths have available to them all the spell lists they had learned in life, which are usually extensive due to the fact that a Wraith would not have been created from a mortal who did not already possess considerable power. The Wraith form confers many powers upon these Undead as well. Their gaze delivers a *True Hold* spell at will, once per round. Also, because their form is not completely solid on this plane, magical weapons are required to harm them. Many of these Undead carry with them specially constructed slay-knives, which leave fragments deep in the wounds delivered by the blade. These fragments will automatically drain 1-4 Constitution points per day from the victim they are lodged in. If death occurs from this draining, a new Wraith is created who is under the control of the Wraith which slew him or her. The Lesser Wraith is surrounded by a continuous *Aura* spell, as well as generating a continuous Fear Aura within a 5'/ lvl radius, with normal fear effects. Also, 'A' Cold criticals are delivered to all within 5' radius, and they also deliver an additional Cold critical of equal severity, but with a maximum of D, to any regularly achieved critical during combat. Finally, their touch drains 4 Constitution bonus from those who fail a Physical RR at -10. The Greater Wraith is surrounded by a continuous *True Aura* spell and radiate a *Fear* spell to a radius of 100'. They deliver a 'B' Cold critical to all within 5', as well as delivering an additional Cold critical of equal severity, up to E, to any criticals regularly achieved in combat. Also, the Greater Wraith's touch will drain 7 Constitution bonus from those who fail a -10 Physical RR.

Wrath (**Minor**):
Dark Channels [Own lvl] (Evil Channeling)
Barrier Law [Own lvl] (Open Channeling)
Detection Mastery [Own lvl] (Open Channeling)

Wrath (**Major**):
Dark Channels [Own lvl] (Evil Channeling)
Demonic Pacts [Own lvl] (Evil Channeling)
Demonic Summons [Own lvl] (Evil Channeling)
Barrier Law [Own lvl] (Open Channeling)

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Detection Mastery [Own lvl] (Open Channeling)
Wrath (**Greater**):
Curses [Own lvl] (Evil Channeling)
Dark Channels [Own lvl] (Evil Channeling)
Demonic Pacts [Own lvl] (Evil Channeling)
Demonic Summons [Own lvl] (Evil Channeling)
Disease [Own lvl] (Evil Channeling)
Wounding [Own lvl] (Evil Channeling)
Symbolic Ways [Own lvl] (Closed Channeling)
Barrier Law [Own lvl] (Open Channeling)
Detection Mastery [Own lvl] (Open Channeling)
Spell Defense [Own lvl] (Open Channeling)
Weather Ways [Own lvl] (Open Channeling)
These horrid creatures appear as ebony-skinned, gaunt humanoids. The ends of their fingers end in foot-long, razor-sharp claws of the same unrelieved black as the rest of their bodies. Their eyes gleam with a black light, while their mouths grin in anticipation of a slaughter. Wraths are the creation of supernaturally evil Powers. When a demon is destroyed, its material form usually simply fades away within a small span of time. But rarely, it lingers long enough for a Necromancer to attempt to cast a spell which creates Undead. Though it only works occasionally (requires a successful Absurd Spell Mastery maneuver), this procedure can create a Wrath: an Undead Demon. Necromancers who do have Wraths in their service take full advantage of the demon summoning powers of these creatures, supplementing the Necromancer's own Undead forces. Masters of Wraths must be always on their guard, however, as these creatures are subtle and take servitude with bitter resentment. Wraths sometimes serve powerful Necromancers, but as often as not have done away with a former master and set themselves up as a dominant creatures. Wraths will attempt to gain Undead followers, as well as wholly demonic ones; due to their Demonic background, they are able to call on resources from the Pale to some extent. Thus, a Wrath's followers often include from 5-10 Demons of Types I-III. The Minor Wrath is a Class III Undead, the Major Wrath is a Class IV Undead, and the Greater Wrath is a Class V Undead. All within 10'–20' radius of these creatures (depending on variety) will be drained of 1 Constitution bonus per round (-10 Physical RR applicable). All forms of Wraths can cast spells. Greater Wraths use weapons of great power .

14.4. Liches

Liches are among the most powerful undead and indeed more powerful than many creatures. They are the result of magically attaining immortality, and many spell users of sufficient power get anxious as time progresses and look to the dark arts for more time. They give up the pleasures of the flesh for mastery of the high arts.

Lich, classic:
Earth Law [Own lvl] (Magician Base, Essence)
Fire Law [Own lvl] (Magician Base, Essence)
Ice Law [Own lvl] (Magician Base, Essence)
Light Law [Own lvl] (Magician Base, Essence)
Water Law [Own lvl] (Magician Base, Essence)
Wind Law [Own lvl] (Magician Base, Essence)

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Darkness [Own lvl] (Evil Essence)
Dark Summons [Own lvl] (Evil Essence)
Foul Transformations [Own lvl] (Evil Essence)
Essence Twisting [Own lvl] (Evil Essence)
Necromancy Mastery [Own lvl] (Evil Essence)
Necromantic Ways [Own lvl] (Evil Essence)
Invisible Ways [Own lvl] (Closed Essence))
Lofty Bridge [Own lvl] (Closed Essence)
Spell Enhancement [Own lvl] (Closed Essence)
Spell Reins [Own lvl] (Closed Essence)
Delving Ways [Own lvl] (Open Essence)
Detecting Ways [Own lvl] (Open Essence)
Rune Mastery [Own lvl] (Open Essence)
Unbarring Ways [Own lvl] (Open Essence)

Lich, monastic:

Body Reins [Own lvl] (Monk Base, Mentalism)
Combat Mastery [Own lvl] (Monk Base, Mentalism)
Evasions [Own lvl] (Monk Base, Mentalism)
Mind Over Matter [Own lvl] (Monk Base, Mentalism)
Monk's Bridge [Own lvl] (Monk Base, Mentalism)
Monk's Sense [Own lvl] (Monk Base, Mentalism)
Mind Subversion [Own lvl] (Evil Mentalism)

Lich, standard:

Flesh Destruction [Own lvl] (Sorcerer Base, Hybrid)
Fluid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Gas Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Destruction [Own lvl] (Sorcerer Base, Hybrid)
Solid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)
Dark Summons [Own lvl] (Evil Essence)
Necromancy Mastery [Own lvl] (Evil Essence)
Necromantic Ways [Own lvl] (Evil Essence)
Demonic Pacts [Own lvl] (Evil Channeling)
Demonic Summons [Own lvl] (Evil Channeling)
Curses [Own lvl] (Evil Channeling)
Dispelling Ways [Own lvl] (Closed Essence)
Lofty Bridge [Own lvl] (Closed Essence)
Delving Ways [Own lvl] (Open Essence)
Detecting Ways [Own lvl] (Open Essence)
Rune Mastery [Own lvl] (Open Essence)
Lore [Own lvl] (Closed Channeling)
Barrier Law [Own lvl] (Open Channeling)
Spell Defense [Own lvl] (Open Channeling)

These enchanted Undead are skeletal in form, but are often dressed in fine, although unkempt and tattered, clothing or robes. The hollows of their eyes burn with actinic points of red light, while their bony limbs leave a chill in the air as they pass. When confronted by unavoidable death, most Evil Clerics, Evil

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Magicians, and Sorcerers depart life with one last, dreadful curse. A few forego this privilege to become Undead, securing immortality as Liches. A Lich brings all of its powers and possessions through this last feared portal, retaining its memories and thaumaturgic abilities along with its treasures and its stronghold. There is a spell of ominous power (*Cheat Death* (Evil Essence list Necromantic Ways or Evil Channeling list Demonic Pacts)) which will cause the celebrant to undergo the transformation to Standard Lichdom. The soul of the celebrant is blasted to fragments if the ritual fails. Classic Liches are created from an even more powerful spell (*Cheat Death True* (same lists as *Cheat Death*)). This allows the Lich to store all of its organs in a special container which is magically sealed. If the Classic Lich is "killed" in combat, yet the container with its organs remains hidden (or at least unharmed) the Lich will reform near the container in 1-5 days. The Classic Lich can only be permanently destroyed by destroying the container and its organs. These beings may travel no more than 100 miles from the location of the container. It may influence some being to transport the container though it may not do so itself. While Evil Channeling and Essence casters can become Liches through their spell lists, users of Mentalism may attempt to cast the necessary spell through a ritual or use a magic item (even a Rune or Potion) to gain access to the necessary spell. Liches carry on a lifestyle very similar to what they knew before they exchanged mortality for their present immortal but Undead state. Only the most depraved and power-hungry would have chosen such a route, and therefore their lifestyles before and after their change were and are filled with the most diabolical plots and the most twisted of designs. However, there are many Liches which tend to lose focus as the centuries roll over them, leaving them millennia later as crazed, wandering Undead, but still possessing great power and magical ability. A Lich is a Class V Undead. Classic Liches are Class VI+, meaning they cannot be affected by *Repulsions* and *Control Undead* spells. The mere presence of a Standard Lich or a Classic Lich within 3'/level radius causes the living to make a Fear RR or suffer the effects as described in *Character Law*. If they choose to attack with a weapon, they always deliver an additional Cold critical of equal severity. In fact, their touch alone will inflict a Cold Ball attack to the victim (with a radius of 0', at point blank), as well as draining 2 Constitution bonus if a Physical RR (with a special modification of -30) is not successful. Classic Liches will drain 2 Constitution bonus per round from all the living within a 10' radius (with a special modification of -30 RR applicable). However, the greatest strength of a Lich is its spellcasting ability. A particular Lich will usually be a spell user archetype with a full set of Base and Evil lists and Open and Closed lists from its Realm. Essence Realm Liches (Magician, Illusionist, Bard and Dabbler and the Sorcerer and Mystic) are more common. Monastic Liches appear as skeletal figures robed in grays and blacks. Their quick and subtle movements seem to belie their Undead status. As noted above, a Monk must use ritual magic or an item to achieve Lichdom, but the results may be unique when one does, for a Monk has the option of becoming a Monastic Lich. The Monks that do are usually those so obsessed with mastering their discipline that even death will not deter them. If they were not evil and twisted in life, the very nature of their new Undead form will be enough to subvert them. As Undead, these creatures potentially have an eternity to delve ever deeper into the martial arts, sharpening their skill and honing their speed. In almost every case, these creatures can be found in abandoned monasteries or other ruined structures which will afford privacy so that these Undead monks can practice their disciplines in peace. They are particularly unpleasant to uninvited guests who disturb their studies. Monastic Liches are Class VI Undead. These students of the martial arts retain all of their martial arts abilities and Monk spells from their breathing days. Their Undead form gives them long claws and a chilling touch, delivering an additional Slash critical and a Cold critical of equal severity, but with a maximum of C with any criticals normally delivered. Also, their touch will drain 2 Constitution bonus (-10 Physical RR applicable). A hit from one of these horrors can be devastating; the very sight of one of them, within 3'/ level radius, invokes fear effects consistent with *A&CL*.

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14.5. Semi undead

Sometimes the living wish to emulate undead, or some horrible condition makes them appear as undead. Semi undead are not full undead, but aspire to become them.

Chaos warrior:
Chaos commander:
The Chaos Soldier may be spotted by his uniformly dark clothing and armor, a tendency towards exotic helmets with horns or wings and eye slits, and weapons of often flowery design. Chaos Soldiers gain their relatively great immunity and prowess by a terrible mass ceremony where the candidates impale themselves on their own weapons. Those "blessed" by their deities are healed and transformed. However, should the soldier renege on his vow, the deity will release him to the death or maiming incurred during the ceremony. Chaos warriors are considered as living men in all other respects. These Undead-like beings are the scourge of the battlefield. Except for their often spectacular helms, there is nothing to initially distinguish a soldier from an opposing army as a Chaos Soldier. That is, until it becomes apparent that they shrug off massive strikes which would incapacitate mortals as if they were nothing, as if the soldier itself were Undead, in fact. However, Chaos Soldiers do not have a Class, and cannot be affected by spells which affect Undead. These special soldiers are finely trained and superbly conditioned warriors, and have specialized in 1 or more weapons to such an extent that they would be considered masters among normal mortals.
Ghoul, living:
Foul Transformations [Own lvl] (Evil, Essence)
Essence Twisting [Own lvl] (Evil, Essence)
Necromancy Mastery [Own lvl] (Evil, Essence)
Concealment Mastery [Own lvl] (Dabbler Base, Essence)
Mechanisms [Own lvl] (Dabbler Base, Essence)
Movement Mastery [Own lvl] (Dabbler Base, Essence)
Depraved Humans who have opted for a diet of rotting flesh, their appearance has been horribly altered by their lifestyle. They appear as gray-skinned, hunch-backed humanoids with long teeth and claws. These beings are not really Undead, but rather live like the creatures of unlife. They have given up life in normal society to live in cemeteries and the like, to feed upon the corpses of the newly dead. Eating the flesh of the dead oddly makes them exceptionally long-lived, but it does not take long for most of them to forget what it was like to be normal Humans. Because these creatures are not truly Undead, they do not have a Class, and are not affected by *Repel Undead* spells. Living Ghouls are limited to slashing with their ragged nails, which over time grow to be as effective as claws, or biting with their filthy mouths. A few retain the spell casting abilities they had in their healthy days. They will normally only remember their Base and Evil lists to their level
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14.6. Skeletons

A skeleton is the most resistant part of the body. It is no wonder necromancers sometimes strip corpses of their flesh to produce these abominations. Also the skeleton is what remains the longest of any corpse, so it is no wonder that Skeletons prove to be the most prolific undead around. The strength of bones coupled

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with the strength of undeath makes skeletons dangerous adversaries. Most are mindless abominations that mindlessly pursue the living to gather some more life force and destroy that of which they are the antithesis. Some retain a spark of intelligence and wield their lesser brethren like weapons.

Bone Golem:
This creatures appears as a statue which has been completely carved of bone, perhaps a single piece of immense size. This bone construction seems to be infested with an Undead spirit, as its very presence chills the soul. This creature does not appear in the Artificials section due to its special Undead nature. It is an Artificial made completely of bone, with a sick twist of added necromancy, as a spirit of Unlife is called from beyond the grave to invest the statue with mobility and purpose. Not as mindless as other Golems, it does not need to be commanded to attack the living; it will attack whenever it detects one. These beings spend much of their time immobile, standing guard at the entrance to a treasury or a domicile by the command of their creator. They are unfailingly loyal, sharing this in common with more mundane Golems. What sets them apart however is that they are possessed by an Undead spirit. Bone Golems are Class III Undead. Any living being within a 10' radius of these creatures must make -10 Physical RRs every round, or be drained of 1 Constitution bonus per round by the Undead presence of this Golem. These creatures are able to batter foes with Undead force or hold a foe fast so that it can crush the life right out of him.

Drake, undead:
Flesh Destruction [Own lvl] (Sorcerer Base, Hybrid)
Fluid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Gas Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Destruction [Own lvl] (Sorcerer Base, Hybrid)
Solid Destruction [Own lvl] (Sorcerer Base, Hybrid)
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)
Darkness [Own lvl] (Evil Essence)
Necromancy Mastery [Own lvl] (Evil Essence)
Necromantic Ways [Own lvl] (Evil Essence)
Curses [Own lvl] (Evil Channeling)
Disease [Own lvl] (Evil Channeling)
Wounding [Own lvl] (Evil Channeling)
Spirit Mastery [Own lvl] (Closed Essence)
Spell Reins [Own lvl] (Closed Essence)
Dispelling Ways [Own lvl] (Closed Essence)
Essence's Perceptions [Own lvl] (Open Essence)
Of draconic origin, these beasts no longer possess the iron-like scales and acidic blood that was theirs in life, but are skeletal now. However, the sight of a fully animated skeletal Dragon is arguably even more terrifying than espying one which yet lives. These creatures can reach 90' in length, with up to a 120' wingspan. These Dragons hang on to life even after death through the same mystical process which creates a Lich. These creatures often live as they did while still living. They still hoard treasure after death, but they no longer need long periods of sleep, and so are constantly on guard. Often, these creatures are heavily involved in the politics of living Dragons, being heavily invested in the power structures, such as they are, of draconian society. However, they are wont to surround themselves with lesser Undead under their control, which most living Dragons find displeasing. Undead Drakes are Class VI+ Undead. On top of their awesome physical abilities specified above, they can breath coldfire. Treat this as Fire bolt attack with a bolt range increment of <3'>/ level or a cone length increment of <2'>/ level

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and base of 4' diameter/ level. All critical rendered will be Cold criticals. Their very touch drains 1 Constitution bonus (-10 Physical RR applicable), and they know spells as other dragons, as well as Essence profession Base lists and some Evil lists. Finally, even though their wings are skeletal, they can still fly magically with them, enabling them to attack from the air.

Necros:

The Necros consists of a humanoid skull atop a spinal column which now slithers upon the ground and writhes like a snake. The skull possesses two large fangs which glisten with a deadly poison. This creature is the result of a humanoid who had died a horribly painful death from the venom of a serpent. Usually, in the pain of dying, these poor souls were foolish enough to take the name of their deity in vain. The magnitude of their agony unfortunately translated into curses of particular strength, causing their spirit to be bared from its particular place in the afterlife. What remains of these souls is the Necros, the venom which originally killed them now carried by them to be inflicted upon others. Necroses can be found in large numbers around the nest of a powerful serpent, such as a Wyvern. Here, they scavenge for the chance to inflict their deadly bite upon living beings. However, individuals can sometimes be found singly among other types of Undead who use these creatures as servants/guards. Necroses are Class I Undead. The bite of these snake-like Undead will deliver a Muscle, Nerve, or Circulatory poison (equal chance for each) to its victim.

Skeletal Tyrannosaur:

These prehistoric beasts were a terror while they lived. In death, they are even more frightening. The Skeletal Tyrannosaur looks like its name suggests: A horribly animated skeletal dinosaur with all the ferocity it possessed while it drew breath plus an Undead vitality and power which makes it a truly terrible creature to behold. The bodies of these Undead creatures can stretch to 50' in length, and tower 25' above the earth. Thankfully, creatures of this particular breed are quite rare, existing only in conjunction with a powerful Necromancer who has the time and resources to create one of these monsters. These Undead dinosaurs do not seem to be any more intelligent in their skeletal form than they were when they were alive, but they are endowed with a fierce, overwhelming drive to slay all they encounter. Skeletal Tyrannosaurs are Class IV Undead, The Skeletal Tyrannosaur radiates *Fear* within 5'/ level radius of its presence. All within 10' of the creature who fail a Physical RR (with a -10 modification) will be drained of 2 Constitution bonus per round. In addition to the horrible damage a bite from this huge creature can deliver, it also drains an additional 2 Constitution bonus from living prey, if it fails a Physical RR at -10 RR modification.

Skeleton, giant, lesser:

Skeleton, giant, greater:

One or two spell lists retained from their former days.

Towering 10'-22' into the air, these huge skeletal monsters inspire fear in both normal and giant-sized beings who yet live. These creatures can be of either man or beast, but they all share the characteristic of extreme size in common. It seems that most of these beings dwell in the area where they resided before their demise. This suggests that these creatures are not created by Necromancers, who would most probably have put them into their service. Rather, they may just spontaneously generate upon the death of a particularly evil giantish being, who yet had designs upon the living world. Giant Skeletons, when encountered, do not seem to be localized to any one habitat or geography. Wherever they do exist, the lesser varieties act as mindless brutes, simply animate skeletons with no minds of their own. They are often under the control of a more powerful Undead presence. The Greater Giant Skeletons are more intelligent and most retain any spells they might have possessed in life. Lesser Giant Skeletons are Class II Undead, and Greater Giant Skeletons are Class III Undead. These creatures are able to smash foes with their giant limbs, but one is even more effective with a weapon that fit its size. Lesser forms will begin to

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drain 1 CO bonus per round after 3 rounds to any who are in a 10' radius (Physical RR at -10 applicable). Greater forms will drain 2 CO bonus per round after 3 rounds to all in a 10' radius (Physical RR at -10 applicable).

Skeleton, minor:
Skeleton, lesser:
Skeleton, greater:
Skeleton, ice:
Skeleton, iron:
Skeleton, joker:
Entertaining Ways [Own lvl] (Bard Base, Essence)
Skeleton, lord:
Wounding [Own lvl] (Evil Channeling)
Skeleton, sovereign:
Curses [Own lvl] (Evil Channeling)
Dark Channels [Own lvl] (Evil Channeling)
Demonic Pacts [Own lvl] (Evil Channeling)
Demonic Summons [Own lvl] (Evil Channeling)
Disease [Own lvl] (Evil Channeling)
Wounding [Own lvl] (Evil Channeling)
Skeleton, Red:
Controlling Songs [Own lvl] (Bard Base, Essence)
Entertaining Ways [Own lvl] (Bard Base, Essence)
Inspiring Songs [Own lvl] (Bard Base, Essence)
Item Lore [Own lvl] (Bard Base, Essence)
Sound Control [Own lvl] (Bard Base, Essence)
Sound Projection [Own lvl] (Bard Base, Essence)

White bones, stripped of flesh and blood, but still intact, move with a darkly born animation. These willful bones can be from man or beast, but all are equally terrifying in their vile aspect. Frighteningly intelligent, Lord and Sovereign Skeletons often wear garments of quality which hang off their bones in mockery of human dress. Minor, Lesser, Greater, and Iron Skeletons possess little except hostility. Retaining expertise at wielding weapons or claws and tusks, they scamper to denude bones of their cloaking flesh at every encounter with the living. These almost mindless creatures usually serve the desires of a Necromancer or more powerful Undead. An Ice Skeleton possesses some modicum of sentience, but wanders singly, freezing all that it touches; shrubs in its wake sparkle with frost, and tree branches grow icicles. Skeletons are of the following Classes: Lesser, Minor and Ice, Class I; Greater and Iron, Class II; Joker and Lord, Class III; Sovereign, Class IV and the Red Skeleton is Class V, Skeletons of all Classes are less affected by puncture criticals due to their form. The various types of Skeletons possess different means of inflicting damage in a battle with foes. The abilities of each are discussed below.

***Lesser**:* These creatures can do little but mindlessly slash with weapons they may have retained from the living days, or bash opponents with their powerful bony fists.

***Minor**:* In addition to bashing and slashing opponents, Minor Skeletons drain 1 Constitution bonus per round after 3 rounds to any living being within a 10' radius who fail a -10 Physical RR.

***Greater**:* Its greater talents in the use of a weapon and strength of its limbs is complimented by its stronger ability to drain vitality from the living; after 3 rounds, any living beings within a 15' radius must make a Physical RR (with a special modification of - 10) or be drained of 1 Constitution bonus per round.

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***Ice**:* The Ice Skeleton is shrouded by a mist of evaporating ice. In addition to the 10' radius *Fear* spell which these Undead constantly generate, they prefer to bash foes with their supernaturally enhanced limbs which delivers an additional Cold critical of equal severity to any critical normally delivered. Also, it will begin to drain 1 Constitution bonus per round after 3 rounds to any within a 10' radius who fail a Physical RR (with a special modification of -10). Fire attacks are considered one Size larger against these creatures.

***Iron**:* The Iron Skeleton is coated in a sheen of hard metal. These animate Skeletons have been coated with molten iron. The iron was magically sealed to their bones so that every part is coated in a protective casing. This accounts for their remarkable AT and slow movement. Also, all within 10' will begin to lose 1 Constitution bonus per round after 3 rounds who fail a -10 Physical RR.

Joker: Dressed in rotting court jester attire, this skeleton might well have a hump back or be a midget or possess some other deformity. The pranks and frolicks of this skeleton are not as funny as they might once have been. Intelligence is buried deep within, and their lairs are full of traps and deceptions painstakingly arranged to hurt those trying to enter. At every turn, the Joker Skeleton will laugh at those caught in its traps and make fun of them. Some cast spells, some throw rock pies, others rely on totally defending themselves in melee, while draining those in the vicinity as they have the same powers as a Greater Skeleton.

***Lord**:* Skeleton Lords have retained their intelligence and some power from their transformation to Undead form, and will usually keep a guard of 2-12 Class I-II Undead with it all times. Wears garments of luxury and, perhaps, some armor. These Undead possess all the abilities of a Greater Skeleton and can cast spells.

***Sovereign**:* These Undead possess all the abilities of a Skeleton Lord and being even more powerful, the Skeleton Sovereign likewise keeps a cadre of 20-200 Class I-II Undead, as well as 1-5 Skeleton Lords, to help it unfold its nefarious plots for ever greater influence and power. In keeping with its status, it drapes luxurious clothing on its bony form or wears some form of armor.

Red: This Skeleton has no funny bone in its body, still it torments its victims with one bad joke after the other. It throws rotten pies, squirts acid from flowers, presses battleweed in peoples' faces and pulls every nefarious trick and prank in the book. These Skeletons are extremely intelligent and dangerous. They avoid melee and instead lure people in traps, make use of their spell repertoire, engage in a pie throwing fight or execute well-laid ambushes when victims try to chase them further in to their lairs.

Skullbat, minor:

Skullbat, major:

Skullbat, greater:

These Undead creatures are animate skulls with leathery wings. Minor skullbats possess human or animal skulls with a wingspan of only 3', while major skullbat are bull or Troll skulls with a wingspan of 7'. with the mighty greater skullbats have the skulls of Giants or even young Drakes with a wingspan of 12'. Deliberate constructs of powerful Necromancers, Skullbats make excellent aerial guards, spies, and combatants when the need arises. Their leathery wings can often be spied from afar, flying sentinel over the fortress of their evil masters. If observers are close enough to get a good look at a Skullbat, it is probably a pretty good bet that the Skullbat is also aware of the observers' presence, and word is being passed along to the master of the stronghold. Creatures of unlife, these beasts delight in killing and mayhem. To this end they can often be found in the service of evil Undead who regularly raid the living. The Skullbats usually provide aerial support as Undead ground forces move in for the kill on a sleeping village or a small caravan traveling cross country in dangerous territory. Minor Skullbats are Class I Undead, Major Skullbats are Class II Undead, and Greater Skullbats are Class III Undead. These creatures can swoop down from the silent night sky on their dead wings to deliver a vicious bite with their

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Undead maw. Minor and Major Skullbats will also drain 1 Constitution bonus per bite (-10 Physical RR applicable) and Greater Skullbats can drain 2 Constitution bonus. Also, 15% of Greater Skullbats (those having Drake skulls) have a breath weapon. They can breath cold as Ice bolt attack with a range of 10'/ level.

Skull, giant:

This creature is a giant skull, twice the size of a human skull, which sails through the air on a cold, deathly wind which constantly swirls about it. The smell of rot emanates from the decaying matter which dangles from mouth, nose, and eye sockets of this nasty Undead. Giant Skulls are reclusive, preferring to haunt areas where living beings rarely go. During the light of day, they find a place to rest their ponderous bulk, usually a high cave in a burial chamber or atop a high wall in a ruin. When night comes, they rise into the air on a cushion of chill wind, to roam their territory, dealing harshly with all intruders. The graveyard winds which surround these creatures will inflict upon all within 10' of it an 'A' Cold critical or an 'A' Impact critical each round (01-40 = Impact, 41-90 = Cold, 91-00 = both). In addition to any damage its rot-filled mouth might inflict with its bite, it also will drain 2 Constitution bonus from the living (-10 Physical RR applicable).

Skullpack:

A Skullpack is a group of 4-16 skulls which magically fly, swirling about each other in complicated patterns of random design. The clacking maws and empty sockets of these creatures usually communicate nothing but death. When a group of Men all die at once in the exact same way, it is possible that they will remain in this world as a Skullpack, their spirits linked by the timing of their death. Swarms of Skullpacks are often sighted after a ship goes down at sea or a boarding house goes up in flames; the poor souls who once walked and breathed apart are now joined forever beyond the grave as an Undead predator. These packs can operate independently, but usually act as a unit. In any case, they never are separated more than 10' from each other. Skullpacks tend to travel across the land by night in migration patterns which do not seem to serve any purpose other than to slay random living beings in their path. Their stopovers are usually cemeteries or ruins of evil reputation. Skullpacks are Class III Undead. Skullpacks swarm their victims, attacking with a frenzy of bites, teaming up on a target, and Ice Bolts (with a 10'/ level range). Each skull can fire a bolt once per day. Each bite of a skull not only causes physical damage, but chills the soul as well: 1 Constitution bonus is drained (-10 Physical RR applicable). When in a conflict, the Skull Pack acts as a Colony, all skulls supporting each other and filling gaps. This means the individual skulls keep on fighting until the Hits are depleted, which is when they all fall.

Spiderskull:

A Spiderskull appears as a poison-blackened skull with eight spindly, spidery legs protruding from it. It scuttles around in an obscene parody of life, but its business is nothing but death. Their kind was started as a foul experiment by a poorly versed experimenter into the necromantic arts. Unfortunately for the experimenter, he was bitten and injected with a nefarious poison by his own creation and soon knew first hand the fruits of his labor. The victims of the special poison are finally killed when their skulls sprout spidery legs. The legs quickly accomplish detachment from the body and scuttle away, roaming their new territory in search of foolish prey. In this way these Undead propagate. These creatures make ideal "pets" for various Necromancers and other powerful Undead who have a need for unleashing a pest upon humanity. When left to their own devices, they tend to infest seldom used basements, sewers, and graveyards. Spiderskulls are Class I Undead. The nasty bite which these creatures inflict upon their victims also injects a special Conversion Poison. Failure causes the following effects: Mild: affected limb is slowly blackened over the course of 1-10 days. This is not Necrosis, but a permanent discoloration. Moderate: affected body part is blackened over 1-6 days, causing chronic pain; permanent loss of 20% of Hits and -20 to all actions. Severe: 1-4 days, affected body part blackens and is converted to a partial

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spidery appendage, causing grievous pain and occasional loss of motor control, where the affected body part tries to take over and attack its owner or his friends, loss of 50% of Hits and -50 to all actions. Extreme: 1-3 days, Victim turns black, accompanied by gradual loss of consciousness due to pain. Neck sprouts 8 spidery legs. At the end of the 1-3 days the legs pop the head off the victim and run off.

14.7. Vampires

Vampires are among the most nasty of the undead. Instead of appearing as corpses, they retain their living appearance and they gain a plethora of special offensive and defensive talents. Such power comes at a price: they need to feed on a living creature's life blood every night, or slowly waste away. Also they have some striking weaknesses that can prove their undoing against knowledgeable adversaries. Magical, silver and wood, as well as Lightning and Water can hurt them. Also, they shun sunlight, for it rapidly burns them to a cinder.

Vampire, bunny:
These fluffy, white rabbits seem most innocent. Even their red eyes don't really stir suspicion, until they hop up to a person and allow themselves to be petted and picked up. That is the moment the bunny will strike with terrible swiftness, taking its razor sharp teeth to its victim's throat and jugular vein. They spread vampirism in their wake, as they drain a victim's life energy before the victim dies of blood loss, as they cannot drain their victim's blood completely. Vampire bunnies make their own minions, but don't control them like a sentient vampire would, leaving them free to do what they want. The bunnies have only animal intelligence and will go after their own kind, but humanoids stir their bloodlust to a high degree. Curse the vampire that originally thought of making a minion of a rabbit. They are Class II Undead and share most of the traits of vampires, except they do not gain the use of spell lists. They drain 10 Hits per round on the bite attack (-10 Physical RR) and their touch also drains 1 Constitution bonus per round, if a Physical RR at -10 is failed. They share the humanoid vampires' weaknesses against Water and Lightning and wooden puncture weapons and they shun the sun, coming out only at night. They are immune to "m" type spells.
Vampire, lesser:
Vampire, minor:
Vampire, greater:
Mind Death [Own lvl] (Evil Mentalism)
Mind Domination [Own lvl] (Evil Mentalism)
In almost every case, male or female, Vampires are gifted with exceptional presence and appearance. Their sculpted faces and porcelain skin tones are home to eyes as deep as the Void and filled with an all-consuming hunger. This hunger manifests itself as a driving motivation and an intense passion which colors every aspect of a Vampire's unlife. Vampires prey on the living to sustain their own existence. They require blood drawn freshly from healthy "donors" at least once a night, or they begin to degenerate. A Minor or Lesser Vampire who has gone without fresh blood for an entire month will be rendered completely helpless, unable to move (Greater Vampires may ignore the final stage and still be active, albeit in a very reduced state, with the full -100 penalty and the appearance of a shriveled and emaciated centenarian). They can exist in this fashion for centuries, lost in a hellish blood dream, constantly tormented by an unquenchable thirst. To assist them in their hunt for blood, Vampires usually maintain some sort of holding or stronghold, to help protect them from some of their various weaknesses, which include a susceptibility to direct sunlight (sunlight delivers an 'E' Heat critical to a Vampire for every round they are exposed) and the inability to cross running water under their own power. Also, a Vampire

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must make regular contact during its daily repose with the earth where its body was interred. However, many of these beings have learned the trick of transporting the earth overland when they are in need of moving to a new domicile. Finally, Vampires cast no reflection in a mirror. Lesser forms are Class IV Undead, Minor forms are Class V Undead, and Greater forms are Class VI. These powerful Undead can call on a host of powers during their nocturnal hunts. Physically they are capable of draining 15 hits per round for Lesser types and 25 for Greater Vampires, with a successful bite attack (-10 RR versus Physical applicable), along with draining 1 Constitution bonus for Lesser Vampires, Minor Vampires drain 2 Constitution bonus and Greater 3 Constitution bonus per round for those who fail a Physical RR (with a special modification of -10). Anyone drained (of either hits or Constitution bonus) to death by a Vampire will rise from the grave as a Vampire under the control of its killer. Augmenting these fearsome abilities, Vampires also have a particular hold on the minds of others, giving them Mind Death (Evil Mentalism) and Mind Domination (Evil Mentalism) as innate spell lists, while they themselves are immune to Mental (m type) spells . Due to their strong mystical constitution, these beings can only be harmed by magical or silver-forged weapons. Puncture criticals from wooden stakes or similar weapons also affect these creatures. Elemental Water and Lightning spells will harm them as opposed to other elements.

Vampire, centaur:

Animal Mastery [Own lvl] (Druid Base, Channeling)
Nature's Protection [Own lvl] (Druid Base, Channeling)
Nature's Wrath [Own lvl] (Druid Base, Channeling)
Plant Mastery [Own lvl] (Druid Base, Channeling)
Curses [Own lvl] (Evil Channeling)
Dark Channels [Own lvl] (Evil Channeling)
Disease [Own lvl] (Evil Channeling)
Wounding [Own lvl] (Evil Channeling)

Able to change shape, these Undead can appear as Human, albeit one of distinctive appearance, as a Centaur. as a mist, or in the form of a Spiderbat. In its Centaur form, it is usually much more fully apparent that this creature is Vampiric, due to its burning gaze and slavering fangs. These Undead live out their unlives amid towering forests or wide grasslands, rarely preying upon the civilized world. However, when chance brings it across wanderers who have entered into its domain, it will not discriminate. It will slake its bloodthirst upon animal or Man. Vampiric Centaurs are Class V Undead. These Undead have all the resistances of a standard Vampire: they are only harmed by magical or silver-forged weapons, puncture criticals from wooden weapons, water and electricity elemental spells and sunlight (from which they suffer an "E" Heat critical for every round of direct exposure). The vicious bite of these creatures will drain 20 hits; -10 Physical RR allowed), as well as drain 2 Constitution bonus (-10 Physical RR applicable). When wielding a weapon, they deliver a Cold critical of equal severity in addition to any critical normally delivered.

Vampire, drake:

Darkness [Own lvl] (Evil Essence)
Dark Summons [Own lvl] (Evil Essence)
Foul Transformations [Own lvl] (Evil Essence)
Essence Twisting [Own lvl] (Evil Essence)
Necromancy Mastery [Own lvl] (Evil Essence)
Necromantic Ways [Own lvl] (Evil Essence)
Spirit Mastery [Own lvl] (Closed Essence)
Spell Reins [Own lvl] (Closed Essence)
Dispelling Ways [Own lvl] (Closed Essence)

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Essence's Perceptions [Own lvl] (Open Essence)
This creature is able to take many forms, including that of a bat, a snake, or a patch of mist. However, it spends by far the majority of its time as either a cruelly handsome Human or a great, dark Drake of singularly evil countenance. These creatures are extremely rare, and in most cases prefer to remain anonymous from the great mass of mortal population. Due to their great power and ability to change form, pretty much any environment is available for them to hunt, but the few recorded sightings of an actual Vampiric Drake seem to suggest that they prefer lairing in the ruins of vast underground complexes which have long been abandoned. It is even suggested that these creatures hold intermittent discourse with the many strange races which inhabit the bowels of the earth. Vampiric Drakes are Class VI+ Undead. These Undead have all the resistances of a standard Vampire: they are only harmed by magical or silver-forged weapons, puncture criticals from wooden weapons, Water and electricity elemental spells and sunlight (from which they suffer an 'E' Heat critical for every round of direct exposure). Mental "m" spells do not affect them. The very touch of these creatures will drain 3 Constitution bonus (Physical RR at -10 applicable) from the living, as well as delivering an additional Cold critical with any other critical normally delivered. Their drakish maws leech blood at 25 Hits per round, if the victim fails a Physical RR at -10. These creatures are also able to breath the chill cold of the grave delivering a Cold Cone attack with a length increment of <1'>/ level and a base of 1' diameter/ level. They can use their breath weapon once every 3 rounds, up to a maximum of 50 uses per day. In addition to the host of physical abilities which a Vampiric Drake can bring to bear against a foe, they can also cast spells.

Vampire, gorgon:
Mind Death [Own lvl] (Evil Mentalism)
Mind Disease [Own lvl] (Evil Mentalism)
Mind Domination [Own lvl] (Evil Mentalism)
Mind Erosion [Own lvl] (Evil Mentalism)
Mind Illusions [Own lvl] (Evil Mentalism)
Mind Subversion [Own lvl] (Evil Mentalism)
Mind's Door [Own lvl] (Closed Mentalism)
Cloaking [Own lvl] (Open Mentalism)
The blazing eyes of these creatures are framed by a writhing nest of snakes, each of which is constantly hissing and darting in a sickeningly animate way. These Undead blend the worst features of the mythical Gorgon with the feared power of the night-hunting Vampire. Vampiric Gorgons cannot take on a pleasing humanoid form, and therefore eschew any concealed commingling with mortals such as many other Vampires practice. Instead, they prefer to set themselves up in an unused belfry, attic, warehouse, or sewer, where they can rest undisturbed from mortal prying, but still be close enough to a constant blood supply that they need not strain themselves to look far for it. Due to their ability to change flesh to stone with their gaze, they take particular care in attacking and subduing their prey from concealment so that their intended meal does not become unyielding rock, in which no blood flows. These creatures are Class VI Undead. These Undead have all the resistances of a standard Vampire: they are only harmed by magical or silver-forged weapons, puncture criticals from wooden weapons, water and electricity elemental spells, RR spells, and sunlight (from which they suffer an "E" Heat critical for every round of direct exposure). Meeting the gaze of these Undead requires a successful RR against petrifaction. The writhing snakes which make up their "hair" are each able to deliver a vicious bite which injects a Nerve Poison. The Vampiric Gorgon's bite will drain 20 Hits (unless the victim succeed at a -10 Physical RR), while their touch will drain 1 Constitution bonus (-10 Physical RR applicable) from a living being. Rounding out the resources of these creatures is their ability to change either into a mist or a snake, much like those which it grows upon its head. Having no reflection, although an excellent way of determining

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vampirism, also has the effect that normal ways of overcoming a gorgon have no effect on them as they cannot be petrified by their own countenance anymore and looking at them indirectly or is also out of the question, although one might see additional gear suspended in mid air by looking in the mirror.

Vampire, troll:

Massive, hulking brutes who move through the night with a speed hard to imagine, these Undead are truly a frightening sight. They appear as Trolls, with all the power of form normally associated with such beasts, but they also possess a dark miasma of fear about them as their burning gazes communicate a hunger from beyond the grave. The habits of Vampiric life come very quickly to a Troll. They already have a natural aversion to sunlight, and they are accustomed to hunting for prey in the dark of the night. These creatures are some of the least intelligent of Vampires, however, and a standard Vampire's subtlety is lost on most Vampiric Trolls. These beings are Class IV Undead. These Undead have all the resistances of a standard Vampire: they are only harmed by magical or silver-forged weapons, puncture criticals from wooden weapons, water and electricity elemental spells and sunlight (from which they suffer an 'E' Heat critical for every round of direct exposure). They cannot be affected by Mental "m" spells and effects. These creatures wield no spells, but their combative skills and strength make impressive substitutes. With a weapon, they have the normal size advantages, along with a Cold critical of equal severity to any normally delivered. Their massive claw attack yields a Cold critical in the same way, as well as draining 2 Constitution bonus (-10 Physical RR applicable). Their massive bite drains 2 Constitution bonus (-10 Physical RR applicable) also, as well as leeching 20 Hits (-10 Physical RR) as large amounts of blood are sucked out of a victim. Because these Undead very often eat the rest of their victims once they are drained of blood, this vampirism is only propagated among other Trolls.

Vampire, unicorn:

Flesh Destruction [Own lvl] (Sorcerer Base, Hybrid)
Mind Destruction [Own lvl] (Sorcerer Base, Hybrid)
Soul Destruction [Own lvl] (Sorcerer Base, Hybrid)
Darkness [Own lvl] (Evil Essence)
Foul Transformations [Own lvl] (Evil Essence)
Curses [Own lvl] (Evil Channeling)
Disease [Own lvl] (Evil Channeling)
Lofty Bridge [Own lvl] (Closed Essence)
Shield Mastery [Own lvl] (Closed Essence)
Spell Reins [Own lvl] (Closed Essence)
Spirit Mastery [Own lvl] (Closed Essence)
Elemental Shields [Own lvl] (Open Essence)

It is very difficult to tell the difference between a living Unicorn and one that is afflicted with Vampirism; however, under close scrutiny, the singular horns of these creatures can be seen to emanate a distinct chill into the air, causing condensing vapor to be given off under the right conditions. A foul perversion of what was once good and fair in the world, Vampiric Unicorns are the legacy of particularly evil Vampires. Once the guardian of all that was pure in the woods, these Undead have now become a menace of deathly power, feared by all within the sylvan realms. The horn of one of these creatures is rumored to be a Power Point Multiplier of considerable potency for evil users of magic, but this has never been proven. Living in the heart of woods of evil reputation, the Vampiric Unicorn is often the major evil influence in the forest. They lair in rocky caves during the day, but as the sun falls below the horizon they stir from their deathly sleep. As full darkness penetrates the forest, they wander forth, terrors of the night for all forest dwellers. These beings are Class IV Undead. These Undead have all the resistances of a standard Vampire: they are only harmed by magical or silver-forged weapons, puncture criticals from

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wooden weapons, water and electricity elemental spells and sunlight (from which they suffer an "E" Heat critical for every round of direct exposure). They cannot be influenced with Mental type "m" spells. The singular horn and indeed every attack of these Undead will deliver an additional Cold critical, with a maximum severity of C, along with any critical normally delivered, while their bite will drain 15 hits if the victim fails a -10 RR versus Physical, as well as 1 Constitution bonus (-10 Physical RR applicable). They are prolific spell users. Finally, they can change into a patch of vapor or a leathery winged bat.

Vampire, werewolf:

In human form, a Vampiric Werewolf appears much as a Lesser Vampire would. In were-form, it will appear as a hideous wolfman with long claws and the towering wings of a bat (15' wingspan). Their breath reeks of the grave and their eyes promise swift death. Perhaps the most cursed individuals to ever walk the face of the world, these poor souls become infected with both lycanthropy and vampirism within the span of their existence. They would have had to contract the lycanthropy first—Vampires due to their Undead status cannot be infected with disease. Many of these beings attempt to continue to live a facade, pretending to be fully human as they did when they were afflicted with just the lycanthropy. It becomes a much more difficult proposition, however, when one can only show one's face in the twilight hours. These Undead are consummate hunters of the living, being wholly suited by both extremes of their divergent natures to seek out prey at all costs. During the full moon, these creatures are filled with an excess of rage and hunger, and during their hunt will throw caution to the wind, attacking anything living which moves. The raging savagery may in fact top the blood-lust of any other Vampiric creature. These Undead have all the resistances of a standard Vampire: they are only harmed by magical or silver-forged weapons, puncture criticals from wooden weapons, water and electricity elemental spells, and sunlight (from which they suffer an "E" Heat critical for every round of direct exposure) and they are immune to Mental Type "m" spells. The very touch of these creatures will drain 1 Constitution bonus (-10 Physical RR applicable) from the living, as well as delivering an additional Cold critical with any other critical normally delivered. Their bites, in addition to draining Constitution, will drain 30 hits, more blood than a Greater Vampire. Also, their bite has a 10% chance of inflicting lycanthropy in victims who are not killed outright. Increasing their effectiveness in conflict, they are also able to take the shape of a wolf or of mist. They have complete control over all changes, regardless of the phase of the moon or the current situation.

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15. Appendix

List of creatures alphabetically.

Glossery of terms, each with all page references

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16. Creating Creatures

Making a new creature that fits in the same mold as the ones established in *Creature Law* is a very easy process. Every creature is a combination of five factors, each of which will be discussed below in detail. The factors provide many iterations already, but each can be further customized to fit the GM's personal vision.

16.1. The basics

Level

The level is the most important factor for any creature. It defines its amount of training, or Development Points, which is the currency to pay for special abilities, talents and skills and spells. The more its level approaches that of the players' characters, the more equal it will be in scope and power, able to use the same spells and attain the same skill levels.

There are various ways of designing encounters, all producing a balanced challenge. *Rolemaster* is already deadly enough, and it is a good thing to avoid encounters of the Total Party Kill kind.

Low level creatures have fewer talents and fewer skills and lower skill totals. High level creatures have lots of talents and skills, too much actually to use them all, and will have plenty of resources available if things go wrong. The GM must go about evaluating which level a creature should get with care, avoiding large gaps between the levels of the creature and the PCs. Lower level creatures must make up for that in numbers.

Level directly controls the power of a creature's spells, the power of its talents, and the ranges for its talents and powers.

Archetype

The second factor is the creature's archetype. This is its way of life, its profession, or its modus operandi. It determines effectively all the numerical scores, together with its level. It is a key for the amounts of DP distributed to certain areas and how much DP is left to buy extra skills and talents. The archetype sets creatures apart within groups, by how they devoted their training. The archetype will dictate the role of the individual in the group. Sometimes an archetype is clear, such as the offensive archetype for a Tyrannosaur Rex, sometimes the GM must make a balanced decision, for how he wants to use the creature, such as giving a Shadow demon the discipline archetype, instead of Stealth.

Category

All the creatures are divided in categories. It is not said that these are all the categories that exist, because maybe a clever GM might come up with his own categories. The category is a class indicating the basic type of the creature. It gives a direction for the talents it will need to develop and also spends some of the bonus DP already for the creature; determining its starting talents and flaws. Mostly these talents and flaws will start at a low tier, if not simply on one. A category is spending DP pooled from all the pre-level points, which would be 50 race +50 culture, or 100 DP.

Type

The type indicates how a creature is classified within its category. It largely determines its appearance and more closely defines its talents and flaws. It usually pools together creatures based on a certain trait, such

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as corporeality for undead, or the necromantic creation process involved, or giants and insectoids among races.

Variety

The finest classification is the creature's variety. These determine the specific abilities and talents. Sometimes they add completely new talents, such as the difference between an Undead Corporeal Zombie and an Undead Corporeal Rotting corpse, where the rotting corpse deals a specific disease to propagate its kind, but still both have great strength, terrible social skills and regenerate their rotting hulks, albeit that the Rotting corpse regenerates 60 times faster.
Varieties may also exist as more powerful iterations of the base creature. So they possess the same talents, except the more powerful variety has higher tiers in the talents.

16.2. Building a creature

Using the factors from the previous section all the creatures in Creature Law have been made. The GM must either use balance, or his campaign as a template for designing his creatures. Varying the level to make a challenge adequate is a basic idea, but looking at the factors, each contributes a whole lot in this respect. Of course if a GM needs to fill a necropolis he is kind of stuck using the undead category, although he might throw in an occasional artificial being, or even come up with a shape changer that mimics undead types. The possibilities are limitless, especially being given the creation tools. Determining the type and variety within the category is also important, fleshing out the talents of the creature. Factors should be complementary to each other, so a creature with shadow hiding abilities might benefit greatly from the stealth archetype, but a large predatory creature, such as komodo dragon, might not and be better off with the offensive archetype.

Step by step guide

1. Designing the creature
2. Setting the factors
3. Creature category, type and variety
4. Archetype
5. Stat scores
6. Skill scores
7. Talents
8. Spells
9. Individualization

Designing the creature.

To start making a new creature, one needs to visualize it in as much detail as is possible. One can design towards a specific goal, or start off with a simple idea, or image and go from there. Whether a creature is going to be the major obstacle to their goal, or just some background NPC, is going to make a big difference in how much detail and quality is needed to describe the creature.
Working towards a specific goal, it is best that the GM designs the creature around the power and abilities of his PCs.

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Setting the factors

Knowing the various factors and playing around with them will define the creature. They are the sliders that determine the power and usefulness of the creature. Is it a simple market stall NPC, or will it be the critical last boss fight before ending the campaign? Where did the creature grow up, who, or what, were its parents? Was it magically created or simply evolved? How many are in existence and do they group together? Is it a loner that will be confronting the party and still have a fighting chance?
The GM is the final authority on this and *Creature Law* will provide only the handholds and the basis, but the creative work cannot be delegated.

Archetype table

The Archetype section in the main book gives a page on each archetype and this is for ease of reference. The archetypes score tables occupy most of that page and rightly so. The heart and soul of *Creature Law* is right there. Each archetype table contains the scores for each archetype, as they would be developed by the PC profession, that is the basis for the archetype. Also given are the average stats as developed by such a profession. The archetype trying to keep up with characters developed by players, to provide the best challenge in all situations.
Archetypes work in the following way: for each level it states the important scores that would be needed to play the archetype. Every archetype develops its own skills, as is important for them. Some specialize in offense, some in running away unharmed, some in remaining unseen and escape predation that way. The skill values in the tables are bare; they are just the outcome of how well developed they are. They incorporate professional affinity, but don't incorporate any stat and item bonuses and might need some individual tweaking before a GM can use them. They are the average values that the average creature of that archetype would try to attain. Using any remaining left over DP, the GM may throw in any skill he thinks is valid.
As an aside: the archetype table gives the scores that a common man, made following the Average Power Level rules, would amount to. The GM can easily use the archetype tables to figure NPC's on the fly.

Stat scores

Each archetype is listed with the various condensed stats used in *Creature Law*. The first thing that should be noted here is that these are based on the Average Power level. Meaning they have been calculated using the Average stat point buy method, and that they do not include any extra modifiers, such as racial stats and extra modifiers due to GM favor, luck, or otherwise. Second thing the GM should remember is that the 3 stats for realms should be examined, for each creature and the highest score there should be exchanged with the stat that supports the Realm of the creature. Mostly the stats there are assigned to be to the benefit of the archetype, such as a stealth archetype needing Intuition stat for its observation skills and discipline archetype needing Presence stat for its discipline skills.
Add to the basic stats the modifiers for the creature's category, type and variety and any variance bonuses and these form the basis of the new creature.

Example: The semi spell user archetype has the following listed stat bonuses for its Realm stats: EM: +3, IN: +1, PR: +1. This is fine for a Dabbler and Bard, but bad for a paladin or magent. For a paladin, exchange the +3 in Em for the +1 in IN.

Skill scores

The resulting scores should be noted. First tally the stat bonuses, as these would apply to the developed skill totals. Confer to Character Law to find the applicable stats to the skills. Combat training, Body

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development and power development in the Archetype tables are calculated without the relevant stats, so GMs can calculate any changes they would like to make.
Treasure that the creature carries is not a big loot big full of presents of the player characters, but the personal belongings of the creature, which he would use to the fullest. Apply any bonus items to the relevant skills.

Talents

The various talents are derived from the category, type and variety for the creature. Each gives the talents the creature needs; to be classified in that category. The creature variety also gives the specific tiers that it needs to be in that specific variety. So a minor vampire needs less tiers than a major vampire. This is mainly due to the major vampire being a higher level and has more DP to spend. The extra tiers are bought as the creature is leveled up, with the left over DP from the archetype table.

Spells

The archetype tables have a heading for spells and power points (PP). For spell using archetypes, these represent the normal amount of spells a spell user would take. Semi spell users typically develop only their base lists, and sometimes swap them out for open, or closed lists. Take care to swap spells from the base lists for spells from the open lists one for one, but closed lists typically require double the investment, so they swap 2 spells for one closed spell. This is true for spell users and hybrid spell users, as well, except they typically develop more lists.
For non-spell users the spells that are listed are not staple spells. They are miscellaneous. When taken, they invariably take away from other core skills, or can be paid for by left over DP. Most non-spell users will do fine without spells, but in some cases having a few spells, or get a few extra PP to cast some extra innate spells could be just what the creature needs to be effective.

Individualizing

Each creature is an individual. Same as with the normal populace, they have dreams, desires, hobbies, and things they dislike. Every creature could be different, but it is unnecessary. It is, however, desirable to have a few creatures, among the crowd, who stand out. Those should be fleshed out more completely.
One way of doing that is have them buy more tiers in a defining talent. This way the creature is already special. Maybe a leader type or a god appointed guardian.
Also creatures could be given talents from *Character Law*. These supplement skills mostly and also flesh out a creature in some areas that you want it to shine.
Creatures of a certain category, type, and variety might be given a deviant archetype from the rest of the pack. Such creatures then could be used as priests, or other special castes in their society. This change is one of the most rigorous changes for a creature, often weakening the strengths of a creature, but playing on its benefit to the group, or the surprise factor.
Lastly the creature could be decked out with additional skills, besides those given. *Rolemaster* is all about freedom of choice and this applies to creatures just the same. A magician with combat expertise: multi attack, or a fighter with spells that augment his offensive capabilities are going to spice up your game.

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17. Modifying existing creatures

The easiest way of creating your own creatures is by taking what is there and then changing it to suit your tastes and needs. Every decision has consequences and results in a shift of balance. Extra talents can be bought using left over DP, but what if the GM wants to swap talents out for other talents, or change the level, or reduce some talents and replace them with others of his choice?
There is no reason why a GM should be limited to what is written here, and you are encouraged to come up with other talents. The more the players are surprised by your creativity, the better they will like your game. However these lists are pretty exhaustive and provide a more than solid basis for creating your own creatures.

17.1. Changes

Creatures and NPCs fill all kind of roles. They are the meat on the bones of any setting. They populate the world and can do anything from support the player characters; to obstruct them. Some might confront player characters with questions that have to be answered correctly, some might be spying on movements of the players' characters, others simply want the characters' gear and attack them for it. In order to be an obstacle, the creature needs to present an air of dominance in some way. Either in their demeanor or their statistics. Modifying creature abilities is the tool for the last option.
Trying to recreate an average member of a race of monsters is done by the previous chapters on the available creatures, but Creature Law purports much more. Every encounter could be spiced up by creatures using individual powers, surprising the players at every turn. There are plenty of ways to make your monsters more powerful, but balance should be observed. Some of the standard ways to individualize a monster are varying level and perhaps the archetype. Just modifying these basic variables changes the whole creature.

Level

To change the level of a typical creature is an easy mathematical operation. Look up the old level and the new level and register any changes in the skills and stats. Then apply any changes by simply adding or subtracting the changes from the original scores. For stats apply the changes on the correct skills, such as OB, DB and PP. Alternatively one may subtract the current level from the creature's scores to attain the base static scores and apply the new level in full. This method is useful for the next operation as well.
Raising or lowering level has other implications as well; such as lowering the amount of available DP and thus reducing the creature's talents and tiers.

Archetype

Changing the archetype is a little harder to do. One may look up the creature's current archetype and level and subtract the scores from the creature as presented. This reduces it to its base static scores from talents and such. Do not apply the -25 penalty to any of the scores, unless you want them stay undeveloped. Then look up the chosen archetype and level and apply those scores to the base scores. This fills in the new creature. Choose any spells and skills and calculate the totals.
Changing the archetype changes the dynamics of the creature, but it will be worth it in the end. Available DP's are changed as well, and although most DP operations might be folded in the development process that has been left out for simplicity's sake, if the Archetype and level are changed too drastically, the GM must reduce the talent tiers accordingly.

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Stats

Stats work like a level effect slider. According to *Character Law* the way of generating stats gives the characters the base for their skill values. Varying a point in the given stats will modify the dependant skills by 1,2 or sometimes 3. Lowering or raising the stats should not be done too lightly. Also it costs DP, using the talent: Increase/ Decrease Stat. This does not apply to stat modification due to power level.
Extraordinary stats will certainly lift a creature from the nameless crowds, so it is only balanced that DP need to be paid.

Background Talents and Flaws

Much like player characters, monsters could have access to background talents and flaws. Possibly resulting in unique and strange combinations for abilities, skills and powers. Make sure that the background is compensated by spending the appropriate amount of DP. When assigning these talents and flaws, try to fit them o the overall theme of the creature, so they benefit, or really hamper the creature. Make sure the talents are balanced by flaws if you don't want to increase the general threat level of the creature. If you don't want to assign them by hand, assign them randomly. As a basic handhold, don't give creatures that are already powerful, too many extra benefits, because too many abilities will not come in to play anyway.

Improved Standard Abilities

Some of the standard talents come in less, more powerful varieties as well. If a creature variety has poison fangs, why not allow the boss variety to have a poison spittle ability. Varying in that area can make for excellent opponents. It is not possible in every case and sometimes the next up ability is too powerful for your campaign, but it is a very good way of keeping your players on their toes.

Swapping Standard Abilities

Sometimes not all creatures conform to the average Joe creature. Some just don't have this ability, or that stat raise, but their family simply got other genetic boons. Swapping abilities for others, similarly powerful, is going to spice up any game. People expect certain things, read the books, or are influenced by what they saw on TV. Varying your creature load out in this manner will get their attention real quick. Diseased snake bites, poison dragons or flying horses actually are the stuff of legends and stories, making a new myth inside your campaign world.

Modification guidelines

Redesigning a creature might also entail adding talents that the GM needs for his campaign. The creature may be fitted with any other talents and flaws he sees fit. The left over DP after the creature paid for the other talents is the only limit on the imagination. Keep in mind that too many talents cannot all come in to play, which would waste the DP. Be creative when designing the creature. There are 2 ways of going about this: to surprise your players and have some exciting story elements, or when you want a really dangerous, specifically designed adversary to make things exciting.
To surprise your players, the only thing the GM needs to do is to create something original and fun. Use the left over DP as a guide to keep your imagination in check. Do not take it too far.
To challenge your players the GM may sometimes design a creature that has specific defenses against favorite tactics of his players. These can be much fun as they will require the players to think outside of the box, instead of spamming their standard attacks. Of course exercising caution and not make creatures that are completely immune to everything the players can throw at it, but use the left over DP to curb any desires in that direction.

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Magic items

A good way to increase the challenging threat of a monster is by allowing it to use items better than normal. This is a dual edged way of doing that, because after the players capture the item, they are also going to implement the item and improve their successes, or their coffers. Best to incorporate items that will provide a bonus to the monster, but not the PCs, such as "orcish gear", or a bonus item, of a lower quality than items of the PCs. However, be sure to include the item in the scores of the monster if it has it as its treasure. In fact, creatures should only carry treasure they have a use for, unless it is waste lying around their den.

Armor type

Every creature is rated for Armor Type. Every creature needs something to protect it from the outside forces and influences. Some creatures' outside covering has no defensive value, defaulting to skin armor type AT 1. Other creatures are more armored, possessing scales, blubber layers, or other means of armoring. Based on the visual appearance and how much armoring the creature needs, as the per GM discretion, modifying the AT will be a DP operation, but might yield satisfactory results. A Human with a scaly skin is certainly going to provoke some reaction, or a dog sporting a turtle-like leathery shell. Do not automatically default to Plate armoring as that would be too protective in most cases, and reserve that armor type for iron golems and ancient dragons. Care has been taken to include every armor type found in the natural world, incorporating some fantasy types as well, and rates them to the armoring system of *A&CL*. This should make it easy assigning a custom armor type.

Attacks

It is up to the individual GM to choose how his monster is kitted out. The more abilities, the more powerful it becomes is a logical general rule, but there is also a saturation point, where a creature has too many abilities to use them, or most of them to its advantage. Beware of reaching this point overqualifying the creature, rating it too high in DP and present too little danger, or making it so powerful that the player characters have no chance against it.

Natural attacks: Many creatures should have a means of defending themselves. Body weaponry can be added easily and adds to the visuals of the creature. Horns, dragging claws, or a slavering maw filled with dagger-like teeth are great signals of danger. These are assigned as talents, coming in the form of an attack table and a size modifier for that attack. Use either the primary, or the secondary OB listing for filling out the attack. Most natural attacks use ST/ST/AG as their Stat modifiers.
Weapon attacks: Natural attacks are fine, but a creature using weapons, armor and spells means even more disaster for average player characters, signifying they are up against more intelligent foes wielding a variety of exotic weapons. Weapons carried by the creature, if developed, might be used with great efficiency. Use one of the OB's listed, Add ST/ST/AG for melee and thrown varieties and AG/AG/ST for missile weapons.
Spell attacks: Spells come in several packages. One the most powerful ways of introducing spells is by using one of the spell user archetypes for the creature and assigning it base lists, such as the magician, cleric, sorceror, mentalist, paladin, or magent lists. But even a stealth or discipline archetype might do some damage using Brilliance, or Light ways. Most spell attacks do not get a special bonus. Elemental attacks use the Primary OB for the creature, Adding triple AG.
Aura attacks: Aura's tend to attack anyone in the vicinity, unless they are immune to the effects.

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Defenses

Considering the defenses your creature needs is an essential part of designing a creature. Some defenses might be tailor-made for going against the party of your players, other defenses might be there to see if your players can outsmart them.
DB is the easiest way of increasing defense, but also consider immunities, resistances and critical reductions. These might stem from any and all sources, but be sure to have some sort of reason for that defense to be on that creature. Tiny creatures will not have the same critical defenses as Huge creature. Also consider building in one or two weak spots, so strong monster can then suddenly be defeated more easily by cleverness, or perhaps luck.
Tailor-made defenses are there to exploit the fact you know what works against the player characters' offensive abilities. Tailor made defenses increase the threat of a monster considerably. Be sure not to make the monster invulnerable, or you will lose the party in a .
Defensive bonus comes from 4 sources: QU tripled, the talents Adrenal Defense, Body: material, an armor bonus to DB, magical item bonus to DB, a shield and shield skill bonus and perhaps a flight bonus, if the creature is in flight.

Movement

Most creatures need some mode of transport. Locomotion, or flight, or something arcane, it doesn't matter, but it should fit the monster theme. Truly odd, or spectacular modes may increase the fun of the monster. That dragon that cannot fly but tunnels faster than a mole rat will certainly be memorable.

Senses

Spectacular senses add to the fun and overall challenge of a creature. Adding such senses as insect eyes, night vision, bear nose and other senses will make normal party tactics impractical, or useless. Mostly each of the senses would leave a visible sign that the creature possesses it, but not all. Such senses could grant less obvious boons as well, such as the ability to smell magic, or see a fourth color and see through invisibility.

Combining Creature Categories, Types and Varieties

One of the most entertaining ways to make any creature more interesting is to merge it with another creature. Zombifying an animal, or making a demonic squirrel is probably a lot of fun to do. By adding another creature type, or variety package, a new creature is born. The problem with adding talent packages is adding too many abilities at once. There are a few guidelines that can followed to do this in a balanced way.

Average the stats

The stats on both creatures still apply and the most elegant solution, when combining 2 creatures, it to average the stats bonuses. This might gives some strange results, but mostly makes sense. That way the influences of both creatures can be felt.

Assign an appropriate level and archetype

The new creature is not starting at the bottom rung, when it is bitten by a werewolf, or contracts vampirism. When zombified it might lose a few levels, but even zombies are not starting over from scratch. Either look up the new level and archetype on the creature’s stat block, or assign a new level and archetype on the basis of the transformation, or the creature may retain its level and archetype, because its mind stays unaltered.

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Adjudicate which talents it retains

The talents of both category, type and varieties should be examined closely. Because of the DP costs for each, the creature cannot keep both sets. The best way is to put all the talents next to each other and see which are needed, and which are not. When zombifying a horse the talents of a horse that might change are its mode of locomotion; from normal quadrupedal movement to awkward movement. It would lose its sense of smell and taste, but gain life sense. As a horse it had hoove attacks, but zombies simply try to grab a victim and bite them, so the horse retains its bite, but loses its hoove attacks.

Recalculate DP

To finish the creature, recalculate its DP, based on its level and archetype. Keep in mind that lower level creatures may not be able to pay for higher tiers in talents, so just lower the tiers. Use the talent DP for buying anything you see fit.

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18. Encounters

Meeting up with any friend, adversary or neutral being in game is called an encounter. Encounters drive the action and could be beneficial or dangerous or anything in between. While beneficial and neutral encounters could have any set up the GM deems appropriate, it is probably a good idea to balance encounters with adversaries to avoid making encounters too easy or too hard for the Player Characters.

18.1. Balance

Balancing encounters has always been a tricky business. Too many easy encounters makes the players either feel too strong or the world too weak. In both cases the players start making mistakes which could lead to the death of party memebers or loved ones. Encounters that are systematically too hard leads to frustration and overcaution. Players that are frustrated do not enjoy themselves and those that take the route of overcaution will slow down the game with preparation and deliberation, also not having fun.
Both cases might be a deliberate choice of the GM, because boss fights should be hard and lowly minion fights should not be too hard.
The first thing that dictates the easiness or hardness of an encounter is the Power Level (PL) of the encounter, relative to the PL of the campaign. A lower PL of the encounter will lead to lower scores of the foes and thus make it easier for the players. The reverse is also true: setting a higher PL will lead to harder encounters. Mix and match PLs in a single encounter to make boss creatures or runts.
Example: The GM is introducing a new group of adversaries in the campaign. He starts off with a violent encounter between a group of bandits and the Player Character party. He needs the bandits to get a sound beating. Since the Players made their characters using the Heroic PL, he sets the PL of the encounter to Average. This leads the bandits, although they have similar levels to the PCs to get lower stats penalizing Qu, Ag and St to give the bandits -6 DB, -12 OB relative to the PCs and restricting their access to talents worth higher DP.

Also it is best that the GM keeps track of Player Character total levels. An average encounter of a total number equal to that of the party with average levels near those of the party will lead to having a fair encounter. Increasing the number of combatants in the encounter will make it harder and decreasing their number, or lowering their level will make it easier.
Example: The GM wants a serious boss fight against the crime lord of the region. He sets the PL at Heroic and figures his players total levels at: 4 times 9th with a 6th lvl companion and an 8th lvl NPC for a total of 50. The crime lord is 15th lvl, his 3 body guards each 7th and they are surrounded by 3rd and 4th lvl thugs, 3 of each, for a total of 57. This is going to be a slightly tough fight.

18.2. Circumstances

The setting of the encounter is going to play a role in how hard it is. Imagine attacking a gatehouse filled with the ghosts of soldiers. They will use the defensive features to their advantage. Also when a fire demon is encountered in the magma chamber of a volcanoe, it is going to be completely immune to any effects of the flame, while the Players probably have to dodge magma gouts and flying lava bombs, not to mention keeping off the lava. Conditions also might be favorable. Summoning that same fire demon on a glacier will incur automatic damage to the demon. Another is encountering a group of raving madmen in a meadow while the whole party is mounted is pretty favorable.
There are several ways of using terrain to steer the encounter.

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Accessibility

Putting archers on a ledge or axemen next to a moat is a good idea. Disrupting a path of advance is going to work in PCs disadvantage as they cannot pick off the main targets. Leaders should be surrounded with guards, doorways should be blocked in such a way to allow only one PC to attack more enemies. Of course, this same doorway could be the choke point for the PCs next attack. Or Longdooring a strong melee fighter on the archers' ledge will turn the battle around easily as the archers are left to fend for themselves, without help from their melee fighters.
Difficult terrain and slopes and cover can all be used to try and influence a fight. Also a way of getting around the adversary to come at them at two fronts is a good tactic.

Dangerous terrain

Terrain that is harmful can be used to restrict access, but also as a trap to hurt the PCs. Unstable ground, loose snow and lava pits all have their uses. They can also be used to hurt the enemy by luring or throwing them on the dangerous terrain.

Ambush

This circumstance happens when the PCs are unsuspecting or when they fail to notice an imminent attack. This circumstance is very debilitating and PCs should strife to avoid such situations but try to create this situation for themselves. An ambush allows the ambusher free attacks and to execute their attack plan to the fullest. Getting caught in an ambush might be a great challenge to escape doom and turn it around.

18.3. Misadjudication

GMs are only people and when an encounter seems to be too harsh, the GM might have a back up plan. Help could be arriving, or instead of being slaughtered the PCs are offered quarter. When the encounter seems too light; reinforcements show up or the villain senses the failure early and attempts to escape. A lot of GM tricks are available and usable at the last moment.

18.4. Encounter tables

Power level

Biomes

Civilization

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19. Listing

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Abraxas	4D	Slith.Belly: 21	1	B(6)	VI - -	76 (124)	46	AT 3(N)	11 (0)	57B(6)gr>> ;57M(5)be ;45B(6)we ;57B(6)all2WF	10	-4	-2	21	-4	Solo (1d2)	X S J A - -

Category	Monster	**Height**	90”	**Leftover DP**	75
Type	Land	**Length**	12”	**Outlook**	Hostile
Archetype	Offensive	**Weight**	430Lbs.	**Treasure**	0

Ag	3	Co	1	Em	-4	In	0	Me	-1	Pr	-2	Qu	1	Re	-1	SD	-4	St	3

Attack: Attacks sequence (10 DP) Accurate attacks I [Beak, 5] (15 DP) Weak natural attack I [Beak, -1 Size] (-5 DP)
Defense:
Form: Third eyelid (10 DP) Elongated appendage II [Leg, 10'] (10 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP)
Senses: Smell: snake (15 DP) Taste: snake palette (15 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP) Vision: nightvision (10 DP)
Movement: Slith.Belly: 21 Climb.Grip: 0 Slith.Tail (water): 0
Skills: Perc.: 19 Run.: 31 Climb.: 31 Hiding: 23 Stalking: 23 Multi. Att.: 24
Spells: Cha 0 **PP:** 1
Racial:

Stats	Ag	2	Co	0	Em	-4	Em	-4	In	0	Pr	-2	Qu	1	Re	-1	SD	-4	St	2
Base Hits		30	**Base RR**		Ch	0	**Ess**		0		**Me**	0		**Ph**	20	**Fe**	0			
Base Endurance		0	**Healing rate**		x2		**Stride**		5		**AT**	Armor, small scales (AT 3)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Absorber (II)	6A	Walk.Bi.: 22	3	M(5)	V I -	107 (175)	102	AT 2(N)	21 (0)	68M(5)un[Acid] ;82M(5)gr[Acid]	9	-3	-2	16	2	Platoon(4d10)	E U L - - -

Category	Extra planar	**Height**	60”	**Leftover DP**	57
Type	Visitor	**Length**	13”	**Outlook**	Hostile
Archetype	Offensive	**Weight**	127Lbs.	**Treasure**	0

Ag	4	Co	6	Em	-3	In	-1	Me	-1	Pr	-2	Qu	3	Re	-1	SD	2	St	5

Attack: Acid attack V [Attack, Acid, E] (30 DP) Special acid, flesh absorbtion I (20 DP)

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Defense: Abomination (-20 DP) Acid coating III [Metal, -10] (15 DP) Proof, weapon, except crystalline (20 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Breathing, no (20 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar II [II] (-2 DP) Body condition, fleeting soul (-20 DP) Can't speak (-10 DP) Diet, omnivore, true (15 DP) Unsleeping (20 DP) Reproduction: copy self [0,5, 2] (50 DP) Item, no item (-15 DP)
Senses: Vision: demon vision [50'] (55 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 22
Skills: Perc.: 36 Run.: 51 Track.: 15
Spells: Cha 0 **PP:** 4
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-3	**Em**	-3	**In**	-2	**Pr**	-2	**Qu**	2	**Re**	-2	**SD**	1	**St**	3
Base Hits		25	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	10	**Fe**	0							
Base Endurance		20	**Healing rate**	x1		**Stride**	5	**AT**	Armor, thick skin (AT 2)											

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Acarva (III)	9C	Walk.Quad.: 20	3	B(6)	VI I -	127 (219)	102	AT 2(N)	27 (0)	109B(6)cl ;109L(7)bi ;109B(6)gr	20	6	6	15	0	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	78”	**Leftover DP**	81
Type	Demon	**Length**	11”	**Outlook**	Cruel
Archetype	Offensive	**Weight**	280Lbs.	**Treasure**	0

Ag	5	**Co**	5	**Em**	-4	**In**	0	**Me**	1	**Pr**	-4	**Qu**	3	**Re**	1	**SD**	0	**St**	6

Attack: Gaping maw I [-3 Size] (25 DP) Enhanced natural attack I [Bite, +1 Size] (10 DP) Life drain, hunger II [Drain Co, 2, -10] (10 DP)
Defense: Abomination (-20 DP) Proof, critical, critical reduction I [I] (10 DP) Proof, elemental I [Water, -1Size] (15 DP) Proof, elemental I [Wind, -1Size] (15 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Amphibious [23 hrs] (10 DP) Air and water breathing (20 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar III [III] (-3 DP) Body condition, fleeting soul (-20 DP) Disturbing voice II [-20] (-20 DP) Diet, carnivore (-5 DP) Diet, alacritovore [Life energy] (-10 DP) Unsleeping (20 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP)
Senses: Vision: demon vision [50'] (55 DP) Smell: shark (25 DP)
Movement: Walk.Quad.: 20 Awk.move.III: 0 Swim.Web: 0
Skills: Perc.: 55 Swim.: 70 Amb. Melee: 30
Spells: Cha 0 **PP:** 5
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	-4	**Em**	-4	**In**	-1	**Pr**	-4	**Qu**	2	**Re**	0	**SD**	-1	**St**	3
Base Hits		25	**Base RR**	Ch	10	**Ess**	10	**Me**	10	**Ph**	10	**Fe**	0							
Base Endurance		0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, thick skin (AT 2)											

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Acid Demon (II)	5C	Walk.Bi.: 17	2	M(5)	V - -	85 (145)	65	AT 2(N)	16 (0)	64M(5)un[Acid] ;21M(5)un[Acid]2WF	11	-1	-2	13	-1	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	66”	**Leftover DP**	120
Type	Demon	**Length**	12”	**Outlook**	Hostile
Archetype	Offensive	**Weight**	170Lbs.	**Treasure**	0

Ag	2	Co	3	Em	-1	In	1	Me	1	Pr	-2	Qu	2	Re	1	SD	-1	St	1

Attack: Acid attack V [Attack, Acid, E] (30 DP)
Defense: Abomination (-20 DP) Acid coating V [Precious metal, -20] (25 DP) Proof, weapon, all (50 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar II [II] (-2 DP) Body condition, fleeting soul (-20 DP) Disturbing voice II [-20] (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Ambidextrous (10 DP)
Senses: Vision: demon vision [50'] (55 DP)
Movement: Walk.Bi.: 17 Awk.move.I: 0
Skills: Perc.: 31 Run.: 36 Multi. Att.: 15
Spells: Cha 0 **PP:** 5
Racial:

Stats	Ag	1	Co	2	Em	-1	Em	-1	In	0	Pr	-2	Qu	1	Re	0	SD	-2	St	0
Base Hits			20		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	10	**Fe**	0
Base Endurance			0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, light blubber (AT 2)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Ag-ak (II)	8` 01	Walk.Bi.: 23	-1	B(6)	VI I@#-	131 (215)	101	AT 7(N)	13 (0)	104B(6)gr ;104B(6)be ;88B(6)we	1	-10	-10	6	5	Team (1d10)	E U L - - -

Category	Extra planar	**Height**	66”	**Leftover DP**	249
Type	Pale V	**Length**	10”	**Outlook**	Protective
Archetype	Offensive	**Weight**	300Lbs.	**Treasure**	0

Ag	4	Co	6	Em	-10	In	-9	Me	-9	Pr	-10	Qu	-1	Re	-9	SD	5	St	8

Attack: Weaponized appendage [Attack] (5 DP) Fighting brick I [+1 pace] (-10 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP) Regeneration, no (-20 DP) Proof, critical, no slash (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, elemental I [Fire, Ice] (15 DP) Elemental immunity [Wind] (20 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP)

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Form: Body: steel [10, 30] (30 DP) Neutral odor (10 DP) Body condition: Intricate parts [-3, 0,5] (-15 DP) Extra joints [Leg, 20] (20 DP) Breathing, no (20 DP) Lifeless (5 DP) Induce breakage III [-30] (16 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP) Type, extra planar II [II] (-2 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 23
Skills: Perc.: 35 Run.: 58 Multi. Att.: 48 Restr. Quar.: 20
Spells: Cha 0 **PP:** -12
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-10	**Em**	-10	**In**	-10	**Pr**	-10	**Qu**	-2	**Re**	-10	**SD**	4	**St**	6
Base Hits		30		**Base RR**	Ch	0	**Ess**	0		**Me**	0		**Ph**	0	**Fe**	0				
Base Endurance		0		**Healing rate**	x1		**Stride**	5		**AT**	Armor, iron-like scales (AT 7)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Air drake, mature	15G	Walk.Quad.: 41	6	H(8)	VIII - -	116 (200)	91	AT 7(N)	58 (0)	120H(8)bi ;120H(8)cl ;94H(8)ra ;120H(8)ho ;29H(8)alln ;29H(8)alln ;29H(8)alln ;29H(8)alln ;29H(8)alln ;29H(8)alln	10	22	10	12	3	Solo (1d2)	L E U - - -

Category	Fell creature	**Height**	99”	**Leftover DP**	54
Type	Lesser drake	**Length**	240”	**Outlook**	Hungry
Archetype	Stealth	**Weight**	8225Lbs.	**Treasure**	0

Ag	8	**Co**	2	**Em**	2	**In**	0	**Me**	0	**Pr**	0	**Qu**	6	**Re**	5	**SD**	3	**St**	3

Attack: Attacks sequence (10 DP) Swooping (25 DP) Wing buffeting [3'R/ lvl] (25 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Elemental immunity [Wind] (20 DP) Immune to disease, lesser (10 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial IV [Belly, AT 4] (-4 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP) Proof, elemental I [Earth, -1Size] (15 DP)
Form: Wings, membrane (10 DP) Elongated appendage II [Neck, 10'] (10 DP) Elongated appendage III [Tail, 15'] (15 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP) Mumbler I [-5] (-10 DP)
Senses: Sight: hawk (20 DP) Smell: rat (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 41 Wing.Fly.Norm.: 0
Skills: Perc.: 138 Run.: 143 Fly.: 143 Surv. Biome: 135 Multi. Att.: 130 Amb. Unarmed: 61
Spells: Ess 2 **PP:** 11
Racial:

Stats	**Ag**	3	**Co**	0	**Em**	0	**Em**	0	**In**	-2	**Pr**	-2	**Qu**	4	**Re**	0	**SD**	-2	**St**	1
Base Hits		25		**Base RR**	Ch	10	**Ess**	10		**Me**	10		**Ph**	10	**Fe**	0				

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Base Endurance	0	Healing rate	x2		Stride	0	AT	Armor, dragon scales, light (AT 7)

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Air drake, old	25G	Walk.Quad.: 49	7	G(9)	IX - -	145 (252)	120	AT 8(N)	71 (0)	161G(9)bi ;161G(9)cl ;139G(9)ra ;161G(9)ho ;49G(9)alln ;49G(9)alln ;49G(9)alln ;49G(9)alln ;49G(9)alln ;49G(9)alln	12	23	11	14	5	Solo (1d2)	L E U - - -

Category	Fell creature	Height	121”	Leftover DP	114
Type	Lesser drake	Length	300”	Outlook	Hungry
Archetype	Stealth	Weight	16000Lbs.	Treasure	0

Ag	14	Co	4	Em	3	In	2	Me	0	Pr	1	Qu	7	Re	9	SD	5	St	5

Attack: Attacks sequence (10 DP) Swooping (25 DP) Wing buffeting [3'R/ lvl] (25 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Elemental immunity [Wind] (20 DP) Immune to disease, lesser (10 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial III [Belly, AT 3] (-4 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP) Proof, elemental I [Earth, -1Size] (15 DP)
Form: Wings, membrane (10 DP) Elongated appendage II [Neck, 10'] (10 DP) Elongated appendage III [Tail, 15'] (15 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP) Mumbler I [-5] (-10 DP)
Senses: Sight: hawk (20 DP) Smell: rat (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 49 Wing.Fly.Norm.: 0
Skills: Perc.: 166 Run.: 173 Fly.: 173 Surv. Biome: 161 Multi. Att.: 150 Amb. Unarmed: 92
Spells: Ess 4 **PP:** 20
Racial:

Stats	Ag	3	Co	0	Em	0	Em	0	In	-2	Pr	-2	Qu	4	Re	0	SD	-2	St	1
Base Hits		25	Base RR		Ch		10	Ess		10			Me		10		Ph	10	Fe	0
Base Endurance		0	Healing rate		x2			Stride		0			AT		Armor, dragon scales, medium (AT 8)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Air drake, young	9F	Walk.Quad.: 26	5	B(6)	VI - -	87 (146)	62	AT 5(N)	33 (0)	82B(6)bi ;82B(6)cl ;64B(6)ra ;82B(6)ho ;11B(6)alln ;11B(6)alln ;11B(6)alln ;11B(6)alln ;11B(6)alln ;11B(6)alln	9	21	9	11	1	Solo (1d2)	L E U - - -

Category	Fell creature	Height	55”	Leftover DP	55
Type	Lesser drake	Length	120”	Outlook	Hungry

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Archetype	Stealth	**Weight**	1000Lbs.	**Treasure**	0

Ag	6	**Co**	1	**Em**	1	**In**	-1	**Me**	0	**Pr**	-1	**Qu**	5	**Re**	3	**SD**	1	**St**	2

Attack: Attacks sequence (10 DP) Swooping (25 DP) Wing buffeting [3'R/ lvl] (25 DP) Fighting brick I [+1 pace] (-10 DP)
Defense: Elemental immunity [Wind] (20 DP) Immune to disease, lesser (10 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial II [Belly, AT 2] (-5 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP) Proof, elemental I [Earth, -1Size] (15 DP)
Form: Wings, membrane (10 DP) Elongated appendage II [Neck, 10'] (10 DP) Elongated appendage III [Tail, 15'] (15 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP) Mumbler I [-5] (-10 DP)
Senses: Sight: hawk (20 DP) Smell: rat (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 26 Wing.Fly.Exc.: 0
Skills: Perc.: 95 Run.: 101 Fly.: 101 Surv. Biome: 94 Multi. Att.: 92 Amb. Unarmed: 36
Spells: Ess 1 **PP:** 8
Racial:

Stats	**Ag**	3	**Co**	0	**Em**	0	**Em**	0	**In**	-2	**Pr**	-2	**Qu**	4	**Re**	0	**SD**	-2	**St**	1
Base Hits		25	**Base RR**		Ch	10	**Ess**		10	**Me**		10	**Ph**	10	**Fe**	0				
Base Endurance		0	**Healing rate**		x2		**Stride**		0	**AT**		Armor, dragon scales, very light (AT 5)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Algalon (II)	5B	Swim.Bouy.: 13	3	L(7)	VII - -	81 (141)	61	AT 7(N)	19 (0)	67L(7)gr[Electricity]	9	-4	-4	16	-1	Solo (1d2)	E U L O - -

Category	Extra planar	**Height**	216”	**Leftover DP**	134
Type	Pale II	**Length**	96”	**Outlook**	Aggressive
Archetype	Offensive	**Weight**	3200Lbs.	**Treasure**	0

Ag	5	**Co**	1	**Em**	-4	**In**	-1	**Me**	-4	**Pr**	-4	**Qu**	3	**Re**	-4	**SD**	-1	**St**	1

Attack: Elemental internals III [Lightning, Attack, C] (20 DP) Poison sack, injection [Poison: Reduction, Stinger] (20 DP)
Defense: Abomination [Limbs] (-20 DP) Natural armor, partial III [Limbs, AT 3] (-4 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar II [II] (-2 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Can't speak (-10 DP)
Senses: Vision: demon vision [50'] (55 DP) Smell: shark (25 DP)
Movement: Swim.Bouy.: 13
Skills: Perc.: 24 Swim.: 37 Surv. Ocean: 21
Spells: Cha 0 **PP:** -1
Racial:

Stats	**Ag**	4	**Co**	0	**Em**	-4	**Em**	-4	**In**	-2	**Pr**	-4	**Qu**	2	**Re**	-5	**SD**	-2	**St**	0
Base Hits		20	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	15	**Fe**	0				

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Base Endurance	0	Healing rate	x1		Stride	0	AT	Armor, giant snail shell (AT 7)

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Allibat	5B	Walk.Quad.: 8	3	M(5)	V - -	87 (147)	62	AT 4(N)	29 (0)	51M(5)ra ;69B(6)bi	11	-5	-1	2	-2	Streak (1d6)	B J - - - -

Category	Animal	Height	6”	Leftover DP	135
Type	Aerial	Length	126”	Outlook	Hungry
Archetype	Offensive	Weight	250Lbs.	Treasure	0

Ag	3	Co	2	Em	-5	In	1	Me	-3	Pr	-1	Qu	3	Re	-4	SD	-2	St	3

Attack: Swooping (25 DP) Enhanced natural attack I [Bite, +1 Size] (10 DP)
Defense:
Form: Wings, membrane (10 DP) Third eyelid (10 DP) Amphibious [23 hrs] (10 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Group instinct (5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Hearing: Echolocation (30 DP) Smell: rat (10 DP) Nose: Uncanny tracking II [20] (20 DP)
Movement: Walk.Quad.: 8 Awk.move.I: 0 Wing.Fly.ungr.: 0 Swim.Web: 39
Skills: Perc.: 25 Fly.: 38 Surv. Biome: 24 Amb. Melee: 17 Track.: 45 Stalking: 17
Spells: Cha 0 **PP:** 4
Racial:

Stats	Ag	2	Co	1	Em	-5	Em	-5	In	0	Pr	-1	Qu	2	Re	-5	SD	-3	St	2
Base Hits		25			Base RR		Ch		0	Ess		0		Me		0		Ph	0	Fe	0
Base Endurance		0			Healing rate		x1			Stride		0		AT		Armor, large scales (AT 4)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Alligator/Crocodile, big	4C	Walk.Quad.: 10	2	B(6)	VI - -	60 (90)	30	AT 4(N)	14 (0)	43M(5)bi>> ;43M(5)gr	10	-5	-1	1	-2	Brood (3d4)	X P F S - -

Category	Animal	Height	12”	Leftover DP	127
Type	Reptile	Length	144”	Outlook	Aggressive
Archetype	Stealth	Weight	450Lbs.	Treasure	0

Ag	3	Co	1	Em	-5	In	0	Me	-4	Pr	-1	Qu	2	Re	-4	SD	-2	St	2

Attack: Attacks sequence (10 DP) Death roll [Slash] (20 DP) Strike reflex [20] (5 DP)

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Defense: Natural armor, partial II [Belly, AT 2] (-5 DP)
Form: Camouflage, pattern [Waters, 25] (10 DP) Protected senses and breathing (15 DP) Third eyelid (10 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,1, 100, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: rat (10 DP) Nose: Uncanny tracking II [20] (20 DP)
Movement: Walk.Quad.: 10 Awk.move.I: 0 Swim.Web: 0
Skills: Perc.: 42 Swim.: 54 Surv. Biome: 40 Hiding: 49 Stalking: 49
Spells: Cha 0 **PP:** 1
Racial:

Stats	**Ag**	2	**Co**	1	**Em**	-5	**Em**	-5	**In**	0	**Pr**	-1	**Qu**	2	**Re**	-5	**SD**	-3	**St**	2
Base Hits		30		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0	
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**	Armor, large scales (AT 4)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Alligator/Crocodile, large	6D	Walk.Quad.: 12	3	L(7)	VII - -	78 (123)	48	AT 4(N)	21 (0)	64L(7)bi>> ;64L(7)gr	11	-4	0	2	-1	Streak (1d6)	X P F S - -

Category	Animal	**Height**	18”	**Leftover DP**	112
Type	Reptile	**Length**	186”	**Outlook**	Aggressive
Archetype	Stealth	**Weight**	1550Lbs.	**Treasure**	0

Ag	4	**Co**	2	**Em**	-4	**In**	1	**Me**	-4	**Pr**	0	**Qu**	3	**Re**	-3	**SD**	-1	**St**	3

Attack: Attacks sequence (10 DP) Death roll [Slash] (20 DP) Strike reflex [20] (5 DP)
Defense: Natural armor, partial II [Belly, AT 2] (-5 DP)
Form: Camouflage, pattern [Waters, 25] (10 DP) Protected senses and breathing (15 DP) Third eyelid (10 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,1, 100, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: rat (10 DP) Nose: Uncanny tracking II [20] (20 DP)
Movement: Walk.Quad.: 12 Awk.move.I: 0 Swim.Web: 0
Skills: Perc.: 65 Swim.: 77 Surv. Biome: 62 Hiding: 72 Stalking: 72
Spells: Cha 1 **PP:** 9
Racial:

Stats	**Ag**	2	**Co**	1	**Em**	-5	**Em**	-5	**In**	0	**Pr**	-1	**Qu**	2	**Re**	-5	**SD**	-3	**St**	2
Base Hits		30		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0	
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**	Armor, large scales (AT 4)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RR**	**RR**	**Encouter**	**Bio**

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														P	F		
Alligator/Crocodile, small	2A	Walk.Quad.: 8	2	S(4)	IV - -	44 (59)	14	AT 4(N)	10 (0)	24S(4)bi>> ;24S(4)gr	10	-5	-1	1	-3	Ensemble (5d4)	X P F S - -

Category	Animal	**Height**	6”	**Leftover DP**	177
Type	Reptile	**Length**	65”	**Outlook**	Aggressive
Archetype	Stealth	**Weight**	50Lbs.	**Treasure**	0

Ag	2	**Co**	1	**Em**	-5	**In**	0	**Me**	-4	**Pr**	-1	**Qu**	2	**Re**	-5	**SD**	-3	**St**	2

Attack: Attacks sequence (10 DP) Death roll [Slash] (20 DP) Strike reflex [20] (5 DP)
Defense: Natural armor, partial II [Belly, AT 2] (-5 DP)
Form: Camouflage, pattern [Waters, 25] (10 DP) Protected senses and breathing (15 DP) Third eyelid (10 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,1, 100, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: rat (10 DP) Nose: Uncanny tracking II [20] (20 DP)
Movement: Walk.Quad.: 8 Awk.move.I: 0 Swim.Web: 0
Skills: Perc.: 16 Swim.: 29 Surv. Biome: 15 Hiding: 23 Stalking: 23
Spells: Cha 0 **PP:** 1
Racial:

Stats	**Ag**	2	**Co**	1	**Em**	-5	**Em**	-5	**In**	0	**Pr**	-1	**Qu**	2	**Re**	-5	**SD**	-3	**St**	2
Base Hits		30	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0				
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**		Armor, large scales (AT 4)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Al-mi’raj	5E	Walk.Quad.: 12	0	M(5)	V - -	55 (85)	40	AT 2(N)	10 (0)	45M(5)ho> ;21M(5)ra ;45S(4)bi	12	3	-1	1	-2	Solo (1d2)	T B X P U -

Category	Monster	**Height**	19”	**Leftover DP**	79
Type	Land	**Length**	36”	**Outlook**	Protective
Archetype	Semi spell user	**Weight**	108Lbs.	**Treasure**	0

Ag	3	**Co**	1	**Em**	3	**In**	2	**Me**	2	**Pr**	-1	**Qu**	0	**Re**	3	**SD**	-2	**St**	0

Attack: Attacks sequence (10 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP) Weak natural attack I [Bite, -1 Size] (-5 DP)
Defense: Proof, weapon, except raw iron (20 DP)
Form: Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP)
Senses: Smell: rat (10 DP) Hearing: Hare (20 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP) Extra sense: smell-like (15 DP)
Movement: Walk.Quad.: 12 Leap.gait: 0
Skills: Perc.: 33 Run.: 34 Jump.: 33 Lor. Fauna: 22 Lor. Flora: 22 Charm: 19

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Spells: Cha 30 **PP:** 35
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	2	**Em**	2	**In**	1	**Pr**	-2	**Qu**	0	**Re**	2	**SD**	-2	**St**	-1
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0		**Fe**	0
Base Endurance		10		**Healing rate**		x1			**Stride**		0		**AT**	Armor, heavy fur (AT2)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Althoi (VI+)	30G	Mag.Fly. Cont.: 49	2	B(6)	VI - -	161 (291)	136	AT 6(N)	66 (0)	162B(6)gr> ;162M(5)si	7	27	25	1	4	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	48”	**Leftover DP**	46
Type	Agothu elder	**Length**	96”	**Outlook**	Aloof
Archetype	Semi spell user	**Weight**	480Lbs.	**Treasure**	0

Ag	13	**Co**	1	**Em**	17	**In**	7	**Me**	3	**Pr**	15	**Qu**	2	**Re**	8	**SD**	4	**St**	2

Attack: Attacks sequence (10 DP) Weak natural attack I [Stinger, -1 Size] (-5 DP) Poison sack, injection [Poison: Paralytic, Stinger] (20 DP) Leech, blood III [15 hits, -10] (25 DP) Leech, mana III [15 PP, -10] (25 DP)
Defense: Abomination (-20 DP) Proof, weapon, except magic (20 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Eyestalks V [10, 20] (20 DP) Eyestalks V [10, 20] (20 DP) Eyestalks II [4, 5] (8 DP) Elongated appendage II [Grapple, 10'] (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar VII [VI+] (-7 DP) Body condition, fleeting soul (-20 DP) Alien intelligence (40 DP) Diet, sanguinivore (-5 DP) Disturbing voice II [-20] (-20 DP) Interplanar travel (40 DP) Item, no item (-15 DP)
Senses: Eyes: body covering (30 DP) Vision: demon vision [50'] (55 DP) Touch: sensitive antennae/ vibrissae (13 DP) Special: life sense II [10'R/ lvl] (20 DP)
Movement: Mag.Fly.Cont.: 49
Skills: Perc.: 149 Fly.: 146 Lor. Extr. Planar: 144 Lor. Spell: 144 Hiding: 89 Track.: 149
Spells: Ess/Men 180 **PP:** 163
Racial:

Stats	**Ag**	-2	**Co**	-2	**Em**	2	**Em**	2	**In**	2	**Pr**	0	**Qu**	2	**Re**	3	**SD**	4	**St**	-1
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0		**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**	Armor, reinforced thick hide (AT 6)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Androsphinx	10G	Walk.Qu	0	B(	VI -	94	64	AT	30	90B(6)cl ;90B(6)cl ;75B(6)all2WF	9	-6	-6	3	-2	Solo	X D E

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		ad.: 26		6)	-	(154)		2(N)	(0)								(1d2)	- - -

Category	Monster	**Height**	60”	**Leftover DP**	82
Type	Aerial	**Length**	90”	**Outlook**	Obsessive
Archetype	Semi spell user	**Weight**	550Lbs.	**Treasure**	0

Ag	4	**Co**	3	**Em**	-1	**In**	4	**Me**	2	**Pr**	-1	**Qu**	0	**Re**	3	**SD**	-2	**St**	3

Attack: Pounce jump [5'/ lvl, 2'/ lvl] (10 DP) Swooping (25 DP)
Defense:
Form: Wings, feathered (20 DP) Camouflage, pattern [Grass, 25] (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Efficient sleeper II [-2 hrs.] (10 DP)
Senses: Vision: nightvision (10 DP) Sight: primate (5 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 26 Wing.Fly.ungr.: 0
Skills: Perc.: 65 Run.: 70 Fly.: 70 Hiding: 66 Stalking: 66 Multi. Att.: 60
Spells: Cha 60 **PP:** 71
Racial:

Stats	**Ag**	1	**Co**	2	**Em**	-2	**Em**	-2	**In**	1	**Pr**	-2	**Qu**	0	**Re**	2	**SD**	-2	**St**	2
Base Hits		30	**Base RR**		Ch		-5	**Ess**		-5		**Me**		-5		**Ph**	0	**Fe**	0	
Base Endurance		0	**Healing rate**		x1			**Stride**		0		**AT**		Armor, heavy fur (AT2)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Ankylosaur	5E	Walk.Quad.: 32	1	H(8)	VIII - -	97 (157)	67	AT 6(N)	13 (0)	73H(8)ra> ;55H(8)tr	7	-6	-5	4	-1	Band (3d10)	T B X P - -

Category	Animal	**Height**	48”	**Leftover DP**	120
Type	Dinosaur	**Length**	240”	**Outlook**	Protective
Archetype	Offensive	**Weight**	8000Lbs.	**Treasure**	0

Ag	3	**Co**	4	**Em**	-6	**In**	-3	**Me**	-5	**Pr**	-5	**Qu**	1	**Re**	-5	**SD**	-1	**St**	5

Attack: Attacks sequence (10 DP)
Defense:
Form: Third eyelid (10 DP) Elongated appendage II [Tail, 10'] (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: sensitive (5 DP) Hearing: Hare (20 DP) Poor senses: touch III [ ] (-3 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Quad.: 32
Skills: Perc.: 21 Run.: 42 Surv. Biome: 17
Spells: Cha 0 **PP:** -2
Racial:

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Stats	Ag	2	Co	3	Em	-6	Em	-6	In	-4	Pr	-5	Qu	0	Re	-6	SD	-2	St	4
Base Hits		30	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x1		Stride		10	AT		Armor, bone plate (AT 6)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Ant, colony	5A	Walk.Sext.: 13	3	B(6)	VI - -	81 (141)	61	AT 1(N)	19 (0)	79B(6)be	9	-2	-4	2	-3	Army (2d10000)	T B X P - -

Category	Animal	Height	1”	Leftover DP	145
Type	Invertebrate	Length	120”	Outlook	Carefree
Archetype	Offensive	Weight	500Lbs.	Treasure	0

Ag	3	Co	2	Em	-2	In	-1	Me	-2	Pr	-4	Qu	3	Re	-2	SD	-3	St	3

Attack: Cooperation: flock/ pack attack I [Attack, 100, 20, 1Size] (10 DP) Poison sack, injection [Poison: Reduction, Stinger] (20 DP)
Defense: Proof, elemental I [Ice, -1Size] (15 DP) Proof, elemental I [Wind, -1Size] (15 DP) Proof, critical, no slash (10 DP) Proof, critical, no puncture (10 DP)
Form: Additional limb pair I [Location] (20 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: sensitive (5 DP) Touch: sensitive antennae/ vibrissae (13 DP) Caecitas (no vision) (-20 DP)
Movement: Walk.Sext.: 13 Surf.Adh.: 0
Skills: Perc.: 24 Run.: 38 Surv. Biome: 25 Climb.: 38
Spells: Cha 0 **PP:** 0
Racial:

Stats	Ag	2	Co	1	Em	-2	Em	-2	In	-2	Pr	-4	Qu	2	Re	-3	SD	-4	St	2
Base Hits		20	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x2		Stride		0	AT		Armor, naked skin (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Anteater	2B	Walk.Quad.: 21	0	M(5)	V - -	44 (59)	19	AT 1(N)	4 (0)	22M(5)cl ;22D(2)gr	10	-3	-3	2	0	Solo (1d2)	F S J A - -

Category	Animal	Height	14”	Leftover DP	160
Type	Carnivore	Length	54”	Outlook	Hungry
Archetype	Stealth	Weight	90Lbs.	Treasure	0

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Ag	2	Co	2	Em	-3	In	0	Me	-1	Pr	-3	Qu	0	Re	-4	SD	0	St	1

Attack: Prehensile extension I [Tongue, 2'] (25 DP) Weak natural attack III [Grapple, -3 Size] (-15 DP)
Defense:
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Sensitivity: Near sighted (-5 DP) Smell: grizzly (30 DP) Nose: Uncanny tracking II [20] (20 DP)
Movement: Walk.Quad.: 21
Skills: Perc.: 1 Run.: 29 Surv. Biome: 19 Track.: 40
Spells: Cha 0 **PP:** 2
Racial:

Stats	Ag	2	Co	2	Em	-3	Em	-3	In	0	Pr	-3	Qu	0	Re	-4	SD	0	St	1
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**		0
Base Endurance		0		**Healing rate**		x1			**Stride**		10		**AT**	Armor, light fur (AT 1)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Antelope, medium	2C	Walk.Quad.: 21	4	M(5)	V - -	35 (50)	35	AT 1(N)	16 (0)	9M(5)ho ;4M(5)un	11	-2	-1	4	-3	Herd (2d100)	P T S - - -

Category	Animal	Height	42”	Leftover DP	162
Type	Herbivore	Length	49”	Outlook	Jumpy
Archetype	Defensive	Weight	210Lbs.	Treasure	0

Ag	5	Co	4	Em	-2	In	1	Me	-3	Pr	-1	Qu	4	Re	-3	SD	-3	St	-3

Attack:
Defense:
Form: Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: snake (15 DP) Hearing: Cat (10 DP) Sensitivity: Near sighted (-5 DP)
Movement: Walk.Quad.: 21 Leap.Gr.Boun.: 0
Skills: Perc.: 13 Run.: 24 Surv. Biome: 13 Acrob.: 24 Jump.: 24
Spells: Cha 0 **PP:** 6
Racial:

Stats	Ag	5	Co	4	Em	-2	Em	-2	In	1	Pr	-1	Qu	4	Re	-3	SD	-3	St	-3
Base Hits		15		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**		0
Base Endurance		15		**Healing rate**		x1			**Stride**		0		**AT**	Armor, light fur (AT 1)						

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Antelope, tiny	1B	Walk.Quad.: 13	4	T(3)	III - -	25 (30)	25	AT 1(N)	14 (0)	4T(3)ho ;4T(3)un	11	-2	-1	4	-3	School (6d100)	F D S - - -

Category	Animal	**Height**	16”	**Leftover DP**	222
Type	Herbivore	**Length**	28”	**Outlook**	Jumpy
Archetype	Defensive	**Weight**	12Lbs.	**Treasure**	0

Ag	5	Co	4	Em	-2	In	1	Me	-3	Pr	-1	Qu	4	Re	-3	SD	-3	St	-3

Attack:
Defense:
Form: Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: snake (15 DP) Hearing: Cat (10 DP) Sensitivity: Near sighted (-5 DP)
Movement: Walk.Quad.: 13 Leap.Gr.Boun.: 0
Skills: Perc.: 1 Run.: 12 Surv. Biome: 1 Acrob.: 12 Jump.: 12
Spells: Cha 0 **PP:** 6
Racial:

Stats	Ag	5	Co	4	Em	-2	Em	-2	In	1	Pr	-1	Qu	4	Re	-3	SD	-3	St	-3
Base Hits		15	**Base RR**		Ch	0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**		0	
Base Endurance		15	**Healing rate**		x1		**Stride**		0		**AT**		Armor, light fur (AT 1)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Apatosaur	4D	Walk.Quad.: 36	-1	E(10)	X - -	77 (107)	37	AT 3(N)	5 (0)	28E(10)ra ;18E(10)tr	7	-5	-6	-6	-1	Crew (12d10)	P F S J - -

Category	Animal	**Height**	150”	**Leftover DP**	166
Type	Dinosaur	**Length**	360”	**Outlook**	Passive
Archetype	Defensive	**Weight**	71500Lbs.	**Treasure**	0

Ag	2	Co	4	Em	-5	In	-3	Me	-7	Pr	-6	Qu	-1	Re	-6	SD	-1	St	3

Attack: Nonviolent II [-10] (-20 DP)
Defense:
Form: Third eyelid (10 DP) Elongated appendage V [Tail, 25'] (25 DP) Elongated appendage III [Neck, 15'] (15 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)

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Senses: Sensitivity: Near sighted (-5 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Quad.: 36
Skills: Perc.: 26 Run.: 45 Surv. Biome: 20
Spells: Cha 0 **PP:** -2
Racial:

Stats	Ag	1	Co	4	Em	-5	Em	-5	In	-4	Pr	-6	Qu	-2	Re	-7	SD	-1	St	3
Base Hits			40		Base RR		Ch		0	Ess		0			Me	0			Ph	-10	Fe	0
Base Endurance			0		Healing rate		x2			Stride		-20			AT	Armor, thick leather skin (AT 3)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Apparition (III)	7D	Ma.Fly.Awk.: 21	3	M(5)	VI@!#-	67 (109)	57	AT 1(N)	83 (0)	67M(5)un	20	7	7	1	-2	Solo (1d2)	L E U - - -

Category	Undead	Height	72”	Leftover DP	34
Type	Incorporeal	Length	10”	Outlook	Cruel
Archetype	Semi spell user	Weight	0Lbs.	Treasure	0

Ag	5	Co	1	Em	-3	In	0	Me	2	Pr	-3	Qu	3	Re	3	SD	-2	St	1

Attack: Life drain, hunger I [Drain Co, 1, -10] (5 DP) Phantom touch, medium [Unarmed Strikes, Medium] (10 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Proof, critical, critical reduction I [I] (10 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: nightvision (10 DP)
Movement: Ma.Fly.Awk.: 21
Skills: Perc.: 43 Fly.: 49 Charm: 36 Soc. Aware.: 36 Grace. Spell l.: 20
Spells: Cha 42 **PP:** 43
Racial:

Stats	Ag	3	Co	0	Em	-4	Em	-4	In	-2	Pr	-4	Qu	3	Re	2	SD	-2	St	0
Base Hits			25		Base RR		Ch		10	Ess		10			Me	10			Ph	0	Fe	0
Base Endurance			15		Healing rate		x0.5			Stride		0			AT	Armor, insubstantial (AT 1)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RR	RR	Encouter	Bio

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														P	F		
Arachat	8E	Walk.Octo.: 37	4	M(5)	V I -	84 (140)	64	AT 5(N)	28 (0)	82B(6)bi	-4	-18	-15	13	2	Solo (1d2)	T B X P U -

Category	Monster	**Height**	36”	**Leftover DP**	83
Type	Land	**Length**	60”	**Outlook**	Hungry
Archetype	Stealth	**Weight**	240Lbs.	**Treasure**	0

Ag	6	**Co**	3	**Em**	-3	**In**	1	**Me**	-2	**Pr**	0	**Qu**	4	**Re**	-2	**SD**	2	**St**	4

Attack: Enhanced natural attack I [Bite, +1 Size] (10 DP) Poison sack, spray [Poison: Paralytic, 1x/ 60 rnds, 2',1'D/ lvl] (30 DP) Increase cone IV [+4', 2'D/ lvl] (20 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP) Elemental vulnerability I [Vacuum, +1 Size] (-15 DP)
Form: Additional limb pair II [Leg] (40 DP) Beast of burden V [0,6] (50 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP) Control difficulty II [-10] (10 DP)
Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Octo.: 37 Climb.M.Hook.: 0
Skills: Perc.: 85 Run.: 97 Jump.: 98 Wei. Trn.: 84
Spells: Cha 1 **PP:** 10
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-1	**Qu**	3	**Re**	-4	**SD**	0	**St**	3
Base Hits		20		**Base RR**		Ch		-15	**Ess**		-15		**Me**		-15		**Ph**	10	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, chitin, full plate (AT 5)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Armadillo	1A	Walk.Quad.: 13	0	S(4)	IV - -	34 (39)	9	AT 5(N)	2 (0)	9S(4)cl	10	-3	-3	2	0	Yoke (1d3)	F S J A - -

Category	Animal	**Height**	20”	**Leftover DP**	200
Type	Carnivore	**Length**	30”	**Outlook**	Protective
Archetype	Defensive	**Weight**	60Lbs.	**Treasure**	0

Ag	2	**Co**	2	**Em**	-3	**In**	0	**Me**	-1	**Pr**	-3	**Qu**	0	**Re**	-4	**SD**	0	**St**	1

Attack: Prehensile extension I [Tongue, 2'] (25 DP)
Defense:
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Sensitivity: Near sighted (-5 DP) Smell: dog (20 DP)
Movement: Walk.Quad.: 13

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Skills: Perc.: 1 Run.: 11 Surv. Biome: 1
Spells: Cha 0 **PP:** 2
Racial:

Stats	Ag	2	Co	2	Em	-3	Em	-3	In	0	Pr	-3	Qu	0	Re	-4	SD	0	St	1
Base Hits		25	Base RR		Ch		0	Ess		0			Me	0			Ph	0	Fe	0
Base Endurance		0	Healing rate		x1			Stride		0			AT	Armor, keratin laminae (AT 5)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Avinarcs	3C	Walk.Bi.: 17	2	M(5)	IV - -	41 (61)	41	AT 1(3)	12 (26)	18M(5)be ;24M(5)we ;30M(5)rw	15	3	4	-11	3	Solo (1d2)	L - - - - -

Category	Races	Height	72”	Leftover DP	168
Type	Antropomorph	Length	7”	Outlook	Aloof
Archetype	Stealth	Weight	120Lbs.	Treasure	0

Ag	4	Co	-1	Em	-2	In	0	Me	0	Pr	-1	Qu	2	Re	1	SD	3	St	-2

Attack:
Defense: Light boned I [-1 Size] (-17 DP)
Form: Wings, vestigial wings (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP)
Senses: Sight: eagle (15 DP) Smell: rat (10 DP)
Movement: Walk.Bi.: 17 Awk.move.II: 0
Skills: Perc.: 40 Run.: 37 Acrob.: 40 Hiding: 43 Stalking: 43 Amb. Rang.: 43
Spells: Cha 0 **PP:** -1
Racial:

Stats	Ag	3	Co	-1	Em	-2	Em	-2	In	0	Pr	-1	Qu	2	Re	0	SD	2	St	-2
Base Hits		20	Base RR		Ch		5	Ess		5			Me	5			Ph	-10	Fe	0
Base Endurance		20	Healing rate		x1			Stride		0			AT	Armor, light feather coat (AT 1)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Banshee	3C	Walk.Bi.: 17	2	M(5)	V - -	57 (93)	37	AT 2(N)	22 (0)	37M(5)cl ;25M(5)we	15	2	2	21	-1	Yoke (1d3)	X P D S - -

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Category	Monster	**Height**	72”	**Leftover DP**	53
Type	Aerial	**Length**	7”	**Outlook**	Hostile
Archetype	Offensive	**Weight**	166Lbs.	**Treasure**	0

Ag	3	**Co**	1	**Em**	-3	**In**	0	**Me**	1	**Pr**	-3	**Qu**	2	**Re**	1	**SD**	-1	**St**	-1

Attack: Cry, fearing, greater tier V [100'R] (50 DP)
Defense: Light boned I [-1 Size] (-17 DP) Proof, weapon, except silver (20 DP)
Form: Wings, diaphanous (5 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Can't speak (-10 DP)
Senses: Vision: Dark vision V [60'] (35 DP) Vision: nightvision (10 DP) Poor senses: hearing IV [-20] (-12 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Bi.: 17 Awk.move.II: 0 Wing.Fly.Norm.: 0
Skills: Perc.: 18 Fly.: 21 Track.: 10 Intimidat.: 12
Spells: Cha 0 **PP:** 1
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	-3	**Em**	-3	**In**	0	**Pr**	-3	**Qu**	2	**Re**	1	**SD**	-1	**St**	-2

Base Hits	20	**Base RR**	Ch	5	**Ess**	5	**Me**	5	**Ph**	20	**Fe**	0
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, thick skin (AT 2)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Basilisk	6F	Walk.Bi.: 29	2	L(7)	VII --	71 (116)	51	AT 5(N)	28 (0)	61L(7)be ;61L(7)cl	0	-12	-13	3	0	Solo (1d2)	P F S J - -

Category	Fell creature	**Height**	96”	**Leftover DP**	46
Type	Basilisk	**Length**	210”	**Outlook**	Inconsiderate
Archetype	Stealth	**Weight**	3950Lbs.	**Treasure**	0

Ag	3	**Co**	3	**Em**	-2	**In**	0	**Me**	-1	**Pr**	-3	**Qu**	2	**Re**	1	**SD**	0	**St**	2

Attack: Gaze, petrifying VII [5'/ lvl] (50 DP) Poison sack, cloud [Poison: Circulatory, 5'/ lvl, 10'R, 10 rnds] (40 DP) Aura, fear II [2'R/ lvl] (20 DP) Fighting brick I [+1 pace] (-10 DP)
Defense: Elemental vulnerability I [Wind, +1 Size] (-15 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP) Hideous countenance, petrifying [100'] (30 DP)
Form: Wings, feathered (20 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Lost will and sanity (-20 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP) Innate PP VIII [8 PP] (8 DP) Innate spell IV [4- Cracks Call, Solid Destruction, Sorcerer Base, Hybrid] [4- Cracks Call, Solid Destruction, Sorcerer Base Hybrid, 4] (8 DP) Restless sleeper I [+1 hr.] (-4 DP)
Senses: Sight: gecko (10 DP) Smell: snake (15 DP) Taste: snake palette (15 DP)
Movement: Walk.Bi.: 29 Wing.Fly.ungr.: 0
Skills: Perc.: 69 Run.: 76 Fly.: 76 Hiding: 71 Stalking: 71 Lor. Stone: 67
Spells: Cha 1 **PP:** 8
Racial:

Stats	**Ag**	1	**Co**	2	**Em**	-3	**Em**	-3	**In**	-1	**Pr**	-4	**Qu**	1	**Re**	-1	**SD**	-2	**St**	1

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Base Hits	20	**Base RR**	Ch	-10	**Ess**	-10	**Me**	-10	**Ph**	0	**Fe**	0
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, dragon scales, very light (AT 5)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Basilisk, greater	20G	Walk.Bi.: 33	4	H(8)	VIII - -	84 (134)	64	AT 7(N)	29 (0)	103H(8)be ;103H(8)cl	6	-6	-11	5	4	Solo (1d2)	P F S J - -

Category	Fell creature	**Height**	106”	**Leftover DP**	81
Type	Basilisk	**Length**	234”	**Outlook**	Cruel
Archetype	Hybrid spell user	**Weight**	5464Lbs.	**Treasure**	0

Ag	1	**Co**	5	**Em**	4	**In**	6	**Me**	6	**Pr**	-1	**Qu**	4	**Re**	6	**SD**	4	**St**	1

Attack: Gaze, petrifying VII [5'/ lvl] (50 DP) Poison sack, cloud [Poison Respiratory, 5'/ lvl, 10'R, 10 rnds] (40 DP) Poison sack, contact [Poison: Nerve] (35 DP) Poison mastery, greater [Poison: Nerve] (30 DP) Aura, fear III [3'R/ lvl] (25 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Elemental vulnerability I [Wind, +1 Size] (-15 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP) Rapid bleeder II [2B] (-50 DP) Hideous countenance, petrifying [100'] (30 DP)
Form: Wings, feathered (20 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP) Restless sleeper II [+2 hrs.] (-8 DP)
Senses: Sight: gecko (10 DP) Smell: snake (15 DP) Taste: snake palette (15 DP)
Movement: Walk.Bi.: 33 Wing.Fly.ungr.: 0
Skills: Perc.: 146 Run.: 137 Fly.: 137 Hiding: 141 Stalking: 141 Lor. Stone: 148
Spells: Cha 400 **PP:** 157
Racial:

Stats	**Ag**	1	**Co**	2	**Em**	-3	**Em**	-3	**In**	-1	**Pr**	-4	**Qu**	1	**Re**	0	**SD**	-2	**St**	1

Base Hits	20	**Base RR**	Ch	-10	**Ess**	-10	**Me**	-10	**Ph**	0	**Fe**	0
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, dragon scales, light (AT 7)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Bat, diminutive	2A	Walk.Quad.: 3	4	D(2)	II - -	27 (42)	12	AT 2(N)	26 (0)	10D(2)bi ;12T(3)bi(Coop20)	10	-5	-3	0	-3	Flight (8d10)	P F J U - -

Category	Animal	**Height**	3”	**Leftover DP**	266
Type	Aerial	**Length**	12”	**Outlook**	Jumpy

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Archetype	Defensive	**Weight**	3.3Lbs.	**Treasure**	0

Ag	4	**Co**	0	**Em**	-5	**In**	0	**Me**	-2	**Pr**	-3	**Qu**	4	**Re**	-5	**SD**	-3	**St**	-2

Attack: Cooperation: flock/ pack attack II [Bite, 20, 15, 1Size] (15 DP) Disease mouth I [Disease: Septic, Touch] (15 DP)
Defense: Immune to disease, lesser (10 DP)
Form: Wings, membrane (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Group instinct (5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Hearing: Echolocation (30 DP) Sensitivity: Near sighted (-5 DP)
Movement: Walk.Quad.: 3 Awk.move.V: 0 Wing.Fly.Exc.: 0
Skills: Perc.: 10 Fly.: 20 Surv. Biome: 11
Spells: Cha 0 **PP:** 0
Racial:

Stats	**Ag**	4	**Co**	0	**Em**	-5	**Em**	-5	**In**	0	**Pr**	-3	**Qu**	4	**Re**	-5	**SD**	-3	**St**	-2
Base Hits		15		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		5		**AT**	Armor, heavy fur (AT2)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Bat, miniscule	1A	Walk.Quad.: 3	4	Mi (1)	I - -	12 (17)	2	AT 1(N)	24 (0)	5MI(1)bi ;11D(2)bi(Coop100)	10	-5	-3	0	-3	Unit (1d100)	P F J U - -

Category	Animal	**Height**	1”	**Leftover DP**	319
Type	Aerial	**Length**	2”	**Outlook**	Jumpy
Archetype	Defensive	**Weight**	0.5Lbs.	**Treasure**	0

Ag	4	**Co**	0	**Em**	-5	**In**	0	**Me**	-2	**Pr**	-3	**Qu**	4	**Re**	-5	**SD**	-3	**St**	-2

Attack: Cooperation: flock/ pack attack I [Bite, 100, 20, 1Size] (10 DP)
Defense: Immune to disease, lesser (10 DP)
Form: Wings, membrane (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Group instinct (5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Hearing: Echolocation (30 DP) Sensitivity: Near sighted (-5 DP)
Movement: Walk.Quad.: 3 Awk.move.V: 0 Wing.Fly.Exc.: 0
Skills: Perc.: -2 Fly.: 8 Surv. Biome: -1
Spells: Cha 0 **PP:** 0
Racial:

Stats	**Ag**	4	**Co**	0	**Em**	-5	**Em**	-5	**In**	0	**Pr**	-3	**Qu**	4	**Re**	-5	**SD**	-3	**St**	-2
Base Hits		10		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		5		**AT**	Armor, light fur (AT 1)					

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Battlepede	10D	Walk.Multi.: 36	3	B(6)	VI @ -	133 (233)	108	AT 4(N)	29 (0)	120B(6)be ;110D(2)lbo	4	-4	-9	10	-2	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	16”	**Leftover DP**	66
Type	Cultivated	**Length**	150”	**Outlook**	Protective
Archetype	Offensive	**Weight**	976Lbs.	**Treasure**	0

Ag	6	Co	5	Em	-4	In	-1	Me	-3	Pr	-4	Qu	3	Re	-3	SD	-2	St	7

Attack: Weak natural attack I [Beak, -1 Size] (-5 DP) Gaze, electrifying V [Lightning Bolt, 30, DLightningbolt, 1x/ 3 rnds] (35 DP)
Defense: Proof, critical, no stun (10 DP) Elemental vulnerability I [Vacuum, +1 Size] (-15 DP)
Form: Additional limb pair V [Leg] (100 DP) Eyestalks I [2] (4 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP) Unsleeping (20 DP)
Senses: Eyes: multifaceted [100', 320, None] (25 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP) Vision: nightvision (10 DP) Taste: sensitive taste antennae (10 DP)
Movement: Walk.Multi.: 36 Climb.M.Hook.: 0
Skills: Perc.: 54 Run.: 78 Climb.: 78 Restr. Quar.: 60
Spells: Cha 0 **PP:** 3
Racial:

Stats	Ag	3	Co	2	Em	-4	Em	-4	In	-2	Pr	-4	Qu	2	Re	-4	SD	-3	St	4
Base Hits		25		**Base RR**		Ch		-5	**Ess**		0		**Me**		-5		**Ph**	5	**Fe**	0
Base Endurance		0		**Healing rate**		x2			**Stride**		10		**AT**		Armor, chitin, half plate (AT 4)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Battleweed	1A	Root.Rooted: 0	-4	Mi (1)	I @# PK	16 (21)	6	AT 3(N)	-10 (0)		10	-4	-2	2	-3	Platoon(4 d10)	X F S J - -

Category	Plant	**Height**	6”	**Leftover DP**	386
Type	Poisonous	**Length**	3”	**Outlook**	Hungry
Archetype	Stealth	**Weight**	.5Lbs.	**Treasure**	0

Ag	0	Co	2	Em	-4	In	0	Me	-8	Pr	-2	Qu	-4	Re	-8	SD	-3	St	0

Attack: Poison sack, immolation [Poison Respiratory, 10'R] (50 DP) Increase radius III [+15'R] (30 DP)

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Defense: Proof, critical, no krush (10 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, elemental I [Wind, -1Size] (15 DP) Elemental susceptibility IV [Lightning, -20] (-12 DP)
Form: Body: herbaceaous [3] (0 DP) Distinct odor (-10 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Can't speak (-10 DP) Item, no item (-15 DP) Reproduction: buds or seeds (5 DP)
Senses: Electrosense: Electroreception (15 DP) Dead sense deprivement (-30 DP)
Movement: Root.Rooted: 0
Skills: Perc.: 1
Spells: Cha 0 **PP:** 2
Racial:

Stats	**Ag**	0	**Co**	2	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-2	**Qu**	-4	**Re**	-8	**SD**	-3	**St**	0		
Base Hits		10			**Base RR**		Ch		0	**Ess**		0			**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		0			**Healing rate**		x1			**Stride**		0			**AT**		Armor, herbaceous fibrous structure (AT 3)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Bear, big	10G	Walk.Quad.: 36	3	B(6)	VI - -	156 (256)	126	AT 2(N)	29 (0)	123B(6)ra ;103B(6)gr> ;123B(6)cl>> ;103B(6)bi	12	-3	-2	7	2	Yoke (1d3)	I P F S - -

Category	Animal	**Height**	72”	**Leftover DP**	130
Type	Carnivore	**Length**	108”	**Outlook**	Inquisitive
Archetype	Offensive	**Weight**	550Lbs.	**Treasure**	0

Ag	5	**Co**	7	**Em**	-3	**In**	2	**Me**	-1	**Pr**	-2	**Qu**	3	**Re**	-3	**SD**	2	**St**	9

Attack: Attacks sequence (10 DP)
Defense:
Form: Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Hibernation II [1 season, Every year] (-10 DP) Can't speak (-10 DP)
Senses: Sensitivity: Near sighted (-5 DP) Smell: grizzly (30 DP) Nose: Uncanny tracking V [50] (50 DP)
Movement: Walk.Quad.: 36
Skills: Perc.: 61 Run.: 81 Surv. Biome: 58 Track.: 111 Climb.: 81 Swim.: 81
Spells: Cha 0 **PP:** 11
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-3	**Em**	-3	**In**	1	**Pr**	-2	**Qu**	2	**Re**	-4	**SD**	1	**St**	6		
Base Hits		40			**Base RR**		Ch		0	**Ess**		0			**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		10			**Healing rate**		x1			**Stride**		5			**AT**		Armor, heavy fur (AT2)					

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Bear, medium	8E	Walk.Quad.: 28	3	M(5)	V - -	99 (155)	79	AT 2(N)	25 (0)	86M(5)ra ;66M(5)gr> ;86M(5)cl>> ;66M(5)bi	12	-2	-1	5	3	Span (1d8)	T B X P A -

Category	Animal	**Height**	48”	**Leftover DP**	141
Type	Carnivore	**Length**	66”	**Outlook**	Inquisitive
Archetype	Stealth	**Weight**	250Lbs.	**Treasure**	0

Ag	4	Co	5	Em	-2	In	2	Me	-2	Pr	-1	Qu	3	Re	-2	SD	3	St	7

Attack: Attacks sequence (10 DP)
Defense:
Form: Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Hibernation II [1 season, Every year] (-10 DP) Can't speak (-10 DP)
Senses: Sensitivity: Near sighted (-5 DP) Smell: grizzly (30 DP) Nose: Uncanny tracking IV [40] (40 DP)
Movement: Walk.Quad.: 28
Skills: Perc.: 87 Run.: 100 Surv. Biome: 82 Track.: 137 Climb.: 100 Swim.: 41
Spells: Cha 1 **PP:** 14
Racial:

Stats	Ag	2	Co	4	Em	-3	Em	-3	In	1	Pr	-2	Qu	2	Re	-4	SD	1	St	6
Base Hits		30		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		10		**Healing rate**		x1			**Stride**		5		**AT**		Armor, heavy fur (AT2)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Beast Construct, dragon	28H	Walk.Quad.: 66	1	O(12)	XII I@# PS	217 (373)	217	AT 9(N)	99 (0)	206O(12)cl ;206O(12)bi ;192O(12)ra ;206O(12)ho ;164M(5)fboP ;164M(5)fboP ;164M(5)fboP ;164M(5)fboP ;164M(5)fboP ;164M(5)fboP	24	10	10	14	8	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	180”	**Leftover DP**	15
Type	Construct	**Length**	780”	**Outlook**	Protective
Archetype	Offensive	**Weight**	1500000Lbs.	**Treasure**	0

Ag	10	Co	14	Em	-10	In	-6	Me	-7	Pr	-10	Qu	1	Re	-6	SD	8	St	20

Attack: Elemental bolt IV [Fire, MEarth bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (35 DP) Increase range II [Fire] (10 DP) Elemental cone III [Fire, MFire ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (55 DP) Fighting brick II [+2 pace] (-20 DP) Wing buffeting [3'R/ lvl] (25 DP)

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Defense: Proof, critical, critical reduction I [I] (10 DP) Regeneration, no (-20 DP) Proof, critical, no slash (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, elemental I [Ice, -1Size] (15 DP) Elemental immunity [Fire] (20 DP) Elemental immunity [Wind] (20 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP)
Form: Body: steel [10, 30] (30 DP) Neutral odor (10 DP) Body condition: Intricate parts [-3, 0,5] (-15 DP) Extra joints [Leg, 20] (20 DP) Breathing, no (20 DP) Beast of burden I [0,2] (10 DP) Lifeless (5 DP) Induce breakage III [-30] (16 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP) Control difficulty I [-5] (5 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Quad.: 66 Ma.Fly.Awk.: 0
Skills: Perc.: 58 Run.: 126 Fly.: 168 Multi. Att.: 124 Restr. Quar.: 62
Spells: Cha 2 **PP:** 12
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-10	**Em**	-10	**In**	-10	**Pr**	-10	**Qu**	-2	**Re**	-10	**SD**	4	**St**	6
Base Hits		25	**Base RR**		Ch	20	**Ess**		20	**Me**		20	**Ph**	0	**Fe**	0				
Base Endurance		25	**Healing rate**		x2		**Stride**		0	**AT**		Armor, iron-like large plates (AT 9)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Beast Construct, falcon	3H	Walk.Bi.: 2	-2	T(3)	III I@#PS	58 (78)	58	AT 7(N)	40 (0)	39T(3)cl ;39T(3)be ;30T(3)td	20	10	10	4	5	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	12”	**Leftover DP**	194
Type	Construct	**Length**	18”	**Outlook**	Inquisitive
Archetype	Stealth	**Weight**	15Lbs.	**Treasure**	0

Ag	3	**Co**	4	**Em**	-10	**In**	-10	**Me**	-10	**Pr**	-10	**Qu**	-2	**Re**	-9	**SD**	5	**St**	6

Attack: Fighting brick II [+2 pace] (-20 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP) Regeneration, no (-20 DP) Proof, critical, no slash (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, elemental I [Ice, -1Size] (15 DP) Elemental immunity [Wind] (20 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP)
Form: Body: steel [10, 30] (30 DP) Neutral odor (10 DP) Body condition: Intricate parts [-3, 0,5] (-15 DP) Extra joints [Leg, 20] (20 DP) Breathing, no (20 DP) Lifeless (5 DP) Induce breakage III [-30] (16 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 2 Awk.move.IV: 0 Mag.Fly.Cont.: 0
Skills: Perc.: -4 Run.: 43 Fly.: 49 Multi. Att.: 36 Restr. Quar.: 10
Spells: Cha 0 **PP:** -16
Racial:

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Stats	Ag	2	Co	4	Em	-10	Em	-10	In	-10	Pr	-10	Qu	-2	Re	-10	SD	4	St	6
Base Hits	25	**Base RR**	Ch	20	**Ess**	20	**Me**	20	**Ph**	0	**Fe**	0								
Base Endurance	25	**Healing rate**	x2		**Stride**	5	**AT**	Armor, iron-like scales (AT 7)												

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Beast Construct, horse	8H	Walk.Quad.: 27	-1	H(8)	VIII I@# PS	126 (210)	126	AT 7(N)	43 (0)	104H(8)un[Slash] ;104H(8)bi ;104H(8)ra> ;88H(8)tr[Slash]	21	10	10	6	5	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	64”	**Leftover DP**	90
Type	Construct	**Length**	100”	**Outlook**	Helpful
Archetype	Offensive	**Weight**	6000Lbs.	**Treasure**	0

Ag	4	Co	6	Em	-10	In	-9	Me	-9	Pr	-10	Qu	-1	Re	-9	SD	5	St	8

Attack: Fighting brick II [+2 pace] (-20 DP) Augmented natural attack I [Unarmed Strikes, Slash, "-2 Severity"] (10 DP) Augmented natural attack I [Trample, Slash, "-2 Severity"] (10 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP) Regeneration, no (-20 DP) Proof, critical, no slash (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, elemental I [Ice, -1Size] (15 DP) Elemental immunity [Wind] (20 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP)
Form: Body: steel [10, 30] (30 DP) Neutral odor (10 DP) Body condition: Intricate parts [-3, 0,5] (-15 DP) Extra joints [Leg, 20] (20 DP) Breathing, no (20 DP) Beast of burden I [0,2] (10 DP) Lifeless (5 DP) Induce breakage III [-30] (16 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP) Control submission II [10] (-10 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Quad.: 27
Skills: Perc.: 7 Run.: 86 Multi. Att.: 48 Restr. Quar.: 20
Spells: Cha 0 **PP:** -12
Racial:

Stats	Ag	2	Co	4	Em	-10	Em	-10	In	-10	Pr	-10	Qu	-2	Re	-10	SD	4	St	6
Base Hits	25	**Base RR**	Ch	20	**Ess**	20	**Me**	20	**Ph**	0	**Fe**	0								
Base Endurance	25	**Healing rate**	x2		**Stride**	0	**AT**	Armor, iron-like scales (AT 7)												

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RR	RR	Encouter	Bio

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														P	F		
Beast Construct, minotaur	10H	Walk.Bi.: 44	-1	H(8)	VIII I@# PS	144 (244)	144	AT 7(N)	47 (0)	123H(8)we ;123H(8)we(Left) ;108H(8)we(2WF) ;103H(8)ho ;80D(2)lboS ;80D(2)lboS ;80D(2)lboS ;80D(2)lboS ;80D(2)lboS ;80D(2)lboS	21	10	10	7	5	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	144”	**Leftover DP**	99
Type	Construct	**Length**	18”	**Outlook**	Protective
Archetype	Offensive	**Weight**	8000Lbs.	**Treasure**	0

Ag	5	**Co**	7	**Em**	-10	**In**	-9	**Me**	-9	**Pr**	-10	**Qu**	-1	**Re**	-9	**SD**	5	**St**	9

Attack: Weaponized appendage [Attack] (5 DP) Weaponized appendage [Attack] (5 DP) Fighting brick II [+2 pace] (-20 DP) Elemental bolt I [Lightning, DLightningbolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (20 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP) Regeneration, no (-20 DP) Proof, critical, no slash (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, elemental I [Ice, -1Size] (15 DP) Elemental immunity [Wind] (20 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP)
Form: Body: steel [10, 30] (30 DP) Neutral odor (10 DP) Body condition: Intricate parts [-3, 0,5] (-15 DP) Extra joints [Leg, 20] (20 DP) Breathing, no (20 DP) Lifeless (5 DP) Induce breakage III [-30] (16 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 44
Skills: Perc.: 12 Run.: 66 Multi. Att.: 60 Restr. Quar.: 25
Spells: Cha 0 **PP:** -11
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-10	**Em**	-10	**In**	-10	**Pr**	-10	**Qu**	-2	**Re**	-10	**SD**	4	**St**	6
Base Hits		25	**Base RR**	Ch	20	**Ess**	20	**Me**	20	**Ph**	0	**Fe**	0							
Base Endurance		25	**Healing rate**	x2		**Stride**	0	**AT**	Armor, iron-like scales (AT 7)										

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Beast Construct, pegasus	12H	Walk.Quad.: 27	0	L(7)	VII I@# PS	159 (271)	159	AT 7(N)	64 (0)	138L(7)un[Slash] ;138L(7)bi ;138L(7)ra> ;118L(7)tr	22	10	10	8	6	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	64”	**Leftover DP**	167
Type	Construct	**Length**	100”	**Outlook**	Helpful
Archetype	Offensive	**Weight**	3900Lbs.	**Treasure**	0

Ag	6	**Co**	8	**Em**	-10	**In**	-8	**Me**	-8	**Pr**	-10	**Qu**	0	**Re**	-8	**SD**	6	**St**	10

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Attack: Fighting brick II [+2 pace] (-20 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP) Regeneration, no (-20 DP) Proof, critical, no slash (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, elemental I [Ice, -1Size] (15 DP) Elemental immunity [Wind] (20 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP)
Form: Body: steel [10, 30] (30 DP) Neutral odor (10 DP) Body condition: Intricate parts [-3, 0,5] (-15 DP) Extra joints [Leg, 20] (20 DP) Breathing, no (20 DP) Beast of burden I [0,2] (10 DP) Lifeless (5 DP) Induce breakage I [-10] (12 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP) Control submission II [10] (-10 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Quad.: 27 Wing.Fly.Norm.: 0
Skills: Perc.: 20 Run.: 74 Fly.: 92 Multi. Att.: 68 Restr. Quar.: 30
Spells: Cha 1 **PP:** -3
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-10	**Em**	-10	**In**	-10	**Pr**	-10	**Qu**	-2	**Re**	-10	**SD**	4	**St**	6
Base Hits		25	**Base RR**	Ch	20	**Ess**	20	**Me**	20	**Ph**	0	**Fe**	0							
Base Endurance		25	**Healing rate**	x2		**Stride**	0	**AT**	Armor, iron-like scales (AT 7)											

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Beast Construct, snake	5H	Slith.Belly: 50	-1	B(6)	VI I@# PS	75 (110)	75	AT 7(N)	37 (0)	59B(6)si ;47B(6)gr ;55M(5)lc	21	11	11	5	5	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	3”	**Leftover DP**	109
Type	Construct	**Length**	192”	**Outlook**	Hidden agenda
Archetype	Stealth	**Weight**	350Lbs.	**Treasure**	0

Ag	3	**Co**	5	**Em**	-9	**In**	-9	**Me**	-10	**Pr**	-9	**Qu**	-1	**Re**	-9	**SD**	5	**St**	7

Attack: Poison sack, injection [Poison: Nerve, Stinger] (20 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP) Regeneration, no (-20 DP) Proof, critical, no slash (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, elemental I [Ice, -1Size] (15 DP) Elemental immunity [Wind] (20 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP)
Form: Body: steel [10, 30] (30 DP) Neutral odor (10 DP) Body condition: Intricate parts [-3, 0,5] (-15 DP) Extra joints [Leg, 20] (20 DP) Breathing, no (20 DP) Lifeless (5 DP) Induce breakage III [-30] (16 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Slith.Belly: 50
Skills: Perc.: 2 Run.: 50 Multi. Att.: 60 Restr. Quar.: 15
Spells: Cha 0 **PP:** -8
Racial:

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Stats	Ag	2	Co	4	Em	-10	Em	-10	In	-10	Pr	-10	Qu	-2	Re	-10	SD	4	St	6
Base Hits	25	**Base RR**	Ch	20	**Ess**	20	**Me**	20	**Ph**	0	**Fe**	0								
Base Endurance	25	**Healing rate**	x2		**Stride**	0	**AT**	Armor, iron-like scales (AT 7)												

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Beast Construct, spider	7H	Walk.Octo.: 28	-1	B(6)	VI I@# PS	91 (141)	91	AT 9(N)	41 (0)	78B(6)si ;75B(6)hc	21	11	11	5	6	Solo (1d2)	E U W - - -

Category	Artificial	Height	36”	Leftover DP	124
Type	Construct	Length	72”	Outlook	Hostile
Archetype	Stealth	Weight	920Lbs.	Treasure	0

Ag	4	Co	5	Em	-9	In	-9	Me	-10	Pr	-9	Qu	-1	Re	-8	SD	6	St	7

Attack: Fighting brick II [+2 pace] (-20 DP) Poison sack, injection [Poison: Muscle, Stinger] (20 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP) Regeneration, no (-20 DP) Proof, critical, no slash (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, elemental I [Ice, -1Size] (15 DP) Elemental immunity [Wind] (20 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP)
Form: Body: steel [10, 30] (30 DP) Neutral odor (10 DP) Body condition: Intricate parts [-3, 0,5] (-15 DP) Extra joints [Leg, 20] (20 DP) Breathing, no (20 DP) Lifeless (5 DP) Induce breakage III [-30] (16 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Octo.: 28 Climb.Suct.: 0
Skills: Perc.: 14 Run.: 61 Climb.: 92 Multi. Att.: 76 Restr. Quar.: 25
Spells: Cha 1 **PP:** -8
Racial:

Stats	Ag	2	Co	4	Em	-10	Em	-10	In	-10	Pr	-10	Qu	-2	Re	-10	SD	4	St	6
Base Hits	25	**Base RR**	Ch	20	**Ess**	20	**Me**	20	**Ph**	0	**Fe**	0								
Base Endurance	25	**Healing rate**	x2		**Stride**	0	**AT**	Armor, iron-like large plates (AT 9)												

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio

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Beast Construct, wasp, major	15H	Walk.Sext.: 12	0	H(8)	VIII I@#PS	130 (214)	130	AT 7(N)	70 (0)	129H(8)bi ;114M(5)lbo	22	12	12	6	9	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	1”	**Leftover DP**	49
Type	Construct	**Length**	720”	**Outlook**	Protective
Archetype	Stealth	**Weight**	14500Lbs.	**Treasure**	0

Ag	7	**Co**	6	**Em**	-8	**In**	-8	**Me**	-10	**Pr**	-8	**Qu**	0	**Re**	-5	**SD**	9	**St**	8

Attack: Weaponized appendage [Attack] (5 DP) Elemental bolt V [Lightning, MFire bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP) Regeneration, no (-20 DP) Proof, critical, no slash (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, elemental I [Ice, -1Size] (15 DP) Elemental immunity [Wind] (20 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP)
Form: Body: steel [10, 30] (30 DP) Neutral odor (10 DP) Body condition: Intricate parts [-3, 0,5] (-15 DP) Extra joints [Leg, 20] (20 DP) Breathing, no (20 DP) Beast of burden I [0,2] (10 DP) Lifeless (5 DP) Induce breakage III [-30] (16 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP) Control difficulty III [-15] (15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Sext.: 12 Ma.Fly.Awk.: 0
Skills: Perc.: 46 Run.: 91 Fly.: 151 Multi. Att.: 130 Restr. Quar.: 50
Spells: Cha 2 **PP:** -5
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-10	**Em**	-10	**In**	-10	**Pr**	-10	**Qu**	-2	**Re**	-10	**SD**	4	**St**	6

Base Hits	25	**Base RR**	Ch	20	**Ess**	20	**Me**	20	**Ph**	0	**Fe**	0
Base Endurance	25	**Healing rate**	x2		**Stride**	0	**AT**	Armor, iron-like scales (AT 7)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Beast Construct, wasp, minor	7H	Walk.Sext.: 12	-1	L(7)	VII I@#PS	91 (141)	91	AT 7(N)	51 (0)	78L(7)bi ;61D(2)lbo	21	11	11	5	6	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	1”	**Leftover DP**	49
Type	Construct	**Length**	300”	**Outlook**	Protective
Archetype	Stealth	**Weight**	1050Lbs.	**Treasure**	0

Ag	4	**Co**	5	**Em**	-9	**In**	-9	**Me**	-10	**Pr**	-9	**Qu**	-1	**Re**	-8	**SD**	6	**St**	7

Attack: Weaponized appendage [Attack] (5 DP) Elemental bolt I [Lightning, DLightningbolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (20 DP)

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Defense: Proof, critical, critical reduction I [I] (10 DP) Regeneration, no (-20 DP) Proof, critical, no slash (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, elemental I [Ice, -1Size] (15 DP) Elemental immunity [Wind] (20 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP)
Form: Body: steel [10, 30] (30 DP) Neutral odor (10 DP) Body condition: Intricate parts [-3, 0,5] (-15 DP) Extra joints [Leg, 20] (20 DP) Breathing, no (20 DP) Lifeless (5 DP) Induce breakage III [-30] (16 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Sext.: 12 Ma.Fly.Awk.: 0
Skills: Perc.: 14 Run.: 61 Fly.: 92 Multi. Att.: 76 Restr. Quar.: 25
Spells: Cha 1 **PP:** -8
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-10	**Em**	-10	**In**	-10	**Pr**	-10	**Qu**	-2	**Re**	-10	**SD**	4	**St**	6

Base Hits	25	**Base RR**	Ch	20	**Ess**	20	**Me**	20	**Ph**	0	**Fe**	0
Base Endurance	25	**Healing rate**	x2		**Stride**	0	**AT**	Armor, iron-like scales (AT 7)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Beast Construct, wolf	9H	Walk.Quad.: 27	-1	B(6)	VI I@# PS	136 (228)	136	AT 7(N)	45 (0)	115B(6)ra> ;115B(6)bi	21	10	10	7	5	Harem (3d8)	E U W - - -

Category	Artificial	**Height**	33”	**Leftover DP**	182
Type	Construct	**Length**	58”	**Outlook**	Hostile
Archetype	Offensive	**Weight**	500Lbs.	**Treasure**	0

Ag	5	**Co**	7	**Em**	-10	**In**	-9	**Me**	-9	**Pr**	-10	**Qu**	-1	**Re**	-9	**SD**	5	**St**	9

Attack: Fighting brick II [+2 pace] (-20 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP) Regeneration, no (-20 DP) Proof, critical, no slash (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, elemental I [Ice, -1Size] (15 DP) Elemental immunity [Wind] (20 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP)
Form: Body: steel [10, 30] (30 DP) Neutral odor (10 DP) Body condition: Intricate parts [-3, 0,5] (-15 DP) Extra joints [Leg, 20] (20 DP) Breathing, no (20 DP) Lifeless (5 DP) Induce breakage III [-30] (16 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Quad.: 27
Skills: Perc.: 12 Run.: 66 Multi. Att.: 54 Restr. Quar.: 25
Spells: Cha 0 **PP:** -11
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-10	**Em**	-10	**In**	-	**Pr**	-	**Qu**	-2	**Re**	-10	**SD**	4	**St**	6

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										10		10										

Base Hits	25	**Base RR**	Ch	20	**Ess**	20	**Me**	20	**Ph**	0	**Fe**	0
Base Endurance	25	**Healing rate**	x2		**Stride**	10	**AT**	Armor, iron-like scales (AT 7)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Beast Golem, iron bull	12H	Walk.Quad.: 26	-2	H(8)	VIII @# PS	170 (282)	130	AT 9(N)	38 (0)	130H(8)ho> ;110H(8)ra>> ;130H(8)tr	28	16	16	8	2	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	63”	**Leftover DP**	56
Type	Golem	**Length**	102”	**Outlook**	Obsessive
Archetype	Offensive	**Weight**	14679Lbs.	**Treasure**	0

Ag	2	**Co**	8	**Em**	-4	**In**	-2	**Me**	-2	**Pr**	-4	**Qu**	-2	**Re**	-2	**SD**	2	**St**	8

Attack: Attacks sequence (10 DP) Fighting brick II [+2 pace] (-20 DP) Material destruction IV [Stone, 1cu', 1 rnd] (50 DP)
Defense: Regeneration, no (-20 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no slash (10 DP) Elemental immunity [Lightning] (20 DP) Proof, elemental I [Fire, -1Size] (15 DP)
Form: Body: iron [9, 20] (20 DP) Neutral odor (10 DP) Breathing, no (20 DP) Lifeless (5 DP) Induce breakage II [-20] (14 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP) Item, no item (-15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Quad.: 26
Skills: Perc.: 66 Run.: 48
Spells: Cha 1 **PP:** 9
Racial:

Stats	**Ag**	-2	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	-4	**Re**	-4	**SD**	0	**St**	4

Base Hits	40	**Base RR**	Ch	20	**Ess**	20	**Me**	20	**Ph**	0	**Fe**	0
Base Endurance	0	**Healing rate**	x2		**Stride**	0	**AT**	Armor, iron-like large plates (AT 9)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Beast Golem, mithril unicorn	22H	Walk.Quad.: 26	-1	H(8)	VIII @#	211 (355)	171	AT 10(N	81 (0)	174H(8)ho ;174H(8)tr	29	16	16	12	3	Solo (1d2)	E U W - - -

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					PS			)										

Category	Artificial	**Height**	62”	**Leftover DP**	102
Type	Golem	**Length**	98”	**Outlook**	Obsessive
Archetype	Offensive	**Weight**	6000Lbs.	**Treasure**	0

Ag	4	**Co**	12	**Em**	-4	**In**	-1	**Me**	-1	**Pr**	-4	**Qu**	-1	**Re**	-1	**SD**	3	**St**	13

Attack: Attacks sequence (10 DP) Fighting brick II [+2 pace] (-20 DP) Material destruction IV [Stone, 1cu', 1 rnd] (50 DP)
Defense: Regeneration, no (-20 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no slash (10 DP) Elemental immunity [Lightning] (20 DP) Elemental immunity [Fire] (20 DP) Elemental immunity [Ice] (20 DP) Proof, weapon, except magic (20 DP)
Form: Body: mithril [10, 40] (40 DP) Neutral odor (10 DP) Breathing, no (20 DP) Lifeless (5 DP) Induce breakage IV [-40] (18 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP) Item, no item (-15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Quad.: 26
Skills: Perc.: 107 Run.: 82
Spells: Cha 1 **PP:** 15
Racial:

Stats	**Ag**	-2	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	-4	**Re**	-4	**SD**	0	**St**	4

Base Hits	40	**Base RR**	Ch	20	**Ess**	20	**Me**	20	**Ph**	0	**Fe** 0
Base Endurance	0	**Healing rate**	x2		**Stride**	0	**AT**	Armor, iron-like skin (AT 10)			

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Beast Golem, steel sphinx	18H	Walk.Quad.: 27	-1	H(8)	VIII @# PS	199 (335)	159	AT 10(N)	73 (0)	160H(8)ra> ;160H(8)cl ;160H(8)bi	29	16	16	10	3	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	65”	**Leftover DP**	61
Type	Golem	**Length**	98”	**Outlook**	Obsessive
Archetype	Offensive	**Weight**	6764Lbs.	**Treasure**	0

Ag	4	**Co**	10	**Em**	-4	**In**	-1	**Me**	-1	**Pr**	-4	**Qu**	-1	**Re**	-1	**SD**	3	**St**	10

Attack: Attacks sequence (10 DP) Fighting brick II [+2 pace] (-20 DP) Material destruction IV [Stone, 1cu', 1 rnd] (50 DP)
Defense: Regeneration, no (-20 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no slash (10 DP) Elemental immunity [Lightning] (20 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, weapon, except magic (20 DP)
Form: Body: steel [10, 30] (30 DP) Neutral odor (10 DP) Breathing, no (20 DP) Lifeless (5 DP) Induce breakage III [-30] (16 DP)

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Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP) Item, no item (-15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Quad.: 27 Ma.Fly.Awk.: 0
Skills: Perc.: 93 Run.: 69
Spells: Cha 1 **PP:** 13
Racial:

Stats	**Ag**	-2	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	-4	**Re**	-4	**SD**	0	**St**	4
Base Hits		40	**Base RR**		Ch	20	**Ess**		20	**Me**		20	**Ph**	0	**Fe**	0				
Base Endurance		0	**Healing rate**		x2		**Stride**		0	**AT**		Armor, iron-like skin (AT 10)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Beast Golem, stone horse	8H	Walk.Quad.: 26	-3	H(8)	VIII I@#PS	137 (221)	97	AT 7(N)	17 (0)	96H(8)un ;96H(8)ra> ;96H(8)tr	27	16	16	6	1	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	62”	**Leftover DP**	20
Type	Golem	**Length**	98”	**Outlook**	Obsessive
Archetype	Offensive	**Weight**	4344Lbs.	**Treasure**	0

Ag	0	**Co**	6	**Em**	-4	**In**	-3	**Me**	-3	**Pr**	-4	**Qu**	-3	**Re**	-3	**SD**	1	**St**	6

Attack: Attacks sequence (10 DP) Fighting brick II [+2 pace] (-20 DP) Material destruction II [Wood, 5cu', 1 rnd] (30 DP)
Defense: Regeneration, no (-20 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, critical reduction I [I] (10 DP) Elemental immunity [Lightning] (20 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, weapon, except crystalline (20 DP)
Form: Body: stone [7, 20] (20 DP) Neutral odor (10 DP) Breathing, no (20 DP) Lifeless (5 DP) Induce breakage I [-10] (12 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP) Item, no item (-15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Quad.: 26
Skills: Perc.: 43 Run.: 32
Spells: Cha 0 **PP:** 0
Racial:

Stats	**Ag**	-2	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	-4	**Re**	-4	**SD**	0	**St**	4
Base Hits		40	**Base RR**		Ch	20	**Ess**		20	**Me**		20	**Ph**	0	**Fe**	0				
Base Endurance		0	**Healing rate**		x2		**Stride**		0	**AT**		Armor, brittle crystaline skin (AT 7)								

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Beast Golem, stone wyvern	10H	Walk.Bi.: 22	-3	H(8)	VIII I@#PS	155 (255)	115	AT 7(N)	31 (0)	115H(8)bi ;115H(8)si	27	16	16	7	1	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	80”	**Leftover DP**	9
Type	Golem	**Length**	150”	**Outlook**	Obsessive
Archetype	Offensive	**Weight**	7960Lbs.	**Treasure**	0

Ag	1	Co	7	Em	-4	In	-3	Me	-3	Pr	-4	Qu	-3	Re	-3	SD	1	St	7

Attack: Poison sack, injection [Poison: Conversion, Stinger] (20 DP) Fighting brick II [+2 pace] (-20 DP) Material destruction II [Wood, 5cu', 1 rnd] (30 DP)
Defense: Regeneration, no (-20 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, critical reduction I [I] (10 DP) Elemental immunity [Lightning] (20 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, weapon, except crystalline (20 DP)
Form: Body: stone [7, 20] (20 DP) Neutral odor (10 DP) Breathing, no (20 DP) Lifeless (5 DP) Induce breakage I [-10] (12 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP) Item, no item (-15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 22 Ma.Fly.Awk.: 0
Skills: Perc.: 55 Run.: 40
Spells: Cha 0 **PP:** 1
Racial:

Stats	Ag	-2	Co	4	Em	-4	Em	-4	In	-4	Pr	-4	Qu	-4	Re	-4	SD	0	St	4
Base Hits	40	**Base RR**	Ch	20	**Ess**	20	**Me**	20	**Ph**	0	**Fe**	0								
Base Endurance	0	**Healing rate**	x2		**Stride**	0	**AT**	Armor, brittle crystaline skin (AT 7)												

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Beaver	2A	Walk.Quad.: 10	-2	S(4)	IV - -	31 (36)	11	AT 1(N)	-5 (0)	14S(4)bi	9	-2	-1	3	0	Array (2d8)	P F - - -

Category	Animal	**Height**	15”	**Leftover DP**	224
Type	Herbivore	**Length**	36”	**Outlook**	Open
Archetype	Skill	**Weight**	51Lbs.	**Treasure**	0

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Ag	2	Co	3	Em	-2	In	-1	Me	-2	Pr	-1	Qu	-2	Re	-1	SD	0	St	1

Attack:
Defense:
Form: Protected senses and breathing (15 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: rat (10 DP) Hearing: Cat (10 DP) Sensitivity: Near sighted (-5 DP)
Movement: Walk.Quad.: 10 Swim.Web: 0
Skills: Perc.: 22 Run.: 30 Swim.: 30 Surv. Biome: 20 Wood Cr. Spec.: 24
Spells: Cha 0 **PP:** 1
Racial:

Stats	Ag	2	Co	3	Em	-2	Em	-2	In	-1	Pr	-1	Qu	-2	Re	-1	SD	0	St	1
Base Hits		20		**Base RR**		Ch	0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0	
Base Endurance		0		**Healing rate**		x1		**Stride**		0		**AT**		Armor, light fur (AT 1)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Bee/ wasp	1A	Walk.Sext.: 13	3	Mi (1)	I - -	28 (40)	13	AT 1(N)	21 (0)	18MI(1)si ;28D(2)si(Coop10)	9	-4	-3	2	-3	Swarm (1d10000)	B X F S - -

Category	Animal	Height	1”	Leftover DP	230
Type	Invertebrate	Length	2”	Outlook	Hungry
Archetype	Offensive	Weight	0.1Lbs.	Treasure	0

Ag	4	Co	2	Em	-4	In	-1	Me	-3	Pr	-3	Qu	3	Re	-3	SD	-3	St	1

Attack: Cooperation: flock/ pack attack III [Attack, 10, 10, 1Size] (20 DP) Poison sack, injection [Poison: Nerve, Stinger] (20 DP)
Defense: Elemental vulnerability I [Vacuum, +1 Size] (-15 DP)
Form: Wings, diaphanous (5 DP) Additional limb pair I [Location] (20 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: sensitive (5 DP) Touch: sensitive antennae/ vibrissae (13 DP) Eyes: multifaceted [100', 320, None] (25 DP)
Movement: Walk.Sext.: 13 Surf.Adh.: 0 Wing.Fly.Norm.: 0
Skills: Perc.: -1 Fly.: 13 Surv. Biome: -1
Spells: Cha 0 **PP:** 0
Racial:

Stats	Ag	4	Co	2	Em	-4	Em	-4	In	-1	Pr	-3	Qu	3	Re	-3	SD	-3	St	1
Base Hits		15		**Base RR**		Ch	0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0	
Base Endurance		0		**Healing rate**		x2		**Stride**		0		**AT**		Armor, naked skin (AT 1)						

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Beetle	1A	Walk.Sext.: 12	-1	Mi (1)	I - -	24 (29)	9	AT 1(N)	9 (0)	10MI(1)be	8	-4	-3	3	-2	Unit (1d100)	T B X P J -

Category	Animal	**Height**	1”	**Leftover DP**	308
Type	Invertebrate	**Length**	3”	**Outlook**	Timid
Archetype	Defensive	**Weight**	0.2Lbs.	**Treasure**	0

Ag	1	Co	3	Em	-4	In	-2	Me	-4	Pr	-3	Qu	-1	Re	-4	SD	-2	St	2

Attack:
Defense: Elemental vulnerability I [Vacuum, +1 Size] (-15 DP)
Form: Wings, diaphanous (5 DP) Additional limb pair I [Location] (20 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: sensitive (5 DP) Touch: sensitive antennae/ vibrissae (13 DP) Eyes: multifaceted [100', 320, None] (25 DP)
Movement: Walk.Sext.: 12 Surf.Adh.: 0 Wing.Fly.Norm.: 0
Skills: Perc.: -2 Fly.: 12 Surv. Biome: -4
Spells: Cha 0 **PP:** -1
Racial:

Stats	Ag	1	Co	3	Em	-4	Em	-4	In	-2	Pr	-3	Qu	-1	Re	-4	SD	-2	St	2
Base Hits		15	**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0	
Base Endurance		0	**Healing rate**		x2			**Stride**		0		**AT**		Armor, naked skin (AT 1)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Behemoth	50G	Walk.Quad.: 146	-5	O(12)	XII @!# -	272 (472)	252	AT 9(N)	95 (0)	250O(12)bi ;250O(12)cl ;225O(12)ra ;232O(12)all3WF ;175B(6)fboS ;175B(6)fboS ;175B(6)fboS ;175B(6)fboS ;175B(6)fboS ;175B(6)fboS	21	6	6	26	0	Solo (1d2)	X P S J - -

Category	Fell creature	**Height**	425”	**Leftover DP**	89
Type	Great drake	**Length**	1020”	**Outlook**	Carefree
Archetype	Offensive	**Weight**	1600000Lbs.	**Treasure**	0

Ag	4	Co	16	Em	-4	In	1	Me	2	Pr	-4	Qu	-5	Re	6	SD	0	St	23

Attack: Elemental cone III [Fire Ball, MFire ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (55 DP) Increase cone V [+5', 3'D/ lvl] (25 DP) Increase attack size I [Fire Ball, +1 Size] (10 DP) Elemental bolt V [Fire Bolt, MFire bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Increase range III [+10'/ lvl] (20 DP) Increase attack size I [Fire Bolt, +1 Size] (10 DP) Fighting brick II [+2 pace] (-20 DP) Wing buffeting [3'R/ lvl] (25 DP)

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Defense: Elemental immunity, natural [Natural element] (20 DP) Elemental immunity, total [All elements] (100 DP) Elemental blood V [Fire, E] (25 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP) Weak spot [Location, -25] (-10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stagger (10 DP) Proof, critical, no stun (10 DP)
Form: Wings, membrane (10 DP) Elongated appendage V [Neck, 25'] (25 DP) Elongated appendage V [Tail, 25'] (25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: stomatopod (25 DP) Smell: snake (15 DP) Taste: snake palette (15 DP) Hearing: Hare (20 DP)
Movement: Walk.Quad.: 146 Wing.Fly.ungr.: 0
Skills: Perc.: 157 Run.: 193 Fly.: 193 Multi. Att.: 150
Spells: Cha 4 **PP:** 33
Racial:

Stats	**Ag**	-4	**Co**	6	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	-8	**Re**	-1	**SD**	-5	**St**	8
Base Hits		40	**Base RR**		Ch	10	**Ess**		10	**Me**		10	**Ph**	10	**Fe**	0				
Base Endurance		20	**Healing rate**		x1		**Stride**		0	**AT**		Armor, dragon scales, heavy (AT 9)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Bird, diminutive	1A	Walk.Bi.: 1	4	D(2)	II - -	17 (22)	7	AT 1(N)	24 (0)	3D(2)ra ;13T(3)ra(Coop20) ;3D(2)be	11	-3	-2	0	-3	Parliament (3d8)	T B X P J O

Category	Animal	**Height**	14”	**Leftover DP**	283
Type	Bird	**Length**	24”	**Outlook**	Jumpy
Archetype	Defensive	**Weight**	2.5Lbs.	**Treasure**	0

Ag	4	**Co**	0	**Em**	-3	**In**	1	**Me**	-4	**Pr**	-2	**Qu**	4	**Re**	-5	**SD**	-3	**St**	-3

Attack: Cooperation: flock/ pack attack II [Attack, 20, 15, 1Size] (15 DP)
Defense:
Form: Wings, feathered (20 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Bi.: 1 Awk.move.IV: 0 Wing.Fly.Exc.: 0
Skills: Perc.: -1 Fly.: 7 Surv. Biome: -2 Acrob.: 11
Spells: Cha 0 **PP:** 2
Racial:

Stats	**Ag**	4	**Co**	0	**Em**	-3	**Em**	-3	**In**	1	**Pr**	-2	**Qu**	4	**Re**	-5	**SD**	-3	**St**	-3
Base Hits		15	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0				
Base Endurance		5	**Healing rate**		x1		**Stride**		0	**AT**		Armor, light feather coat (AT 1)								

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Bird, miniscule	1A	Walk.Bi.: 1	4	Mi (1)	I - -	12 (17)	2	AT 1(N)	24 (0)	3MI(1)ra ;13D(2)ra(Coop100)	11	-3	-2	0	-3	Flock (4d100)	T B X P J -

Category	Animal	**Height**	4”	**Leftover DP**	323
Type	Bird	**Length**	6”	**Outlook**	Jumpy
Archetype	Defensive	**Weight**	0.1Lbs.	**Treasure**	0

Ag	4	Co	0	Em	-3	In	1	Me	-4	Pr	-2	Qu	4	Re	-5	SD	-3	St	-3

Attack: Cooperation: flock/ pack attack I [Attack, 100, 20, 1Size] (10 DP)
Defense:
Form: Wings, feathered (20 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Bi.: 1 Awk.move.IV: 0 Wing.Fly.Exc.: 0
Skills: Perc.: -1 Fly.: 7 Surv. Biome: -2 Acrob.: 11
Spells: Cha 0 **PP:** 2
Racial:

Stats	Ag	4	Co	0	Em	-3	Em	-3	In	1	Pr	-2	Qu	4	Re	-5	SD	-3	St	-3
Base Hits		10	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**		0	**Fe**		0		
Base Endurance		0	**Healing rate**		x1		**Stride**		3	**AT**		Armor, light feather coat (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Bird, strider	4B	Walk.Bi.: 31	2	B(6)	VI - -	77 (125)	67	AT 2(N)	14 (0)	57B(6)ra> ;45B(6)tr>> ;57B(6)be	10	-4	-4	3	-2	Gaggle (1d12)	P S - - - -

Category	Animal	**Height**	102”	**Leftover DP**	189
Type	Bird	**Length**	36”	**Outlook**	Dominant
Archetype	Offensive	**Weight**	520Lbs.	**Treasure**	0

Ag	3	Co	3	Em	-4	In	0	Me	-3	Pr	-4	Qu	2	Re	-4	SD	-2	St	3

Attack: Attacks sequence (10 DP)
Defense:
Form: Wings, feathered (20 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 1, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)

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Movement: Walk.Bi.: 31
Skills: Perc.: 18 Fly.: 33 Surv. Biome: 17
Spells: Cha 0 **PP:** 3
Racial:

Stats	Ag	2	Co	2	Em	-4	Em	-4	In	0	Pr	-4	Qu	2	Re	-4	SD	-2	St	2
Base Hits		25	Base RR		Ch		0	Ess		0			Me		0		Ph	0	Fe	0
Base Endurance		15	Healing rate		x1			Stride		0			AT		Armor, thick feather coat (AT 2)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Blacar (II)	10D	Mag.Fly. Cont.: 37	4	T(3)	III @# -	135 (235)	110	AT 2(N)	72 (0)	108S(4)ra[Cold]	18	17	30	13	4	Solo (1d2)	E U L - - -

Category	Extra planar	Height	15”	Leftover DP	33
Type	Visitor	Length	15”	Outlook	Belligerent
Archetype	Offensive	Weight	0Lbs.	Treasure	0

Ag	6	Co	3	Em	-3	In	-2	Me	1	Pr	0	Qu	4	Re	1	SD	4	St	1

Attack: Life drain, hunger III [Drain SD, 3, -10] (15 DP) Life drain, touch I [Cold, A, 10, Cold ball] (10 DP) Swooping (25 DP) Adrenal defense VIII [40] (40 DP)
Defense: Abomination (-20 DP) Proof, weapon, except magic (20 DP) Elemental immunity [Fire] (20 DP) Elemental immunity [Lightning] (20 DP)
Form: Body: pure energy [1, 50] (50 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Breathing, no (20 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar III [III] (-3 DP) Body condition, fleeting soul (-20 DP) Diet, alacritovore [Life energy] (-10 DP) Unsleeping (20 DP)
Senses: Dead sense deprivement (-30 DP) Hearing: Echolocation (30 DP)
Movement: Mag.Fly.Cont.: 37
Skills: Perc.: 63 Fly.: 70
Spells: Men 0 **PP:** 3
Racial:

Stats	Ag	3	Co	0	Em	-3	Em	-3	In	-2	Pr	-1	Qu	3	Re	0	SD	3	St	-2
Base Hits		25	Base RR		Ch		20	Ess		20			Me		20		Ph	10	Fe	0
Base Endurance		0	Healing rate		x1			Stride		15			AT		Armor, thick skin (AT 2)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Black Baboon	8F	Walk.Bi.: 33	0	B(6)	VI I -	108 (176)	78	AT 2(N)	66 (0)	104B(6)cu ;104B(6)un ;88B(6)gr	11	-1	1	15	0	Group (6d10)	I T B X J A

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Category	Monster	**Height**	110”	**Leftover DP**	133
Type	Land	**Length**	15”	**Outlook**	Protective
Archetype	Discipline	**Weight**	784Lbs.	**Treasure**	0

Ag	4	**Co**	5	**Em**	-1	**In**	1	**Me**	-1	**Pr**	1	**Qu**	0	**Re**	1	**SD**	0	**St**	8

Attack: Adrenal defense X [50] (50 DP) Nonviolent I [-5] (-10 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP)
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Sight: primate (5 DP)
Movement: Walk.Bi.: 33 Climb.Grip: 0
Skills: Perc.: 70 Run.: 85 Climb.: 85 Hiding: 30 Stalking: 30 Wei. Trn.: 68
Spells: Cha 1 **PP:** 12
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-1	**Em**	-1	**In**	0	**Pr**	0	**Qu**	0	**Re**	-1	**SD**	-2	**St**	6
Base Hits		30	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	10	**Fe**		0			
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**		Armor, heavy fur (AT2)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Black Paladin (III)	10F	Walk.Bi.: 20	0	M(5)	V @# -	94 (154)	84	AT 1(6)	20 (50)	93M(5)un ;93M(5)we ;93B(6)sp	19	2	4	3	-2	Solo (1d2)	L E U - - -

Category	Undead	**Height**	72”	**Leftover DP**	63
Type	Corporeal	**Length**	11”	**Outlook**	Belligerent
Archetype	Semi spell user	**Weight**	140Lbs.	**Treasure**	0

Ag	3	**Co**	3	**Em**	-3	**In**	4	**Me**	2	**Pr**	-1	**Qu**	0	**Re**	3	**SD**	-2	**St**	5

Attack: Life drain, hunger I [Stat, 1, -10] (5 DP) Life drain, aura II [10'R, 3 rnds] (25 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no puncture (10 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Vision: Dark vision, superior [100'] (50 DP) Dead sense deprivement (-30 DP) Sight: primate (5 DP)
Movement: Walk.Bi.: 20
Skills: Perc.: 65 Run.: 71 Rid. Horse: 59 Mount. Com.: 60 Leadersh.: 60 Soc. Aware.: 60
Spells: Cha 60 **PP:** 71
Racial:

Stats	**Ag**	0	**Co**	2	**Em**	-4	**Em**	-4	**In**	1	**Pr**	-2	**Qu**	0	**Re**	2	**SD**	-2	**St**	4
Base Hits		30	**Base RR**		Ch	5	**Ess**		5	**Me**		5	**Ph**	0	**Fe**		0			

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Base Endurance	20	Healing rate	x0.5		Stride	0	AT	Armor, naked skin (AT 1)

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Black Paladin Rended One (IV)	15F	Walk.Bi.: 20	0	M(5)	V @# -	116 (196)	106	AT 1(6)	30 (60)	123M(5)un ;123M(5)we ;123B(6)sp	21	3	5	4	-2	Solo (1d2)	L E U - - -

Category	Unknown	Height	72”	Leftover DP	113
Type	Unknown	Length	11”	Outlook	Belligerent
Archetype	Semi spell user	Weight	140Lbs.	Treasure	0

Ag	5	Co	4	Em	-2	In	6	Me	2	Pr	0	Qu	0	Re	4	SD	-2	St	6

Attack: Life drain, hunger I [Stat, 1, -10] (5 DP) Life drain, aura II [10'R, 3 rnds] (25 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no puncture (10 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Vision: Dark vision, superior [100'] (50 DP) Dead sense deprivement (-30 DP) Sight: primate (5 DP)
Movement: Walk.Bi.: 20
Skills: Perc.: 88 Run.: 95 Rid. Horse: 83 Mount. Com.: 80 Leadersh.: 84 Soc. Aware.: 84
Spells: Cha 90 **PP:** 96
Racial:

Stats	Ag	0	Co	2	Em	-4	Em	-4	In	1	Pr	-2	Qu	0	Re	2	SD	-2	St	4
Base Hits		30			Base RR		Ch		5	Ess		5			Me		5		Ph	0	Fe	0
Base Endurance		20			Healing rate		x0.5			Stride		0			AT		Armor, naked skin (AT 1)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Black reaver, greater (VI+)	85G	Walk.Bi.: 24	7	B(6)	VIII @# -	351 (621)	326	AT 2(10)	226 (0)	321H(8)un ;351H(8)bx ;351H(8)bx ;351H(8)bx2WF	6	30	16	13	5	Solo (1d2)	L E U - - -

Category	Undead	Height	108”	Leftover DP	762
Type	Black reaver	Length	14”	Outlook	Obsessive
Archetype	Offensive	Weight	750Lbs.	Treasure	0

Ag	9	Co	13	Em	0	In	-4	Me	5	Pr	-4	Qu	7	Re	9	SD	5	St	21

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Attack: Enhanced natural attack II [Unarmed Strikes, +2 Size] (20 DP) Strength beyond form I [+1 Size] (20 DP) Material destruction V [Metal, 1cu', 1 rnd] (60 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Dense II [2Size] (35 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead VII [VI+] (-7 DP) Unsleeping (20 DP) Ambidextrous (10 DP) Link, bound spirit [Focus, 100'R] (-35 DP) Item, signature weapon [Weapon] (10 DP) Item, signature armor [Armor] (10 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Vision: Dark vision, superior [100'] (50 DP) Dead sense deprivement (-30 DP) Sight: primate (5 DP)
Movement: Walk.Bi.: 24 Swim.Web: 0 Ma.Fly.Awk.: 0
Skills: Perc.: 195 Run.: 228 Climb.: 228 Fly.: 228 Multi. Att.: 185 Track.: 195
Spells: Ess 8 **PP:** 43
Racial:

Stats	**Ag**	1	**Co**	3	**Em**	-5	**Em**	-5	**In**	-4	**Pr**	-4	**Qu**	4	**Re**	2	**SD**	0	**St**	6
Base Hits		50		**Base RR**	Ch	10	**Ess**	20		**Me**	20		**Ph**	0	**Fe**	0				
Base Endurance		25		**Healing rate**	x0.5		**Stride**	-10		**AT**	Armor, thick skin (AT 2)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Black reaver, lesser (VI+)	50G	Walk.Bi.: 20	7	B(6)	VII @# -	281 (481)	256	AT 2(10)	156 (0)	251H(8)un ;281H(8)bx ;281H(8)bx ;281H(8)bx2WF	6	30	16	13	5	Solo (1d2)	L E U - - -

Category	Undead	**Height**	96”	**Leftover DP**	360
Type	Black reaver	**Length**	13”	**Outlook**	Obsessive
Archetype	Offensive	**Weight**	525Lbs.	**Treasure**	0

Ag	9	**Co**	13	**Em**	0	**In**	-4	**Me**	5	**Pr**	-4	**Qu**	7	**Re**	9	**SD**	5	**St**	21

Attack: Enhanced natural attack II [Unarmed Strikes, +2 Size] (20 DP) Strength beyond form I [+1 Size] (20 DP) Material destruction V [Metal, 1cu', 1 rnd] (60 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Dense I [1Size] (17 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead VII [VI+] (-7 DP) Unsleeping (20 DP) Ambidextrous (10 DP) Link, bound spirit [Focus, 100'R] (-35 DP) Item, signature weapon [Weapon] (10 DP) Item, signature armor [Armor] (10 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Vision: Dark vision, superior [100'] (50 DP) Dead sense deprivement (-30 DP) Sight: primate (5 DP)
Movement: Walk.Bi.: 20 Swim.Web: 0 Ma.Fly.Awk.: 0
Skills: Perc.: 160 Run.: 193 Climb.: 193 Fly.: 193 Multi. Att.: 150 Track.: 160
Spells: Ess 4 **PP:** 28
Racial:

Stats	**Ag**	1	**Co**	3	**Em**	-5	**Em**	-5	**In**	-4	**Pr**	-4	**Qu**	4	**Re**	2	**SD**	0	**St**	6
Base Hits		50		**Base RR**	Ch	10	**Ess**	20		**Me**	20		**Ph**	0	**Fe**	0				
Base Endurance		25		**Healing rate**	x0.5		**Stride**	-10		**AT**	Armor, thick skin (AT 2)									

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Black Stalker (IV)	15G	Walk.Bi.: 23	5	M(5)	V I -	116 (200)	96	AT 2(5)	55 (50)	136M(5)as	11	-3	2	14	4	Solo (1d2)	E U L - -

Category	Extra planar	**Height**	76”	**Leftover DP**	102
Type	Demon	**Length**	11”	**Outlook**	Obsessive
Archetype	Stealth	**Weight**	225Lbs.	**Treasure**	0

Ag	7	Co	4	Em	-3	In	1	Me	2	Pr	2	Qu	5	Re	7	SD	4	St	4

Attack: Fast attack I [5] (10 DP) Sense weakness (30 DP)
Defense: Abomination (-20 DP) Proof, critical, critical reduction I [I] (10 DP) Proof, weapon, except magic (20 DP) Regeneration, conditional [Darkness, 1 H/ rnd] (25 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Neutral odor (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar IV [IV] (-4 DP) Body condition, fleeting soul (-20 DP) Diet, nihilovore (20 DP) Item, signature weapon [Weapon] (10 DP) Item, signature armor [Armor] (10 DP) Item, signature tool [Tool] (10 DP)
Senses: Vision: demon vision [50'] (55 DP) Sensitivity: Light sensitivity II [-50] (-20 DP) Smell: dog (20 DP) Hearing: Dog (15 DP)
Movement: Walk.Bi.: 23 Climb.Grip: 0
Skills: Perc.: 142 Run.: 145 Amb. Melee: 142 Hiding: 167 Stalking: 142 Locks: 145
Spells: Cha 2 **PP:** 11
Racial:

Stats	Ag	2	Co	2	Em	-5	Em	-5	In	-1	Pr	0	Qu	3	Re	2	SD	-1	St	2				
Base Hits			20		**Base RR**		Ch		0	**Ess**		0			**Me**		0		**Ph**	10	**Fe**		0	
Base Endurance			0		**Healing rate**		x1			**Stride**		0			**AT**		Armor, thick skin (AT 2)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Blacksnake	15G	Slith.Belly: 21	4	S(4)	IV - -	69 (109)	44	AT 4(N)	27 (0)	80M(5)bi	18	18	-11	0	4	Solo (1d2)	B F J E - -

Category	Monster	**Height**	4”	**Leftover DP**	100
Type	Aerial	**Length**	102”	**Outlook**	Inconsiderate
Archetype	Hybrid spell user	**Weight**	54Lbs.	**Treasure**	0

Ag	2	Co	0	Em	8	In	8	Me	8	Pr	-1	Qu	4	Re	8	SD	4	St	-3

Attack: Gaping maw I [-3 Size] (25 DP) Poison sack, injection [Poison: Muscle, Stinger] (20 DP)
Defense:
Form: Wings, membrane (10 DP) Camouflage, pattern [Darkness, 25] (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Efficient sleeper I [-1 hr.] (5 DP) Item, no item (-15 DP)

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Senses: Vision: demon vision [50'] (55 DP) Taste: snake palette (15 DP) Smell: snake (15 DP)
Movement: Slith.Belly: 21 Wing.Fly.Norm.: 0
Skills: Perc.: 126 Fly.: 105 Grace. Spell l.: 106 Lor. Extr. Planar: 130 Lor. Und.: 130 Attune.: 55
Spells: Cha/Ess 300 **PP:** 146
Racial:

Stats	**Ag**	2	**Co**	-2	**Em**	3	**Em**	3	**In**	3	**Pr**	-3	**Qu**	2	**Re**	3	**SD**	-1	**St**	-3
Base Hits		25	**Base RR**		Ch		0	**Ess**		0		**Me**	-10		**Ph**	0	**Fe**	0		
Base Endurance		0	**Healing rate**		x1			**Stride**		0		**AT**	Armor, large scales (AT 4)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Bloodbeast, greater (III)	10E	Walk.Bi.: 19	1	M(5)	VI@#-	141 (241)	126	AT 1(N)	23 (0)	117M(5)we	16	-8	-7	6	-1	Solo (1d2)	L E U - - -

Category	Undead	**Height**	68”	**Leftover DP**	46
Type	Corporeal	**Length**	10”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	200Lbs.	**Treasure**	0

Ag	2	**Co**	6	**Em**	-3	**In**	1	**Me**	1	**Pr**	-2	**Qu**	1	**Re**	1	**SD**	-1	**St**	5

Attack: Aura, blood [50'R] (120 DP) Aura, nausea [50'R, -25, -10] (20 DP) Leech, blood I [5 hits, -10] (15 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Unsleeping (20 DP) Diet, sanguinivore (-5 DP) Reproduction, lesser spawn [0,5, 4] (15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 19
Skills: Perc.: 61 Run.: 73 Amb. Melee: 27 Intimidat.: 21 Medicine: 63 Disarm: 60
Spells: Cha 0 **PP:** 8
Racial:

Stats	**Ag**	-1	**Co**	3	**Em**	-3	**Em**	-3	**In**	0	**Pr**	-2	**Qu**	0	**Re**	0	**SD**	-2	**St**	2
Base Hits		30	**Base RR**		Ch		5	**Ess**		-5		**Me**	-5		**Ph**	0	**Fe**	0		
Base Endurance		15	**Healing rate**		x0.5			**Stride**		0		**AT**	Armor, naked skin (AT 1)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**

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Bloodbeast, lesser (II)	6C	Walk.Bi.: 19	1	M(5)	V I@# -	107 (175)	92	AT 1(N)	15 (0)	80M(5)we	16	-8	-7	5	-1	Solo (1d2)	L E U - - -

Category	Undead	**Height**	68”	**Leftover DP**	2
Type	Corporeal	**Length**	10”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	200Lbs.	**Treasure**	0

Ag	1	**Co**	5	**Em**	-3	**In**	1	**Me**	1	**Pr**	-2	**Qu**	1	**Re**	1	**SD**	-1	**St**	3

Attack: Aura, blood [50'R] (120 DP) Aura, nausea [50'R, -25, -10] (20 DP) Leech, blood I [5 hits, -10] (15 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead II [II] (-2 DP) Unsleeping (20 DP) Diet, sanguinivore (-5 DP) Reproduction, lesser spawn [0,5, 4] (15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 19
Skills: Perc.: 37 Run.: 45 Amb. Melee: 16 Intimidat.: 11 Medicine: 39 Disarm: 36
Spells: Cha 0 **PP:** 7
Racial:

Stats	**Ag**	-1	**Co**	3	**Em**	-3	**Em**	-3	**In**	0	**Pr**	-2	**Qu**	0	**Re**	0	**SD**	-2	**St**	1
Base Hits		30		**Base RR**		Ch	5	**Ess**		-5		**Me**	-5		**Ph**	0	**Fe**	0		
Base Endurance		15		**Healing rate**		x0.5		**Stride**		0		**AT**	Armor, naked skin (AT 1)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Bloodbloom	8E	Root.Rooted: 0	-3	T(3)	IV @# PK	105 (189)	90	AT 3(N)	7 (0)	90S(4)si	11	-4	-2	4	-2	Span (1d8)	X P F D - -

Category	Plant	**Height**	96”	**Leftover DP**	408
Type	Trap	**Length**	6”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	11Lbs.	**Treasure**	0

Ag	2	**Co**	4	**Em**	-4	**In**	1	**Me**	-7	**Pr**	-2	**Qu**	-3	**Re**	-7	**SD**	-2	**St**	2

Attack: Quill launch, medium [SStinger, 2'/ lvl] (24 DP) Hollow projectile thorns I [5'/ lvl, Light crossbow, 1B] (15 DP) Enhanced natural attack I [Stinger, +1 Size] (10 DP)
Defense: Proof, critical, no krush (10 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, elemental I [Wind, -1Size] (15 DP) Elemental susceptibility IV [Lightning, -20] (-12 DP) Dense I [1Size] (17 DP)
Form: Body: herbaceaous [3] (0 DP) Distinct odor (-10 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Unsleeping (20 DP) Diet, sanguinivore (-5 DP) Can't speak (-10 DP) Item, no item (-15 DP) Reproduction: buds or seeds (5 DP)

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Senses: Electrosense: Electroreception (15 DP) Dead sense deprivement (-30 DP)
Movement: Root.Rooted: 0
Skills: Perc.: 40
Spells: Cha 0 **PP:** 6
Racial:

Stats	Ag	0	Co	2	Em	-4	Em	-4	In	0	Pr	-2	Qu	-4	Re	-8	SD	-3	St	0
Base Hits		15	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x1		Stride		0	AT		Armor, herbaceous fibrous structure (AT 3)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Boar	3B	Walk.Quad.: 27	1	M(5)	V - -	76 (112)	51	AT 2(N)	9 (0)	46M(5)ho> ;46M(5)ra> ;34M(5)tr	10	-2	-2	14	-3	Posse (2d10)	T B P F - -

Category	Animal	Height	32”	Leftover DP	104
Type	Omnivore	Length	57”	Outlook	Inconsiderate
Archetype	Offensive	Weight	155Lbs.	Treasure	0

Ag	2	Co	4	Em	-2	In	0	Me	-4	Pr	-2	Qu	1	Re	-3	SD	-3	St	4

Attack: Attacks sequence (10 DP)
Defense:
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Frenzy [5, +1 Size] (20 DP) Can't speak (-10 DP)
Senses: Smell: dog (20 DP) Hearing: Dog (15 DP) Nose: Uncanny tracking III [30] (30 DP) Sensitivity: Near sighted (-5 DP)
Movement: Walk.Quad.: 27
Skills: Perc.: 12 Run.: 28 Surv. Biome: 11 Adr. Foc.: 15
Spells: Cha 0 **PP:** 4
Racial:

Stats	Ag	1	Co	3	Em	-2	Em	-2	In	0	Pr	-2	Qu	1	Re	-3	SD	-3	St	3
Base Hits		35	Base RR		Ch	0	Ess		0	Me		0	Ph	10	Fe	0				
Base Endurance		10	Healing rate		x1		Stride		10	AT		Armor, heavy fur (AT2)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Boar, battle	5D	Walk.Qu	2	L(	VII -	101	76	AT	16	70L(7)ho> ;70L(7)ra> ;52L(7)tr	11	-2	-2	14	-2	Section	T B P

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		ad.: 40		7)	-	(161)		2(N)	(0)								(2d6)	F - -

Category	Animal	**Height**	69”	**Leftover DP**	48
Type	Omnivore	**Length**	113”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	1554Lbs.	**Treasure**	0

Ag	2	**Co**	4	**Em**	-2	**In**	1	**Me**	-3	**Pr**	-2	**Qu**	2	**Re**	-2	**SD**	-2	**St**	4

Attack: Attacks sequence (10 DP) Pressing the advantage I [5] (10 DP)
Defense:
Form: Beast of burden II [0,3] (20 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Frenzy [5, +1 Size] (20 DP) Control submission II [10] (-10 DP) Can't speak (-10 DP)
Senses: Smell: dog (20 DP) Hearing: Dog (15 DP) Nose: Uncanny tracking II [20] (20 DP) Sensitivity: Near sighted (-5 DP)
Movement: Walk.Quad.: 40
Skills: Perc.: 27 Run.: 40 Surv. Biome: 26 Adr. Foc.: 21
Spells: Cha 0 **PP:** 6
Racial:

Stats	**Ag**	1	**Co**	3	**Em**	-2	**Em**	-2	**In**	0	**Pr**	-2	**Qu**	1	**Re**	-3	**SD**	-3	**St**	3
Base Hits			35		**Base RR**		Ch		0	**Ess**		0			**Me**		0		**Ph**	10	**Fe**	0
Base Endurance			10		**Healing rate**		x1			**Stride**		10			**AT**		Armor, heavy fur (AT2)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Boar, great	7F	Walk.Qu ad.: 41	2	L(7)	VII - -	119 (195)	94	AT 3(N)	20 (0)	89L(7)ho> ;89L(7)ra> ;73L(7)tr	11	-2	-2	20	-2	Array (2d8)	T B P F - -

Category	Animal	**Height**	72”	**Leftover DP**	52
Type	Omnivore	**Length**	128”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	1766Lbs.	**Treasure**	0

Ag	3	**Co**	5	**Em**	-2	**In**	1	**Me**	-3	**Pr**	-2	**Qu**	2	**Re**	-2	**SD**	-2	**St**	5

Attack: Attacks sequence (10 DP) Pressing the advantage I [5] (10 DP)
Defense:
Form: Beast of burden II [0,3] (20 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Frenzy [5, +1 Size] (20 DP) Control submission II [10] (-10 DP) Can't speak (-10 DP)
Senses: Smell: dog (20 DP) Hearing: Dog (15 DP) Nose: Uncanny tracking III [30] (30 DP) Sensitivity: Near sighted (-5 DP)
Movement: Walk.Quad.: 41
Skills: Perc.: 39 Run.: 55 Surv. Biome: 38 Adr. Foc.: 28

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Spells: Cha 0 **PP:** 7
Racial:

Stats	**Ag**	1	**Co**	3	**Em**	-2	**Em**	-2	**In**	0	**Pr**	-2	**Qu**	1	**Re**	-3	**SD**	-3	**St**	3
Base Hits			35		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	15	**Fe**	0
Base Endurance			10		**Healing rate**		x1			**Stride**		10		**AT**	Armor, thick leather skin (AT 3)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Bone golem (III)	9H	Walk.Bi.: 23	-3	B(6)	VI @# -	147 (239)	107	AT 6(4)	9 (38)	107B(6)un ;107B(6)un ;107B(6)gr>> ;107B(6)cr ;81B(6)rtS ;81B(6)rtS ;81B(6)rtS ;81B(6)rtS ;81B(6)rtS ;81B(6)rtS	27	16	16	7	1	Solo (1d2)	L E U - - -

Category	Undead	**Height**	84”	**Leftover DP**	122
Type	Skeleton	**Length**	12”	**Outlook**	Obsessive
Archetype	Offensive	**Weight**	777Lbs.	**Treasure**	0

Ag	1	**Co**	7	**Em**	-4	**In**	-3	**Me**	-3	**Pr**	-4	**Qu**	-3	**Re**	-3	**SD**	1	**St**	7

Attack: Rock heaving, two handed [5'/ lvl, +1 Size] (20 DP) Attacks sequence (10 DP) Fighting brick I [+1 pace] (-10 DP) Material destruction II [Wood, 5cu', 1 rnd] (30 DP) Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, aura II [10'R, 3 rnds] (25 DP)
Defense: Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP)
Form: Body: skeletonized [6] (0 DP) Breathing, no (20 DP) Lifeless (5 DP) Distinct odor (-10 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Diet, alacritovore [Life energy] (-10 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 23
Skills: Perc.: 49 Run.: 40
Spells: Cha 0 **PP:** 1
Racial:

Stats	**Ag**	-2	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	-4	**Re**	-4	**SD**	0	**St**	4
Base Hits			40		**Base RR**		Ch		20	**Ess**		20		**Me**	20		**Ph**	0	**Fe**	0
Base Endurance			0		**Healing rate**		x1			**Stride**		0		**AT**	Armor, bone plate (AT 6)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Bounder	6D	Walk.Qu	3	B(	VI I	82	57	AT	21	47B(6)ra> ;65B(6)cl>> ;65L(7)bi	11	-1	-1	5	2	Yoke	X P F

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		ad.: 19		6)	-	(127)		3(N)	(0)								(1d3)	D - -

Category	Monster	**Height**	35”	**Leftover DP**	70
Type	Land	**Length**	75”	**Outlook**	Hungry
Archetype	Stealth	**Weight**	282Lbs.	**Treasure**	0

Ag	3	**Co**	5	**Em**	-1	**In**	1	**Me**	-2	**Pr**	-1	**Qu**	3	**Re**	0	**SD**	2	**St**	4

Attack: Attacks sequence (10 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP) Enhanced natural attack I [Bite, +1 Size] (10 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP)
Form: Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Sight: gecko (10 DP) Nose: Uncanny tracking IV [40] (40 DP) Taste: snake palette (15 DP) Smell: snake (15 DP)
Movement: Walk.Quad.: 19 Leap.gait: 0
Skills: Perc.: 71 Run.: 80 Hiding: 74 Stalking: 74 Track.: 111 Amb. Unarmed: 74
Spells: Cha 1 **PP:** 12
Racial:

Stats	**Ag**	1	**Co**	4	**Em**	-2	**Em**	-2	**In**	0	**Pr**	-2	**Qu**	2	**Re**	-2	**SD**	0	**St**	3			
Base Hits		25	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0							
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**		Armor, small scales (AT 3)											

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Buffalo/Bull	4C	Walk.Quad.: 27	-1	L(7)	VII - -	71 (101)	61	AT 2(N)	5 (0)	32L(7)ho> ;22L(7)ra>> ;32L(7)tr	12	-2	-2	4	3	Group (6d10)	P S - - - -

Category	Animal	**Height**	63”	**Leftover DP**	115
Type	Herbivore	**Length**	102”	**Outlook**	Protective
Archetype	Defensive	**Weight**	1550Lbs.	**Treasure**	0

Ag	2	**Co**	4	**Em**	-2	**In**	2	**Me**	-3	**Pr**	-2	**Qu**	-1	**Re**	-3	**SD**	3	**St**	5

Attack: Attacks sequence (10 DP)
Defense:
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Sight: primate (5 DP) Sensitivity: Bright light sensitivity [Daylight, Stun] (-30 DP) Smell: sensitive (5 DP) Hearing: Hare (20 DP)
Movement: Walk.Quad.: 27
Skills: Perc.: 38 Run.: 47 Surv. Biome: 32
Spells: Cha 0 **PP:** 8
Racial:

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Stats	Ag	1	Co	4	Em	-2	Em	-2	In	1	Pr	-2	Qu	-2	Re	-4	SD	3	St	5
Base Hits		30	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		20	Healing rate		x1		Stride		0	AT		Armor, heavy fur (AT2)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Camel, alpaca/ llama	2C	Walk.Quad.: 20	0	B(6)	VI - -	45 (60)	45	AT 1(N)	4 (0)	14M(5)bi ;9B(6)ra> ;9B(6)tr	10	-4	-3	-6	2	Section (2d6)	T X P F - -

Category	Animal	Height	42”	Leftover DP	126
Type	Domesticated	Length	72”	Outlook	Normal
Archetype	Defensive	Weight	365Lbs.	Treasure	0

Ag	2	Co	4	Em	-4	In	0	Me	-2	Pr	-3	Qu	0	Re	-2	SD	2	St	1

Attack: Attacks sequence (10 DP) Weak natural attack I [Bite, -1 Size] (-5 DP)
Defense:
Form: Beast of burden II [0,3] (20 DP) Distinct odor (-10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Control difficulty I [-5] (5 DP) Can't speak (-10 DP)
Senses: Smell: rat (10 DP) Hearing: Hare (20 DP)
Movement: Walk.Quad.: 20
Skills: Perc.: 18 Run.: 25 Wei. Trn.: 5 Swim.: 25 Climb.: 25
Spells: Cha 0 **PP:** 4
Racial:

Stats	Ag	2	Co	4	Em	-4	Em	-4	In	0	Pr	-3	Qu	0	Re	-2	SD	2	St	1
Base Hits		20	Base RR		Ch	0	Ess		0	Me		0	Ph	-10	Fe	0				
Base Endurance		20	Healing rate		x1		Stride		0	AT		Armor, light fur (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Camel, bactrian	4C	Walk.Quad.: 31	1	L(7)	VII - -	65 (95)	60	AT 1(N)	11 (0)	25L(7)ra> ;15L(7)tr ;25L(7)un	11	-4	-3	-6	2	Harem (3d8)	T X P F A -

Category	Animal	Height	90”	Leftover DP	93
Type	Domesticated	Length	132”	Outlook	Normal

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Archetype	Defensive	**Weight**	1700Lbs.	**Treasure**	0

Ag	3	**Co**	4	**Em**	-4	**In**	1	**Me**	-2	**Pr**	-3	**Qu**	1	**Re**	-3	**SD**	2	**St**	1

Attack: Attacks sequence (10 DP)
Defense:
Form: Protected senses and breathing (15 DP) Beast of burden III [0,4] (30 DP) Distinct odor (-10 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Control difficulty II [-10] (10 DP) Can't speak (-10 DP)
Senses: Smell: rat (10 DP) Hearing: Hare (20 DP)
Movement: Walk.Quad.: 31
Skills: Perc.: 36 Run.: 44 Wei. Trn.: 15 Swim.: 23
Spells: Cha 0 **PP:** 6
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-3	**Qu**	0	**Re**	-4	**SD**	2	**St**	1

Base Hits	25	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	-10	**Fe**	0
Base Endurance	20	**Healing rate**	x1		**Stride**	-5	**AT**	Armor, light fur (AT 1)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Camel, dromedary, draft	3C	Walk.Quad.: 33	1	L(7)	VII - -	50 (70)	45	AT 1(N)	9 (0)	20L(7)ra> ;15L(7)tr ;20L(7)un	11	-4	-3	-6	2	Group (6d10)	D S - - - -

Category	Animal	**Height**	80”	**Leftover DP**	94
Type	Domesticated	**Length**	123”	**Outlook**	Normal
Archetype	Defensive	**Weight**	1300Lbs.	**Treasure**	0

Ag	3	**Co**	4	**Em**	-4	**In**	1	**Me**	-2	**Pr**	-3	**Qu**	1	**Re**	-3	**SD**	2	**St**	1

Attack: Attacks sequence (10 DP)
Defense:
Form: Protected senses and breathing (15 DP) Beast of burden II [0,3] (20 DP) Distinct odor (-10 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Control difficulty I [-5] (5 DP) Can't speak (-10 DP)
Senses: Smell: rat (10 DP) Hearing: Hare (20 DP)
Movement: Walk.Quad.: 33
Skills: Perc.: 24 Run.: 32 Wei. Trn.: 10 Swim.: 18
Spells: Cha 0 **PP:** 6
Racial:

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Stats	Ag	2	Co	4	Em	-4	Em	-4	In	0	Pr	-3	Qu	0	Re	-4	SD	2	St	1
Base Hits		20	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	-10	**Fe**		0			
Base Endurance		15	**Healing rate**		x1		**Stride**		0	**AT**		Armor, light fur (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Camel, dromedary, racer	3D	Walk.Quad.: 34	1	L(7)	VII - -	55 (75)	45	AT 1(N)	9 (0)	20L(7)ra> ;15L(7)tr ;20L(7)un	11	-4	-3	-6	2	Group (6d10)	D S - - - -

Category	Animal	Height	84”	Leftover DP	111
Type	Domesticated	Length	126”	Outlook	Normal
Archetype	Defensive	Weight	1100Lbs.	Treasure	0

Ag	3	Co	4	Em	-4	In	1	Me	-2	Pr	-3	Qu	1	Re	-3	SD	2	St	1

Attack: Attacks sequence (10 DP)
Defense:
Form: Protected senses and breathing (15 DP) Beast of burden I [0,2] (10 DP) Distinct odor (-10 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Control submission I [5] (-5 DP) Can't speak (-10 DP)
Senses: Smell: rat (10 DP) Hearing: Hare (20 DP)
Movement: Walk.Quad.: 34
Skills: Perc.: 24 Run.: 32 Wei. Trn.: 10 Swim.: 18
Spells: Cha 0 **PP:** 6
Racial:

Stats	Ag	2	Co	4	Em	-4	Em	-4	In	0	Pr	-3	Qu	0	Re	-4	SD	2	St	1
Base Hits		25	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	-10	**Fe**		0			
Base Endurance		15	**Healing rate**		x1		**Stride**		0	**AT**		Armor, light fur (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Capricorn	10G	Walk.Bi.: 20	2	B(6)	VI - -	47 (72)	22	AT 2(N)	16 (0)	33B(6)ra ;33B(6)ho ;88B(6)we ;86M(5)wbo	12	3	-1	-1	-1	Solo (1d2)	T B X P J O

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Category	Monster	**Height**	84”	**Leftover DP**	75
Type	Water	**Length**	15”	**Outlook**	Playful
Archetype	Spell user	**Weight**	675Lbs.	**Treasure**	0

Ag	4	**Co**	-1	**Em**	3	**In**	2	**Me**	6	**Pr**	-1	**Qu**	2	**Re**	3	**SD**	-1	**St**	2

Attack:
Defense: Wavy mirror [Underwater, -10] (15 DP)
Form: Shapechange, conditional [In water, Goat] (20 DP) Air and water breathing (20 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Sight: primate (5 DP) Hearing: Hare (20 DP) Smell: rat (10 DP)
Movement: Walk.Bi.: 20 Awk.move.II: 0 Swim.Adapt.: 0 Walk.Quad.: 35
Skills: Perc.: 104 Run.: 55 Swim.: 55 Surv. Biome: 61 Grace. Spell l.: 100 Stage Mag.: 108
Spells: Cha 180 **PP:** 103
Racial:

Stats	**Ag**	1	**Co**	-2	**Em**	2	**Em**	2	**In**	-1	**Pr**	-2	**Qu**	-1	**Re**	3	**SD**	-2	**St**	2

Base Hits	25	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, heavy fur (AT2)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Cat, medium	4D	Walk.Quad.: 32	4	M(5)	V - -	66 (96)	36	AT 1(N)	20 (0)	47M(5)cl> ;47M(5)ra> ;47M(5)bi	10	-4	-1	2	2	Solo (1d2)	T B D P A -

Category	Animal	**Height**	30”	**Leftover DP**	137
Type	Carnivore	**Length**	70”	**Outlook**	Inquisitive
Archetype	Stealth	**Weight**	106Lbs.	**Treasure**	0

Ag	5	**Co**	2	**Em**	-4	**In**	0	**Me**	-2	**Pr**	-1	**Qu**	4	**Re**	-3	**SD**	2	**St**	3

Attack: Attacks sequence (10 DP)
Defense:
Form: Camouflage, pattern [Grass, 25] (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 32
Skills: Perc.: 47 Run.: 58 Surv. Biome: 43 Climb.: 58 Hiding: 80 Stalking: 55
Spells: Cha 0 **PP:** 2
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-1	**Qu**	4	**Re**	-4	**SD**	1	**St**	3

Base Hits	30	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0

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Base Endurance	0	Healing rate	x1		Stride	15	AT	Armor, light fur (AT 1)

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Cat, small	2C	Walk.Quad.: 31	4	S(4)	IV - -	45 (60)	20	AT 1(N)	16 (0)	28S(4)cl> ;28S(4)ra> ;28S(4)bi	10	-4	-1	2	1	Solo (1d2)	T B D P A -

Category	Animal	Height	25”	Leftover DP	155
Type	Carnivore	Length	35”	Outlook	Inquisitive
Archetype	Stealth	Weight	16Lbs.	Treasure	0

Ag	4	Co	2	Em	-4	In	0	Me	-2	Pr	-1	Qu	4	Re	-4	SD	1	St	3

Attack: Attacks sequence (10 DP)
Defense:
Form: Camouflage, pattern [Grass, 25] (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 31
Skills: Perc.: 21 Run.: 33 Surv. Biome: 18 Climb.: 33 Hiding: 54 Stalking: 29
Spells: Cha 0 **PP:** 2
Racial:

Stats	Ag	4	Co	2	Em	-4	Em	-4	In	0	Pr	-1	Qu	4	Re	-4	SD	1	St	3
Base Hits		25	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x1		Stride		15	AT		Armor, light fur (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Caustic Slime	3C	Slith.Mone: 7	4	B(6)	VI @! -	58 (94)	38	AT 2(N)	18 (0)	44B(6)gr[Acid] ;44M(5)un[Acid]	1	-10	6	13	-4	Solo (1d2)	T B X P E U

Category	Monster	Height	6”	Leftover DP	128
Type	Land	Length	72”	Outlook	Hostile
Archetype	Offensive	Weight	550Lbs.	Treasure	0

Ag	6	Co	3	Em	-5	In	-4	Me	-9	Pr	-4	Qu	4	Re	-9	SD	-4	St	1

Attack: Acid attack I [Grapple, Acid, A] (10 DP) Material destruction V [Grapple, 1cu', 1 rnd] (60 DP) Weak natural attack I [Unarmed Strikes, -1 Size] (-5 DP)

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Defense: Proof, critical, no stagger (10 DP) Proof, critical, no stun (10 DP) Elemental vulnerability II [Fire, +2 Size] (-25 DP) Elemental vulnerability II [Ice, +2 Size] (-25 DP) Elemental immunity, slime [4 elements] (60 DP) Proof, weapon, all (50 DP) Acid coating I [Flesh] (5 DP) Proof, critical, no impact (10 DP)
Form: Body: slime [2] (0 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Mindless (-25 DP) Diet, omnivore, true (15 DP) Reproduction: copy self [0,5, 2] (50 DP) Item, no item (-15 DP) Can't speak (-10 DP) Unsleeping (20 DP) Eternal hunger [Blood, 1 day] (-20 DP)
Senses: Sensitivity: Light sensitivity IV [-100] (-40 DP) Heatsense: heat sensor network (20 DP) Dead sense deprivement (-30 DP)
Movement: Slith.Mone: 7 Slith.Flat (water): 0 Climb.No.Grav.: 0
Skills: Perc.: 1 Run.: 20 Climb.: 28 Hiding: 16 Stalking: 16 Amb. Unarmed: 8
Spells: Cha 0 **PP:** -5
Racial:

Stats	**Ag**	5	**Co**	2	**Em**	-5	**Em**	-5	**In**	-4	**Pr**	-4	**Qu**	4	**Re**	-9	**SD**	-4	**St**	0
Base Hits		20	**Base RR**	Ch	-5	**Ess**	-5	**Me**	10	**Ph**	10	**Fe**	0							
Base Endurance		0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, light blubber (AT 2)											

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Cave drake, mature	13G	Walk.Quad.: 39	4	H(8)	VIII - -	160 (278)	130	AT 7(N)	48 (0)	135H(8)bi ;135H(8)cl ;113H(8)ra ;135H(8)ho ;-8H(8)alln ;-8H(8)alln ;-8H(8)alln ;-8H(8)alln ;-8H(8)alln ;-8H(8)alln	8	20	8	16	0	Solo (1d2)	L E U - - -

Category	Fell creature	**Height**	94”	**Leftover DP**	117
Type	Lesser drake	**Length**	228”	**Outlook**	Aggressive
Archetype	Offensive	**Weight**	7000Lbs.	**Treasure**	0

Ag	5	**Co**	6	**Em**	0	**In**	-2	**Me**	1	**Pr**	-2	**Qu**	4	**Re**	1	**SD**	0	**St**	6

Attack: Attacks sequence (10 DP) Acid mouth II [3'/ lvl, Lwater bolt, 4'R, C] (40 DP) Fighting brick II [+2 pace] (-20 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP)
Defense: Elemental immunity [Earth] (20 DP) Immune to disease, lesser (10 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial IV [Belly, AT 4] (-4 DP) Elemental vulnerability I [Wind, +1 Size] (-15 DP) Proof, elemental I [Lightning, -1Size] (15 DP)
Form: Elongated appendage I [Neck, 5'] (5 DP) Elongated appendage II [Tail, 10'] (10 DP) Distinct odor (-10 DP) Methuselah II [Up to 500 years] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Vision: Pentachromatic (Infra vision) [50'] (20 DP) Smell: shark (25 DP) Hearing: Dog (15 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Walk.Quad.: 39 Climb.Claw: 0
Skills: Perc.: 71 Run.: 89 Climb.: 89 Surv. Biome: 72 Multi. Att.: 72 Amb. Unarmed: 38
Spells: Ess 1 **PP:** 11
Racial:

Stats	**Ag**	1	**Co**	2	**Em**	-2	**Em**	-2	**In**	-2	**Pr**	-2	**Qu**	2	**Re**	-1	**SD**	-2	**St**	2
Base Hits		30	**Base RR**	Ch	10	**Ess**	10	**Me**	10	**Ph**	10	**Fe**	0							
Base Endurance		0	**Healing**	x2		**Stride**	0	**AT**	Armor, dragon scales, light (AT 7)											

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		rate						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Cave drake, old	20G	Walk.Quad.: 53	5	G(9)	IX - -	189 (329)	159	AT 8(N)	55 (0)	165G(9)bi ;165G(9)cl ;155G(9)ra ;165G(9)ho ;45G(9)alln ;45G(9)alln ;45G(9)alln ;45G(9)alln ;45G(9)alln	8	21	8	19	1	Solo (1d2)	L E U - - -

Category	Fell creature	**Height**	136”	**Leftover DP**	151
Type	Lesser drake	**Length**	336”	**Outlook**	Aggressive
Archetype	Offensive	**Weight**	22480Lbs.	**Treasure**	0

Ag	7	**Co**	9	**Em**	1	**In**	-2	**Me**	2	**Pr**	-2	**Qu**	5	**Re**	2	**SD**	1	**St**	9

Attack: Attacks sequence (10 DP) Acid mouth II [3'/ lvl, Lwater bolt, 4'R, C] (40 DP) Fighting brick II [+2 pace] (-20 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP)
Defense: Elemental immunity [Earth] (20 DP) Immune to disease, lesser (10 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial III [Belly, AT 3] (-4 DP) Elemental vulnerability I [Wind, +1 Size] (-15 DP) Proof, elemental I [Lightning, -1Size] (15 DP)
Form: Elongated appendage II [Neck, 10'] (10 DP) Elongated appendage III [Tail, 15'] (15 DP) Distinct odor (-10 DP) Methuselah II [Up to 500 years] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Vision: Pentachromatic (Infra vision) [50'] (20 DP) Smell: shark (25 DP) Hearing: Dog (15 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Walk.Quad.: 53 Climb.Claw: 0
Skills: Perc.: 101 Run.: 125 Climb.: 125 Surv. Biome: 102 Multi. Att.: 100 Amb. Unarmed: 56
Spells: Ess 1 **PP:** 16
Racial:

Stats	**Ag**	1	**Co**	2	**Em**	-2	**Em**	-2	**In**	-2	**Pr**	-2	**Qu**	2	**Re**	-1	**SD**	-2	**St**	2
Base Hits		30		**Base RR**		Ch		10	**Ess**		10		**Me**		10		**Ph**	10	**Fe**	0
Base Endurance		0		**Healing rate**		x2			**Stride**		0		**AT**		Armor, dragon scales, medium (AT 8)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Cave drake, young	6F	Walk.Quad.: 27	3	L(7)	VII - -	105 (173)	75	AT 5(N)	21 (0)	79L(7)bi ;79L(7)cl ;65L(7)ra ;79L(7)ho ;-22L(7)alln ;-22L(7)alln ;-22L(7)alln ;-22L(7)alln ;-22L(7)alln	8	19	8	14	-1	Solo (1d2)	L E U - - -

Category	Fell creature	**Height**	60”	**Leftover DP**	89
Type	Lesser drake	**Length**	120”	**Outlook**	Aggressive
Archetype	Offensive	**Weight**	1050Lbs.	**Treasure**	0

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Ag	3	Co	4	Em	-1	In	-2	Me	0	Pr	-2	Qu	3	Re	0	SD	-1	St	4

Attack: Attacks sequence (10 DP) Acid mouth I [2'/ lvl, Mwater bolt, 3'R, B] (25 DP) Fighting brick I [+1 pace] (-10 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP)
Defense: Elemental immunity [Earth] (20 DP) Immune to disease, lesser (10 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial II [Belly, AT 2] (-5 DP) Elemental vulnerability I [Wind, +1 Size] (-15 DP) Proof, elemental I [Lightning, -1Size] (15 DP)
Form: Elongated appendage I [Neck, 5'] (5 DP) Elongated appendage I [Tail, 5'] (5 DP) Distinct odor (-10 DP) Methuselah II [Up to 500 years] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Vision: Pentachromatic (Infra vision) [50'] (20 DP) Smell: shark (25 DP) Hearing: Dog (15 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Walk.Quad.: 27 Climb.Claw: 0
Skills: Perc.: 33 Run.: 47 Climb.: 47 Surv. Biome: 34 Multi. Att.: 36 Amb. Unarmed: 15
Spells: Ess 0 **PP:** 2
Racial:

Stats	Ag	1	Co	2	Em	-2	Em	-2	In	-2	Pr	-2	Qu	2	Re	-1	SD	-2	St	2
Base Hits		30	Base RR		Ch		10	Ess		10			Me	10			Ph	10	Fe	0
Base Endurance		0	Healing rate		x2			Stride		0			AT	Armor, dragon scales, very light (AT 5)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Celebdel (V)	20G	Walk.Bi.: 25	8	M(5)	VI @ -	79 (129)	69	AT 2(N)	59 (60)	123M(5)we ;63M(5)elb	-2	0	14	15	-1	Solo (1d2)	E U L - - -

Category	Extra planar	Height	78”	Leftover DP	105
Type	Elf demon	Length	9”	Outlook	Cruel
Archetype	Spell user	Weight	180Lbs.	Treasure	0

Ag	9	Co	5	Em	5	In	3	Me	8	Pr	9	Qu	8	Re	0	SD	-1	St	2

Attack: Aura, fear III [3'R/ lvl] (25 DP)
Defense: Abomination (-20 DP) Dense I [1Size] (17 DP) Proof, critical, no stun (10 DP) Proof, weapon, except raw iron (20 DP) Immune to disease, greater (30 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar V [V] (-5 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP) Quick-caster II [-2 AP] (20 DP) Item, signature tool [Tool] (10 DP) Innate spell list XX [Spell list, Realm, 20] (60 DP)
Senses: Vision: demon vision [50'] (55 DP)
Movement: Walk.Bi.: 25
Skills: Perc.: 152 Run.: 166 Soc. Aware.: 167 Grace. Spell l.: 150 Spell Trick.: 150 Lor. Extr. Planar: 166
Spells: Men 360 **PP:** 163
Racial:

Stats	Ag	2	Co	2	Em	2	Em	2	In	0	Pr	2	Qu	2	Re	0	SD	-4	St	2
Base Hits		20	Base RR		Ch		-5	Ess		-5			Me	-5			Ph	10	Fe	0

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Base Endurance	10	Healing rate	x2		Stride	0	AT	Armor, thick skin (AT 2)

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Centaur, bull	4C	Walk.Quad.: 35	-2	L(7)	VII - -	80 (116)	70	AT 2(N)	12 (0)	62L(7)ho> ;50L(7)ra>> ;62L(7)tr ;62B(6)un ;62M(5)weP ;62M(5)weP ;62M(5)weP ;62M(5)weP ;62M(5)weP ;62M(5)weP	11	-2	-2	5	4	Solo (1d2)	T X P S - -

Category	Races	Height	90”	Leftover DP	18
Type	Centaur	Length	102”	Outlook	Aggressive
Archetype	Discipline	Weight	1660Lbs.	Treasure	0

Ag	2	Co	5	Em	-2	In	1	Me	-1	Pr	-2	Qu	-2	Re	0	SD	4	St	6

Attack: Attacks sequence (10 DP) Adrenal defense II [10] (10 DP) Weak natural attack I [Arm, -1 Size] (-5 DP)
Defense:
Form: Additional limb pair I [Leg] (20 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Group instinct (5 DP)
Senses: Sight: primate (5 DP) Sensitivity: Bright light sensitivity [Daylight, Stun] (-30 DP) Smell: sensitive (5 DP) Hearing: Hare (20 DP)
Movement: Walk.Quad.: 35
Skills: Perc.: 41 Run.: 49 Surv. Biome: 36
Spells: Cha 0 **PP:** 7
Racial:

Stats	Ag	1	Co	4	Em	-2	Em	-2	In	1	Pr	-2	Qu	-2	Re	-1	SD	3	St	5
Base Hits		30			Base RR		Ch		0	Ess		0			Me		0	Ph	0	Fe	0
Base Endurance		20			Healing rate		x1			Stride		0			AT		Armor, heavy fur (AT2)			

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Centaur, deer	2C	Walk.Quad.: 23	2	M(5)	V - -	37 (52)	27	AT 1(N)	10 (0)	18M(5)ho ;18S(4)un ;21S(4)rw	10	2	2	2	-2	Solo (1d2)	T B X P - -

Category	Races	Height	50”	Leftover DP	92
Type	Centaur	Length	55”	Outlook	Normal
Archetype	Stealth	Weight	215Lbs.	Treasure	0

Ag	2	Co	2	Em	2	In	0	Me	0	Pr	2	Qu	2	Re	0	SD	-2	St	-1

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Attack: Weak natural attack I [Arm, -1 Size] (-5 DP)
Defense:
Form: Additional limb pair I [Leg] (20 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Group instinct (5 DP)
Senses: Smell: snake (15 DP) Hearing: Cat (10 DP) Sensitivity: Near sighted (-5 DP)
Movement: Walk.Quad.: 23
Skills: Perc.: 22 Run.: 27 Surv. Biome: 24 Hiding: 24 Stalking: 24 Jump.: 27
Spells: Cha 0 **PP:** 2
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	2	**Em**	2	**In**	0	**Pr**	2	**Qu**	2	**Re**	0	**SD**	-2	**St**	-1
Base Hits		20		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0	
Base Endurance		10		**Healing rate**		x1			**Stride**		0		**AT**	Armor, light fur (AT 1)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Centaur, horse	3C	Walk.Quad.: 36	1	L(7)	VII - -	68 (104)	53	AT 1(N)	9 (26)	45L(7)un ;45M(5)rw ;33M(5)we ;33L(7)ra> ;33L(7)trS ;33L(7)trS ;33L(7)trS ;33L(7)trS ;33L(7)trS ;33L(7)trS	11	1	0	-7	1	Solo (1d2)	T B X P A -

Category	Races	**Height**	90”	**Leftover DP**	0
Type	Centaur	**Length**	99”	**Outlook**	Normal
Archetype	Offensive	**Weight**	1310Lbs.	**Treasure**	0

Ag	3	**Co**	3	**Em**	1	**In**	1	**Me**	0	**Pr**	0	**Qu**	1	**Re**	0	**SD**	1	**St**	3

Attack: Weak natural attack I [Arm, -1 Size] (-5 DP) Attacks sequence (10 DP)
Defense:
Form: Additional limb pair I [Leg] (20 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Group instinct (5 DP)
Senses: Hearing: Cat (10 DP) Taste: sensitive palette (5 DP) Smell: sensitive (5 DP)
Movement: Walk.Quad.: 36
Skills: Perc.: 20 Run.: 27 Swim.: 27 Wei. Trn.: 18 Surv. Biome: 19 Wood Cr. Spec.: 22
Spells: Cha 0 **PP:** 5
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	1	**Em**	1	**In**	1	**Pr**	0	**Qu**	1	**Re**	0	**SD**	1	**St**	2
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	-10	**Fe**	0	
Base Endurance		10		**Healing rate**		x1			**Stride**		0		**AT**	Armor, light fur (AT 1)						

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Centaur, lion	4C	Walk.Quad.: 37	4	B(6)	VI - -	87 (135)	52	AT 2(N)	20 (0)	61B(6)cl ;61B(6)cl ;61M(5)we ;50M(5)rw ;31M(5)clP ;31M(5)clP ;31M(5)clP ;31M(5)clP ;31M(5)clP ;31M(5)clP ;31M(5)clP	10	-2	-2	3	-2	Solo (1d2)	T B X P A -

Category	Races	**Height**	90”	**Leftover DP**	47
Type	Centaur	**Length**	90”	**Outlook**	Normal
Archetype	Offensive	**Weight**	610Lbs.	**Treasure**	0

Ag	5	Co	3	Em	-2	In	0	Me	0	Pr	-2	Qu	4	Re	0	SD	-2	St	4

Attack: Weak natural attack I [Arm, -1 Size] (-5 DP)
Defense:
Form: Camouflage, pattern [Grass, 25] (10 DP) Additional limb pair I [Leg] (20 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Group instinct (5 DP)
Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 37
Skills: Perc.: 8 Run.: 36 Surv. Biome: 24 Jump.: 37 Multi. Att.: 24 Adr. Res.: 15
Spells: Cha 0 **PP:** 3
Racial:

Stats	Ag	4	Co	2	Em	-2	Em	-2	In	0	Pr	-2	Qu	4	Re	0	SD	-2	St	3
Base Hits		35		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, heavy fur (AT2)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Centaur, lizard	3C	Walk.Quad.: 26	0	M(5)	V - -	57 (77)	27	AT 3(N)	6 (36)	23M(5)cl ;23S(4)we ;22S(4)rw ;17M(5)ra	10	-3	-3	2	3	Solo (1d2)	X P F D - -

Category	Races	**Height**	60”	**Leftover DP**	117
Type	Centaur	**Length**	64”	**Outlook**	Normal
Archetype	Stealth	**Weight**	250Lbs.	**Treasure**	0

Ag	3	Co	2	Em	-3	In	0	Me	-1	Pr	-3	Qu	0	Re	0	SD	3	St	-2

Attack: Weak natural attack I [Arm, -1 Size] (-5 DP)
Defense:
Form: Additional limb pair I [Leg] (20 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Group instinct (5 DP)

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Senses: Sight: gecko (10 DP) Smell: snake (15 DP) Taste: snake palette (15 DP)
Movement: Walk.Quad.: 26 Swim.Flop: 0
Skills: Perc.: 39 Run.: 39 Surv. Biome: 35 Hiding: 42 Stalking: 42 Track.: 39
Spells: Cha 0 **PP:** 2
Racial:

Stats	Ag	2	Co	2	Em	-3	Em	-3	In	0	Pr	-3	Qu	0	Re	-1	SD	2	St	-2
Base Hits		30	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x1		Stride		0	AT		Armor, thick leather skin (AT 3)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Centaur, scorpion	3C	Walk.Octo.: 36	1	M(5)	V - -	60 (96)	45	AT 4(N)	9 (0)	42M(5)be ;42M(5)gr ;42B(6)si ;42S(4)we	8	-4	-4	21	-3	Solo (1d2)	X D S J - -

Category	Races	Height	60”	Leftover DP	67
Type	Centaur	Length	60”	Outlook	Belligerent
Archetype	Offensive	Weight	130Lbs.	Treasure	0

Ag	4	Co	1	Em	-4	In	-2	Me	-1	Pr	-4	Qu	1	Re	-1	SD	-3	St	1

Attack: Poison sack, injection [Poison Respiratory, Stinger] (20 DP) Weak natural attack I [Arm, -1 Size] (-5 DP) Enhanced natural attack I [Stinger, +1 Size] (10 DP)
Defense: Elemental vulnerability I [Vacuum, +1 Size] (-15 DP)
Form: Additional limb pair III [Leg] (60 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP)
Senses: Smell: sensitive (5 DP) Touch: sensitive antennae/ vibrissae (13 DP) Eyes: spider (15 DP) Touch: spider slit sensillae (20 DP)
Movement: Walk.Octo.: 36
Skills: Perc.: 12 Run.: 24 Climb.: 24 Surv. Biome: 6 Acrob.: 24 Track.: 4
Spells: Cha 0 **PP:** -3
Racial:

Stats	Ag	3	Co	0	Em	-4	Em	-4	In	-2	Pr	-4	Qu	1	Re	-1	SD	-3	St	0
Base Hits		25	Base RR		Ch	0	Ess		0	Me		0	Ph	20	Fe	0				
Base Endurance		10	Healing rate		x2		Stride		0	AT		Armor, chitin, half plate (AT 4)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Centaur, spider	4C	Walk.Octo.: 37	2	B(6)	VI I -	51 (81)	31	AT 5(N)	14 (28)	40M(5)si ;40S(4)be ;28M(5)gr ;28M(5)we ;41M(5)rwP ;41M(5)rwP ;41M(5)rwP ;41M(5)rwP ;41M(5)rwP	3	-12	-13	21	-1	Solo (1d2)	B X P F A E

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										;41M(5)rwP								

Category	Races	**Height**	60”	**Leftover DP**	0
Type	Centaur	**Length**	65”	**Outlook**	Greedy
Archetype	Stealth	**Weight**	450Lbs.	**Treasure**	0

Ag	2	**Co**	1	**Em**	-2	**In**	-2	**Me**	0	**Pr**	-3	**Qu**	2	**Re**	1	**SD**	-1	**St**	1

Attack: Pounce jump [5'/ lvl, 2'/ lvl] (10 DP) Weak natural attack I [Arm, -1 Size] (-5 DP) Poison mastery [Poison] (20 DP)
Defense: Elemental vulnerability I [Vacuum, +1 Size] (-15 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Additional limb pair III [Leg] (60 DP) Distinct odor (-10 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Disturbing voice I [-10] (-10 DP) Group instinct (5 DP)
Senses: Smell: sensitive (5 DP) Touch: sensitive antennae/ vibrissae (13 DP) Eyes: spider (15 DP) Touch: spider slit sensillae (20 DP)
Movement: Walk.Octo.: 37 Climb.Claw: 0 Surf.Adh.: 0
Skills: Perc.: 46 Run.: 52 Climb.: 52 Surv. Biome: 47 Stalking: 14 Multi. Att.: 48
Spells: Cha 0 **PP:** -3
Racial:

Stats	**Ag**	1	**Co**	1	**Em**	-2	**Em**	-2	**In**	-2	**Pr**	-3	**Qu**	2	**Re**	0	**SD**	-2	**St**	1
Base Hits			20		**Base RR**		Ch		-5	**Ess**		-10		**Me**		-10		**Ph**	20	**Fe**	0
Base Endurance			0		**Healing rate**		x2			**Stride**		0		**AT**		Armor, chitin, full plate (AT 5)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Cerebus	6F	Walk.Quad.: 31	3	L(7)	VII --	105 (173)	80	AT 2(N)	21 (0)	79L(7)bi3WF ;65B(6)si6WF	12	-3	0	6	0	Solo (1d2)	T B X P E U

Category	Monster	**Height**	72”	**Leftover DP**	22
Type	Land	**Length**	92”	**Outlook**	Protective
Archetype	Offensive	**Weight**	1825Lbs.	**Treasure**	0

Ag	3	**Co**	6	**Em**	-3	**In**	2	**Me**	0	**Pr**	0	**Qu**	3	**Re**	-2	**SD**	0	**St**	4

Attack: Poison sack, injection [Poison: Reduction, Stinger] (20 DP) Weak natural attack I [Stinger, -1 Size] (-5 DP)
Defense: Material Susceptibility II [Silver, 10] (-20 DP)
Form: Additional head II [L, Dog, 2] (35 DP) Additional head VI [M, Snake, 6] (75 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP) Guardian [Subject, 5'/ lvl] (-10 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Smell: dog (20 DP) Hearing: Dog (15 DP) Heatsense: heat sensor network (20 DP) Nose: Uncanny tracking II [20] (20 DP)
Movement: Walk.Quad.: 31
Skills: Perc.: 36 Run.: 49 Prot.: 36 Multi. Att.: 36 Track.: 35 Surv. Biome: 15
Spells: Cha 0 **PP:** 10

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Racial:

Stats	Ag	1	Co	4	Em	-3	Em	-3	In	1	Pr	0	Qu	2	Re	-3	SD	-1	St	2
Base Hits		25	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x1		Stride		0	AT		Armor, heavy fur (AT2)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Chameleon	1A	Walk.Quad.: 9	0	T(3)	III - -	31 (36)	11	AT 1(N)	2 (0)	4T(3)bi ;4MI(1)gr	10	-3	-3	2	2	Span (1d8)	X S J - -

Category	Animal	Height	8”	Leftover DP	228
Type	Reptile	Length	26”	Outlook	Passive
Archetype	Stealth	Weight	4.5Lbs.	Treasure	0

Ag	2	Co	2	Em	-3	In	0	Me	-4	Pr	-3	Qu	0	Re	-5	SD	2	St	-2

Attack: Prehensile extension I [Tongue, 2'] (25 DP) Weak natural attack II [Attack, -2 Size] (-10 DP)
Defense:
Form: Camouflage, chameleon [50] (40 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, insectovore (-5 DP) Reproduction: egg clutch [0,2, 50, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Eyes: chameleon (20 DP) Sight: gecko (10 DP)
Movement: Walk.Quad.: 9 Climb.M.Hook.: 0
Skills: Perc.: 9 Run.: 14 Surv. Biome: 3 Hiding: 66 Stalking: 16
Spells: Cha 0 **PP:** 2
Racial:

Stats	Ag	2	Co	2	Em	-3	Em	-3	In	0	Pr	-3	Qu	0	Re	-5	SD	2	St	-2
Base Hits		20	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x1		Stride		0	AT		Armor, naked skin (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Chameleon Amoeba	8F	Slith.Mone: 1	5	M(5)	V @! -	80 (136)	60	AT 2(N)	31 (0)	77M(5)gr ;77M(5)un	2	-9	7	13	-2	Solo (1d2)	X F S J - -

Category	Monster	Height	1”	Leftover DP	152
Type	Land	Length	36”	Outlook	Hungry
Archetype	Stealth	Weight	100Lbs.	Treasure	0

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Ag	7	Co	3	Em	-4	In	-3	Me	-9	Pr	-3	Qu	5	Re	-7	SD	-2	St	1

Attack: Grip, smothering II (35 DP)
Defense: Proof, critical, no stagger (10 DP) Proof, critical, no stun (10 DP) Elemental vulnerability II [Fire, +2 Size] (-25 DP) Elemental vulnerability II [Ice, +2 Size] (-25 DP) Elemental immunity, total [All elements] (100 DP) Proof, weapon, all (50 DP) Proof, critical, no impact (10 DP)
Form: Body: slime [2] (0 DP) Camouflage, chameleon [50] (40 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Mindless (-25 DP) Diet, omnivore, true (15 DP) Reproduction: copy self [0,5, 2] (50 DP) Item, no item (-15 DP) Can't speak (-10 DP) Unsleeping (20 DP) Eternal hunger [Blood, 1 day] (-20 DP)
Senses: Sensitivity: Light sensitivity IV [-100] (-40 DP) Heatsense: heat sensor network (20 DP) Dead sense deprivement (-30 DP)
Movement: Slith.Mone: 1 Slith.Flat (water): 0 Climb.No.Grav.: 0
Skills: Perc.: 72 Run.: 36 Climb.: 95 Hiding: 86 Stalking: 86 Amb. Unarmed: 86
Spells: Cha 1 **PP:** 2
Racial:

Stats	Ag	5	Co	2	Em	-5	Em	-5	In	-4	Pr	-4	Qu	4	Re	-9	SD	-4	St	0
Base Hits		20	Base RR		Ch		-5	Ess		-5			Me	10			Ph	10	Fe	0
Base Endurance		0	Healing rate		x1			Stride		5			AT	Armor, light blubber (AT 2)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Champion, butterfly (I)	3B	Walk.Bi.: 3	1	Mi (1)	I @ -	37 (47)	12	AT 4(N)	26 (0)		1	-13	-10	-9	0	Solo (1d2)	E U L - - -

Category	Extra planar	Height	4”	Leftover DP	170
Type	Champion	Length	1”	Outlook	Considerate
Archetype	Spell user	Weight	0.5Lbs.	Treasure	0

Ag	3	Co	1	Em	-3	In	1	Me	3	Pr	0	Qu	1	Re	2	SD	0	St	3

Attack: Nonviolent I [-5] (-10 DP)
Defense: Sanctified (20 DP) Proof, weapon, except raw iron (20 DP) Proof, critical, no stun (10 DP) Constant 3- Aura III [3- Aura, 0', 0'] (15 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP)
Form: Wings, diaphanous (5 DP) Neutral odor (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar I [I] (-1 DP) Body condition, fleeting soul (-20 DP) Diet, herbivore (-5 DP) Golden throat II [20] (10 DP) Item, no item (-15 DP)
Senses: Taste: sensitive taste antennae (10 DP) Smell: sensitive (5 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Bi.: 3 Wing.Fly.Norm.: 0
Skills: Perc.: 39 Run.: 43 Fly.: 22 Singing: 56 Grace. Spell l.: 36 Charm: 54
Spells: Cha 54 **PP:** 39
Racial:

Stats	Ag	2	Co	1	Em	-3	Em	-3	In	0	Pr	0	Qu	0	Re	2	SD	0	St	3
Base Hits		25	Base RR		Ch		-	Ess		-10			Me	-10			Ph	-	Fe	0

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				10						10		
Base Endurance	0	**Healing rate**	x1		**Stride**	5	**AT**	Armor, chitin, half plate (AT 4)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Champion, centaur (IV)	15E	Walk.Quad.: 43	0	L(7)	VII @# -	111 (191)	86	AT 1(10)	40 (0)	138H(8)we ;77L(7)ra> ;77L(7)tr	5	-11	-8	-7	0	Solo (1d2)	E U L - -

Category	Extra planar	**Height**	112”	**Leftover DP**	74
Type	Champion	**Length**	108”	**Outlook**	Considerate
Archetype	Semi spell user	**Weight**	1650Lbs.	**Treasure**	0

Ag	7	**Co**	3	**Em**	-1	**In**	5	**Me**	2	**Pr**	2	**Qu**	0	**Re**	4	**SD**	0	**St**	5

Attack: Attacks sequence (10 DP) Strength beyond form I [+1 Size] (20 DP) Nonviolent I [-5] (-10 DP)
Defense: Sanctified (20 DP) Proof, weapon, except raw iron (20 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Constant 3- Aura III [3- Aura, 0', 0'] (15 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP)
Form: Neutral odor (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar IV [IV] (-4 DP) Body condition, fleeting soul (-20 DP) Diet, herbivore (-5 DP) Golden throat II [20] (10 DP)
Senses: Vision: Pentachromatic (Infra vision) [50'] (20 DP) Sight: primate (5 DP) Hearing: Hare (20 DP)
Movement: Walk.Quad.: 43
Skills: Perc.: 89 Run.: 95 Wei. Trn.: 80 Multi. Att.: 80 Prot.: 80 Charm: 106
Spells: Cha 90 **PP:** 93
Racial:

Stats	**Ag**	2	**Co**	1	**Em**	-3	**Em**	-3	**In**	0	**Pr**	0	**Qu**	0	**Re**	2	**SD**	0	**St**	3
Base Hits		25		**Base RR**		Ch		-10	**Ess**		-10		**Me**	-10		**Ph**	-10	**Fe**		0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**	Armor, light fur (AT 1)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Champion, dolphin (III)	10D	Swim.Web: 21	4	B(6)	VI @ -	55 (80)	30	AT 2(N)	32 (0)	99B(6)we ;34B(6)ra	3	-12	-9	-8	1	Solo (1d2)	E U L - -

Category	Extra planar	**Height**	72”	**Leftover DP**	-27
Type	Champion	**Length**	12”	**Outlook**	Considerate
Archetype	Spell user	**Weight**	240Lbs.	**Treasure**	0

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Ag	5	Co	2	Em	-2	In	3	Me	4	Pr	1	Qu	4	Re	1	SD	1	St	2

Attack: Strength beyond form I [+1 Size] (20 DP) Nonviolent I [-5] (-10 DP) Aura, 9- Holy Aura I IX [9- Holy Aura I, 9'R] (60 DP)
Defense: Sanctified (20 DP) Proof, weapon, except raw iron (20 DP) Proof, critical, no stun (10 DP) Constant 3- Aura III [3- Aura, 0', 0'] (15 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP)
Form: Neutral odor (10 DP) Adapted form: water (15 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar III [III] (-3 DP) Body condition, fleeting soul (-20 DP) Diet, omnivore (0 DP) Golden throat II [20] (10 DP)
Senses: Hearing: Echolocation (30 DP) Sight: primate (5 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Swim.Web: 21 Walk.Bi.: 0
Skills: Perc.: 105 Run.: 59 Swim.: 109 Multi. Att.: 100 Prot.: 100 Charm: 122
Spells: Cha 180 **PP:** 108
Racial:

Stats	Ag	2	Co	1	Em	-3	Em	-3	In	0	Pr	0	Qu	1	Re	1	SD	0	St	2
Base Hits		25		**Base RR**		Ch		-10	**Ess**		-10		**Me**	-10		**Ph**	-10	**Fe**		0	
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**	Armor, thick skin (AT 2)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Champion, eagle (V)	20F	Walk.Bi.: 32	1	B(6)	VI @ -	133 (233)	10 8	AT 2(N)	68 (0)	171L(7)lb ;165L(7)we	7	-10	-7	-6	0	Solo (1d2)	E U L - - -

Category	Extra planar	Height	108”	Leftover DP	60
Type	Champion	Length	15”	Outlook	Considerate
Archetype	Semi spell user	Weight	810Lbs.	Treasure	0

Ag	9	Co	4	Em	0	In	7	Me	1	Pr	3	Qu	1	Re	4	SD	0	St	3

Attack: Strength beyond form I [+1 Size] (20 DP) Nonviolent I [-5] (-10 DP) Aura, 9- Holy Aura I IX [9- Holy Aura I, 9'R] (60 DP) Fighting brick I [+1 pace] (-10 DP)
Defense: Sanctified (20 DP) Proof, weapon, except raw iron (20 DP) Proof, weapon, except magic (20 DP) Proof, critical, no stun (10 DP) Constant 6- True Aura VI [9- True aura, 0', 0'] (30 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP)
Form: Wings, feathered (20 DP) Neutral odor (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar V [V] (-5 DP) Body condition, fleeting soul (-20 DP) Diet, omnivore (0 DP) Golden throat II [20] (10 DP)
Senses: Vision: Pentachromatic (Infra vision) [50'] (20 DP) Sight: eagle (15 DP)
Movement: Walk.Bi.: 32 Wing.Fly.Exc.: 0
Skills: Perc.: 111 Run.: 116 Fly.: 116 Multi. Att.: 100 Prot.: 100 Charm: 130
Spells: Cha 120 **PP:** 118
Racial:

Stats	Ag	2	Co	1	Em	-3	Em	-3	In	0	Pr	0	Qu	1	Re	1	SD	0	St	0
Base Hits		25		**Base RR**		Ch		-	**Ess**		-10		**Me**	-10		**Ph**	-	**Fe**		0	

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				10						10		
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, thick skin (AT 2)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Champion, high (VI+)	40H	Walk.Quad.: 57	0	H(8)	VIII @# -	173 (313)	148	AT 2(10)	115 (0)	219G(9)we ;189H(8)ho> ;150H(8)ra	15	-6	-3	-6	0	Solo (1d2)	E U L - -

Category	Extra planar	**Height**	152”	**Leftover DP**	-123
Type	Champion	**Length**	140”	**Outlook**	Considerate
Archetype	Semi spell user	**Weight**	4130Lbs.	**Treasure**	0

Ag	17	**Co**	4	**Em**	4	**In**	15	**Me**	2	**Pr**	7	**Qu**	0	**Re**	9	**SD**	0	**St**	6

Attack: Attacks sequence (10 DP) Strength beyond form I [+1 Size] (20 DP) Nonviolent II [-10] (-20 DP) Aura, 20- Holy Aura III XV [20- Holy Aura III, 20'R] (115 DP) Holy fire strike (25 DP)
Defense: Sanctified (20 DP) Proof, weapon, except raw iron (20 DP) Proof, weapon, except magic (20 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Constant 30- Alkar XXX [30- Alkar, 0', 0'] (150 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Aura, purification [10'R] (25 DP) Aura, evil enchantment breaking [10'R] (50 DP)
Form: Wings, feathered (20 DP) Neutral odor (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar VII [VI+] (-7 DP) Body condition, fleeting soul (-20 DP) Diet, omnivore (0 DP) Golden throat II [20] (10 DP)
Senses: Sight: hawk (20 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Walk.Quad.: 57 Wing.Fly.Norm.: 0
Skills: Perc.: 164 Run.: 167 Fly.: 167 Multi. Att.: 140 Prot.: 140 Charm: 186
Spells: Cha 240 **PP:** 174
Racial:

Stats	**Ag**	2	**Co**	1	**Em**	-3	**Em**	-3	**In**	0	**Pr**	0	**Qu**	0	**Re**	2	**SD**	0	**St**	3
Base Hits		25			**Base RR**		Ch		-10	**Ess**		-10		**Me**		-10		**Ph**	-10	**Fe**	0
Base Endurance		0			**Healing rate**		x1			**Stride**		0		**AT**		Armor, thick skin (AT 2)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Champion, noble (VI)	30G	Walk.Quad.: 46	0	L(7)	VII @# -	163 (293)	138	AT 2(9)	85 (0)	199H(8)we ;199H(8)sh ;199H(8)all2WF ;129L(7)ra	15	-8	-5	-6	0	Solo (1d2)	E U L - -

Category	Extra planar	**Height**	120”	**Leftover DP**	66
Type	Champion	**Length**	113”	**Outlook**	Considerate
Archetype	Semi spell user	**Weight**	2030Lbs.	**Treasure**	0

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Ag	17	Co	4	Em	2	In	15	Me	2	Pr	5	Qu	0	Re	7	SD	0	St	6

Attack: Strength beyond form I [+1 Size] (20 DP) Nonviolent II [-10] (-20 DP) Aura, 15- Holy Aura II XV [15- Holy Aura II, 15'R] (90 DP)
Defense: Sanctified (20 DP) Proof, weapon, except raw iron (20 DP) Proof, weapon, except magic (20 DP) Proof, critical, no bleed (10 DP) Constant 6- True Aura VI [9- True aura, 0', 0'] (30 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP)
Form: Wings, feathered (20 DP) Neutral odor (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar VI [VI] (-6 DP) Body condition, fleeting soul (-20 DP) Diet, omnivore (0 DP) Golden throat II [20] (10 DP)
Senses: Sight: hawk (20 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Walk.Quad.: 46 Wing.Fly.Norm.: 0
Skills: Perc.: 152 Run.: 157 Fly.: 157 Multi. Att.: 130 Prot.: 130 Charm: 172
Spells: Cha 180 **PP:** 164
Racial:

Stats	Ag	2	Co	1	Em	-3	Em	-3	In	0	Pr	0	Qu	0	Re	2	SD	0	St	3
Base Hits		25		**Base RR**		Ch		-10	**Ess**		-10		**Me**	-10		**Ph**	-10	**Fe**		0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**	Armor, thick skin (AT 2)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Champion, rodent (II)	5C	Walk.Bi.: 9	2	S(4)	IV @ -	90 (150)	65	AT 1(5)	36 (0)	72M(5)we ;76M(5)rw	1	-13	-10	-8	1	Solo (1d2)	E U L - - -

Category	Extra planar	Height	36”	Leftover DP	67
Type	Champion	Length	5”	Outlook	Considerate
Archetype	Offensive	Weight	30Lbs.	Treasure	0

Ag	5	Co	2	Em	-3	In	1	Me	2	Pr	0	Qu	2	Re	2	SD	1	St	1

Attack: Strength beyond form I [+1 Size] (20 DP) Nonviolent I [-5] (-10 DP)
Defense: Sanctified (20 DP) Proof, weapon, except raw iron (20 DP) Proof, critical, no stun (10 DP) Constant 3- Aura III [3- Aura, 0', 0'] (15 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP)
Form: Wings, feathered (20 DP) Neutral odor (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar II [II] (-2 DP) Body condition, fleeting soul (-20 DP) Diet, herbivore (-5 DP) Golden throat II [20] (10 DP)
Senses: Smell: rat (10 DP) Hearing: Hare (20 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Walk.Bi.: 9 Wing.Fly.Norm.: 0
Skills: Perc.: 34 Run.: 38 Fly.: 23 Multi. Att.: 30 Prot.: 30 Charm: 48
Spells: Cha 0 **PP:** 4
Racial:

Stats	Ag	4	Co	1	Em	-3	Em	-3	In	0	Pr	0	Qu	1	Re	1	SD	0	St	0
Base Hits		25		**Base RR**		Ch		-	**Ess**		-10		**Me**	-10		**Ph**	-	**Fe**		0

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				10						10		
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, light fur (AT 1)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Changeling	3C	Walk.Bi.: 20	1	M(5)	V @ -	38 (58)	18	AT 2(N)	9 (0)	24M(5)we ;21M(5)rw	21	6	8	-21	0	Solo (1d2)	L E - - - -

Category	Fey	**Height**	70”	**Leftover DP**	128
Type	Fairy	**Length**	10”	**Outlook**	Hidden agenda
Archetype	Stealth	**Weight**	190Lbs.	**Treasure**	0

Ag	2	**Co**	-1	**Em**	-4	**In**	1	**Me**	0	**Pr**	-2	**Qu**	1	**Re**	1	**SD**	0	**St**	-1

Attack:
Defense: Proof, weapon, except raw iron (20 DP) Proof, critical, no stun (10 DP)
Form: Shapechange, face (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Golden throat I [10] (5 DP) Efficient sleeper II [-2 hrs.] (10 DP)
Senses: Sight: primate (5 DP)
Movement: Walk.Bi.: 20
Skills: Perc.: 38 Run.: 36 Climb.: 36 Hiding: 39 Stalking: 39 Duping: 5
Spells: Cha 0 **PP:** 1
Racial:

Stats	**Ag**	1	**Co**	-1	**Em**	-4	**Em**	-4	**In**	1	**Pr**	-2	**Qu**	1	**Re**	0	**SD**	-1	**St**	-1
Base Hits		20		**Base RR**		Ch		10	**Ess**		10		**Me**		10		**Ph**	- 20	**Fe**	0
Base Endurance		0		**Healing rate**		x0.5			**Stride**		0		**AT**		Armor, thick skin (AT 2)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Chaos commander	20H	Walk.Bi.: 20	0	M(5)	V II@# -	179 (309)	159	AT 1(9)	40 (70)	160M(5)un ;160M(5)sw ;160M(5)we ;159M(5)rw	18	5	8	7	5	Solo (1d2)	L E U - - -

Category	Undead	**Height**	72”	**Leftover DP**	231
Type	Semi undead	**Length**	10”	**Outlook**	Cruel
Archetype	Discipline	**Weight**	220Lbs.	**Treasure**	0

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Ag	6	Co	7	Em	0	In	3	Me	0	Pr	3	Qu	0	Re	7	SD	5	St	7

Attack: Enhanced natural attack I [Unarmed Strikes, +1 Size] (10 DP) Enhanced natural attack I [Sweeps & throws, +1 Size] (10 DP)
Defense: Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, critical reduction II [II] (20 DP)
Form:
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Frenzy [5, +1 Size] (20 DP)
Senses: Sight: primate (5 DP)
Movement: Walk.Bi.: 20
Skills: Perc.: 145 Run.: 79 Adr. Foc.: 149 Lor. Reli. Spec.: 137 Intimidat.: 136 Leadersh.: 136
Spells: Cha 3 **PP:** 23
Racial:

Stats	Ag	-1	Co	1	Em	0	Em	0	In	0	Pr	0	Qu	0	Re	0	SD	-1	St	1

Base Hits	30	Base RR	Ch	5	Ess	5	Me	5	Ph	0	Fe	0
Base Endurance	10	Healing rate	x0.5		Stride	0	AT	Armor, naked skin (AT 1)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Chaos demon, type I (I)	3B	Walk.Bi.: 17	4	M(5)	V I -	67 (103)	42	AT 2(N)	18 (0)	49M(5)cl[Impact] ;49M(5)ho[Impact] ;37M(5)we	-9	6	13	15	-4	Team (1d10)	E U L - - -

Category	Extra planar	Height	60”	Leftover DP	102
Type	Chaos	Length	11”	Outlook	Inconsiderate
Archetype	Offensive	Weight	203Lbs.	Treasure	0

Ag	3	Co	5	Em	-4	In	-4	Me	0	Pr	-2	Qu	4	Re	0	SD	-4	St	5

Attack: Aura, chaos I [10'R, 0,1, C, A] (40 DP)
Defense: Abomination (-20 DP) Proof, weapon, except raw iron (20 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar I [I] (-1 DP) Body condition, fleeting soul (-20 DP) Diet, nihilovore (20 DP) Disturbing voice I [-10] (-10 DP) Unsleeping (20 DP) No infighting (5 DP) Mindless (-25 DP)
Senses: Vision: demon vision [50'] (55 DP)
Movement: Walk.Bi.: 17
Skills: Perc.: 10 Run.: 31 Acrob.: 30 Disarm: 18 #N/A
Spells: Men 0 **PP:** 1
Racial:

Stats	Ag	2	Co	4	Em	-4	Em	-4	In	-4	Pr	-2	Qu	4	Re	0	SD	-4	St	4

Base Hits	25	Base RR	Ch	-5	Ess	10	Me	5	Ph	10	Fe	0
Base Endurance	0	Healing	x1		Stride	0	AT	Armor, light blubber (AT 2)				

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		rate						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Chaos demon, type II (II)	5D	Walk.Bi.: 19	5	M(5)	V I -	90 (150)	67	AT 2(N)	25 (0)	73M(5)gr[Impact] ;73M(5)be[Impact] ;55M(5)we	1	12	8	15	-3	Span (1d8)	E U L - - -

Category	Extra planar	**Height**	65”	**Leftover DP**	123
Type	Chaos	**Length**	12”	**Outlook**	Inconsiderate
Archetype	Offensive	**Weight**	192Lbs.	**Treasure**	0

Ag	3	**Co**	5	**Em**	-3	**In**	-4	**Me**	1	**Pr**	-2	**Qu**	5	**Re**	1	**SD**	-3	**St**	5

Attack: Aura, chaos I [10'R, 0,1, C, A] (40 DP)
Defense: Abomination (-20 DP) Proof, weapon, except raw iron (20 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar II [II] (-2 DP) Body condition, fleeting soul (-20 DP) Diet, nihilovore (20 DP) Disturbing voice II [-20] (-20 DP) Unsleeping (20 DP) No infighting (5 DP) Mindless (-25 DP)
Senses: Vision: demon vision [50'] (55 DP) Sight: primate (5 DP)
Movement: Walk.Bi.: 19
Skills: Perc.: 24 Run.: 43 Acrob.: 43 #N/A #N/A
Spells: Ess 0 **PP:** -1
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-2	**Qu**	4	**Re**	0	**SD**	-4	**St**	4
Base Hits		23		**Base RR**		Ch		5	**Ess**		5		**Me**		10		**Ph**	10	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, thick feather coat (AT 2)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Chaos demon, type III (III)	8F	Walk.Bi.: 22	5	M(5)	VI - -	86 (142)	64	AT 3(N)	31 (0)	82M(5)cr[Impact] ;82M(5)cr[Impact] ;82M(5)bi[Impact] ;82M(5)cr[Impact]2WF ;22M(5)wen ;22M(5)wen ;22M(5)wen ;22M(5)wen ;22M(5)wen ;22M(5)wen	7	12	-6	15	-2	Streak (1d6)	E U L - - -

Category	Extra planar	**Height**	72”	**Leftover DP**	88
Type	Chaos	**Length**	14”	**Outlook**	Inconsiderate
Archetype	Stealth	**Weight**	219Lbs.	**Treasure**	0

Ag	4	**Co**	5	**Em**	-3	**In**	-3	**Me**	0	**Pr**	-1	**Qu**	5	**Re**	2	**SD**	-2	**St**	5

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Attack: Aura, chaos II [10'R, 0,1, D, A] (45 DP)
Defense: Abomination (-20 DP) Proof, weapon, except raw iron (20 DP) Dense I [1Size] (17 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar III [III] (-3 DP) Body condition, fleeting soul (-20 DP) Diet, nihilovore (20 DP) Disturbing voice I [-10] (-10 DP) Unsleeping (20 DP) No infighting (5 DP) Mindless (-25 DP) Ambidextrous (10 DP)
Senses: Vision: demon vision [50'] (55 DP) Hearing: Dog (15 DP)
Movement: Walk.Bi.: 22
Skills: Perc.: 81 Run.: 98 Acrob.: 98 Multi. Att.: 84 Prot.: 84 #N/A
Spells: Ess 1 **PP:** 4
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-2	**Qu**	4	**Re**	0	**SD**	-4	**St**	4
Base Hits		22	**Base RR**	Ch	10	**Ess**	5	**Me**	-5	**Ph**	10	**Fe**	0							
Base Endurance		0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, scaly bumps (AT 3)											

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Chaos demon, type IV (IV)	13G	Walk.Bi.: 23	6	M(5)	VI - -	158 (276)	132	AT 3(N)	44 (0)	140M(5)un[Impact] ;140B(6)un[Impact] ;140B(6)ra[Impact] ;140B(6)un[Impact]2WF ;35B(6)wen ;35B(6)wen ;35B(6)wen ;35B(6)wen ;35B(6)wen ;35B(6)wen	6	-14	20	18	-2	Yoke (1d3)	E U L - - -

Category	Extra planar	**Height**	76”	**Leftover DP**	132
Type	Chaos	**Length**	12”	**Outlook**	Inconsiderate
Archetype	Offensive	**Weight**	235Lbs.	**Treasure**	0

Ag	6	**Co**	8	**Em**	-4	**In**	-4	**Me**	2	**Pr**	0	**Qu**	6	**Re**	2	**SD**	-2	**St**	8

Attack: Aura, chaos II [10'R, 0,1, D, A] (45 DP) Strength beyond form I [+1 Size] (20 DP)
Defense: Abomination (-20 DP) Proof, weapon, except raw iron (20 DP) Dense I [1Size] (17 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar IV [IV] (-4 DP) Body condition, fleeting soul (-20 DP) Diet, nihilovore (20 DP) Disturbing voice I [-10] (-10 DP) Unsleeping (20 DP) No infighting (5 DP) Mindless (-25 DP) Ambidextrous (10 DP)
Senses: Vision: demon vision [50'] (55 DP) Air: air movement detection (25 DP)
Movement: Walk.Bi.: 23
Skills: Perc.: 68 Run.: 94 Acrob.: 92 Multi. Att.: 72 Rev. Str.: 72 #N/A
Spells: Men 1 **PP:** 13
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-2	**Qu**	4	**Re**	0	**SD**	-4	**St**	4
Base Hits		26	**Base RR**	Ch	10	**Ess**	-10	**Me**	10	**Ph**	10	**Fe**	0							
Base Endurance		0	**Healing**	x1		**Stride**	0	**AT**	Armor, thick leather skin (AT 3)											

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		rate						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Chaos demon, type V (V)	18G	Walk.Bi.: 23	4	M(5)	VII - -	170 (291)	143	AT 3(N)	48 (0)	164B(6)ra[Impact] ;164B(6)bi[Impact] ;149B(6)we	-9	14	11	20	2	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	77”	**Leftover DP**	140
Type	Chaos	**Length**	16”	**Outlook**	Inconsiderate
Archetype	Discipline	**Weight**	223Lbs.	**Treasure**	0

Ag	8	**Co**	10	**Em**	-1	**In**	-4	**Me**	0	**Pr**	1	**Qu**	4	**Re**	6	**SD**	2	**St**	10

Attack: Aura, chaos III [10'R, 0,1, D, B] (50 DP) Strength beyond form I [+1 Size] (20 DP)
Defense: Abomination (-20 DP) Proof, weapon, except raw iron (20 DP) Dense II [2Size] (35 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar V [V] (-5 DP) Body condition, fleeting soul (-20 DP) Diet, nihilovore (20 DP) Disturbing voice II [-20] (-20 DP) Unsleeping (20 DP) No infighting (5 DP) Alien intelligence (40 DP) Ambidextrous (10 DP)
Senses: Vision: demon vision [50'] (55 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Walk.Bi.: 23
Skills: Perc.: 125 Run.: 149 Acrob.: 143 Multi. Att.: 121 Disarm: 121 #N/A
Spells: Men 3 **PP:** 22
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-2	**Qu**	4	**Re**	0	**SD**	-4	**St**	4
Base Hits		27			**Base RR**		Ch		-5	**Ess**		15			**Me**	0		**Ph**	10	**Fe**	0
Base Endurance		0			**Healing rate**		x1			**Stride**		0			**AT**	Armor, thick blubber (AT 3)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Chaos demon, type VI (VI)	25G	Walk.Bi.: 25	4	B(6)	VII - -	156 (271)	125	AT 3(N)	62 (0)	164H(8)we ;164H(8)we ;164H(8)we2WF	27	-5	12	17	-4	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	83”	**Leftover DP**	112
Type	Chaos	**Length**	20”	**Outlook**	Inconsiderate
Archetype	Semi spell user	**Weight**	287Lbs.	**Treasure**	0

Ag	13	**Co**	7	**Em**	0	**In**	7	**Me**	0	**Pr**	2	**Qu**	4	**Re**	4	**SD**	-4	**St**	7

Attack: Aura, chaos V [10'R, 0,1, E, C] (60 DP) Strength beyond form II [+2 Size] (40 DP)

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Defense: Abomination (-20 DP) Proof, weapon, except raw iron (20 DP) Dense II [2Size] (35 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar VI [VI] (-6 DP) Body condition, fleeting soul (-20 DP) Diet, nihilovore (20 DP) Disturbing voice II [-20] (-20 DP) Unsleeping (20 DP) No infighting (5 DP) Alien intelligence (40 DP) Ambidextrous (10 DP)
Senses: Vision: demon vision [50'] (55 DP) Special: presence sense [5'R/ lvl] (10 DP)
Movement: Walk.Bi.: 25
Skills: Perc.: 122 Run.: 142 Acrob.: 139 Multi. Att.: 115 Grace. Spell l.: 115 #N/A
Spells: Cha 150 **PP:** 136
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-2	**Qu**	4	**Re**	0	**SD**	-4	**St**	4
Base Hits		31		**Base RR**		Ch		10	**Ess**		-5		**Me**		10		**Ph**	10	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, small scales (AT 3)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Chaos warrior	7H	Walk.Bi.: 20	1	M(5)	VI@#-	112 (188)	92	AT 1(8)	17 (44)	83S(4)un ;83M(5)we ;81M(5)rw	16	5	5	3	0	Company (3d100)	L E U - - -

Category	Undead	**Height**	72”	**Leftover DP**	135
Type	Semi undead	**Length**	10”	**Outlook**	Cruel
Archetype	Offensive	**Weight**	220Lbs.	**Treasure**	0

Ag	1	**Co**	3	**Em**	0	**In**	1	**Me**	1	**Pr**	0	**Qu**	1	**Re**	1	**SD**	0	**St**	3

Attack:
Defense: Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, critical reduction I [I] (10 DP)
Form:
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Sight: primate (5 DP)
Movement: Walk.Bi.: 20
Skills: Perc.: 44 Run.: 27 Restr. Quar.: 42 Lor. Reli. Spec.: 23 #N/A Surv. Biome: 23
Spells: Cha 0 **PP:** 5
Racial:

Stats	**Ag**	-1	**Co**	1	**Em**	0	**Em**	0	**In**	0	**Pr**	0	**Qu**	0	**Re**	0	**SD**	-1	**St**	1
Base Hits		30		**Base RR**		Ch		5	**Ess**		5		**Me**		5		**Ph**	0	**Fe**	0
Base Endurance		10		**Healing rate**		x0.5			**Stride**		0		**AT**		Armor, naked skin (AT 1)					

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Cheetah	3C	Walk.Quad.: 71	4	M(5)	V - -	46 (66)	46	AT 1(N)	18 (0)	35M(5)ra> ;35M(5)cl>> ;35M(5)bi	10	-4	-1	-18	2	Yoke (1d3)	P S - - - -

Category	Animal	**Height**	42”	**Leftover DP**	61
Type	Carnivore	**Length**	60”	**Outlook**	Timid
Archetype	Stealth	**Weight**	125Lbs.	**Treasure**	0

Ag	5	Co	2	Em	-4	In	0	Me	-2	Pr	-1	Qu	4	Re	-3	SD	2	St	3

Attack: Attacks sequence (10 DP) Fast attack II [10] (20 DP)
Defense:
Form: Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 71
Skills: Perc.: 35 Run.: 46 Surv. Biome: 31 Hiding: 17 Stalking: 17
Spells: Cha 0 **PP:** 2
Racial:

Stats	Ag	4	Co	2	Em	-4	Em	-4	In	0	Pr	-1	Qu	4	Re	-4	SD	1	St	3
Base Hits		20	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**		-20	**Fe**		0		
Base Endurance		20	**Healing rate**		x1		**Stride**		50	**AT**		Armor, light fur (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Cherubim	5D	Walk.Bi.: 24	3	M(5)	V - -	30 (45)	30	AT 1(N)	14 (0)	14M(5)un ;14M(5)we ;14M(5)we ;53M(5)elb	-4	8	8	9	-3	Solo (1d2)	T B X P A E

Category	Races	**Height**	66”	**Leftover DP**	48
Type	Humanoid	**Length**	8”	**Outlook**	Aloof
Archetype	Spell user	**Weight**	100Lbs.	**Treasure**	0

Ag	3	Co	-1	Em	3	In	1	Me	4	Pr	3	Qu	3	Re	3	SD	-3	St	-2

Attack:
Defense: Light boned I [-1 Size] (-17 DP) Immune to disease, lesser (10 DP)
Form: Wings, feathered (20 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)

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Senses: Sight: eagle (15 DP) Vision: Dark vision III [40'] (25 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Bi.: 24 Wing.Fly.Norm.: 0
Skills: Perc.: 61 Run.: 25 Fly.: 60 Grace. Spell l.: 60 Acrob.: 29 Comp. Spec.: 32
Spells: Ess/Men 90 **PP:** 65
Racial:

Stats	**Ag**	2	**Co**	-2	**Em**	2	**Em**	2	**In**	0	**Pr**	2	**Qu**	2	**Re**	3	**SD**	-4	**St**	-2
Base Hits		20		**Base RR**		Ch		-5	**Ess**		-5		**Me**		-5		**Ph**	10	**Fe**	0
Base Endurance		20		**Healing rate**		x2			**Stride**		5		**AT**		Armor, naked skin (AT 1)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Chillvine	5C	Root.Rooted: 0	-1	M(5)	V @ PK	72 (107)	52	AT 3(N)	7 (0)	45M(5)gr[Cold]	11	-3	-1	6	5	Yoke (1d3)	I T B P - -

Category	Plant	**Height**	3”	**Leftover DP**	221
Type	Animated	**Length**	180”	**Outlook**	Hungry
Archetype	Stealth	**Weight**	75Lbs.	**Treasure**	0

Ag	1	**Co**	6	**Em**	-3	**In**	1	**Me**	-9	**Pr**	-1	**Qu**	-1	**Re**	-8	**SD**	5	**St**	1

Attack: Ambush predator V [Terrain, 74, 18] (27 DP) Elemental internals V [Cold, Attack, E] (30 DP)
Defense: Proof, critical, no krush (10 DP) Elemental immunity [Fire] (20 DP) Elemental immunity [Ice] (20 DP) Proof, critical, no stun (10 DP) Regeneration, damage [Fire, 1 H/ hit] (30 DP)
Form: Body: herbaceaous [3] (0 DP) Distinct odor (-10 DP) Elongated appendage III [Limb, 15'] (15 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Mindless (-25 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Can't speak (-10 DP) Reproduction: buds or seeds (5 DP) Item, no item (-15 DP)
Senses: Dead sense deprivement (-30 DP) Surditas (no hearing) (-15 DP) Caecitas (no vision) (-20 DP) Heatsense: heat sensor network (20 DP)
Movement: Root.Rooted: 0
Skills: Perc.: 58 Hiding: 67 Stalking: 67 Amb. Unarmed: 67
Spells: Cha 0 **PP:** 13
Racial:

Stats	**Ag**	0	**Co**	5	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-2	**Qu**	-2	**Re**	-9	**SD**	4	**St**	0
Base Hits		20		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, herbaceous fibrous structure (AT 3)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Chimera	10G	Walk.Quad.: 28	5	B(6)	VI - -	147 (247)	112	AT 3(N)	35 (0)	119B(6)cl ;119B(6)bi ;119B(6)ho> ;99B(6)ra ;85M(5)fboS ;85M(5)fboS ;85M(5)fboS ;85M(5)fboS	11	-4	-1	5	2	Solo (1d2)	X D S J - -

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										;85M(5)fboS ;85M(5)fboS							

Category	Monster	**Height**	61”	**Leftover DP**	45
Type	Land	**Length**	92”	**Outlook**	Hostile
Archetype	Offensive	**Weight**	535Lbs.	**Treasure**	0

Ag	7	**Co**	5	**Em**	-4	**In**	1	**Me**	-1	**Pr**	-1	**Qu**	5	**Re**	-3	**SD**	2	**St**	6

Attack: Elemental bolt V [Fire Bolt, MFire bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Increase range II [+5'/ lvl] (10 DP) Decrease time III [-3 rnd] (9 DP)
Defense:
Form: Camouflage, pattern [Grass, 25] (10 DP) Additional head I [M, Snake, 1] (25 DP) Additional head I [L, Goat, 1] (25 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP) Smell: snake (15 DP) Heatsense: heat sensor network (20 DP)
Movement: Walk.Quad.: 28
Skills: Perc.: 25 Run.: 78 Surv. Biome: 57
Spells: Cha 0 **PP:** 7
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-1	**Qu**	4	**Re**	-4	**SD**	1	**St**	3
Base Hits		35		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, thick leather skin (AT 3)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Clostoph (VI+)	12H	Root.Rooted: 0	-1	E(10)	X - -	145 (257)	120	AT 2(N)	21 (0)	130E(10)bi[Acid] ;130L(7)gr>> ;110L(7)si	-7	-9	5	10	-2	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	96”	**Leftover DP**	151
Type	Visitor	**Length**	600”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	118125Lbs.	**Treasure**	0

Ag	6	**Co**	5	**Em**	-4	**In**	-2	**Me**	4	**Pr**	0	**Qu**	-1	**Re**	4	**SD**	-2	**St**	6

Attack: Weak natural attack III [Grapple, -3 Size] (-15 DP) Weak natural attack III [Stinger, -3 Size] (-15 DP) Poison sack, injection [Circulatory poison, Stinger] (20 DP) Acid mouth I [2'/ lvl, Mwater bolt, 3'R, B] (25 DP) Attacks sequence (10 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Abomination (-20 DP) Proof, weapon, except magic (20 DP) Regeneration, no (-20 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Elongated appendage X [Bite, 50'] (50 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar VII [VI+] (-7 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP)
Senses: Vision: demon vision [50'] (55 DP)
Movement: Root.Rooted: 0

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Skills: Perc.: 68
Spells: Men 1 **PP:** 10
Racial:

Stats	**Ag**	2	**Co**	1	**Em**	-4	**Em**	-4	**In**	-2	**Pr**	-2	**Qu**	-3	**Re**	2	**SD**	-4	**St**	2
Base Hits		25	**Base RR**	Ch	-5	**Ess**	-5	**Me**	-5	**Ph**	5	**Fe**	0							
Base Endurance		0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, thick skin (AT 2)											

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Clubber (II)	5H	Walk.Bi.: 21	3	M(5)	V I@#-	100 (160)	85	AT 2(N)	39 (0)	72M(5)cu ;72M(5)cu ;37M(5)cu2WF ;54M(5)tc	8	-4	6	24	2	Party (3d6)	E U L - - -

Category	Extra planar	**Height**	72”	**Leftover DP**	90
Type	Warrior	**Length**	13”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	245Lbs.	**Treasure**	0

Ag	4	**Co**	4	**Em**	-4	**In**	-2	**Me**	1	**Pr**	-4	**Qu**	3	**Re**	1	**SD**	2	**St**	4

Attack: Pressing the advantage II [10] (20 DP) Adrenal defense I [5] (5 DP)
Defense: Abomination (-20 DP) Proof, critical, critical reduction I [I] (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar II [II] (-2 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP) Ambidextrous (10 DP) Prodigy V [Club, 25] (30 DP)
Senses: Vision: demon vision [50'] (55 DP) Smell: rat (10 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Walk.Bi.: 21
Skills: Perc.: 31 Run.: 42 Acrob.: 41 Multi. Att.: 30 Disarm: 30 Restr. Quar.: 30
Spells: Cha 0 **PP:** 0
Racial:

Stats	**Ag**	3	**Co**	3	**Em**	-4	**Em**	-4	**In**	-3	**Pr**	-4	**Qu**	2	**Re**	0	**SD**	1	**St**	3
Base Hits		30	**Base RR**	Ch	0	**Ess**	0	**Me**	10	**Ph**	20	**Fe**	0							
Base Endurance		15	**Healing rate**	x1		**Stride**	0	**AT**	Armor, thick skin (AT 2)											

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Cockatrice	3E	Walk.Bi.: 15	1	M(5)	V - -	43 (63)	23	AT 3(N)	19 (0)	28M(5)be ;28M(5)cl	9	-3	-4	2	-1	Solo (1d2)	P F S J - -

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Category	Fell creature	**Height**	25”	**Leftover DP**	52
Type	Basilisk	**Length**	60”	**Outlook**	Greedy
Archetype	Stealth	**Weight**	92Lbs.	**Treasure**	0

Ag	2	**Co**	2	**Em**	-3	**In**	-1	**Me**	0	**Pr**	-4	**Qu**	1	**Re**	1	**SD**	-1	**St**	1

Attack: Gaze, petrifying VII [5'/ lvl] (50 DP)
Defense: Hideous countenance, petrifying [100'] (30 DP)
Form: Wings, feathered (20 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP) Restless sleeper I [+1 hr.] (-4 DP)
Senses: Sight: gecko (10 DP) Smell: snake (15 DP) Taste: snake palette (15 DP)
Movement: Walk.Bi.: 15 Wing.Fly.ungr.: 0
Skills: Perc.: 35 Run.: 41 Fly.: 41 Hiding: 36 Stalking: 36
Spells: Cha 0 **PP:** 0
Racial:

Stats	**Ag**	1	**Co**	2	**Em**	-3	**Em**	-3	**In**	-1	**Pr**	-4	**Qu**	1	**Re**	0	**SD**	-2	**St**	1			
Base Hits			20		**Base RR**		Ch		0	**Ess**		0			**Me**		0		**Ph**	0	**Fe**		0
Base Endurance			0		**Healing rate**		x1			**Stride**		10			**AT**		Armor, small scales (AT 3)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Cold drake, mature	30G	Walk.Quad.: 49	5	H(8)	VIII - -	227 (387)	197	AT 8(N)	85 (0)	207H(8)bi ;207H(8)cl ;192H(8)ra ;207H(8)all3WF ;160M(5)iboS ;160M(5)iboS ;160M(5)iboS ;160M(5)iboS ;160M(5)iboS ;160M(5)iboS	8	25	10	23	1	Solo (1d2)	I T B A - -

Category	Fell creature	**Height**	125”	**Leftover DP**	35
Type	Great drake	**Length**	300”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	15900Lbs.	**Treasure**	0

Ag	9	**Co**	13	**Em**	5	**In**	-2	**Me**	5	**Pr**	0	**Qu**	5	**Re**	7	**SD**	1	**St**	19

Attack: Attacks sequence (10 DP) Elemental cone I [Cold Ball, MCold ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Increase cone V [+5', 3'D/ lvl] (25 DP) Elemental bolt III [Ice Bolt, MiIe bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (30 DP) Increase range III [+10'/ lvl] (20 DP) Wing buffeting [3'R/ lvl] (25 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Elemental immunity, dragon [5 elements] (80 DP) Immune to disease, greater (30 DP) Elemental blood III [Ice, C] (15 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial V [Belly, AT 5] (-3 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP)
Form: Wings, membrane (10 DP) Elongated appendage III [Neck, 15'] (15 DP) Elongated appendage IV [Tail, 20'] (20 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: eagle (15 DP) Smell: snake (15 DP) Hearing: Hare (20 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Quad.: 49 Swim.Web: 0 Wing.Fly.ungr.: 0 #N/A

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Skills: Perc.: 136 Run.: 171 Fly.: 171 Swim.: 171 Multi. Att.: 130 Pow. Dev.: 92
Spells: Ess 2 **PP:** 113
Racial:

Stats	**Ag**	1	**Co**	3	**Em**	0	**Em**	0	**In**	-2	**Pr**	0	**Qu**	2	**Re**	2	**SD**	-4	**St**	4
Base Hits			40		**Base RR**		Ch		10	**Ess**		10			**Me**	10			**Ph**	10	**Fe**	0
Base Endurance			10		**Healing rate**		x2			**Stride**		-25			**AT**	Armor, dragon scales, medium (AT 8)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Cold drake, old	50G	Walk.Quad.: 65	5	G(9)	IX - -	267 (467)	237	AT 9(N)	125 (0)	247G(9)bi ;247G(9)cl ;222G(9)ra ;247G(9)all3WF ;190M(5)iboS ;190M(5)iboS ;190M(5)iboS ;190M(5)iboS ;190M(5)iboS ;190M(5)iboS ;190M(5)iboS	8	25	10	23	1	Solo (1d2)	I T B A - -

Category	Fell creature	**Height**	172”	**Leftover DP**	205
Type	Great drake	**Length**	420”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	44100Lbs.	**Treasure**	0

Ag	9	**Co**	13	**Em**	5	**In**	-2	**Me**	5	**Pr**	0	**Qu**	5	**Re**	9	**SD**	1	**St**	19

Attack: Attacks sequence (10 DP) Elemental cone I [Cold Ball, MCold ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Increase cone V [+5', 3'D/ lvl] (25 DP) Elemental bolt III [Ice Bolt, MIe bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (30 DP) Increase range III [+10'/ lvl] (20 DP) Wing buffeting [3'R/ lvl] (25 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Elemental immunity, dragon [5 elements] (80 DP) Immune to disease, greater (30 DP) Elemental blood IV [Ice, D] (20 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial VI [Belly, AT 6] (-3 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP)
Form: Wings, membrane (10 DP) Elongated appendage IV [Neck, 20'] (20 DP) Elongated appendage VIII [Tail, 40'] (40 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: eagle (15 DP) Smell: snake (15 DP) Hearing: Hare (20 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Quad.: 65 Swim.Web: 0 Wing.Fly.ungr.: 0 #N/A
Skills: Perc.: 158 Run.: 191 Fly.: 191 Swim.: 191 Multi. Att.: 150 Pow. Dev.: 121
Spells: Ess 4 **PP:** 138
Racial:

Stats	**Ag**	1	**Co**	3	**Em**	0	**Em**	0	**In**	-2	**Pr**	0	**Qu**	2	**Re**	2	**SD**	-4	**St**	4
Base Hits			40		**Base RR**		Ch		10	**Ess**		10			**Me**	10			**Ph**	10	**Fe**	0
Base Endurance			10		**Healing rate**		x2			**Stride**		-25			**AT**	Armor, dragon scales, heavy (AT 9)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**

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Cold drake, young	15G	Walk.Quad.: 32	4	L(7)	VII - -	184 (314)	154	AT 7(N)	52 (0)	154L(7)bi ;154L(7)cl ;130L(7)ra ;134L(7)all3WF ;112M(5)iboS ;112M(5)iboS ;112M(5)iboS ;112M(5)iboS ;112M(5)iboS ;112M(5)iboS	8	22	10	18	-2	Solo (1d2)	I T B A - -

Category	Fell creature	**Height**	74”	**Leftover DP**	16
Type	Great drake	**Length**	180”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	3500Lbs.	**Treasure**	0

Ag	6	**Co**	8	**Em**	2	**In**	-2	**Me**	4	**Pr**	0	**Qu**	4	**Re**	4	**SD**	-2	**St**	9

Attack: Attacks sequence (10 DP) Elemental cone I [Cold Ball, MCold ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Elemental bolt III [Ice Bolt, MiIe bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (30 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Elemental immunity, dragon [5 elements] (80 DP) Immune to disease, lesser (10 DP) Elemental blood I [Ice, A] (5 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial IV [Belly, AT 4] (-4 DP) Elemental vulnerability II [Fire, +2 Size] (-25 DP)
Form: Wings, membrane (10 DP) Elongated appendage II [Neck, 10'] (10 DP) Elongated appendage III [Tail, 15'] (15 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: eagle (15 DP) Smell: snake (15 DP) Hearing: Hare (20 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Quad.: 32 Swim.Web: 0 Wing.Fly.ungr.: 0 #N/A
Skills: Perc.: 80 Run.: 103 Fly.: 103 Swim.: 103 Multi. Att.: 80 Pow. Dev.: 56
Spells: Ess 1 **PP:** 82
Racial:

Stats	**Ag**	1	**Co**	3	**Em**	0	**Em**	0	**In**	-2	**Pr**	0	**Qu**	2	**Re**	2	**SD**	-4	**St**	4	
Base Hits		40	**Base RR**		Ch		10	**Ess**		10		**Me**		10		**Ph**	10	**Fe**		0	
Base Endurance		10	**Healing rate**		x2			**Stride**		-25		**AT**		Armor, dragon scales, light (AT 7)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Condor	4C	Walk.Bi.: 3	5	S(4)	IV - -	54 (84)	44	AT 2(N)	33 (0)	26M(5)be ;26S(4)cl	11	-4	-4	23	-2	Solo (1d2)	A - - - - -

Category	Animal	**Height**	30”	**Leftover DP**	192
Type	Bird	**Length**	46”	**Outlook**	Hidden agenda
Archetype	Defensive	**Weight**	27Lbs.	**Treasure**	0

Ag	4	**Co**	3	**Em**	-4	**In**	1	**Me**	-3	**Pr**	-4	**Qu**	5	**Re**	-3	**SD**	-2	**St**	1

Attack: Enhanced natural attack I [Beak, +1 Size] (10 DP)
Defense:
Form: Wings, feathered (20 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,2, 2, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)

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Senses: Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP) Smell: dog (20 DP)
Movement: Walk.Bi.: 3 Awk.move.IV: 0 Wing.Fly.Norm.: 0
Skills: Perc.: 32 Fly.: 44 Surv. Biome: 31
Spells: Cha 0 **PP:** 5
Racial:

Stats	**Ag**	3	**Co**	3	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-4	**Qu**	4	**Re**	-4	**SD**	-2	**St**	1
Base Hits		20		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	20	**Fe**	0
Base Endurance		10		**Healing rate**		x1			**Stride**		0		**AT**		Armor, thick feather coat (AT 2)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Construct, greater	13H	Walk.Bi.: 48	0	L(7)	VII I@# PS	165 (283)	165	AT 7(N)	56 (0)	144L(7)we ;144L(7)we(Left) ;141L(7)we(2WF) ;118L(7)hc	2	-10	-10	8	6	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	156”	**Leftover DP**	260
Type	Construct	**Length**	24”	**Outlook**	Obsessive
Archetype	Offensive	**Weight**	1600Lbs.	**Treasure**	0

Ag	6	**Co**	8	**Em**	-10	**In**	-8	**Me**	-8	**Pr**	-10	**Qu**	0	**Re**	-8	**SD**	6	**St**	10

Attack: Weaponized appendage [Attack] (5 DP) Weaponized appendage [Attack] (5 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP) Regeneration, no (-20 DP) Proof, critical, no slash (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, elemental I [Ice, -1Size] (15 DP) Elemental immunity [Wind] (20 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP)
Form: Body: steel [10, 30] (30 DP) Neutral odor (10 DP) Body condition: Intricate parts [-3, 0,5] (-15 DP) Extra joints [Leg, 20] (20 DP) Breathing, no (20 DP) Lifeless (5 DP) Induce breakage III [-30] (16 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 48
Skills: Perc.: 25 Run.: 79 Multi. Att.: 72 Restr. Quar.: 35
Spells: Cha 1 **PP:** -3
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-10	**Em**	-10	**In**	-10	**Pr**	-10	**Qu**	-2	**Re**	-10	**SD**	4	**St**	6
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		25		**Healing rate**		x2			**Stride**		0		**AT**		Armor, iron-like scales (AT 7)					

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Construct, lesser	8H	Walk.Bi.: 28	-1	B(6)	VI I@# PS	126 (210)	126	AT 7(N)	43 (0)	104B(6)we ;104B(6)we(Left) ;77B(6)we(2WF) ;84B(6)lc	1	-10	-10	6	5	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	96”
Type	Construct	**Length**	12”
Archetype	Offensive	**Weight**	450Lbs.

Ag	4	**Co**	6	**Em**	-10	**In**	-9	**Me**	-9	**Pr**	-10	**Qu**	-1	**Re**	-9	**SD**	5	**St**	8

Attack: Weaponized appendage [Attack] (5 DP) Weaponized appendage [Attack] (5 DP) Fighting brick I [+1 pace] (-10 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP) Regeneration, no (-20 DP) Proof, critical, no slash (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, elemental I [Ice, -1Size] (15 DP) Elemental immunity [Wind] (20 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP)
Form: Body: steel [10, 30] (30 DP) Neutral odor (10 DP) Body condition: Intricate parts [-3, 0,5] (-15 DP) Extra joints [Leg, 20] (20 DP) Breathing, no (20 DP) Lifeless (5 DP) Induce breakage III [-30] (16 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 28
Skills: Perc.: 7 Run.: 58 Multi. Att.: 48 Restr. Quar.: 20
Spells: Cha 0 **PP:** -12
Racial:

Stats	Ag	2	Co	4	Em	-10	Em	-10	In	-10	Pr	-10	Qu	-2	Re	-10	SD	4	St	6

Base Hits	25	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0
Base Endurance	25	**Healing rate**	x2		**Stride**	0	**AT**	Armor, iron-like scales (AT 7)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Construct, minor	3H	Walk.Bi.: 15	-2	M(5)	V I@# PS	75 (111)	75	AT 7(N)	30 (0)	53M(5)we ;53M(5)we(Left) ;-4M(5)we(2WF) ;37M(5)lc	0	-10	-10	5	4	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	60”
Type	Construct	**Length**	7”
Archetype	Offensive	**Weight**	250Lbs.

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Ag	3	Co	5	Em	-10	In	-10	Me	-10	Pr	-10	Qu	-2	Re	-10	SD	4	St	7

Attack: Weaponized appendage [Attack] (5 DP) Weaponized appendage [Attack] (5 DP) Fighting brick I [+1 pace] (-10 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP) Regeneration, no (-20 DP) Proof, critical, no slash (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, elemental I [Ice, -1Size] (15 DP) Elemental immunity [Wind] (20 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP)
Form: Body: steel [10, 30] (30 DP) Neutral odor (10 DP) Body condition: Intricate parts [-3, 0,5] (-15 DP) Extra joints [Leg, 20] (20 DP) Breathing, no (20 DP) Lifeless (5 DP) Induce breakage III [-30] (16 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 15
Skills: Perc.: -6 Run.: 45 Multi. Att.: 18 Restr. Quar.: 10
Spells: Cha 0 **PP:** -15
Racial:

Stats	Ag	2	Co	4	Em	-10	Em	-10	In	-10	Pr	-10	Qu	-2	Re	-10	SD	4	St	6

Base Hits	25	Base RR	Ch	0	Ess	0	Me	0	Ph	0	Fe	0
Base Endurance	25	Healing rate	x2		Stride	0	AT	Armor, iron-like scales (AT 7)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Corpse Candle (II)	7H	Swim.Flop: 20	3	M(5)	V I@!#-	71 (121)	56	AT 1(N)	73 (0)		19	9	11	1	-1	Solo (1d2)	W E U - - -

Category	Undead	Height	69”	Leftover DP	47
Type	Incorporeal	Length	9”	Outlook	Cruel
Archetype	Stealth	Weight	0Lbs.	Treasure	0

Ag	4	Co	1	Em	-1	In	-1	Me	-1	Pr	1	Qu	3	Re	1	SD	-1	St	-1

Attack: Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, aura II [10'R, 3 rnds] (25 DP) Gaze: trance I [5'/ lvl] (15 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Proof, critical, critical reduction I [I] (10 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead II [II] (-2 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: nightvision (10 DP)
Movement: Swim.Flop: 20
Skills: Perc.: 75 Fly.: 80 Charm: 75
Spells: Cha 1 **PP:** 4
Racial:

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Stats	Ag	2	Co	0	Em	-2	Em	-2	In	-2	Pr	0	Qu	2	Re	-1	SD	-3	St	-2
Base Hits		20	Base RR		Ch	10	Ess	10	Me	10	Ph	0	Fe	0						
Base Endurance		5	Healing rate		x0.5		Stride	10	AT	Armor, insubstantial (AT 1)										

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Corpse Lantern (III)	10H	Swim.Flop: 21	3	M(5)	V I@!#-	87 (152)	72	AT 1(N)	79 (0)		19	9	11	1	0	Solo (1d2)	W E U - - -

Category	Undead	Height	72”	Leftover DP	58
Type	Incorporeal	Length	10”	Outlook	Cruel
Archetype	Stealth	Weight	0Lbs.	Treasure	0

Ag	5	Co	1	Em	-1	In	-1	Me	-1	Pr	1	Qu	3	Re	2	SD	0	St	-1

Attack: Life drain, hunger II [Drain Co, 2, -10] (10 DP) Life drain, aura II [10'R, 3 rnds] (25 DP) Gaze, Charm IV [5'/ lvl] (30 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Proof, critical, critical reduction I [I] (10 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: nightvision (10 DP)
Movement: Swim.Flop: 21
Skills: Perc.: 101 Fly.: 105 Charm: 99
Spells: Cha 1 **PP:** 4
Racial:

Stats	Ag	2	Co	0	Em	-2	Em	-2	In	-2	Pr	0	Qu	2	Re	-1	SD	-3	St	-2
Base Hits		20	Base RR		Ch	10	Ess	10	Me	10	Ph	0	Fe	0						
Base Endurance		5	Healing rate		x0.5		Stride	10	AT	Armor, insubstantial (AT 1)										

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Corvox (I)	3B	Walk.Bi.: 19	0	M(5)	V I -	29 (39)	9	AT 2(4)	3 (0)	34M(5)gr ;34M(5)gr ;-9M(5)gr2WF	7	7	25	10	-1	Solo (1d2)	E U L - - -

Category	Extra planar	Height	70”	Leftover DP	78
Type	Demon	Length	11”	Outlook	Cruel

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Archetype	Spell user	**Weight**	200Lbs.	**Treasure**	0

Ag	4	**Co**	0	**Em**	-3	**In**	-3	**Me**	1	**Pr**	5	**Qu**	0	**Re**	0	**SD**	-1	**St**	0

Attack:
Defense: Abomination (-20 DP) Proof, critical, critical reduction I [I] (10 DP) Proof, weapon, except raw iron (20 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Elongated appendage II [Grapple, 10'] (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar I [I] (-1 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Ambidextrous (10 DP)
Senses: Vision: demon vision [50'] (55 DP) Touch: sensitive (5 DP) Special: presence sense [5'R/ lvl] (10 DP)
Movement: Walk.Bi.: 19
Skills: Perc.: 32 Run.: 19 Multi. Att.: 15 Lor. Extr. Planar: 38 Lor. Spell: 38 Mag. Rit. Alt.: 37
Spells: Men 54 **PP:** 46
Racial:

Stats	**Ag**	3	**Co**	0	**Em**	-3	**Em**	-3	**In**	-3	**Pr**	4	**Qu**	-1	**Re**	0	**SD**	-1	**St**	0

Base Hits	20	**Base RR**	Ch	10	**Ess**	10	**Me**	10	**Ph**	10	**Fe**	0
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, thick skin (AT 2)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Crab/Lobster	1A	Swim.Stream.: 22	1	T(3)	III - -	34 (46)	14	AT 4(N)	5 (0)	15T(3)be ;25T(3)be	10	-3	-3	2	-2	Team (1d10)	I O - - - -

Category	Animal	**Height**	6”	**Leftover DP**	153
Type	Water	**Length**	18”	**Outlook**	Aggressive
Archetype	Offensive	**Weight**	9Lbs.	**Treasure**	0

Ag	1	**Co**	2	**Em**	-3	**In**	0	**Me**	-5	**Pr**	-3	**Qu**	1	**Re**	-5	**SD**	-2	**St**	1

Attack: Cooperation: flock/ pack attack II [Attack, 20, 15, 1Size] (15 DP)
Defense: Regeneration, body part [1 hour] (30 DP)
Form: Eyestalks I [2] (4 DP) Gills (10 DP) Additional limb pair II [Location] (40 DP) Adapted form: water (15 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 75000, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Taste: sensitive taste antennae (10 DP) Touch: sensitive antennae/ vibrissae (13 DP)
Movement: Swim.Stream.: 22 Walk.Octo.: 0
Skills: Perc.: -1 Swim.: 10 Surv. Biome: -4 Hiding: 5 Stalking: 5
Spells: Cha 0 **PP:** 2
Racial:

Stats	**Ag**	1	**Co**	2	**Em**	-3	**Em**	-3	**In**	0	**Pr**	-3	**Qu**	1	**Re**	-5	**SD**	-2	**St**	1

Base Hits	20	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, chitin, half plate (AT 4)				

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Crecadinum	8F	Walk.Quad.: 26	1	H(8)	VIII - -	123 (207)	93	AT 6(N)	19 (0)	100H(8)gr[Puncture]> ;100H(8)bi ;84H(8)ra	7	-6	-5	5	-1	Solo (1d2)	T B P F - -

Category	Monster	**Height**	60”	**Leftover DP**	71
Type	Land	**Length**	300”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	15625Lbs.	**Treasure**	0

Ag	4	Co	5	Em	-6	In	-3	Me	-5	Pr	-5	Qu	1	Re	-5	SD	-1	St	6

Attack: Attacks sequence (10 DP) Grappling horns (30 DP) Augmented natural attack III [Grapple, Puncture, "Same Severity"] (30 DP)
Defense:
Form: Third eyelid (10 DP) Elongated appendage III [Tail, 15'] (15 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Vision: Dark vision, superior [100'] (50 DP) Hearing: Hare (20 DP) Poor senses: touch III [ ] (-3 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Quad.: 26
Skills: Perc.: 39 Run.: 63 Surv. Biome: 35 Track.: 11 Restr. Quar.: 20 Bl. Fight.: 20
Spells: Cha 0 **PP:** -1
Racial:

Stats	Ag	2	Co	3	Em	-6	Em	-6	In	-4	Pr	-5	Qu	0	Re	-6	SD	-2	St	4
Base Hits		30	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**		0	**Fe**		0		
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**		Armor, bone plate (AT 6)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Crison	2B	Walk.Quad.: 21	-2	L(7)	VII - -	56 (71)	26	AT 2(N)	-2 (0)	21L(7)ho	11	-2	-2	4	3	Platoon(4 d10)	T P A - -

Category	Animal	**Height**	48”	**Leftover DP**	117
Type	Herbivore	**Length**	90”	**Outlook**	Protective
Archetype	Defensive	**Weight**	1200Lbs.	**Treasure**	0

Ag	1	Co	4	Em	-2	In	1	Me	-3	Pr	-2	Qu	-2	Re	-4	SD	3	St	5

Attack:
Defense:
Form: Stunted lifespan II [25 years or less] (0 DP)

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Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Sight: primate (5 DP) Sensitivity: Bright light sensitivity [Daylight, Stun] (-30 DP) Smell: sensitive (5 DP) Hearing: Hare (20 DP)
Movement: Walk.Quad.: 21
Skills: Perc.: 18 Run.: 28 Surv. Biome: 12
Spells: Cha 0 **PP:** 6
Racial:

Stats	**Ag**	1	**Co**	4	**Em**	-2	**Em**	-2	**In**	1	**Pr**	-2	**Qu**	-2	**Re**	-4	**SD**	3	**St**	5
Base Hits		30	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0				
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**		Armor, heavy fur (AT2)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Crystyl (IV)	15E	Root.Rooted: 0	-2	E(10)	X @!#-	124 (208)	84	AT 7(N)	24 (0)	117E(10)un ;91E(10)ho	4	-6	-7	15	5	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	180”	**Leftover DP**	73
Type	Visitor	**Length**	180”	**Outlook**	Carefree
Archetype	Stealth	**Weight**	141194Lbs.	**Treasure**	0

Ag	1	**Co**	5	**Em**	4	**In**	4	**Me**	3	**Pr**	3	**Qu**	-2	**Re**	8	**SD**	5	**St**	5

Attack:
Defense: Abomination (-20 DP) Proof, critical, no stagger (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP)
Form: Twisted form (-25 DP) Induce breakage I [-10] (12 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar IV [IV] (-4 DP) Body condition, fleeting soul (-20 DP) Unsleeping (20 DP) Interplanar travel (40 DP) Alien intelligence (40 DP)
Senses: Special: presence sense [5'R/ lvl] (10 DP) Poor senses: hearing IV [-20] (-12 DP) Poor senses: sight V [-25] (-20 DP) Dead sense deprivement (-30 DP)
Movement: Root.Rooted: 0
Skills: Perc.: 147 Lor. Chem.: 144 Lor. Extr. Planar: 144 Lor. Elem.: 144 Lor. Stone: 144 Intimidat.: 141
Spells: Cha 2 **PP:** 18
Racial:

Stats	**Ag**	-4	**Co**	3	**Em**	2	**Em**	2	**In**	2	**Pr**	1	**Qu**	-4	**Re**	3	**SD**	0	**St**	3
Base Hits		25	**Base RR**		Ch	-10	**Ess**		-10	**Me**		-10	**Ph**	10	**Fe**	0				
Base Endurance		-15	**Healing rate**		x1		**Stride**		0	**AT**		Armor, brittle crystaline skin (AT 7)								

Name	**Lvl**	**BMR**	**Ini**	**Siz**	**Crit**	**Hits**	**En**	**AT**	**DB**	**OB**	**RRC**	**RRE**	**RR**	**R**	**R**	**Encouter**	**Bio**

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			t	e			d		(Sh)				M	RP	RF		
Culraug (II)	5H	Walk.Bi.: 23	3	M(5)	V I -	38 (53)	28	AT 2(N)	11 (0)	37M(5)we	6	8	-2	13	-3	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	78”	**Leftover DP**	109
Type	Elf demon	**Length**	9”	**Outlook**	Cruel
Archetype	Hybrid spell user	**Weight**	180Lbs.	**Treasure**	0

Ag	2	Co	3	Em	3	In	1	Me	3	Pr	3	Qu	3	Re	1	SD	-3	St	0

Attack: Aura, fear II [2'R/ lvl] (20 DP)
Defense: Abomination (-20 DP) Proof, critical, critical reduction I [I] (10 DP) Elemental immunity [Fire] (20 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP) Proof, elemental I [Ice, -1Size] (15 DP) Immune to disease, greater (30 DP) Material Susceptibility III [Water, 15] (-30 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Elemental blending [Fire] (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar II [II] (-2 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP) Innate spell list V [Spell list, Realm, 5] (15 DP)
Senses: Vision: demon vision [50'] (55 DP)
Movement: Walk.Bi.: 23
Skills: Perc.: 41 Run.: 47 Lor. Elem.: 49 Mag. Rit. Elem.: 47 Acrob.: 20 Amb. Melee: 42
Spells: Cha/Ess 100 **PP:** 67
Racial:

Stats	Ag	2	Co	2	Em	2	Em	2	In	0	Pr	2	Qu	2	Re	0	SD	-4	St	0
Base Hits		20			**Base RR**		Ch		-5	**Ess**		-5			**Me**		-5		**Ph**	10	**Fe**	0
Base Endurance		10			**Healing rate**		x2			**Stride**		0			**AT**		Armor, thick skin (AT 2)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Cyclops	12G	Walk.Bi.: 45	-2	H(8)	VIII - -	175 (287)	150	AT 2(6)	18 (0)	129H(8)un ;129H(8)we ;100H(8)tp ;109H(8)gr> ;129H(8)crP ;129H(8)crP ;129H(8)crP ;129H(8)crP ;129H(8)crP ;129H(8)crP	10	-4	-3	9	0	Solo (1d2)	X P F D U -

Category	Races	**Height**	300”	**Leftover DP**	273
Type	Giant	**Length**	44”	**Outlook**	Hostile
Archetype	Offensive	**Weight**	15900Lbs.	**Treasure**	0

Ag	3	Co	9	Em	-4	In	0	Me	0	Pr	-3	Qu	-2	Re	0	SD	0	St	12

Attack: Rock heaving, two handed [5'/ lvl, +1 Size] (20 DP) Increase range III [+10'/ lvl] (20 DP) Attacks sequence (10 DP) Fighting brick II [+2 pace] (-20 DP)
Defense:
Form: Distinct odor (-10 DP) Methuselah I [up to 200 yrs] (0 DP)

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Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Eye, cyclops [-10] (-10 DP) Poor senses: sight II [-10] (-8 DP)
Movement: Walk.Bi.: 45
Skills: Perc.: 58 Run.: 92 Surv. Biome: 68 Prof. Miner: 26 Track.: 68
Spells: Cha 1 **PP:** 14
Racial:

Stats	**Ag**	-1	**Co**	5	**Em**	-4	**Em**	-4	**In**	-2	**Pr**	-3	**Qu**	-4	**Re**	-2	**SD**	-2	**St**	8
Base Hits		45	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0				
Base Endurance		20	**Healing rate**		x1		**Stride**		-50	**AT**		Armor, thick skin (AT 2)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Daedhel (I)	2H	Walk.Bi.: 23	2	M(5)	V I -	28 (40)	18	AT 2(N)	10 (0)	16M(5)we	5	7	-3	10	-4	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	78”	**Leftover DP**	177
Type	Elf demon	**Length**	9”	**Outlook**	Cruel
Archetype	Semi spell user	**Weight**	180Lbs.	**Treasure**	0

Ag	2	**Co**	0	**Em**	2	**In**	0	**Me**	2	**Pr**	2	**Qu**	2	**Re**	0	**SD**	-4	**St**	-2

Attack: Aura, fear II [2'R/ lvl] (20 DP)
Defense: Abomination (-20 DP) Proof, critical, critical reduction I [I] (10 DP) Immune to disease, greater (30 DP) Sun susceptibility VI (-40 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar I [I] (-1 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP) Innate spell list II [Spell list, Realm, 2] (6 DP)
Senses: Vision: demon vision [50'] (55 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Walk.Bi.: 23
Skills: Perc.: 8 Run.: 12 Hiding: 60 Stalking: 10
Spells: Cha/Ess 12 **PP:** 14
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	2	**Em**	2	**In**	0	**Pr**	2	**Qu**	2	**Re**	0	**SD**	-4	**St**	-2
Base Hits		20	**Base RR**		Ch	-5	**Ess**		-5	**Me**		-5	**Ph**	10	**Fe**	0				
Base Endurance		10	**Healing rate**		x2		**Stride**		0	**AT**		Armor, thick skin (AT 2)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RR**	**RR**	**Encouter**	**Bio**

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														P	F		
Daerauk (II)	6H	Walk.Bi.: 20	1	M(5)	V I -	98 (166)	73	AT 5(N)	15 (0)	74M(5)we	11	0	0	22	1	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	72”	**Leftover DP**	242
Type	Man demon	**Length**	10”	**Outlook**	Cruel
Archetype	Offensive	**Weight**	220Lbs.	**Treasure**	0

Ag	2	**Co**	2	**Em**	0	**In**	1	**Me**	1	**Pr**	0	**Qu**	1	**Re**	1	**SD**	1	**St**	2

Attack:
Defense: Abomination (-20 DP) Proof, critical, critical reduction I [I] (10 DP) Sun susceptibility VI (-40 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar I [I] (-1 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP) Innate spell list VI [Spell list, Realm, 6] (18 DP) Innate spell list VI [Spell list, Realm, 6] (18 DP)
Senses: Vision: demon vision [50'] (55 DP) Sensitivity: Light sensitivity IV [-100] (-40 DP)
Movement: Walk.Bi.: 20
Skills: Perc.: 39 Run.: 42 Grace. Spell l.: 36 Duping: 16 Hiding: 40 Stalking: 40
Spells: Cha 0 **PP:** 4
Racial:

Stats	**Ag**	0	**Co**	0	**Em**	0	**Em**	0	**In**	0	**Pr**	0	**Qu**	0	**Re**	0	**SD**	0	**St**	0
Base Hits		25		**Base RR**		Ch	0		**Ess**	0			**Me**	0		**Ph**	20	**Fe**	0	
Base Endurance		0		**Healing rate**		x1			**Stride**	0			**AT**	Armor, small bone plates (AT 5)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Dark Apparition (III)	12C	Ma.Fly.Awk.: 21	5	M(5)	V I@!#-	144 (256)	134	AT 1(N)	99 (0)	127M(5)cl ;127M(5)bi	15	1	1	4	-1	Solo (1d2)	L E U - - -

Category	Undead	**Height**	70”	**Leftover DP**	13
Type	Incorporeal	**Length**	10”	**Outlook**	Cruel
Archetype	Offensive	**Weight**	0Lbs.	**Treasure**	0

Ag	7	**Co**	4	**Em**	-4	**In**	0	**Me**	3	**Pr**	-4	**Qu**	5	**Re**	3	**SD**	-1	**St**	4

Attack: Phantom touch, medium [Claw, Medium] (10 DP) Phantom touch, medium [Bite, Medium] (10 DP) Aura, fear V [5'R/ lvl] (35 DP) Increase range II [+5'/ lvl] (10 DP) Increase RR modification II [20] (20 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Proof, critical, critical reduction I [I] (10 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Shapechange, true (50 DP)

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Miscellaneous: Type, undead III [III] (-3 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Ma.Fly.Awk.: 21
Skills: Perc.: 70 Fly.: 83 Intimidat.: 60 Soc. Aware.: 60 Hiding: 74 Stalking: 74
Spells: Cha 1 **PP:** 9
Racial:

Stats	**Ag**	3	**Co**	0	**Em**	-4	**Em**	-4	**In**	-2	**Pr**	-4	**Qu**	3	**Re**	1	**SD**	-3	**St**	0
Base Hits		25		**Base RR**	Ch	5	**Ess**	5		**Me**	5		**Ph**	0	**Fe**	0				
Base Endurance		15		**Healing rate**	x0.5		**Stride**	0		**AT**	Armor, insubstantial (AT 1)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Dark drake, mature	32G	Walk.Quad.: 46	6	H(8)	VIII - -	110 (178)	90	AT 8(N)	39 (0)	125H(8)bi ;125H(8)cl ;75H(8)ra ;125H(8)all3WF ;135M(5)lboP ;135M(5)lboP ;135M(5)lboP ;135M(5)lboP ;135M(5)lboP ;135M(5)lboP ;135M(5)lboP	30	30	11	14	4	Solo (1d2)	L E U - - -

Category	Fell creature	**Height**	115”	**Leftover DP**	55
Type	Great drake	**Length**	282”	**Outlook**	Crusading
Archetype	Hybrid spell user	**Weight**	13340Lbs.	**Treasure**	0

Ag	3	**Co**	4	**Em**	10	**In**	10	**Me**	10	**Pr**	1	**Qu**	6	**Re**	10	**SD**	4	**St**	2

Attack: Attacks sequence (10 DP) Elemental bolt VI [Lightning Bolt, MLightning bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (45 DP) Increase range III [+10'/ lvl] (20 DP) Wing buffeting [3'R/ lvl] (25 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Elemental immunity, dragon [5 elements] (80 DP) Immune to disease, greater (30 DP) Elemental blood III [Darkness, C] (15 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial V [Belly, AT 5] (-3 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP)
Form: Wings, membrane (10 DP) Elongated appendage IV [Neck, 20'] (20 DP) Elongated appendage IV [Tail, 20'] (20 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: eagle (15 DP) Sensitivity: Light sensitivity IV [-100] (-40 DP) Hearing: Hare (20 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Quad.: 46 Wing.Fly.Norm.: 0
Skills: Perc.: 172 Run.: 157 Fly.: 157 Intimidat.: 169 Multi. Att.: 148 Grace. Spell l.: 148
Spells: Cha/Ess 640 **PP:** 188
Racial:

Stats	**Ag**	3	**Co**	1	**Em**	0	**Em**	0	**In**	0	**Pr**	-2	**Qu**	3	**Re**	2	**SD**	-4	**St**	2
Base Hits		30		**Base RR**	Ch	10	**Ess**	10		**Me**	10		**Ph**	10	**Fe**	0				
Base Endurance		10		**Healing rate**	x2		**Stride**	-25		**AT**	Armor, dragon scales, medium (AT 8)									

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Dark drake, old	60G	Walk.Quad.: 61	6	G(9)	IX - -	142 (242)	122	AT 9(N)	48 (0)	167G(9)bi ;167G(9)cl ;107G(9)ra ;167G(9)all3WF ;177M(5)lboP ;177M(5)lboP ;177M(5)lboP ;177M(5)lboP ;177M(5)lboP ;177M(5)lboP	30	30	11	14	4	Solo (1d2)	L E U - - -

Category	Fell creature	**Height**	160”	**Leftover DP**	209
Type	Great drake	**Length**	420”	**Outlook**	Crusading
Archetype	Hybrid spell user	**Weight**	41050Lbs.	**Treasure**	0

Ag	3	Co	4	Em	10	In	10	Me	10	Pr	1	Qu	6	Re	10	SD	4	St	2

Attack: Attacks sequence (10 DP) Elemental bolt VI [Lightning Bolt, MLightning bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (45 DP) Increase range III [+10'/ lvl] (20 DP) Wing buffeting [3'R/ lvl] (25 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Elemental immunity, dragon [5 elements] (80 DP) Immune to disease, greater (30 DP) Elemental blood IV [Darkness, D] (20 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial VI [Belly, AT 6] (-3 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP)
Form: Wings, membrane (10 DP) Elongated appendage V [Neck, 25'] (25 DP) Elongated appendage VIII [Tail, 40'] (40 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: eagle (15 DP) Sensitivity: Light sensitivity IV [-100] (-40 DP) Hearing: Hare (20 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Quad.: 61 Wing.Fly.Norm.: 0
Skills: Perc.: 215 Run.: 200 Fly.: 200 Intimidat.: 212 Multi. Att.: 191 Grace. Spell l.: 191
Spells: Cha/Ess 1200 **PP:** 244
Racial:

Stats	Ag	3	Co	1	Em	0	Em	0	In	0	Pr	-2	Qu	3	Re	2	SD	-4	St	2
Base Hits		30	**Base RR**		Ch	10	**Ess**		10	**Me**		10	**Ph**	10	**Fe**	0				
Base Endurance		10	**Healing rate**		x2		**Stride**		-25	**AT**		Armor, dragon scales, heavy (AT 9)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Dark drake, young	12G	Walk.Quad.: 28	5	L(7)	VII - -	66 (96)	46	AT 7(N)	29 (0)	81L(7)bi ;81L(7)cl ;37L(7)ra ;73L(7)all2WF ;81M(5)lboP ;81M(5)lboP ;81M(5)lboP ;81M(5)lboP ;81M(5)lboP ;81M(5)lboP	24	24	10	13	0	Solo (1d2)	L E U - - -

Category	Fell creature	**Height**	60”	**Leftover DP**	1
Type	Great drake	**Length**	144”	**Outlook**	Crusading
Archetype	Hybrid spell user	**Weight**	1500Lbs.	**Treasure**	0

Ag	3	Co	3	Em	4	In	4	Me	6	Pr	0	Qu	5	Re	6	SD	0	St	2

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Attack: Attacks sequence (10 DP) Elemental bolt VI [Lightning Bolt, MLightning bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (45 DP) Increase range II [+5'/ lvl] (10 DP) Wing buffeting [3'R/ lvl] (25 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Elemental immunity, dragon [5 elements] (80 DP) Immune to disease, lesser (10 DP) Elemental blood II [Darkness, B] (10 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial IV [Belly, AT 4] (-4 DP) Elemental vulnerability II [Lightning, +2 Size] (-25 DP)
Form: Wings, membrane (10 DP) Elongated appendage II [Neck, 10'] (10 DP) Elongated appendage II [Tail, 10'] (10 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: eagle (15 DP) Sensitivity: Light sensitivity IV [-100] (-40 DP) Hearing: Hare (20 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Quad.: 28 Wing.Fly.Norm.: 0
Skills: Perc.: 102 Run.: 100 Fly.: 100 Intimidat.: 100 Multi. Att.: 92 Grace. Spell l.: 92
Spells: Cha/Ess 240 **PP:** 123
Racial:

Stats	**Ag**	3	**Co**	1	**Em**	0	**Em**	0	**In**	0	**Pr**	-2	**Qu**	3	**Re**	2	**SD**	-4	**St**	2
Base Hits		30	**Base RR**		Ch		10	**Ess**		10	**Me**		10	**Ph**	10	**Fe**	0				
Base Endurance		10	**Healing rate**		x2			**Stride**		-25	**AT**		Armor, dragon scales, light (AT 7)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Darkhunter	7E	Walk.Quad.: 30	3	S(4)	V - -	111 (187)	106	AT 2(N)	53 (0)	89S(4)ra> ;89M(5)be	11	-3	-1	5	0	Team (1d10)	B X P F U -

Category	Monster	**Height**	40”	**Leftover DP**	67
Type	Land	**Length**	65”	**Outlook**	Aggressive
Archetype	Offensive	**Weight**	126Lbs.	**Treasure**	0

Ag	3	**Co**	5	**Em**	-3	**In**	1	**Me**	0	**Pr**	-1	**Qu**	3	**Re**	0	**SD**	0	**St**	5

Attack: Attacks sequence (10 DP) Enhanced natural attack I [Beak, +1 Size] (10 DP) Adrenal defense VI [30] (30 DP)
Defense:
Form: Distinct odor (-10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: dog (20 DP) Acute senses: hearing V [25] (20 DP) Nose: Uncanny tracking V [50] (50 DP) Vision: Dark vision, superior [100'] (50 DP)
Movement: Walk.Quad.: 30
Skills: Perc.: 43 Run.: 55 Surv. Biome: 43 Track.: 93
Spells: Cha 0 **PP:** 7
Racial:

Stats	**Ag**	1	**Co**	3	**Em**	-3	**Em**	-3	**In**	0	**Pr**	-1	**Qu**	2	**Re**	-1	**SD**	-1	**St**	3
Base Hits		25	**Base RR**		Ch		0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0				
Base Endurance		20	**Healing rate**		x1			**Stride**		10	**AT**		Armor, thick feather coat (AT 2)							

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Deathwoode (III)	12F	Root.Wrig.: 14	-1	H(8)	VIII I@!# PK	180 (292)	130	AT 1(N)	21 (0)	128H(8)ra ;128H(8)bi	22	7	10	6	6	Gaggle (1d12)	L E U - - -

Category	Undead	**Height**	960”	**Leftover DP**	54
Type	Incorporeal	**Length**	720”	**Outlook**	Protective
Archetype	Offensive	**Weight**	0Lbs.	**Treasure**	0

Ag	8	Co	6	Em	-3	In	2	Me	1	Pr	0	Qu	-1	Re	1	SD	6	St	4

Attack: Aura, fear V [5'R/ lvl] (35 DP) Life drain, hunger II [Drain Co, 2, -10] (10 DP) Phantom touch, huge [Ram, Huge] (10 DP) Phantom touch, huge [Bite, Huge] (10 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Proof, critical, critical reduction I [I] (10 DP) Proof, weapon, except magic [Fire] (20 DP) Elemental susceptibility IV [Lightning, -20] (-12 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Shadow shroud [Shadow shroud] (25 DP)
Form: Body: ligneous [5, 10] (10 DP) Distinct odor (-10 DP) Elongated appendage X [Location, 50'] (50 DP) Additional limb pair IV [Location] (80 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice I [-10] (-10 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: nightvision (10 DP) Electrosense: Electroreception (15 DP)
Movement: Root.Wrig.: 14
Skills: Perc.: 77 Run.: 48 Surv. Biome: 34 Prot.: 68
Spells: Cha 1 **PP:** 15
Racial:

Stats	Ag	4	Co	2	Em	-3	Em	-3	In	0	Pr	0	Qu	-3	Re	-1	SD	4	St	0
Base Hits		50			**Base RR**		Ch		10	**Ess**		10			**Me**		10	**Ph**	0	**Fe**	0
Base Endurance		0			**Healing rate**		x0.5			**Stride**		-100			**AT**		Armor, naked skin (AT 1)			

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Deer	2B	Walk.Quad.: 29	2	M(5)	V - -	39 (54)	29	AT 1(N)	10 (0)	11M(5)ho ;11M(5)un	10	-2	-1	3	-2	Brood (3d4)	P F - - - -

Category	Animal	**Height**	36”	**Leftover DP**	177
Type	Herbivore	**Length**	55”	**Outlook**	Jumpy
Archetype	Defensive	**Weight**	175Lbs.	**Treasure**	0

Ag	3	Co	3	Em	-2	In	0	Me	-3	Pr	-1	Qu	2	Re	-3	SD	-2	St	-1

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Attack:
Defense:
Form: Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: snake (15 DP) Hearing: Cat (10 DP) Sensitivity: Near sighted (-5 DP)
Movement: Walk.Quad.: 29
Skills: Perc.: 13 Run.: 23 Surv. Biome: 12
Spells: Cha 0 **PP:** 3
Racial:

Stats	**Ag**	3	**Co**	3	**Em**	-2	**Em**	-2	**In**	0	**Pr**	-1	**Qu**	2	**Re**	-3	**SD**	-2	**St**	-1
Base Hits		20		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		10		**Healing rate**		x1			**Stride**		10		**AT**		Armor, light fur (AT 1)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Demon Dog (I)	4H	Walk.Quad.: 23	2	M(5)	V - -	82 (130)	72	AT 1(N)	14 (0)	56M(5)bi ;44M(5)ra	1	-3	-10	15	-1	Posse (2d10)	E U L - - -

Category	Extra planar	**Height**	33”	**Leftover DP**	65
Type	Pale	**Length**	42”	**Outlook**	Hostile
Archetype	Offensive	**Weight**	150Lbs.	**Treasure**	0

Ag	2	**Co**	5	**Em**	-3	**In**	1	**Me**	-1	**Pr**	0	**Qu**	2	**Re**	-3	**SD**	-1	**St**	3

Attack: Elemental cone III [Fire Ball, MFire ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (55 DP) Increase cone III [+3', 2'D/ lvl] (15 DP) Attacks sequence (10 DP)
Defense: Abomination (-20 DP) Elemental immunity, natural [Natural element] (20 DP) Elemental immunity [Fire] (20 DP) Proof, elemental I [Ice, -1Size] (15 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP) Immunity, life drain (25 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar I [I] (-1 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Can't speak (-10 DP)
Senses: Vision: demon vision [50'] (55 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Walk.Quad.: 23
Skills: Perc.: 21 Run.: 34 Surv. Biome: 21
Spells: Cha 0 **PP:** 7
Racial:

Stats	**Ag**	1	**Co**	4	**Em**	-3	**Em**	-3	**In**	1	**Pr**	0	**Qu**	2	**Re**	-3	**SD**	-1	**St**	2
Base Hits		25		**Base RR**		Ch		-10	**Ess**		0		**Me**		-10		**Ph**	10	**Fe**	0
Base Endurance		15		**Healing rate**		x1			**Stride**		5		**AT**		Armor, light fur (AT 1)					

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Demon Drake (VI+)	37G	Walk.Quad.: 46	-1	G(9)	IX - -	178 (315)	148	AT 8(N)	81 (0)	194G(9)cl ;194G(9)bi ;194G(9)ho> ;154G(9)ra ;154G(9)raS ;154G(9)raS ;154G(9)raS ;154G(9)raS ;154G(9)raS ;154G(9)raS	-13	15	-9	16	-1	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	120”	**Leftover DP**	-1
Type	Demon	**Length**	300”	**Outlook**	Cruel
Archetype	Semi spell user	**Weight**	17500Lbs.	**Treasure**	0

Ag	21	Co	6	Em	15	In	2	Me	2	Pr	6	Qu	-1	Re	8	SD	-1	St	9

Attack: Attacks sequence (10 DP) Elemental cone III [Fire, MFire ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (55 DP) Increase cone I [+1', 1'D/ lvl] (5 DP) Elemental bolt V [Fire, MFire bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Increase range II [+5'/ lvl] (10 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Abomination (-20 DP) Proof, weapon, except magic (20 DP) Proof, weapon, except raw iron (20 DP) Elemental immunity, total [All elements] (100 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Elongated appendage II [Neck, 10'] (10 DP) Elongated appendage IV [Tail, 20'] (20 DP) Wings, membrane (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar VII [VI+] (-7 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Disturbing voice II [-20] (-20 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP)
Senses: Vision: demon vision [50'] (55 DP) Hearing: Elephant (25 DP) Smell: dog (20 DP)
Movement: Walk.Quad.: 46 Wing.Fly.Norm.: 0
Skills: Perc.: 146 Run.: 173 Fly.: 173 Multi. Att.: 137 Intimidat.: 160
Spells: Ess 222 **PP:** 173
Racial:

Stats	Ag	6	Co	3	Em	0	Em	0	In	-1	Pr	0	Qu	-1	Re	2	SD	-1	St	6
Base Hits		30	**Base RR**		Ch		-15	**Ess**		-10		**Me**		-15		**Ph**	10	**Fe**		0
Base Endurance		0	**Healing rate**		x1			**Stride**		-25		**AT**		Armor, dragon scales, medium (AT 8)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Demon Horse (II)	7F	Walk.Quad.: 35	3	L(7)	VII - -	114 (190)	99	AT 1(N)	23 (0)	92L(7)ra> ;92L(7)tr ;92L(7)un ;76L(7)bi[Heat]	1	-2	-10	15	3	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	83”	**Leftover DP**	95
Type	Pale	**Length**	130”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	3708Lbs.	**Treasure**	0

Ag	4	Co	5	Em	-2	In	1	Me	0	Pr	0	Qu	3	Re	-3	SD	3	St	6

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Attack: Attacks sequence (10 DP) Elemental internals I [Element, Attack, A] (10 DP)
Defense: Abomination (-20 DP) Elemental immunity, natural [Natural element] (20 DP) Elemental immunity [Fire] (20 DP) Proof, elemental I [Ice, -1Size] (15 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Beast of burden II [0,3] (20 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar II [II] (-2 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Can't speak (-10 DP) Control submission III [15] (-15 DP)
Senses: Vision: demon vision [50'] (55 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Walk.Quad.: 35
Skills: Perc.: 43 Run.: 57 Surv. Biome: 40 Multi. Att.: 20
Spells: Cha 0 **PP:** 7
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-2	**Em**	-2	**In**	0	**Pr**	0	**Qu**	2	**Re**	-4	**SD**	2	**St**	4
Base Hits		25		**Base RR**		Ch		-10	**Ess**		0		**Me**	-10		**Ph**	10	**Fe**		0
Base Endurance		10		**Healing rate**		x1			**Stride**		0		**AT**	Armor, light fur (AT 1)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Demon Scourge (VI)	30G	Walk.Bi.: 38	5	L(7)	VII @# -	107 (172)	77	AT 2(10)	65 (90)	150H(8)we ;100H(8)sh ;135H(8)all2WF ;73H(8)rw	11	11	-5	4	4	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	120”	**Leftover DP**	98
Type	Pale	**Length**	16”	**Outlook**	Cruel
Archetype	Hybrid spell user	**Weight**	1020Lbs.	**Treasure**	0

Ag	2	**Co**	4	**Em**	11	**In**	11	**Me**	10	**Pr**	5	**Qu**	5	**Re**	10	**SD**	4	**St**	4

Attack: Aura, fear III [3'R/ lvl] (25 DP) Strength beyond form I [+1 Size] (20 DP) Poison mastery [Poison] (20 DP) Adrenal defense VIII [40] (40 DP)
Defense: Abomination (-20 DP) Proof, weapon, except magic (20 DP) Elemental immunity [Fire] (20 DP) Elemental immunity [Ice] (20 DP) Elemental immunity [Lightning] (20 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar VI [VI] (-6 DP) Body condition, fleeting soul (-20 DP) Disturbing voice II [-20] (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP)
Senses: Vision: demon vision [50'] (55 DP) Hearing: Dog (15 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Walk.Bi.: 38
Skills: Perc.: 170 Run.: 155 Multi. Att.: 65 Rid. Spec.: 163 Pois. Mast.: 96 Lor. Alch.: 95
Spells: Cha/Ess 600 **PP:** 186
Racial:

Stats	**Ag**	2	**Co**	1	**Em**	1	**Em**	1	**In**	1	**Pr**	2	**Qu**	2	**Re**	2	**SD**	-4	**St**	4
Base Hits		30		**Base RR**		Ch		-10	**Ess**		-10		**Me**	-10		**Ph**	0	**Fe**		0
Base Endurance		0		**Healing**		x1			**Stride**		0		**AT**	Armor, thick skin (AT 2)						

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		rate						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Demon, Beyond the Pale (VI+)	50G	Walk.Bi.: 63	-3	G(9)	IX - -	190 (340)	155	AT 10(N)	141 (0)	206G(9)un[Element]> ;164G(9)cr[Element] ;206G(9)we[Element] ;161M(5)elb	-1	26	10	25	-5	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	383”	**Leftover DP**	91
Type	Pale	**Length**	50”	**Outlook**	Hidden agenda
Archetype	Semi spell user	**Weight**	33000Lbs.	**Treasure**	0

Ag	17	**Co**	5	**Em**	16	**In**	-1	**Me**	3	**Pr**	10	**Qu**	-3	**Re**	10	**SD**	-5	**St**	7

Attack: Attacks sequence (10 DP) Adrenal defense X [50] (50 DP) Pressing the advantage III [15] (30 DP) Elemental immolation IV [Element, D, 5'R] (40 DP) Elemental internals V [Element, Attack, E] (30 DP) Aura, fear II [2'R/ lvl] (20 DP)
Defense: Abomination (-20 DP) Proof, weapon, except magic (20 DP) Proof, weapon, except raw iron (20 DP) Elemental immunity [Element] (20 DP) Proof, elemental I [Opposed element, -1Size] (15 DP) Elemental vulnerability I [Opposed element, +1 Size] (-15 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Slow bleeder II [-2B] (50 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar VII [VI+] (-7 DP) Body condition, fleeting soul (-20 DP) Disturbing voice II [-20] (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP)
Senses: Vision: demon vision [50'] (55 DP)
Movement: Walk.Bi.: 63 Wing.Fly.ungr.: 0
Skills: Perc.: 154 Run.: 179 Fly.: 179 Lor. Extr. Planar: 166 Rev. Str.: 150 Disarm: 150
Spells: Ess 300 **PP:** 187
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	1	**Em**	1	**In**	-4	**Pr**	3	**Qu**	-3	**Re**	3	**SD**	-5	**St**	4
Base Hits		35		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	20	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, iron-like skin (AT 10)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Demon, pale I (I)	2A	Walk.Bi.: 25	2	B(6)	VI I -	53 (77)	28	AT 2(N)	10 (0)	33B(6)cl ;27B(6)tc	6	-4	-4	23	-2	Solo (1d2)	E U L S - -

Category	Extra planar	**Height**	84”	**Leftover DP**	110
Type	Pale I	**Length**	13”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	350Lbs.	**Treasure**	0

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Ag	1	Co	3	Em	-4	In	-4	Me	-2	Pr	-4	Qu	2	Re	-2	SD	-2	St	4

Attack:
Defense: Abomination (-20 DP) Proof, critical, critical reduction I [I] (10 DP) Proof, elemental I [Ice, -1Size] (15 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar I [I] (-1 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP)
Senses: Vision: demon vision [50'] (55 DP) Sensitivity: Light sensitivity II [-50] (-20 DP) Nose: Uncanny tracking III [30] (30 DP) Smell: snake (15 DP)
Movement: Walk.Bi.: 25
Skills: Perc.: 4 Run.: 20 Rev. Str.: 12
Spells: Cha 0 **PP:** -5
Racial:

Stats	Ag	1	Co	3	Em	-4	Em	-4	In	-4	Pr	-4	Qu	2	Re	-2	SD	-2	St	4
Base Hits		25	Base RR		Ch	0	Ess		0	Me		0	Ph	20	Fe		0			
Base Endurance		0	Healing rate		x1		Stride		0	AT		Armor, thick skin (AT 2)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Demon, pale II (II)	5H	Walk.Bi.: 21	3	M(5)	V I -	92 (152)	67	AT 3(N)	19 (0)	72B(6)cl ;54B(6)ra> ;54M(5)cr ;72B(6)ss ;62B(6)ssP ;62B(6)ssP ;62B(6)ssP ;62B(6)ssP ;62B(6)ssP ;62B(6)ssP ;62B(6)ssP	9	-2	-2	23	1	Solo (1d2)	E U L O - -

Category	Extra planar	Height	72”	Leftover DP	67
Type	Pale II	Length	11”	Outlook	Berserk
Archetype	Offensive	Weight	220Lbs.	Treasure	0

Ag	4	Co	3	Em	-2	In	-1	Me	0	Pr	-2	Qu	3	Re	0	SD	1	St	4

Attack: Attacks sequence (10 DP) Strength beyond form I [+1 Size] (20 DP) Enhanced natural attack I [Claw, +1 Size] (10 DP) Enhanced natural attack I [Bite, +1 Size] (10 DP)
Defense: Abomination (-20 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar II [II] (-2 DP) Body condition, fleeting soul (-20 DP) Disturbing voice I [-10] (-10 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP)
Senses: Vision: demon vision [50'] (55 DP) Sensitivity: Light sensitivity II [-50] (-20 DP) Other: Water current detection [20'R] (20 DP) Smell: shark (25 DP)
Movement: Walk.Bi.: 21 Swim.Web: 0
Skills: Perc.: 30 Run.: 41 Multi. Att.: 30
Spells: Cha 0 **PP:** 1
Racial:

Stats	Ag	3	Co	2	Em	-2	Em	-2	In	-2	Pr	-2	Qu	2	Re	-1	SD	0	St	3
Base Hits		25	Base RR		Ch	0	Ess		0	Me		0	Ph	20	Fe		0			
Base Endurance		0	Healing rate		x1		Stride		0	AT		Armor, thick leather skin (AT 3)								

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Demon, pale III (III)	10H	Walk.Bi.: 29	4	B(6)	VI - -	132 (232)	112	AT 3(N)	42 (0)	120B(6)cl ;100B(6)ra> ;100B(6)cr ;120B(6)ts	9	-2	-2	26	0	Solo (1d2)	E U L A - -

Category	Extra planar	**Height**	96”	**Leftover DP**	91
Type	Pale III	**Length**	13”	**Outlook**	Cruel
Archetype	Offensive	**Weight**	520Lbs.	**Treasure**	0

Ag	6	Co	6	Em	-2	In	-1	Me	0	Pr	-2	Qu	4	Re	0	SD	0	St	7

Attack: Attacks sequence (10 DP) Swooping (25 DP)
Defense: Abomination (-20 DP) Proof, weapon, except magic (20 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar III [III] (-3 DP) Body condition, fleeting soul (-20 DP) Disturbing voice II [-20] (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP)
Senses: Vision: demon vision [50'] (55 DP) Sensitivity: Light sensitivity II [-50] (-20 DP) Hearing: Echolocation (30 DP) Smell: dog (20 DP)
Movement: Walk.Bi.: 29 Wing.Fly.Norm.: 0
Skills: Perc.: 59 Run.: 79 Fly.: 79 Acrob.: 77
Spells: Cha 0 **PP:** 4
Racial:

Stats	Ag	3	Co	3	Em	-2	Em	-2	In	-2	Pr	-2	Qu	3	Re	-1	SD	-1	St	4
Base Hits		20	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	20	**Fe**	0				
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**		Armor, thick leather skin (AT 3)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Demon, pale IV (IV)	15H	Walk.Bi.: 37	2	B(6)	VI I@ -	102 (182)	82	AT 2(N)	36 (0)	121B(6)ho ;134B(6)rw	16	0	0	22	-2	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	120”	**Leftover DP**	171
Type	Pale IV	**Length**	16”	**Outlook**	Cruel
Archetype	Semi spell user	**Weight**	1020Lbs.	**Treasure**	0

Ag	7	Co	2	Em	0	In	6	Me	1	Pr	0	Qu	2	Re	3	SD	-2	St	4

Attack: Attacks sequence (10 DP) Prehensile extension II [Tail, 5'] (35 DP) Dead eye/ Great arm II [20] (14 DP) Quickdraw/ quickload (7 DP)
Defense: Abomination (-20 DP) Proof, weapon, except magic (20 DP) Proof, critical, critical reduction I [I] (10 DP) Proof, critical, no stun (10 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar IV [IV] (-4 DP) Body condition, fleeting soul (-20 DP) Disturbing voice I [-10] (-10 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP)
Senses: Vision: demon vision [50'] (55 DP) Sight: stomatopod (25 DP) Sensitivity: Light sensitivity II [-50] (-20 DP) Dead sense deprivement (-30 DP)

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Movement: Walk.Bi.: 37 Climb.M.Hook.: 0 Awk.move.III: 0
Skills: Perc.: 87 Run.: 93 Acrob.: 93
Spells: Cha 90 **PP:** 94
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	-2	**Em**	-2	**In**	1	**Pr**	-2	**Qu**	2	**Re**	1	**SD**	-2	**St**	2
Base Hits		20	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	20	**Fe**	0				
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**		Armor, thick skin (AT 2)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Demon, pale V (V)	20H	Walk.Bi.: 40	1	L(7)	VII @# -	132 (232)	107	AT 6(N)	43 (0)	153H(8)un ;153H(8)we	1	0	19	25	-3	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	132”	**Leftover DP**	15
Type	Pale V	**Length**	20”	**Outlook**	Dominant
Archetype	Semi spell user	**Weight**	1356Lbs.	**Treasure**	0

Ag	7	**Co**	5	**Em**	0	**In**	1	**Me**	2	**Pr**	9	**Qu**	1	**Re**	5	**SD**	-3	**St**	8

Attack: Attacks sequence (10 DP) Prehensile extension I [Tongue, 2'] (25 DP) Material destruction IV [Stone, 1cu', 1 rnd] (50 DP) Strength beyond form I [+1 Size] (20 DP) Enhanced natural attack I [Unarmed Strikes, +1 Size] (10 DP)
Defense: Abomination (-20 DP) Proof, weapon, except magic (20 DP) Proof, weapon, except raw iron (20 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar V [V] (-5 DP) Body condition, fleeting soul (-20 DP) Disturbing voice II [-20] (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP)
Senses: Vision: demon vision [50'] (55 DP) Smell: dog (20 DP) Taste: snake palette (15 DP) Hearing: Cat (10 DP)
Movement: Walk.Bi.: 40
Skills: Perc.: 103 Run.: 120 Sci. Phys.: 62 Adr. Res.: 110 Mechanics. Spec.: 63 Sci. Eng. Mech.: 62
Spells: Men 120 **PP:** 123
Racial:

Stats	**Ag**	0	**Co**	2	**Em**	-3	**Em**	-3	**In**	-2	**Pr**	2	**Qu**	1	**Re**	2	**SD**	-3	**St**	5
Base Hits		25	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	20	**Fe**	0				
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**		Armor, reinforced thick hide (AT 6)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Demon, pale VI (VI)	25F	Walk.Bi.: 26	5	B(6)	VIII I@#	208 (358)	178	AT 6(N)	65 (0)	191H(8)cl ;181H(8)cl ;191B(6)bi ;191H(8)all3WF	10	-4	-4	33	2	Solo (1d2)	E U L A - -

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Category	Extra planar	**Height**	84”	**Leftover DP**	93
Type	Pale VI	**Length**	14”	**Outlook**	Cruel
Archetype	Offensive	**Weight**	410Lbs.	**Treasure**	0

Ag	11	**Co**	13	**Em**	-4	**In**	0	**Me**	3	**Pr**	-4	**Qu**	5	**Re**	4	**SD**	2	**St**	15

Attack: Attacks sequence (10 DP) Prehensile extension I [Tongue, 2'] (25 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP) Material destruction IV [Stone, 1cu', 1 rnd] (50 DP) Enhanced natural attack II [Claw, +2 Size] (20 DP) Enhanced natural attack II [Bite, +2 Size] (20 DP)
Defense: Abomination (-20 DP) Proof, weapon, except magic (20 DP) Proof, weapon, except raw iron (20 DP) Proof, critical, critical reduction I [I] (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Dense II [2Size] (35 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Recurved musculature (30 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar VI [VI] (-6 DP) Body condition, fleeting soul (-20 DP) Disturbing voice II [-20] (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP)
Senses: Vision: demon vision [50'] (55 DP) Hearing: Hare (20 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Walk.Bi.: 26 Climb.Claw: 0 Leap.Gr.Boun.: 0
Skills: Perc.: 121 Run.: 174 Climb.: 174 Jump.: 166 Acrob.: 166 Multi. Att.: 115
Spells: Cha 1 **PP:** 23
Racial:

Stats	**Ag**	4	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	2	**Re**	0	**SD**	-2	**St**	4			
Base Hits		30	**Base RR**		Ch	0	**Ess**		0		**Me**	0	**Ph**	20	**Fe**	0							
Base Endurance		0	**Healing rate**		x1		**Stride**		0		**AT**	Armor, reinforced thick hide (AT 6)											

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Demonic protoplasm (III)	10F	Slith.Worm: 34	0	G(9)	IX - -	86 (146)	46	AT 6(N)	20 (0)	99L(7)gr ;99L(7)gr ;99L(7)gr ;99L(7)gr ;-1L(7)grP ;-1L(7)grP ;-1L(7)grP ;-1L(7)grP ;-1L(7)grP ;-1L(7)grP	4	-2	-11	9	-2	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	144”	**Leftover DP**	81
Type	Pale	**Length**	144”	**Outlook**	Cruel
Archetype	Semi spell user	**Weight**	42525Lbs.	**Treasure**	0

Ag	5	**Co**	-1	**Em**	-2	**In**	4	**Me**	-3	**Pr**	-1	**Qu**	0	**Re**	-2	**SD**	-2	**St**	7

Attack: Weak natural attack II [Grapple, -2 Size] (-10 DP) Swallow and digest I [Acid, C] (30 DP)
Defense: Abomination (-20 DP) Proof, weapon, except magic (20 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar III [III] (-3 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Can't speak (-10 DP) Reproduction: Protoplasmic creation [10, Extra planar, Demon of the Pale] (20 DP)
Senses: Vision: demon vision [50'] (55 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)

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Movement: Slith.Worm: 34
Skills: Perc.: 60 Run.: 71 Multi. Att.: 25 Restr. Quar.: 60
Spells: Cha 60 **PP:** 67
Racial:

Stats	**Ag**	2	**Co**	-2	**Em**	-3	**Em**	-3	**In**	1	**Pr**	-2	**Qu**	0	**Re**	-3	**SD**	-2	**St**	6
Base Hits		30	**Base RR**		Ch		-10	**Ess**		0	**Me**	-10	**Ph**	10	**Fe**	0				
Base Endurance		-10	**Healing rate**		x0.5			**Stride**		0	**AT**	Armor, reinforced thick hide (AT 6)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Desert Spirit (III)	10D	Ma.Fly.Awk.: 20	3	B(6)	V I@!# IS	125 (225)	120	AT 1(N)	49 (0)	107B(6)un	3	3	15	3	-1	Solo (1d2)	L E U - - -

Category	Undead	**Height**	69”	**Leftover DP**	7
Type	Incorporeal	**Length**	10”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	468Lbs.	**Treasure**	0

Ag	5	**Co**	3	**Em**	-2	**In**	-2	**Me**	0	**Pr**	0	**Qu**	3	**Re**	0	**SD**	-1	**St**	1

Attack: Phantom touch, big [Unarmed Strikes, Big] (10 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Proof, critical, critical reduction I [I] (10 DP) Aura, whirling sand [10'R] (40 DP) Immunity, Slash (30 DP) Immunity, Puncture (30 DP) Elemental vulnerability II [Elemental vulnerability II, Water] (-25 DP)
Form: Body: sand [4, 10] (10 DP) Lifeless (5 DP) Breathing, no (20 DP) Shapechange, true (50 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Ma.Fly.Awk.: 20
Skills: Perc.: 57 Run.: 69
Spells: Men 0 **PP:** 3
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	-2	**Em**	-2	**In**	-2	**Pr**	-1	**Qu**	2	**Re**	-1	**SD**	-2	**St**	-2
Base Hits		20	**Base RR**		Ch		5	**Ess**		5	**Me**	5	**Ph**	0	**Fe**	0				
Base Endurance		15	**Healing rate**		x0.5			**Stride**		0	**AT**	Armor, insubstantial (AT 1)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RR**	**RR**	**Encouter**	**Bio**

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														P	F		
Dictic (II)	5A	Walk.Multi.: 21	1	S(4)	VI --	101 (161)	71	AT 9(N)	33 (0)	69M(5)rt	11	-4	-4	15	1	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	2”	**Leftover DP**	1
Type	Visitor	**Length**	4”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	35Lbs.	**Treasure**	0

Ag	2	**Co**	5	**Em**	-4	**In**	1	**Me**	-4	**Pr**	-4	**Qu**	1	**Re**	-4	**SD**	1	**St**	5

Attack: Rock heaving, two handed [5'/ lvl, +1 Size] (20 DP)
Defense: Abomination (-20 DP) Dense II [2Size] (35 DP) Proof, weapon, except raw iron (20 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Additional head I [Size, Type, 1] (25 DP) Additional limb pair II [Location] (40 DP) Beast of burden V [0,6] (50 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar II [II] (-2 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP)
Senses: Vision: demon vision [50'] (55 DP) Taste: sensitive taste antennae (10 DP) Touch: sensitive antennae/ vibrissae (13 DP)
Movement: Walk.Multi.: 21 Climb.M.Hook.: 0
Skills: Perc.: 28 Run.: 42 Climb.: 42 Surv. Biome: 8
Spells: Cha 0 **PP:** 7
Racial:

Stats	**Ag**	1	**Co**	4	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-4	**Qu**	0	**Re**	-5	**SD**	0	**St**	4
Base Hits		30	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	10	**Fe**	0				
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**		Armor, hardened Chitin half plate (AT 9)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Didex	6B	Walk.Bi.: 23	4	B(6)	VI --	102 (170)	92	AT 2(N)	34 (0)	84B(6)be ;84B(6)be ;70B(6)cl ;70B(6)tr	12	-3	-3	4	1	Span (1d8)	X D - - - -

Category	Animal	**Height**	108”	**Leftover DP**	112
Type	Bird	**Length**	42”	**Outlook**	Dominant
Archetype	Offensive	**Weight**	650Lbs.	**Treasure**	0

Ag	4	**Co**	4	**Em**	-3	**In**	2	**Me**	-1	**Pr**	-3	**Qu**	4	**Re**	-3	**SD**	1	**St**	6

Attack:
Defense: Natural armor, partial I [Skull, AT 1] (-5 DP)
Form: Wings, feathered (20 DP) Additional head I [Beak, Type, 1] (25 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 2, Nest] (5 DP) Item, no item (-15 DP) Inept I [Skill, -5] (-4 DP) Can't speak (-10 DP)
Senses: Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Bi.: 23 Wing.Fly.Norm.: 0

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Skills: Perc.: 36 Fly.: 50 Surv. Biome: 34 Hiding: 38 Stalking: 38
Spells: Cha 0 **PP:** 8
Racial:

Stats	Ag	2	Co	2	Em	-3	Em	-3	In	1	Pr	-3	Qu	3	Re	-4	SD	0	St	4
Base Hits			25		Base RR		Ch		0	Ess		0			Me		0		Ph	0	Fe	0
Base Endurance			15		Healing rate		x1			Stride		5			AT		Armor, thick feather coat (AT 2)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Dirge, greater (V)	20G	Ma.Fly.Awk.: 21	2	M(5)	VI @!#-	125 (225)	125	AT 1(N)	106 (0)	166M(5)we	9	29	15	3	-1	Solo (1d2)	L E U - - -

Category	Undead	Height	74”	Leftover DP	99
Type	Incorporeal	Length	10”	Outlook	Dominant
Archetype	Semi spell user	Weight	0Lbs.	Treasure	0

Ag	9	Co	3	Em	9	In	-1	Me	-1	Pr	5	Qu	2	Re	2	SD	-1	St	-1

Attack: Life drain, hunger II [Drain Co, 2, -10] (10 DP) Life drain, aura II [10'R, 3 rnds] (25 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Dense I [1Size] (17 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead V [V] (-5 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Golden throat II [20] (10 DP) Perfect pitch V [50] (25 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Hearing: Hare (20 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Ma.Fly.Awk.: 21
Skills: Perc.: 100 Fly.: 114 Singing: 163 Spec.: 143 Comp. Spec.: 146 Charm: 116
Spells: Ess 120 **PP:** 97
Racial:

Stats	Ag	2	Co	0	Em	2	Em	2	In	-4	Pr	2	Qu	2	Re	-1	SD	-1	St	-4
Base Hits			20		Base RR		Ch		10	Ess		10			Me		10		Ph	0	Fe	0
Base Endurance			20		Healing rate		x0.5			Stride		0			AT		Armor, insubstantial (AT 1)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Dirge, lesser (II)	5C	Ma.Fly.Awk.: 21	2	M(5)	V I@!#	51 (81)	51	AT 1(N)	76 (0)	54M(5)we	2	18	8	1	-1	Solo (1d2)	L E U - - -

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Category	Undead	**Height**	74”	**Leftover DP**	3
Type	Incorporeal	**Length**	10”	**Outlook**	Hostile
Archetype	Semi spell user	**Weight**	0Lbs.	**Treasure**	0

Ag	3	**Co**	1	**Em**	3	**In**	-3	**Me**	-1	**Pr**	3	**Qu**	2	**Re**	0	**SD**	-1	**St**	-3

Attack: Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, aura II [10'R, 3 rnds] (25 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Proof, critical, critical reduction I [I] (10 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead II [II] (-2 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Golden throat I [10] (5 DP) Perfect pitch II [20] (10 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Hearing: Cat (10 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Ma.Fly.Awk.: 21
Skills: Perc.: 30 Fly.: 41 Singing: 73 Spec.: 63 Comp. Spec.: 60 Charm: 53
Spells: Ess 30 **PP:** 49
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	2	**Em**	2	**In**	-4	**Pr**	2	**Qu**	2	**Re**	-1	**SD**	-1	**St**	-4
Base Hits			20		**Base RR**		Ch		5	**Ess**		5			**Me**		5		**Ph**	0	**Fe**	0
Base Endurance			20		**Healing rate**		x0.5			**Stride**		0			**AT**		Armor, insubstantial (AT 1)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Dirge, major (IV)	16G	Ma.Fly.Awk.: 21	2	M(5)	VI @!#-	107 (191)	107	AT 1(N)	98 (0)	124M(5)we	8	27	14	2	-1	Solo (1d2)	L E U - - -

Category	Undead	**Height**	74”	**Leftover DP**	68
Type	Incorporeal	**Length**	10”	**Outlook**	Cruel
Archetype	Semi spell user	**Weight**	0Lbs.	**Treasure**	0

Ag	7	**Co**	2	**Em**	7	**In**	-2	**Me**	-1	**Pr**	4	**Qu**	2	**Re**	1	**SD**	-1	**St**	-2

Attack: Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, aura II [10'R, 3 rnds] (25 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Dense I [1Size] (17 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead IV [IV] (-4 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Golden throat II [20] (10 DP) Perfect pitch IV [40] (20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Hearing: Hare (20 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Ma.Fly.Awk.: 21

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Skills: Perc.: 80 Fly.: 85 Singing: 149 Spec.: 129 Comp. Spec.: 124 Charm: 107
Spells: Ess 96 **PP:** 92
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	2	**Em**	2	**In**	-4	**Pr**	2	**Qu**	2	**Re**	-1	**SD**	-1	**St**	-4
Base Hits			20		**Base RR**		Ch		10	**Ess**		10			**Me**		10		**Ph**	0	**Fe**	0
Base Endurance			20		**Healing rate**		x0.5			**Stride**		0			**AT**		Armor, insubstantial (AT 1)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Dirge, minor (III)	9E	Ma.Fly.Awk.: 21	2	M(5)	V I@!#-	75 (129)	75	AT 1(N)	84 (0)	85M(5)we	2	20	8	1	-1	Solo (1d2)	L E U - - -

Category	Undead	**Height**	74”	**Leftover DP**	34
Type	Incorporeal	**Length**	10”	**Outlook**	Belligerent
Archetype	Semi spell user	**Weight**	0Lbs.	**Treasure**	0

Ag	5	**Co**	1	**Em**	5	**In**	-3	**Me**	-1	**Pr**	3	**Qu**	2	**Re**	0	**SD**	-1	**St**	-3

Attack: Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, aura II [10'R, 3 rnds] (25 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Proof, critical, critical reduction I [I] (10 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Golden throat I [10] (5 DP) Perfect pitch III [30] (15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Hearing: Dog (15 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Ma.Fly.Awk.: 21
Skills: Perc.: 52 Fly.: 61 Singing: 104 Spec.: 94 Comp. Spec.: 90 Charm: 73
Spells: Ess 54 **PP:** 69
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	2	**Em**	2	**In**	-4	**Pr**	2	**Qu**	2	**Re**	-1	**SD**	-1	**St**	-4
Base Hits			20		**Base RR**		Ch		5	**Ess**		5			**Me**		5		**Ph**	0	**Fe**	0
Base Endurance			20		**Healing rate**		x0.5			**Stride**		0			**AT**		Armor, insubstantial (AT 1)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Discord (III)	9D	Ma.Fly.Adapt.: 29	2	M(5)	VI @ -	93 (165)	73	AT 2(N)	24 (0)	101M(5)wbo[Impact]	-8	-4	6	19	3	Solo (1d2)	E U L - - -

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Category	Extra planar	**Height**	66”	**Leftover DP**	57
Type	Visitor	**Length**	7”	**Outlook**	Normal
Archetype	Discipline	**Weight**	100Lbs.	**Treasure**	0

Ag	7	**Co**	-1	**Em**	1	**In**	-3	**Me**	-1	**Pr**	1	**Qu**	2	**Re**	2	**SD**	3	**St**	0

Attack: Elemental bolt II [Blast bolt, MWater bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (25 DP) Increase range II [+5'/ lvl] (10 DP) Cry, stunning III [20'R] (30 DP)
Defense: Abomination (-20 DP) Dense I [1Size] (17 DP) Proof, weapon, except magic (20 DP) Proof, critical, no stun (10 DP) Aura, silence [20'R] (25 DP)
Form: Body, sound (40 DP) Neutral odor (10 DP) Lifeless (5 DP)
Miscellaneous: Type, extra planar III [III] (-3 DP) Body condition, fleeting soul (-20 DP) Diet, nihilovore (20 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP) Item, no item (-15 DP)
Senses: Vision: demon vision [50'] (55 DP) Dead sense deprivement (-30 DP) Acute senses: hearing V [25] (20 DP)
Movement: Ma.Fly.Adapt.: 29
Skills: Perc.: 68 Fly.: 75 Acrob.: 76 Sci. Phys.: 29 Adr. Foc.: 69
Spells: Men 1 **PP:** 10
Racial:

Stats	**Ag**	4	**Co**	-4	**Em**	0	**Em**	0	**In**	-3	**Pr**	0	**Qu**	2	**Re**	-1	**SD**	0	**St**	-3
Base Hits			20		**Base RR**		Ch		-5	**Ess**		-5			**Me**		-5	**Ph**	20	**Fe**	0
Base Endurance			0		**Healing rate**		x2			**Stride**		0			**AT**		Armor, thick skin (AT 2)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Disembodied Head (II)	8E	Mag.Fly. Cont.: 40	3	T(3)	III I@#-	84 (140)	74	AT 1(N)	25 (0)	75T(3)bi	19	7	8	3	2	Streak (1d6)	L E U - - -

Category	Undead	**Height**	9”	**Leftover DP**	89
Type	Corporeal	**Length**	10”	**Outlook**	Berserk
Archetype	Stealth	**Weight**	9Lbs.	**Treasure**	0

Ag	3	**Co**	3	**Em**	-3	**In**	-1	**Me**	0	**Pr**	-2	**Qu**	3	**Re**	2	**SD**	2	**St**	-1

Attack: Aura, fear IV [4'R/ lvl] (30 DP) Life drain, hunger II [Drain Co, 2, -10] (10 DP) Leech, blood III [15 hits, -10] (25 DP) Enhanced natural attack I [Bite, +1 Size] (10 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead II [II] (-2 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Diet, sanguinivore (-5 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Caecitas (no vision) (-20 DP) Hearing: Cat (10 DP) Dead sense deprivement (-30 DP)
Movement: Mag.Fly.Cont.: 40
Skills: Perc.: 86 Fly.: 90 Acrob.: 93 Hiding: 91 Stalking: 91 Amb. Unarmed: 91
Spells: Cha 1 **PP:** 2
Racial:

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Stats	Ag	1	Co	2	Em	-4	Em	-4	In	-2	Pr	-3	Qu	2	Re	0	SD	0	St	-2
Base Hits		20	Base RR		Ch		10	Ess		10	Me		10	Ph	0	Fe	0			
Base Endurance		10	Healing rate		x0.5			Stride		20	AT		Armor, naked skin (AT 1)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Dog, draft	3C	Walk.Quad.: 23	3	M(5)	V - -	52 (72)	52	AT 1(N)	15 (0)	16M(5)ra> ;16M(5)bi	12	-3	0	-6	-1	Team (1d10)	I T B X J A

Category	Animal	Height	33”	Leftover DP	120
Type	Domesticated	Length	42”	Outlook	Open
Archetype	Defensive	Weight	150Lbs.	Treasure	0

Ag	2	Co	4	Em	-3	In	2	Me	-1	Pr	0	Qu	3	Re	-4	SD	-1	St	2

Attack: Attacks sequence (10 DP)
Defense:
Form: Beast of burden II [0,3] (20 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Control submission IV [20] (-20 DP) Can't speak (-10 DP)
Senses: Smell: dog (20 DP) Hearing: Dog (15 DP) Nose: Uncanny tracking III [30] (30 DP)
Movement: Walk.Quad.: 23
Skills: Perc.: 27 Run.: 29 Wei. Trn.: 10 Swim.: 29
Spells: Cha 0 **PP:** 2
Racial:

Stats	Ag	1	Co	4	Em	-3	Em	-3	In	1	Pr	0	Qu	2	Re	-5	SD	-1	St	2
Base Hits		25	Base RR		Ch		0	Ess		0	Me		0	Ph	-10	Fe	0			
Base Endurance		25	Healing rate		x1			Stride		5	AT		Armor, light fur (AT 1)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Dog, medium	4C	Walk.Quad.: 23	2	M(5)	V - -	82 (130)	82	AT 1(N)	14 (0)	54M(5)ra> ;54M(5)bi	11	-3	0	5	-1	Coterie (4d4)	I T B X J A

Category	Animal	Height	33”	Leftover DP	118
Type	Carnivore	Length	42”	Outlook	Normal

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Archetype	Offensive	Weight	150Lbs.	Treasure	0

Ag	2	Co	5	Em	-3	In	1	Me	-1	Pr	0	Qu	2	Re	-3	SD	-1	St	3

Attack: Attacks sequence (10 DP)
Defense:
Form: Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: dog (20 DP) Hearing: Dog (15 DP) Nose: Uncanny tracking III [30] (30 DP)
Movement: Walk.Quad.: 23
Skills: Perc.: 21 Run.: 32 Surv. Biome: 21
Spells: Cha 0 **PP:** 9
Racial:

Stats	Ag	1	Co	4	Em	-3	Em	-3	In	1	Pr	0	Qu	2	Re	-3	SD	-1	St	2
Base Hits		25	Base RR		Ch	0	Ess		0		Me	0	Ph	0	Fe	0				
Base Endurance		25	Healing rate		x1		Stride		5		AT	Armor, light fur (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Dog, small	2B	Walk.Quad.: 18	2	S(4)	IV --	37 (52)	27	AT 1(N)	10 (0)	18S(4)bi	11	-3	0	4	-1	Team (1d10)	I T B X J A

Category	Animal	Height	18”	Leftover DP	153
Type	Carnivore	Length	25”	Outlook	Normal
Archetype	Defensive	Weight	62Lbs.	Treasure	0

Ag	1	Co	4	Em	-3	In	1	Me	-1	Pr	0	Qu	2	Re	-3	SD	-1	St	2

Attack:
Defense:
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: dog (20 DP) Hearing: Dog (15 DP) Nose: Uncanny tracking III [30] (30 DP)
Movement: Walk.Quad.: 18
Skills: Perc.: 15 Run.: 28 Surv. Biome: 15
Spells: Cha 0 **PP:** 6
Racial:

Stats	Ag	1	Co	4	Em	-3	Em	-3	In	1	Pr	0	Qu	2	Re	-3	SD	-1	St	2
Base Hits		15	Base RR		Ch	0	Ess		0		Me	0	Ph	0	Fe	0				
Base Endurance		5	Healing rate		x1		Stride		5		AT	Armor, light fur (AT 1)								

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Dolphin	8F	Swim.Stream.: 54	3	B(6)	VI - -	96 (152)	66	AT 2(N)	25 (0)	73B(6)ra ;73B(6)bi	17	5	6	4	2	Posse (2d10)	I O - - - -

Category	Animal	**Height**	33”	**Leftover DP**	117
Type	Water	**Length**	112”	**Outlook**	Playful
Archetype	Stealth	**Weight**	870Lbs.	**Treasure**	0

Ag	4	Co	4	Em	0	In	2	Me	-2	Pr	1	Qu	3	Re	0	SD	2	St	3

Attack: Pounce jump [5'/ lvl, 2'/ lvl] (10 DP)
Defense:
Form: Adapted form: water (15 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Hearing: Echolocation (30 DP) Sight: primate (5 DP) Anosmia (no smell) (-10 DP)
Movement: Swim.Stream.: 54
Skills: Perc.: 81 Swim.: 91 Surv. Biome: 81 Jump.: 89
Spells: Cha 1 **PP:** 11
Racial:

Stats	Ag	2	Co	3	Em	-1	Em	-1	In	1	Pr	0	Qu	2	Re	-2	SD	0	St	2
Base Hits		30		**Base RR**		Ch	5		**Ess**	5		**Me**	5		**Ph**	0	**Fe**	0		
Base Endurance		0		**Healing rate**		x1			**Stride**	0		**AT**	Armor, light blubber (AT 2)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Dolphin, killer whale	10F	Swim.Stream.: 67	2	H(8)	VIII - -	147 (247)	112	AT 2(N)	26 (0)	110H(8)ra ;110H(8)bi>> ;90H(8)gr	10	-3	-3	6	0	Solo (1d2)	I O - - - -

Category	Animal	**Height**	98”	**Leftover DP**	149
Type	Water	**Length**	300”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	12990Lbs.	**Treasure**	0

Ag	6	Co	6	Em	-3	In	0	Me	-1	Pr	-3	Qu	2	Re	-1	SD	0	St	7

Attack: Attacks sequence (10 DP) Gaping maw II [-2 Size] (35 DP) Swallow and digest II [Acid, D] (35 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP)
Defense:
Form: Adapted form: water (15 DP) Stunted lifespan I [50 years or less] (0 DP)

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Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Hearing: Echolocation (30 DP) Sight: primate (5 DP) Anosmia (no smell) (-10 DP)
Movement: Swim.Stream.: 67
Skills: Perc.: 64 Swim.: 71 Surv. Biome: 60 Jump.: 70 Amb. Unarmed: 33
Spells: Cha 0 **PP:** 10
Racial:

Stats	Ag	3	Co	3	Em	-3	Em	-3	In	-1	Pr	-3	Qu	1	Re	-2	SD	-1	St	4
Base Hits		35	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x1		Stride		-50	AT		Armor, light blubber (AT 2)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Dolphin, porpoise	6E	Swim.Stream.: 49	4	B(6)	VI - -	84 (129)	54	AT 2(N)	24 (0)	50B(6)bi	18	4	5	4	1	Pod (3d12)	I O - - - -

Category	Animal	Height	26”	Leftover DP	97
Type	Water	Length	95”	Outlook	Playful
Archetype	Defensive	Weight	350Lbs.	Treasure	0

Ag	4	Co	4	Em	-1	In	3	Me	-1	Pr	0	Qu	4	Re	0	SD	1	St	2

Attack: Pounce jump [5'/ lvl, 2'/ lvl] (10 DP)
Defense:
Form: Adapted form: water (15 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Hearing: Echolocation (30 DP) Sight: primate (5 DP) Anosmia (no smell) (-10 DP)
Movement: Swim.Stream.: 49
Skills: Perc.: 53 Swim.: 73 Surv. Biome: 52
Spells: Cha 1 **PP:** 9
Racial:

Stats	Ag	2	Co	3	Em	-1	Em	-1	In	1	Pr	0	Qu	2	Re	-2	SD	0	St	2
Base Hits		30	Base RR		Ch	5	Ess		5	Me		5	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x1		Stride		0	AT		Armor, light blubber (AT 2)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Dolphin, river	5E	Swim.Str	3	M(	V - -	74	44	AT	19	50M(5)bi	17	5	6	4	1	Pod	J O - -

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		eam.: 43		5)		(109)		2(N)	(0)								(3d12)	- -

Category	Animal	**Height**	25”	**Leftover DP**	137
Type	Water	**Length**	78”	**Outlook**	Normal
Archetype	Stealth	**Weight**	170Lbs.	**Treasure**	0

Ag	3	**Co**	4	**Em**	0	**In**	2	**Me**	-2	**Pr**	1	**Qu**	3	**Re**	-1	**SD**	1	**St**	3

Attack: Pounce jump [5'/ lvl, 2'/ lvl] (10 DP)
Defense:
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Hearing: Echolocation (30 DP) Sight: primate (5 DP) Anosmia (no smell) (-10 DP)
Movement: Swim.Stream.: 43
Skills: Perc.: 64 Swim.: 70 Surv. Biome: 62 Jump.: 70
Spells: Cha 0 **PP:** 15
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-1	**Em**	-1	**In**	1	**Pr**	0	**Qu**	2	**Re**	-2	**SD**	0	**St**	2
Base Hits		30	**Base RR**		Ch		5	**Ess**		5		**Me**		5		**Ph**	0	**Fe**	0	
Base Endurance		0	**Healing rate**		x1			**Stride**		0		**AT**		Armor, light blubber (AT 2)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Doppelganger (II)	6F	Walk.Bi.: 18	0	M(5)	V @ -	58 (94)	38	AT 2(N)	12 (0)	63M(5)we ;33M(5)rw	12	-4	-4	11	0	Solo (1d2)	E U L - -

Category	Extra planar	**Height**	66”	**Leftover DP**	60
Type	Visitor	**Length**	8”	**Outlook**	Crusading
Archetype	Semi spell user	**Weight**	180Lbs.	**Treasure**	0

Ag	2	**Co**	1	**Em**	1	**In**	2	**Me**	0	**Pr**	1	**Qu**	0	**Re**	1	**SD**	0	**St**	1

Attack:
Defense: Abomination (-20 DP) Proof, weapon, except magic (20 DP) Rapid bleeder I [1B] (-25 DP)
Form: Body: demon flesh [2] (5 DP) Shapechange, true (50 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar II [II] (-2 DP) Body condition, fleeting soul (-20 DP) Diet, omnivore (0 DP) Reproduction: copy self [0,5, 2] (50 DP) Alien intelligence (40 DP)
Senses: Vision: demon vision [50'] (55 DP)
Movement: Walk.Bi.: 18
Skills: Perc.: 38 Run.: 46 Lor. Fauna: 31 Disarm: 15 Adr. Res.: 23 Acting: 35
Spells: Cha 36 **PP:** 41
Racial:

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Stats	Ag	0	Co	0	Em	0	Em	0	In	0	Pr	0	Qu	0	Re	0	SD	0	St	0
Base Hits		20		Base RR		Ch		0	Ess		-5		Me		-5		Ph	10	Fe	0
Base Endurance		0		Healing rate		x1			Stride		0		AT		Armor, thick skin (AT 2)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Dracasus	8F	Walk.Quad.: 30	1	L(7)	VII I -	125 (209)	115	AT 5(N)	29 (0)	88L(7)cl ;72L(7)ra> ;88L(7)tr ;72B(6)bi	6	-7	-7	5	1	Solo (1d2)	A - - - -

Category	Monster	Height	70”	Leftover DP	16
Type	Aerial	Length	124”	Outlook	Normal
Archetype	Offensive	Weight	1500Lbs.	Treasure	0

Ag	4	Co	5	Em	-2	In	1	Me	-1	Pr	-2	Qu	1	Re	-1	SD	1	St	4

Attack: Swooping (25 DP) Attacks sequence (10 DP) Weak natural attack I [Bite, -1 Size] (-5 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP)
Form: Wings, membrane (10 DP) Beast of burden III [0,4] (30 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Can't speak (-10 DP) Item, no item (-15 DP) Control submission II [10] (-10 DP)
Senses: Sight: gecko (10 DP) Smell: snake (15 DP) Hearing: Hare (20 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Walk.Quad.: 30 Wing.Fly.ungr.: 0
Skills: Perc.: 51 Run.: 52 Fly.: 52 Acrob.: 23 Surv. Biome: 23 Multi. Att.: 48
Spells: Cha 0 **PP:** 9
Racial:

Stats	Ag	2	Co	3	Em	-2	Em	-2	In	0	Pr	-2	Qu	0	Re	-2	SD	0	St	2
Base Hits		30		Base RR		Ch		-5	Ess		-5		Me		-5		Ph	0	Fe	0
Base Endurance		20		Healing rate		x1			Stride		0		AT		Armor, dragon scales, very light (AT 5)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Dragon salamander	12G	Walk.Quad.: 38	3	L(7)	VII - -	149 (261)	124	AT 7(N)	33 (0)	124L(7)bi[Heat] ;124L(7)cl[Heat] ;104L(7)ra	12	-3	-2	6	0	Solo (1d2)	L - - - -

Category	Fell creature	Height	93”	Leftover DP	84
Type	Dragonkin	Length	204”	Outlook	Protective
Archetype	Offensive	Weight	3600Lbs.	Treasure	0

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Ag	6	Co	6	Em	-3	In	2	Me	1	Pr	-2	Qu	3	Re	1	SD	0	St	6

Attack: Elemental internals III [Fire, Attack, C] (20 DP) Fighting brick II [+2 pace] (-20 DP) Elemental immolation III [Fire, C, 5'R] (30 DP) Increase radius I [+5'R] (10 DP)
Defense: Elemental immunity [Fire] (20 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP) Proof, elemental I [Ice, -1Size] (15 DP)
Form: Distinct odor (-10 DP) Adapted form: water (15 DP) Gills (10 DP) Elemental explosion [Fire Ball, 1'R/ lvl, 10] (30 DP) Methuselah II [Up to 500 years] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Heavy sleeper (-5 DP) Can't speak (-10 DP)
Senses: Sight: gecko (10 DP) Smell: snake (15 DP) Taste: snake palette (15 DP)
Movement: Walk.Quad.: 38 Swim.Web: 0
Skills: Perc.: 69 Run.: 81 Swim.: 81 Multi. Att.: 68 Amb. Unarmed: 74 Surv. Biome: 67
Spells: Cha 1 **PP:** 13
Racial:

Stats	Ag	2	Co	2	Em	-3	Em	-3	In	0	Pr	-2	Qu	1	Re	-1	SD	-2	St	2
Base Hits		25			Base RR		Ch		0	Ess		0			Me		0		Ph	0	Fe	0
Base Endurance		0			Healing rate		x1			Stride		0			AT		Armor, dragon scales, light (AT 7)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Dragon turtle	15G	Walk.Quad.: 24	0	G(9)	IX - -	190 (320)	160	AT 10(N)	30 (0)	148G(9)be ;148H(8)wi ;109M(5)elb	2	-14	-14	-1	2	Solo (1d2)	W - - - - -

Category	Fell creature	Height	101”	Leftover DP	17
Type	Dragonkin	Length	240”	Outlook	Inquisitive
Archetype	Offensive	Weight	27500Lbs.	Treasure	0

Ag	3	Co	9	Em	-4	In	2	Me	2	Pr	-4	Qu	0	Re	2	SD	2	St	10

Attack: Elemental bolt V [Fire Bolt, MFire bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Elemental bolt II [Water Bolt, MWater bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (25 DP) Elemental cone III [Fire Ball, MFire ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (55 DP) Fighting brick II [+2 pace] (-20 DP) Wreck ships (20 DP)
Defense: Elemental immunity [Fire] (20 DP) Elemental immunity [Water] (20 DP) Proof, elemental I [Ice, -1Size] (15 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial IV [Limbs, AT 4] (-4 DP) Natural armor, partial IV [Neck, AT 4] (-4 DP) Natural armor, partial IV [Tail, AT 4] (-4 DP)
Form: Breathing, long breath [1 min/ lvl] (10 DP) Elongated appendage I [Neck, 5'] (5 DP) Elongated appendage I [Tongue, 5'] (5 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Heavy sleeper (-5 DP) Can't speak (-10 DP)
Senses: Smell: dog (20 DP) Sight: primate (5 DP)
Movement: Walk.Quad.: 24 Awk.move.III: 0 Swim.Web: 0
Skills: Perc.: 83 Swim.: 98 Multi. Att.: 80
Spells: Cha 1 **PP:** 18
Racial:

Stats	Ag	-2	Co	4	Em	-4	Em	-4	In	0	Pr	-4	Qu	-2	Re	0	SD	0	St	5
Base Hits		40			Base RR		Ch		-	Ess		-10			Me		-10		Ph	-	Fe	0

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				10						10		
Base Endurance	10	**Healing rate**	x0.5		**Stride**	0	**AT**	Armor, dragon turtle (AT 10)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Dragonette	5D	Walk.Quad.: 11	2	S(4)	IV - -	52 (82)	32	AT 5(N)	26 (0)	65S(4)bi ;65S(4)cl ;43M(5)elb	-11	2	-9	-8	-2	Solo (1d2)	L - - - - -

Category	Fell creature	**Height**	12”	**Leftover DP**	34
Type	Dragonkin	**Length**	30”	**Outlook**	Greedy
Archetype	Semi spell user	**Weight**	41Lbs.	**Treasure**	0

Ag	3	**Co**	2	**Em**	2	**In**	-1	**Me**	1	**Pr**	1	**Qu**	2	**Re**	2	**SD**	-2	**St**	2

Attack: Elemental bolt V [Fire Bolt, MFire bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Increase range III [+10'/ lvl] (20 DP)
Defense: Elemental immunity [Fire] (20 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP) Proof, elemental I [Ice, -1Size] (15 DP) Elemental resistance II [Wind, 10] (8 DP) Elemental resistance II [Earth, 10] (8 DP) Elemental resistance II [Lightning, 10] (8 DP) Elemental blood II [Fire, B] (10 DP) Weak spot [Location, -25] (-10 DP)
Form: Wings, folding (30 DP) Distinct odor (-10 DP) Elongated appendage I [Neck, 5'] (5 DP) Elongated appendage I [Tail, 5'] (5 DP) Methuselah II [Up to 500 years] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Heavy sleeper (-5 DP) Natural familiar (-10 DP)
Senses: Vision: nightvision (10 DP) Vision: Dark vision II [30'] (20 DP) Special: invisibility sense [5'R/ lvl] (25 DP)
Movement: Walk.Quad.: 11 Wing.Fly.Exc.: 0
Skills: Perc.: 36 Run.: 52 Fly.: 52 Hiding: 22 Stalking: 22 Spell Trick.: 15
Spells: Ess 30 **PP:** 24
Racial:

Stats	**Ag**	2	**Co**	1	**Em**	1	**Em**	1	**In**	-2	**Pr**	0	**Qu**	2	**Re**	1	**SD**	-2	**St**	1
Base Hits		20		**Base RR**		Ch		- 10	**Ess**		-10		**Me**		-10		**Ph**	- 10	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, dragon scales, very light (AT 5)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Dragonian	6D	Walk.Bi.: 25	3	B(6)	VI - -	101 (169)	76	AT 4(7)	21 (42)	75B(6)bi ;61B(6)cl ;75B(6)we ;76B(6)rw	-2	12	0	14	0	Solo (1d2)	L E U - - -

Category	Races	**Height**	84”	**Leftover DP**	7
Type	Reptilian	**Length**	13”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	400Lbs.	**Treasure**	0

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Ag	1	Co	4	Em	2	In	-2	Me	1	Pr	0	Qu	3	Re	1	SD	0	St	4

Attack: Elemental bolt V [Fire Bolt, MFire bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Increase range II [+5'/ lvl] (10 DP)
Defense: Elemental immunity [Fire] (20 DP)
Form: Wings, membrane (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Heavy sleeper (-5 DP)
Senses: Sight: gecko (10 DP) Vision: nightvision (10 DP)
Movement: Walk.Bi.: 25 Climb.Claw: 0 Wing.Fly.Norm.: 0
Skills: Perc.: 14 Run.: 43 Fly.: 43 Surv. Biome: 17 Intimidat.: 17 Acrob.: 43
Spells: Ess 0 **PP:** 8
Racial:

Stats	Ag	-1	Co	2	Em	1	Em	1	In	-2	Pr	0	Qu	2	Re	0	SD	-1	St	2

Base Hits	25	Base RR	Ch	0	Ess	0	Me	0	Ph	10	Fe	0
Base Endurance	0	Healing rate	x1		Stride	0	AT	Armor, large scales (AT 4)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Drake, undead (VI)	28G	Walk.Quad.: 57	6	L(7)	VIII @# PP	116 (178)	86	AT 9(N)	58 (0)	121L(7)bi ;121L(7)cl ;71L(7)ra ;121L(7)all3WF ;115M(5)fboP ;115M(5)fboP ;115M(5)fboP ;115M(5)fboP ;115M(5)fboP ;115M(5)fboP ;115M(5)fboP	27	30	11	5	4	Solo (1d2)	L E U - - -

Category	Undead	Height	148”	Leftover DP	4
Type	Skeleton	Length	360”	Outlook	Cruel
Archetype	Hybrid spell user	Weight	1950Lbs.	Treasure	0

Ag	3	Co	5	Em	10	In	7	Me	11	Pr	1	Qu	6	Re	11	SD	4	St	3

Attack: Attacks sequence (10 DP) Elemental cone III [Fire Ball, MFire ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (55 DP) Increase cone V [+5', 3'D/ lvl] (25 DP) Elemental bolt V [Fire Bolt, MFire bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Increase range III [+10'/ lvl] (20 DP) Fighting brick II [+2 pace] (-20 DP) Life drain, hunger I [Drain Co, 1, -10] (5 DP)
Defense: Elemental immunity, dragon [5 elements] (80 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP) Weak spot [Location, -25] (-10 DP) Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Dense I [1Size] (17 DP) Proof, critical, no puncture (10 DP) Material susceptibility II [Material susceptibility II, Silver] (-20 DP)
Form: Body: skeletonized, improved [9, 20] (20 DP) Wings, vestigial wings (0 DP) Elongated appendage IV [Neck, 20'] (20 DP) Elongated appendage V [Tail, 25'] (25 DP) Distinct odor (-10 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead VI [VI] (-6 DP) Diet, alacritovore [Life energy] (-10 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Inept IV [Influence: Charm, -20] (-16 DP) Hibernation III [3 years, Every decade] (-15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Hearing: Hare (20 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Walk.Quad.: 57 Ma.Fly.Adapt.: 0
Skills: Perc.: 141 Run.: 151 Fly.: 151 Grace. Spell l.: 142 Multi. Att.: 62 Intimidat.: 62

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Spells: Cha/Ess 560 **PP:** 161
Racial:

Stats	**Ag**	3	**Co**	2	**Em**	0	**Em**	0	**In**	-3	**Pr**	-2	**Qu**	3	**Re**	3	**SD**	-4	**St**	3
Base Hits		40	**Base RR**		Ch		10	**Ess**		10		**Me**	10		**Ph**	0	**Fe**	0		
Base Endurance		10	**Healing rate**		x0.5			**Stride**		-50		**AT**	Armor, bone, improved (AT 9)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Dreadwing (II)	7C	Wing.Fly .ungr.: 23	1	B(6)	VI - -	104 (180)	84	AT 2(N)	27 (0)	85B(6)cl ;85B(6)bi	5	-8	-7	15	-2	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	80”	**Leftover DP**	124
Type	Visitor	**Length**	180”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	500Lbs.	**Treasure**	0

Ag	3	**Co**	5	**Em**	-3	**In**	0	**Me**	-1	**Pr**	-2	**Qu**	1	**Re**	-1	**SD**	-2	**St**	4

Attack: Swooping (25 DP)
Defense: Abomination (-20 DP) Proof, weapon, except raw iron (20 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Wings, membrane (10 DP) Beast of burden I [0,2] (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar II [II] (-2 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Control difficulty I [-5] (5 DP) Can't speak (-10 DP) Touch of invisibility (20 DP)
Senses: Vision: demon vision [50'] (55 DP) Sight: eagle (15 DP) Smell: shark (25 DP)
Movement: Wing.Fly.ungr.: 23 Walk.Quad.: 0 Awk.move.V: 0
Skills: Perc.: 64 Fly.: 53 Surv. Biome: 71 Nav.: 49
Spells: Cha 0 **PP:** 19
Racial:

Stats	**Ag**	1	**Co**	3	**Em**	-3	**Em**	-3	**In**	-1	**Pr**	-2	**Qu**	0	**Re**	-2	**SD**	-3	**St**	2
Base Hits		20	**Base RR**		Ch		-5	**Ess**		-5		**Me**	-5		**Ph**	10	**Fe**	0		
Base Endurance		0	**Healing rate**		x1			**Stride**		0		**AT**	Armor, thick skin (AT 2)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Dream Horror (V)	17C	Ma.Fly.A dapt.: 34	7	M(5)	VI @!# -	122 (212)	10 7	AT 1(N)	115 (0)	126M(5)rp ;126M(5)as ;126M(5)fa ;126M(5)bx ;126M(5)allP ;126M(5)allP ;126M(5)allP ;126M(5)allP ;126M(5)allP ;126M(5)allP	24	9	15	3	1	Solo (1d2)	L E U - - -

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Category	Undead	**Height**	78”	**Leftover DP**	0
Type	Incorporeal	**Length**	11”	**Outlook**	Inconsiderate
Archetype	Stealth	**Weight**	0Lbs.	**Treasure**	0

Ag	9	**Co**	3	**Em**	-1	**In**	4	**Me**	-1	**Pr**	5	**Qu**	7	**Re**	4	**SD**	1	**St**	7

Attack: Aura, nightmare [10'R, -20, Co, 2, 1x/ rnd] (30 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Dense I [1Size] (17 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP) Additional limb pair I [Arm] (20 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Unsleeping (20 DP) Diet, nihilovore (20 DP) Disturbing voice II [-20] (-20 DP) Ambidextrous (10 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Ma.Fly.Adapt.: 34
Skills: Perc.: 131 Fly.: 146 Multi. Att.: 134 Hiding: 135 Stalking: 135 Intimidat.: 129
Spells: Cha 3 **PP:** 13
Racial:

Stats	**Ag**	4	**Co**	0	**Em**	-4	**Em**	-4	**In**	1	**Pr**	2	**Qu**	4	**Re**	-1	**SD**	-4	**St**	4
Base Hits		25	**Base RR**		Ch	10	**Ess**		10	**Me**		10	**Ph**	0	**Fe**	0			
Base Endurance		10	**Healing rate**		x0.5		**Stride**		0	**AT**		Armor, insubstantial (AT 1)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Dwarves	4C	Walk.Bi.: 13	-2	M(5)	V - -	88 (136)	73	AT 1(8)	2 (38)	71M(5)un ;71M(5)we ;73M(5)rw	10	16	18	15	0	Solo (1d2)	L U - - - -

Category	Races	**Height**	54”	**Leftover DP**	148
Type	Humanoid	**Length**	12”	**Outlook**	Normal
Archetype	Offensive	**Weight**	135Lbs.	**Treasure**	0

Ag	0	**Co**	5	**Em**	-4	**In**	0	**Me**	0	**Pr**	-2	**Qu**	-2	**Re**	0	**SD**	0	**St**	2

Attack:
Defense:
Form: Methuselah II [Up to 500 years] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Inept V [Mov: swimming, -25] (-20 DP)
Senses: Sight: primate (5 DP) Vision: Dark vision I [20'] (15 DP) Vision: nightvision (10 DP)
Movement: Walk.Bi.: 13
Skills: Perc.: 33 Run.: 43 Lor. Stone: 26 Prot.: 24 Metal Cr. Spec.: 33
Spells: Cha 0 **PP:** 13
Racial:

Stats	**Ag**	-	**Co**	4	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-2	**Qu**	-2	**Re**	0	**SD**	0	**St**	1

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		1																			

Base Hits	30	**Base RR**	Ch	0	**Ess**	20	**Me**	20	**Ph**	10	**Fe**	0			
Base Endurance	15	**Healing rate**	x0.5		**Stride**	-6	**AT**	Armor, naked skin (AT 1)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Dwelf	2C	Walk.Bi.: 9	0	M(5)	V - -	54 (78)	29	AT 1(N)	4 (0)	28S(4)we ;20S(4)rw	20	8	8	- 18	1	Span (1d8)	B X F E - -

Category	Fey	**Height**	39”	**Leftover DP**	84
Type	Fairy	**Length**	7”	**Outlook**	Timid
Archetype	Offensive	**Weight**	70Lbs.	**Treasure**	0

Ag	0	**Co**	2	**Em**	-2	**In**	0	**Me**	0	**Pr**	-2	**Qu**	0	**Re**	-1	**SD**	1	**St**	2

Attack:
Defense: Proof, weapon, except raw iron (20 DP)
Form: Immortal (10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Efficient sleeper II [-2 hrs.] (10 DP)
Senses: Sight: primate (5 DP) Vision: Dark vision I [20'] (15 DP) Vision: nightvision (10 DP)
Movement: Walk.Bi.: 9
Skills: Perc.: 12 Run.: 19 Draw. Craft. Spec.: 12
Spells: Cha 0 **PP:** 2
Racial:

Stats	Ag	0	Co	2	Em	-2	Em	-2	In	0	Pr	-2	Qu	0	Re	-1	SD	1	St	2

Base Hits	25	**Base RR**	Ch	10	**Ess**	10	**Me**	10	**Ph**	- 20	**Fe**	0			
Base Endurance	0	**Healing rate**	x0.5		**Stride**	0	**AT**	Armor, naked skin (AT 1)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Eagle	3C	Walk.Bi.: 2	3	S(4)	IV - -	63 (99)	63	AT 2(N)	25 (0)	40S(4)cl ;40S(4)be	11	-3	0	3	1	Yoke (1d3)	P F S J - -

Category	Animal	**Height**	26”	**Leftover DP**	157
Type	Bird	**Length**	36”	**Outlook**	Normal
Archetype	Offensive	**Weight**	17Lbs.	**Treasure**	0

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Ag	5	Co	3	Em	-3	In	1	Me	-3	Pr	0	Qu	3	Re	-4	SD	1	St	4

Attack:
Defense:
Form: Wings, feathered (20 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP) Sight: eagle (15 DP)
Movement: Walk.Bi.: 2 Awk.move.IV: 0 Wing.Fly.Exc.: 0
Skills: Perc.: 18 Fly.: 22 Surv. Biome: 17 Acrob.: 20
Spells: Cha 0 **PP:** 3
Racial:

Stats	Ag	4	Co	2	Em	-3	Em	-3	In	1	Pr	0	Qu	3	Re	-4	SD	1	St	3
Base Hits		20		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		20		**Healing rate**		x1			**Stride**		0		**AT**		Armor, thick feather coat (AT 2)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Earth drake, mature	25G	Walk.Quad.: 41	5	G(9)	IX --	221 (371)	186	AT 9(N)	75 (0)	163G(9)bi ;163G(9)cl ;150G(9)ra ;163G(9)all3WF ;153B(6)iboP ;153B(6)iboP ;153B(6)iboP ;153B(6)iboP ;153B(6)iboP ;153B(6)iboP	8	24	22	23	0	Solo (1d2)	T B X P J U

Category	Fell creature	Height	130”	Leftover DP	5
Type	Great drake	Length	318”	Outlook	Greedy
Archetype	Offensive	Weight	19133Lbs.	Treasure	0

Ag	9	Co	13	Em	4	In	-2	Me	5	Pr	2	Qu	5	Re	6	SD	0	St	15

Attack: Attacks sequence (10 DP) Elemental cone II [Earth ball, SFire ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (45 DP) Increase cone V [+5', 3'D/ lvl] (25 DP) Fighting brick II [+2 pace] (-20 DP) Gaping maw II [-2 Size] (35 DP)
Defense: Elemental immunity, dragon [5 elements] (80 DP) Immune to disease, greater (30 DP) Elemental blood III [Earth, C] (15 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial V [Belly, AT 5] (-3 DP) Elemental vulnerability I [Wind, +1 Size] (-15 DP)
Form: Elongated appendage III [Neck, 15'] (15 DP) Elongated appendage IV [Tail, 20'] (20 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: gecko (10 DP) Sensitivity: Light sensitivity II [-50] (-20 DP) Hearing: Hare (20 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Walk.Quad.: 41 Bur.Unimp.: 0
Skills: Perc.: 113 Run.: 127 Amb. Unarmed: 122 Swim.: 127 Multi. Att.: 115 Pow. Dev.: 54
Spells: Ess/Men 1 **PP:** 20
Racial:

Stats	Ag	2	Co	4	Em	0	Em	0	In	-2	Pr	-2	Qu	2	Re	2	SD	-4	St	4

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Base Hits	45	Base RR	Ch	10	Ess	10	Me	10	Ph	10	Fe	0
Base Endurance	10	Healing rate	x2		Stride	-25	AT	Armor, dragon scales, heavy (AT 9)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Earth drake, old	45G	Walk.Quad.: 63	5	E(10)	X - -	264 (454)	229	AT 9(N)	115 (0)	229E(10)bi ;229E(10)cl ;206E(10)ra ;229E(10)all3WF ;203B(6)iboP ;203B(6)iboP ;203B(6)iboP ;203B(6)iboP ;203B(6)iboP ;203B(6)iboP	8	25	23	24	1	Solo (1d2)	T B X P J U

Category	Fell creature	Height	197”	Leftover DP	150
Type	Great drake	Length	480”	Outlook	Greedy
Archetype	Offensive	Weight	65800Lbs.	Treasure	0

Ag	10	Co	14	Em	5	In	-2	Me	5	Pr	3	Qu	5	Re	9	SD	1	St	19

Attack: Attacks sequence (10 DP) Elemental cone II [Earth ball, SFire ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (45 DP) Increase cone V [+5', 3'D/ lvl] (25 DP) Fighting brick II [+2 pace] (-20 DP) Gaping maw III [-1 Size] (45 DP)
Defense: Elemental immunity, dragon [5 elements] (80 DP) Immune to disease, greater (30 DP) Elemental blood IV [Earth, D] (20 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial VI [Belly, AT 6] (-3 DP) Elemental vulnerability I [Wind, +1 Size] (-15 DP)
Form: Elongated appendage VIII [Neck, 40'] (40 DP) Elongated appendage VIII [Tail, 40'] (40 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: gecko (10 DP) Sensitivity: Light sensitivity II [-50] (-20 DP) Hearing: Hare (20 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Walk.Quad.: 63 Bur.Unimp.: 0
Skills: Perc.: 149 Run.: 182 Amb. Unarmed: 152 Swim.: 182 Multi. Att.: 145 Pow. Dev.: 111
Spells: Ess/Men 3 **PP:** 35
Racial:

Stats	Ag	2	Co	4	Em	0	Em	0	In	-2	Pr	-2	Qu	2	Re	2	SD	-4	St	4
Base Hits		45			Base RR		Ch		10	Ess		10		Me		10		Ph	10	Fe	0
Base Endurance		10			Healing rate		x2			Stride		-25		AT		Armor, dragon scales, heavy (AT 9)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Earth drake, young	10G	Walk.Quad.: 18	3	L(7)	VII - -	156 (256)	121	AT 8(N)	39 (0)	148L(7)bi ;148L(7)cl ;128L(7)ra ;108L(7)all3WF ;116B(6)iboP ;116B(6)iboP ;116B(6)iboP ;116B(6)iboP ;116B(6)iboP ;116B(6)iboP	8	21	19	17	-3	Solo (1d2)	T B X P J U

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Category	Fell creature	**Height**	64”	**Leftover DP**	-54
Type	Great drake	**Length**	156”	**Outlook**	Greedy
Archetype	Offensive	**Weight**	2300Lbs.	**Treasure**	0

Ag	5	**Co**	7	**Em**	1	**In**	-2	**Me**	3	**Pr**	-1	**Qu**	3	**Re**	3	**SD**	-3	**St**	7

Attack: Attacks sequence (10 DP) Elemental cone II [Earth ball, SFire ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (45 DP) Increase cone V [+5', 3'D/ lvl] (25 DP) Fighting brick I [+1 pace] (-10 DP) Gaping maw I [-3 Size] (25 DP)
Defense: Elemental immunity, dragon [5 elements] (80 DP) Immune to disease, lesser (10 DP) Elemental blood II [Earth, B] (10 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial IV [Belly, AT 4] (-4 DP) Elemental vulnerability I [Wind, +1 Size] (-15 DP)
Form: Elongated appendage I [Neck, 5'] (5 DP) Elongated appendage II [Tail, 10'] (10 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: gecko (10 DP) Sensitivity: Light sensitivity II [-50] (-20 DP) Hearing: Hare (20 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Walk.Quad.: 18 Bur.Unimp.: 0
Skills: Perc.: 68 Run.: 103 Amb. Unarmed: 69 Swim.: 103 Multi. Att.: 60 Pow. Dev.: 57
Spells: Ess/Men 0 **PP:** 15
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	0	**Em**	0	**In**	-2	**Pr**	-2	**Qu**	2	**Re**	2	**SD**	-4	**St**	4
Base Hits		45		**Base RR**		Ch	10	**Ess**		10		**Me**	10		**Ph**	10	**Fe**	0	
Base Endurance		10		**Healing rate**		x2		**Stride**		-25		**AT**	Armor, dragon scales, medium (AT 8)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Earthcarrier (II)	10H	Root.Glide: 22	1	B(6)	VI @# -	113 (178)	78	AT 7(N)	63 (0)		9	-4	-4	5	3	Solo (1d2)	A E U - - -

Category	Elemental	**Height**	48”	**Leftover DP**	46
Type	Transport elemental	**Length**	16”	**Outlook**	Helpful
Archetype	Defensive	**Weight**	313Lbs.	**Treasure**	0

Ag	1	**Co**	5	**Em**	-4	**In**	-1	**Me**	-3	**Pr**	-4	**Qu**	1	**Re**	-1	**SD**	3	**St**	4

Attack: Elemental internals II [Element, M, B] (15 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Earth, 1 H/ rnd] (25 DP) Elemental immunity [Earth] (20 DP) Proof, elemental I [Lightning, -1Size] (15 DP) Elemental vulnerability I [Wind, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material Susceptibility II [Wind, 10] (-20 DP)
Form: Body: elemental energy [Earth, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP)
Miscellaneous: Elemental spirit, tiny [Tiny] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental II [II] (-2 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Touch: spider slit sensillae (20 DP)

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Movement: Root.Glide: 22
Skills: Perc.: 78 Run.: 99
Spells: Cha 2 **PP:** 6
Racial:

Stats	Ag	-2	Co	4	Em	-4	Em	-4	In	-4	Pr	-4	Qu	-2	Re	-4	SD	2	St	4
Base Hits	35	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0								
Base Endurance	0	**Healing rate**	x1		**Stride**	10	**AT**	Armor, brittle crystaline skin (AT 7)												

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Echidna (Lamiae)	12G	Slith.Sidew.: 41	4	B(6)	VI I -	57 (87)	32	AT 3(5)	24 (44)	39B(6)gr ;97B(6)we ;97B(6)cr ;78M(5)all2WF	10	-5	-2	10	2	Solo (1d2)	X F D S - -

Category	Monster	**Height**	60”	**Leftover DP**	103
Type	Land	**Length**	130”	**Outlook**	Protective
Archetype	Spell user	**Weight**	585Lbs.	**Treasure**	0

Ag	5	Co	0	Em	0	In	5	Me	7	Pr	3	Qu	4	Re	3	SD	2	St	1

Attack: Attacks sequence (10 DP) Nonviolent II [-10] (-20 DP)
Defense: Light boned I [-1 Size] (-17 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Amphibious [23 hrs] (10 DP) Breathing, no (20 DP) Distinct odor (-10 DP)
Miscellaneous: Diet, nihilovore (20 DP) Unsleeping (20 DP)
Senses: Taste: snake palette (15 DP) Smell: snake (15 DP) Sensitivity: Near sighted (-5 DP)
Movement: Slith.Sidew.: 41 Slith.Tail (water): 0
Skills: Perc.: 113 Run.: 66 Swim.: 66 Climb.: 66 Charm: 103 Multi. Att.: 56
Spells: Cha 216 **PP:** 110
Racial:

Stats	Ag	1	Co	-2	Em	-2	Em	-2	In	1	Pr	1	Qu	0	Re	3	SD	0	St	1
Base Hits	25	**Base RR**	Ch	-5	**Ess**	-5	**Me**	-5	**Ph**	10	**Fe**	0								
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, small scales (AT 3)												

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Eel, conger	4C	Swim.Stream.: 37	3	M(5)	V - -	58 (88)	33	AT 1(N)	17 (0)	45M(5)bi	10	-4	-3	2	-1	Solo (1d2)	O - - - - -

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Category	Animal	**Height**	7”	**Leftover DP**	160
Type	Water	**Length**	59”	**Outlook**	Hostile
Archetype	Stealth	**Weight**	100Lbs.	**Treasure**	0

Ag	5	**Co**	2	**Em**	-4	**In**	0	**Me**	-4	**Pr**	-3	**Qu**	3	**Re**	-3	**SD**	-1	**St**	-1

Attack:
Defense:
Form: Gills (10 DP) Adapted form: water (15 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: shark (25 DP) Nose: Uncanny tracking III [30] (30 DP) Electrosense: Electroreception (15 DP)
Movement: Swim.Stream.: 37
Skills: Perc.: 49 Swim.: 58 Surv. Biome: 43 Hiding: 18 Stalking: 18
Spells: Cha 0 **PP:** 0
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-3	**Qu**	3	**Re**	-4	**SD**	-2	**St**	-1

Base Hits	25	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, naked skin (AT 1)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Eel, electric	2B	Swim.Stream.: 45	3	S(4)	IV --	42 (57)	17	AT 1(N)	13 (0)	25S(4)bi ;25T(3)lbo	10	-4	-3	2	-2	Solo (1d2)	O - - - - -

Category	Animal	**Height**	5”	**Leftover DP**	175
Type	Water	**Length**	84”	**Outlook**	Aggressive
Archetype	Stealth	**Weight**	44Lbs.	**Treasure**	0

Ag	4	**Co**	2	**Em**	-4	**In**	0	**Me**	-4	**Pr**	-3	**Qu**	3	**Re**	-4	**SD**	-2	**St**	-1

Attack: Elemental bolt I [Lightning Bolt, DLightningbolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (20 DP) Decrease attack size II [Attack, -2 Size] (-20 DP)
Defense:
Form: Gills (10 DP) Adapted form: water (15 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: shark (25 DP) Nose: Uncanny tracking III [30] (30 DP) Electrosense: Electroreception (15 DP)
Movement: Swim.Stream.: 45
Skills: Perc.: 34 Swim.: 30 Surv. Biome: 39 Hiding: 17 Stalking: 17
Spells: Cha 0 **PP:** 12
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-3	**Qu**	3	**Re**	-4	**SD**	-2	**St**	-1

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Base Hits	25	Base RR	Ch	0	Ess	0	Me	0	Ph	0	Fe	0
Base Endurance	0	Healing rate	x1		Stride	0	AT	Armor, naked skin (AT 1)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Eel, freshwater	1A	Swim.Stream.: 32	3	S(4)	IV - -	32 (37)	7	AT 1(N)	11 (0)	9S(4)bi	10	-4	-3	2	-2	Solo (1d2)	P O - - - -

Category	Animal	Height	3”	Leftover DP	165
Type	Water	Length	45”	Outlook	Normal
Archetype	Stealth	Weight	17Lbs.	Treasure	0

Ag	4	Co	2	Em	-4	In	0	Me	-4	Pr	-3	Qu	3	Re	-4	SD	-2	St	-1

Attack:
Defense:
Form: Gills (10 DP) Adapted form: water (15 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: shark (25 DP) Nose: Uncanny tracking III [30] (30 DP) Electrosense: Electroreception (15 DP)
Movement: Swim.Stream.: 32
Skills: Perc.: 8 Swim.: 18 Surv. Biome: 5 Hiding: 9 Stalking: 9
Spells: Cha 0 **PP:** 2
Racial:

Stats	Ag	4	Co	2	Em	-4	Em	-4	In	0	Pr	-3	Qu	3	Re	-4	SD	-2	St	-1
Base Hits		25			Base RR		Ch		0	Ess		0		Me	0		Ph	0	Fe	0
Base Endurance		0			Healing rate		x1			Stride		0		AT	Armor, naked skin (AT 1)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Eel, moray	5C	Swim.Stream.: 57	4	S(4)	IV - -	65 (100)	40	AT 1(N)	22 (0)	44S(4)bi	11	-3	-2	3	-1	Solo (1d2)	O - - - - -

Category	Animal	Height	5”	Leftover DP	180
Type	Water	Length	120”	Outlook	Belligerent
Archetype	Stealth	Weight	50Lbs.	Treasure	0

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Ag	5	Co	3	Em	-3	In	1	Me	-4	Pr	-2	Qu	4	Re	-3	SD	-1	St	0

Attack: Grip, unrelenting I (25 DP)
Defense:
Form: Gills (10 DP) Adapted form: water (15 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: shark (25 DP) Nose: Uncanny tracking III [30] (30 DP) Electrosense: Electroreception (15 DP)
Movement: Swim.Stream.: 57
Skills: Perc.: 54 Swim.: 65 Surv. Biome: 52 Hiding: 17 Stalking: 17
Spells: Cha 0 **PP:** 8
Racial:

Stats	Ag	4	Co	2	Em	-4	Em	-4	In	0	Pr	-3	Qu	3	Re	-4	SD	-2	St	-1
Base Hits		25	Base RR		Ch		0	Ess		0			Me		0		Ph	0	Fe	0
Base Endurance		0	Healing rate		x1			Stride		0			AT		Armor, naked skin (AT 1)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elemental Savant, earth (VI+)	40G	Root.Glide: 58	6	E(10)	X @# -	136 (216)	101	AT 7(N)	98 (0)	82E(10)ra[Impact] ;152E(10)gr[Impact] ;148E(10)ebo	21	-1	1	7	7	Solo (1d2)	A E U - - -

Category	Elemental	Height	360”	Leftover DP	1
Type	Lord	Length	120”	Outlook	Dominant
Archetype	Spell user	Weight	132171Lbs.	Treasure	0

Ag	8	Co	7	Em	-1	In	11	Me	4	Pr	1	Qu	6	Re	-4	SD	7	St	4

Attack: Elemental bolt IV [Earth bolt, G, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (35 DP) Increase attack size III [Attack, +3 Size] (30 DP) Elemental internals V [Earth, Attack, E] (30 DP) Material destruction IV [Stone, 1cu', 1 rnd] (50 DP) Elemental immolation V [Earth, E, 5'R] (45 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Earth, 1 H/ rnd] (25 DP) Elemental immunity [Earth] (20 DP) Proof, elemental I [Lightning, -1Size] (15 DP) Elemental vulnerability I [Wind, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material Susceptibility II [Wind, 10] (-20 DP) Regeneration, damage [Regeneration, damage, Earth] (30 DP)
Form: Body: elemental energy [Earth, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Earth ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, gigantic [Earth] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental VII [VI+] (-7 DP) Hierarchy, elemental III [Element, VI] (25 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Touch: spider slit sensillae (20 DP)
Movement: Root.Glide: 58
Skills: Perc.: 224 Run.: 235
Spells: Cha 720 **PP:** 187
Racial:

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Stats	Ag	-2	Co	4	Em	-4	Em	-4	In	-4	Pr	-4	Qu	-2	Re	-4	SD	2	St	4
Base Hits	35	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0								
Base Endurance	0	**Healing rate**	x1		**Stride**	-60	**AT**	Armor, brittle crystaline skin (AT 7)												

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elemental Savant, fire (VI+)	40G	Mag.Fly. Cont.: 80	12	G(9)	X @# -	116 (196)	91	AT 1(N)	116 (0)	85G(9)ra[Heat] ;155G(9)gr[Heat] ;151G(9)fbo	21	-1	1	3	5	Solo (1d2)	D A E U - -

Category	Elemental	Height	360”	Leftover DP	22
Type	Lord	Length	120”	Outlook	Dominant
Archetype	Spell user	Weight	0Lbs.	Treasure	0

Ag	14	Co	3	Em	-1	In	11	Me	4	Pr	1	Qu	12	Re	-4	SD	5	St	2

Attack: Elemental bolt V [Fire Bolt, G, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Increase attack size III [Attack, +3 Size] (30 DP) Elemental internals V [Fire, Attack, E] (30 DP) Accurate attacks II [Attack, 10] (30 DP) Elemental immolation V [Fire, E, 5'R] (45 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Fire, 1 H/ rnd] (25 DP) Elemental immunity [Fire] (20 DP) Proof, elemental I [Ice, -1Size] (15 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material Susceptibility II [Water, 10] (-20 DP) Regeneration, damage [Regeneration, damage, Fire] (30 DP)
Form: Body: elemental energy [Fire, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Fire Ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, gigantic [Fire] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental VII [VI+] (-7 DP) Hierarchy, elemental III [Element, VI] (25 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Mag.Fly.Cont.: 80
Skills: Perc.: 227 Fly.: 238
Spells: Cha 720 **PP:** 185
Racial:

Stats	Ag	4	Co	0	Em	-4	Em	-4	In	-4	Pr	-4	Qu	4	Re	-4	SD	0	St	2
Base Hits	25	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0								
Base Endurance	0	**Healing rate**	x1		**Stride**	-60	**AT**	Armor, insubstantial (AT 1)												

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio

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Elemental Savant, ice (VI+)	40G	Slith.Sidew.: 59	8	E(10)	X @# -	129 (209)	99	AT 4(N)	104 (0)	96E(10)ra[Cold] ;166E(10)gr[Cold] ;164E(10)ibo	21	-1	1	7	5	Solo (1d2)	I E - - - -

Category	Elemental	**Height**	360”	**Leftover DP**	29
Type	Lord	**Length**	120”	**Outlook**	Dominant
Archetype	Spell user	**Weight**	71340Lbs.	**Treasure**	0

Ag	12	**Co**	7	**Em**	-1	**In**	11	**Me**	4	**Pr**	1	**Qu**	8	**Re**	-4	**SD**	5	**St**	2

Attack: Elemental bolt III [Ice Bolt, G, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (30 DP) Increase attack size III [Attack, +3 Size] (30 DP) Elemental internals V [Ice, Attack, E] (30 DP) Material destruction III [Brittle/ earth, 5cu', 1 rnd] (40 DP) Elemental immolation V [Ice, E, 5'R] (45 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Ice, 1 H/ rnd] (25 DP) Elemental immunity [Ice] (20 DP) Proof, elemental I [Water, -1Size] (15 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material Susceptibility II [Fire, 10] (-20 DP) Regeneration, damage [Regeneration, damage, Ice] (30 DP)
Form: Body: elemental energy [Ice, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Cold Ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, gigantic [Ice] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental VII [VI+] (-7 DP) Hierarchy, elemental III [Element, VI] (25 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Slith.Sidew.: 59 Swim.Web: 0
Skills: Perc.: 244 Run.: 249
Spells: Cha 720 **PP:** 209
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	0	**Re**	-4	**SD**	0	**St**	2	
Base Hits		30	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0					
Base Endurance		0	**Healing rate**		x1		**Stride**		-60	**AT**		Armor, brittle soft crystaline (AT 4)									

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elemental Savant, lightning (VI+)	40G	Mag.Fly. Cont.: 80	13	G(9)	X @# -	118 (198)	93	AT 1(N)	169 (0)	98G(9)ra[Electricity] ;168G(9)gr[Electricity] ;168G(9)lbo	21	-1	1	5	3	Solo (1d2)	P J E - - -

Category	Elemental	**Height**	360”	**Leftover DP**	-3
Type	Lord	**Length**	120”	**Outlook**	Dominant
Archetype	Spell user	**Weight**	0Lbs.	**Treasure**	0

Ag	14	**Co**	5	**Em**	-1	**In**	11	**Me**	4	**Pr**	1	**Qu**	13	**Re**	-4	**SD**	3	**St**	0

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Attack: Elemental bolt VI [Lightning Bolt, G, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (45 DP) Increase attack size III [Attack, +3 Size] (30 DP) Elemental internals V [Lightning, Attack, E] (30 DP) Adrenal defense X [50] (50 DP) Elemental immolation V [Lightning, E, 5'R] (45 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Lightning, 1 H/ rnd] (25 DP) Elemental immunity [Lightning] (20 DP) Proof, elemental I [Wind, -1Size] (15 DP) Elemental vulnerability I [Earth, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material Susceptibility II [Earth, 10] (-20 DP) Regeneration, damage [Regeneration, damage, Lightning] (30 DP)
Form: Body: elemental energy [Lightning, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Lightning Ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, gigantic [Lightning] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental VII [VI+] (-7 DP) Hierarchy, elemental III [Element, VI] (25 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Sight: stomatopod (25 DP)
Movement: Mag.Fly.Cont.: 80
Skills: Perc.: 242 Fly.: 249
Spells: Cha 720 **PP:** 207
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	5	**Re**	-4	**SD**	-2	**St**	0
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		-60		**AT**		Armor, insubstantial (AT 1)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Elemental Savant, water (VI+)	40G	Swim.No .Res.: 99	10	E(10)	X @# -	119 (199)	99	AT 1(N)	110 (0)	96E(10)ra[Impact] ;166E(10)gr[Impact] ;166E(10)wbo	21	-1	1	7	5	Solo (1d2)	E O - - - -

Category	Elemental	**Height**	360”	**Leftover DP**	15
Type	Lord	**Length**	120”	**Outlook**	Dominant
Archetype	Spell user	**Weight**	76193Lbs.	**Treasure**	0

Ag	14	**Co**	7	**Em**	-1	**In**	11	**Me**	4	**Pr**	1	**Qu**	10	**Re**	-4	**SD**	5	**St**	2

Attack: Elemental bolt II [Water Bolt, G, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (25 DP) Increase attack size III [Attack, +3 Size] (30 DP) Elemental internals V [Water, Attack, E] (30 DP) Grip, smothering II (35 DP) Elemental immolation V [Water, E, 5'R] (45 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Water, 1 H/ rnd] (25 DP) Elemental immunity [Water] (20 DP) Proof, elemental I [Fire, -1Size] (15 DP) Elemental vulnerability I [Ice, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material Susceptibility II [Ice, 10] (-20 DP) Regeneration, damage [Regeneration, damage, Water] (30 DP)
Form: Body: elemental energy [Water, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Blast ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, gigantic [Water] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental VII [VI+] (-7 DP) Hierarchy, elemental III [Element, VI] (25 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Smell: shark (25 DP)
Movement: Swim.No.Res.: 99 Slith.Sidew.: 0

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Skills: Perc.: 242 Swim.: 251 Run.: 131
Spells: Cha 720 **PP:** 209
Racial:

Stats	**Ag**	4	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	2	**Re**	-4	**SD**	0	**St**	2
Base Hits			20		**Base RR**		Ch		0	**Ess**		0			**Me**	0		**Ph**	0	**Fe**	0
Base Endurance			0		**Healing rate**		x1			**Stride**		-60			**AT**	Armor, insubstantial (AT 1)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Elemental Savant, wind (VI+)	40G	Mag.Fly. Cont.: 80	12	E(10)	X @# -	111 (191)	91	AT 1(N)	166 (0)	94E(10)ra[Impact] ;164E(10)gr[Impact] ;166H(8)wbo	21	-1	1	3	5	Solo (1d2)	E U W - - -

Category	Elemental	**Height**	360”	**Leftover DP**	20
Type	Lord	**Length**	120”	**Outlook**	Dominant
Archetype	Spell user	**Weight**	920Lbs.	**Treasure**	0

Ag	16	**Co**	3	**Em**	-1	**In**	11	**Me**	4	**Pr**	1	**Qu**	12	**Re**	-4	**SD**	5	**St**	-4

Attack: Elemental bolt II [Blast bolt, L, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (25 DP) Increase attack size I [Attack, +1 Size] (10 DP) Elemental internals V [Wind, Attack, E] (30 DP) Adrenal defense X [50] (50 DP) Elemental immolation V [Wind, E, 5'R] (45 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Wind, 1 H/ rnd] (25 DP) Elemental immunity [Wind] (20 DP) Proof, elemental I [Earth, -1Size] (15 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material Susceptibility II [Lightning, 10] (-20 DP) Regeneration, damage [Regeneration, damage, Wind] (30 DP)
Form: Body: elemental energy [Wind, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Blast ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, gigantic [Wind] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental VII [VI+] (-7 DP) Hierarchy, elemental III [Element, VI] (25 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Air: air movement detection (25 DP)
Movement: Mag.Fly.Cont.: 80
Skills: Perc.: 240 Fly.: 249
Spells: Cha 720 **PP:** 205
Racial:

Stats	**Ag**	6	**Co**	0	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	4	**Re**	-4	**SD**	0	**St**	-4
Base Hits			20		**Base RR**		Ch		0	**Ess**		0			**Me**	0		**Ph**	0	**Fe**	0
Base Endurance			0		**Healing rate**		x1			**Stride**		-60			**AT**	Armor, insubstantial (AT 1)				

Name	**Lvl**	**BMR**	**Ini**	**Siz**	**Crit**	**Hits**	**En**	**AT**	**DB**	**OB**	**RRC**	**RRE**	**RR**	**R**	**R**	**Encouter**	**Bio**

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			t	e			d		(Sh)				M	RP	RF		
Elemental, earth, mighty (VI+)	31H	Root.Glide: 116	1	E(10)	X @# -	232 (394)	197	AT 7(N)	105 (0)	164E(10)ra[Impact] ;180E(10)gr[Impact] ;180E(10)ibo	11	-4	-4	14	7	Solo (1d2)	A E U - - -

Category	Elemental	**Height**	360”	**Leftover DP**	-37
Type	Elemental	**Length**	120”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	132171Lbs.	**Treasure**	0

Ag	6	**Co**	14	**Em**	-4	**In**	1	**Me**	-1	**Pr**	-4	**Qu**	1	**Re**	1	**SD**	7	**St**	19

Attack: Elemental bolt IV [Earth bolt, G, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (35 DP) Increase attack size III [Attack, +3 Size] (30 DP) Elemental internals V [Earth, Attack, E] (30 DP) Material destruction IV [Stone, 1cu', 1 rnd] (50 DP) Elemental immolation V [Earth, E, 5'R] (45 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Earth, 1 H/ rnd] (25 DP) Elemental immunity [Earth] (20 DP) Proof, elemental I [Lightning, -1Size] (15 DP) Elemental vulnerability I [Wind, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Wind, 10] (-20 DP)
Form: Body: elemental energy [Earth, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Earth ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, gigantic [Earth] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental VII [VI+] (-7 DP) Hierarchy, elemental III [Element, VI] (25 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Touch: spider slit sensillae (20 DP)
Movement: Root.Glide: 116
Skills: Perc.: 143 Run.: 154
Spells: Cha 2 **PP:** 46
Racial:

Stats	**Ag**	-2	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	-2	**Re**	-4	**SD**	2	**St**	4

Base Hits	35	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, brittle crystaline skin (AT 7)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elemental, earth, moderate (IV)	17H	Root.Glide: 28	1	L(7)	VII @# -	192 (326)	157	AT 7(N)	77 (0)	123L(7)ra[Impact] ;142L(7)gr[Impact] ;154L(7)ibo	9	-4	-4	9	5	Solo (1d2)	A E U - - -

Category	Elemental	**Height**	96”	**Leftover DP**	-43
Type	Elemental	**Length**	32”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	2506Lbs.	**Treasure**	0

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Ag	3	Co	9	Em	-4	In	-1	Me	-1	Pr	-4	Qu	1	Re	-1	SD	5	St	9

Attack: Elemental bolt IV [Earth bolt, L, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (35 DP) Increase attack size I [Attack, +1 Size] (10 DP) Elemental internals V [Earth, Attack, E] (30 DP) Material destruction IV [Stone, 1cu', 1 rnd] (50 DP) Elemental immolation III [Earth, C, 5'R] (30 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Earth, 1 H/ rnd] (25 DP) Elemental immunity [Earth] (20 DP) Proof, elemental I [Lightning, -1Size] (15 DP) Elemental vulnerability I [Wind, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Wind, 10] (-20 DP)
Form: Body: elemental energy [Earth, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Earth ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, medium [Earth] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental IV [IV] (-4 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Touch: spider slit sensillae (20 DP)
Movement: Root.Glide: 28
Skills: Perc.: 100 Run.: 103
Spells: Cha 1 **PP:** 36
Racial:

Stats	Ag	-2	Co	4	Em	-4	Em	-4	In	-4	Pr	-4	Qu	-2	Re	-4	SD	2	St	4

Base Hits	35	Base RR	Ch	0	Ess	0	Me	0	Ph	0	Fe	0
Base Endurance	0	Healing rate	x1		Stride	0	AT	Armor, brittle crystaline skin (AT 7)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elemental, earth, petty (II)	9H	Root.Glide: 12	-1	B(6)	VI @# -	144 (236)	109	AT 7(N)	55 (0)	116B(6)ra[Impact] ;136B(6)gr[Impact] ;101B(6)ibo	7	-4	-4	7	3	Solo (1d2)	A E U - - -

Category	Elemental	Height	48”	Leftover DP	-71
Type	Elemental	Length	16”	Outlook	Berserk
Archetype	Offensive	Weight	313Lbs.	Treasure	0

Ag	1	Co	7	Em	-4	In	-3	Me	-3	Pr	-4	Qu	-1	Re	-3	SD	3	St	7

Attack: Elemental bolt IV [Earth bolt, M, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (35 DP) Elemental internals II [Earth, Attack, B] (15 DP) Material destruction IV [Stone, 1cu', 1 rnd] (50 DP) Elemental immolation I [Earth, A, 5'R] (20 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Earth, 1 H/ rnd] (25 DP) Elemental immunity [Earth] (20 DP) Proof, elemental I [Lightning, -1Size] (15 DP) Elemental vulnerability I [Wind, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Wind, 10] (-20 DP)
Form: Body: elemental energy [Earth, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Earth ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, tiny [Earth] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental II [II] (-2 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Touch: spider slit sensillae (20 DP)

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Movement: Root.Glide: 12
Skills: Perc.: 63 Run.: 93
Spells: Cha 0 **PP:** 9
Racial:

Stats	Ag	-2	Co	4	Em	-4	Em	-4	In	-4	Pr	-4	Qu	-2	Re	-4	SD	2	St	4
Base Hits	35	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0								
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, brittle crystaline skin (AT 7)												

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elemental, earth, slight (I)	5H	Root.Glide: 6	-1	M(5)	V @# -	108 (168)	73	AT 7(N)	47 (0)	63M(5)ra[Impact] ;81M(5)gr[Impact] ;64M(5)ibo	7	-4	-4	5	3	Solo (1d2)	A E U - - -

Category	Elemental	**Height**	30”	**Leftover DP**	-70
Type	Elemental	**Length**	10”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	77Lbs.	**Treasure**	0

Ag	-1	Co	5	Em	-4	In	-3	Me	-3	Pr	-4	Qu	-1	Re	-3	SD	3	St	5

Attack: Elemental bolt IV [Earth bolt, S, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (35 DP) Decrease attack size I [Attack, -1 Size] (-10 DP) Elemental internals I [Earth, Attack, A] (10 DP) Material destruction IV [Stone, 1cu', 1 rnd] (50 DP) Elemental immolation I [Earth, A, 5'R] (20 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Earth, 1 H/ rnd] (25 DP) Elemental immunity [Earth] (20 DP) Proof, elemental I [Lightning, -1Size] (15 DP) Elemental vulnerability I [Wind, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Wind, 10] (-20 DP)
Form: Body: elemental energy [Earth, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Earth ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, diminutive [Earth] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental I [I] (-1 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Touch: spider slit sensillae (20 DP)
Movement: Root.Glide: 6
Skills: Perc.: 33 Run.: 51
Spells: Cha 0 **PP:** 3
Racial:

Stats	Ag	-2	Co	4	Em	-4	Em	-4	In	-4	Pr	-4	Qu	-2	Re	-4	SD	2	St	4
Base Hits	35	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0								
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, brittle crystaline skin (AT 7)												

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elemental, earth, stout (V)	21H	Root.Glide: 52	1	H(8)	VIII @# -	206 (348)	171	AT 7(N)	85 (0)	146H(8)ra[Impact] ;157H(8)gr[Impact] ;142H(8)ibo	9	-4	-4	12	5	Solo (1d2)	A E U - - -

Category	Elemental	**Height**	168”	**Leftover DP**	-44
Type	Elemental	**Length**	56”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	13432Lbs.	**Treasure**	0

Ag	4	Co	12	Em	-4	In	-1	Me	-1	Pr	-4	Qu	1	Re	-1	SD	5	St	12

Attack: Elemental bolt IV [Earth bolt, H, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (35 DP) Increase attack size II [Attack, +2 Size] (20 DP) Elemental internals IV [Earth, Attack, D] (25 DP) Material destruction IV [Stone, 1cu', 1 rnd] (50 DP) Elemental immolation IV [Earth, D, 5'R] (40 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Earth, 1 H/ rnd] (25 DP) Elemental immunity [Earth] (20 DP) Proof, elemental I [Lightning, -1Size] (15 DP) Elemental vulnerability I [Wind, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Wind, 10] (-20 DP)
Form: Body: elemental energy [Earth, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Earth ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, large [Earth] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental V [V] (-5 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Touch: spider slit sensillae (20 DP)
Movement: Root.Glide: 52
Skills: Perc.: 100 Run.: 118
Spells: Cha 1 **PP:** 11
Racial:

Stats	Ag	-2	Co	4	Em	-4	Em	-4	In	-4	Pr	-4	Qu	-2	Re	-4	SD	2	St	4

Base Hits	35	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, brittle crystaline skin (AT 7)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elemental, earth, strong (VI)	25H	Root.Glide: 76	1	G(9)	XI @# -	217 (367)	182	AT 7(N)	93 (0)	146G(9)ra[Impact] ;159G(9)gr[Impact] ;148G(9)ibo	10	-4	-4	13	6	Solo (1d2)	A E U - - -

Category	Elemental	**Height**	240”	**Leftover DP**	-35
Type	Elemental	**Length**	80”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	39162Lbs.	**Treasure**	0

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Ag	5	Co	13	Em	-4	In	0	Me	-1	Pr	-4	Qu	1	Re	0	SD	6	St	15

Attack: Elemental bolt IV [Earth bolt, G, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (35 DP) Increase attack size III [Attack, +3 Size] (30 DP) Elemental internals III [Earth, Attack, C] (20 DP) Material destruction IV [Stone, 1cu', 1 rnd] (50 DP) Elemental immolation IV [Earth, D, 5'R] (40 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Earth, 1 H/ rnd] (25 DP) Elemental immunity [Earth] (20 DP) Proof, elemental I [Lightning, -1Size] (15 DP) Elemental vulnerability I [Wind, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Wind, 10] (-20 DP)
Form: Body: elemental energy [Earth, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Earth ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, huge [Earth] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental VI [VI] (-6 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Touch: spider slit sensillae (20 DP)
Movement: Root.Glide: 76
Skills: Perc.: 112 Run.: 124
Spells: Cha 1 **PP:** 17
Racial:

Stats	Ag	-2	Co	4	Em	-4	Em	-4	In	-4	Pr	-4	Qu	-2	Re	-4	SD	2	St	4
Base Hits		35	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0				
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**		Armor, brittle crystaline skin (AT 7)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elemental, earth, weak (III)	13H	Root.Glide: 20	0	L(7)	VII @# -	173 (291)	138	AT 7(N)	66 (0)	124L(7)ra[Impact] ;146L(7)gr[Impact] ;123L(7)ibo	8	-4	-4	8	4	Solo (1d2)	A E U - - -

Category	Elemental	Height	72”	Leftover DP	-72
Type	Elemental	Length	24”	Outlook	Berserk
Archetype	Offensive	Weight	1057Lbs.	Treasure	0

Ag	2	Co	8	Em	-4	In	-2	Me	-2	Pr	-4	Qu	0	Re	-2	SD	4	St	8

Attack: Elemental bolt IV [Earth bolt, M, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (35 DP) Elemental internals IV [Earth, Attack, D] (25 DP) Material destruction IV [Stone, 1cu', 1 rnd] (50 DP) Elemental immolation II [Earth, B, 5'R] (25 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Earth, 1 H/ rnd] (25 DP) Elemental immunity [Earth] (20 DP) Proof, elemental I [Lightning, -1Size] (15 DP) Elemental vulnerability I [Wind, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Wind, 10] (-20 DP)
Form: Body: elemental energy [Earth, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Earth ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, small [Earth] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental III [III] (-3 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Touch: spider slit sensillae (20 DP)

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Movement: Root.Glide: 20
Skills: Perc.: 75 Run.: 100
Spells: Cha 1 **PP:** 11
Racial:

Stats	**Ag**	-2	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	-2	**Re**	-4	**SD**	2	**St**	4
Base Hits		35	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0				
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**		Armor, brittle crystaline skin (AT 7)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Elemental, fire, mighty (VI+)	30H	Mag.Fly. Cont.: 138	7	H(8)	VIII @# -	210 (370)	185	AT 1(N)	131 (0)	180H(8)ra[Heat] ;195H(8)gr[Heat] ;167H(8)fbo	11	-4	-4	10	5	Solo (1d2)	D A E U - -

Category	Elemental	**Height**	360”	**Leftover DP**	7
Type	Elemental	**Length**	120”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	0Lbs.	**Treasure**	0

Ag	12	**Co**	10	**Em**	-4	**In**	1	**Me**	-1	**Pr**	-4	**Qu**	7	**Re**	1	**SD**	5	**St**	17

Attack: Elemental bolt V [Fire Bolt, G, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Increase attack size III [Attack, +3 Size] (30 DP) Elemental internals V [Fire, Attack, E] (30 DP) Accurate attacks II [Fire Bolt, 10] (30 DP) Elemental immolation V [Fire, E, 5'R] (45 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Fire, 1 H/ rnd] (25 DP) Elemental immunity [Fire] (20 DP) Proof, elemental I [Ice, -1Size] (15 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Water, 10] (-20 DP)
Form: Body: elemental energy [Fire, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Fire Ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, gigantic [Fire] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental VII [VI+] (-7 DP) Hierarchy, elemental III [Element, VI] (25 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Mag.Fly.Cont.: 138
Skills: Perc.: 136 Fly.: 163
Spells: Cha 2 **PP:** 20
Racial:

Stats	**Ag**	4	**Co**	0	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	4	**Re**	-4	**SD**	0	**St**	2
Base Hits		25	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0				
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**		Armor, insubstantial (AT 1)								

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elemental, fire, moderate (IV)	16H	Mag.Fly. Cont.: 50	6	M(5)	V @# -	169 (301)	144	AT 1(N)	100 (0)	130M(5)ra[Heat] ;150M(5)gr[Heat] ;134M(5)fbo	8	-4	-4	5	2	Solo (1d2)	D A E U - -

Category	Elemental	**Height**	96”	**Leftover DP**	11
Type	Elemental	**Length**	32”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	0Lbs.	**Treasure**	0

Ag	9	Co	5	Em	-4	In	-2	Me	-2	Pr	-4	Qu	6	Re	-2	SD	2	St	7

Attack: Elemental bolt V [Fire Bolt, M, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Elemental internals V [Fire, Attack, E] (30 DP) Accurate attacks II [Fire Bolt, 10] (30 DP) Elemental immolation III [Fire, C, 5'R] (30 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Fire, 1 H/ rnd] (25 DP) Elemental immunity [Fire] (20 DP) Proof, elemental I [Ice, -1Size] (15 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Water, 10] (-20 DP)
Form: Body: elemental energy [Fire, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Fire Ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, medium [Fire] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental IV [IV] (-4 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Mag.Fly.Cont.: 50
Skills: Perc.: 84 Fly.: 102
Spells: Cha 1 **PP:** 6
Racial:

Stats	Ag	4	Co	0	Em	-4	Em	-4	In	-4	Pr	-4	Qu	4	Re	-4	SD	0	St	2
Base Hits		25	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**		0	**Fe**		0		
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**		Armor, insubstantial (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elemental, fire, petty (II)	8H	Mag.Fly. Cont.: 34	5	S(4)	IV @# -	114 (198)	89	AT 1(N)	81 (0)	114S(4)ra[Heat] ;130S(4)gr[Heat] ;97S(4)fbo	7	-4	-4	2	1	Solo (1d2)	D A E U - -

Category	Elemental	**Height**	48”	**Leftover DP**	-2
Type	Elemental	**Length**	16”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	0Lbs.	**Treasure**	0

Ag	6	Co	2	Em	-4	In	-3	Me	-3	Pr	-4	Qu	5	Re	-3	SD	1	St	4

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Attack: Elemental bolt V [Fire Bolt, S, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Decrease attack size I [Attack, -1 Size] (-10 DP) Elemental internals II [Fire, Attack, B] (15 DP) Accurate attacks I [Fire Bolt, 5] (15 DP) Elemental immolation I [Fire, A, 5'R] (20 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Fire, 1 H/ rnd] (25 DP) Elemental immunity [Fire] (20 DP) Proof, elemental I [Ice, -1Size] (15 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Water, 10] (-20 DP)
Form: Body: elemental energy [Fire, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Fire Ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, tiny [Fire] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental II [II] (-2 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Mag.Fly.Cont.: 34
Skills: Perc.: 55 Fly.: 87
Spells: Cha 0 **PP:** 4
Racial:

Stats	**Ag**	4	**Co**	0	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	4	**Re**	-4	**SD**	0	**St**	2
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, insubstantial (AT 1)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Elemental, fire, slight (I)	4H	Mag.Fly. Cont.: 27	4	T(3)	III @# -	75 (123)	50	AT 1(N)	70 (0)	59T(3)ra[Heat] ;71T(3)gr[Heat] ;55T(3)fbo	6	-4	-4	1	0	Solo (1d2)	D A E U - -

Category	Elemental	**Height**	30”	**Leftover DP**	-11
Type	Elemental	**Length**	10”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	0Lbs.	**Treasure**	0

Ag	5	**Co**	1	**Em**	-4	**In**	-4	**Me**	-4	**Pr**	-4	**Qu**	4	**Re**	-4	**SD**	0	**St**	3

Attack: Elemental bolt V [Fire Bolt, S, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Decrease attack size I [Attack, -1 Size] (-10 DP) Elemental internals I [Fire, Attack, A] (10 DP) Accurate attacks I [Fire Bolt, 5] (15 DP) Elemental immolation I [Fire, A, 5'R] (20 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Fire, 1 H/ rnd] (25 DP) Elemental immunity [Fire] (20 DP) Proof, elemental I [Ice, -1Size] (15 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Water, 10] (-20 DP)
Form: Body: elemental energy [Fire, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Fire Ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, diminutive [Fire] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental I [I] (-1 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Mag.Fly.Cont.: 27
Skills: Perc.: 22 Fly.: 45
Spells: Cha 0 **PP:** -3
Racial:

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Stats	Ag	4	Co	0	Em	-4	Em	-4	In	-4	Pr	-4	Qu	4	Re	-4	SD	0	St	2
Base Hits		25	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x1		Stride		0	AT		Armor, insubstantial (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elemental, fire, stout (V)	20H	Mag.Fly. Cont.: 74	7	B(6)	VI @# -	182 (322)	15 7	AT 1(N)	111 (0)	144B(6)ra[Heat] ;154B(6)gr[Heat] ;143B(6)fbo	9	-4	-4	7	3	Solo (1d2)	D A E U - -

Category	Elemental	Height	168”	Leftover DP	10
Type	Elemental	Length	56”	Outlook	Berserk
Archetype	Offensive	Weight	0Lbs.	Treasure	0

Ag	10	Co	7	Em	-4	In	-1	Me	-1	Pr	-4	Qu	7	Re	-1	SD	3	St	9

Attack: Elemental bolt V [Fire Bolt, L, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Increase attack size I [Attack, +1 Size] (10 DP) Elemental internals IV [Fire, Attack, D] (25 DP) Accurate attacks II [Fire Bolt, 10] (30 DP) Elemental immolation IV [Fire, D, 5'R] (40 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Fire, 1 H/ rnd] (25 DP) Elemental immunity [Fire] (20 DP) Proof, elemental I [Ice, -1Size] (15 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Water, 10] (-20 DP)
Form: Body: elemental energy [Fire, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Fire Ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, large [Fire] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental V [V] (-5 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Mag.Fly.Cont.: 74
Skills: Perc.: 95 Fly.: 112
Spells: Cha 1 **PP:** 6
Racial:

Stats	Ag	4	Co	0	Em	-4	Em	-4	In	-4	Pr	-4	Qu	4	Re	-4	SD	0	St	2
Base Hits		25	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x1		Stride		0	AT		Armor, insubstantial (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elemental, fire, strong (VI)	24H	Mag.Fly. Cont.: 98	7	L(7)	VII @# -	195 (343)	17 0	AT 1(N)	119 (0)	147L(7)ra[Heat] ;159L(7)gr[Heat] ;149L(7)fbo	10	-4	-4	9	4	Solo (1d2)	D A E U - -

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Category	Elemental	**Height**	240”	**Leftover DP**	34
Type	Elemental	**Length**	80”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	0Lbs.	**Treasure**	0

Ag	11	**Co**	9	**Em**	-4	**In**	0	**Me**	-1	**Pr**	-4	**Qu**	7	**Re**	0	**SD**	4	**St**	12

Attack: Elemental bolt V [Fire Bolt, H, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Increase attack size II [Attack, +2 Size] (20 DP) Elemental internals III [Fire, Attack, C] (20 DP) Accurate attacks I [Fire Bolt, 5] (15 DP) Elemental immolation IV [Fire, D, 5'R] (40 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Fire, 1 H/ rnd] (25 DP) Elemental immunity [Fire] (20 DP) Proof, elemental I [Ice, -1Size] (15 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Water, 10] (-20 DP)
Form: Body: elemental energy [Fire, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Fire Ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, huge [Fire] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental VI [VI] (-6 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Mag.Fly.Cont.: 98
Skills: Perc.: 104 Fly.: 121
Spells: Cha 1 **PP:** 6
Racial:

Stats	**Ag**	4	**Co**	0	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	4	**Re**	-4	**SD**	0	**St**	2
Base Hits		25	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0						
Base Endurance		0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, insubstantial (AT 1)										

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Elemental, fire, weak (III)	12H	Mag.Fly. Cont.: 42	6	M(5)	V @# -	147 (259)	122	AT 1(N)	92 (0)	120M(5)ra[Heat] ;140M(5)gr[Heat] ;121M(5)fbo	8	-4	-4	4	2	Solo (1d2)	D A E U - -

Category	Elemental	**Height**	72”	**Leftover DP**	-13
Type	Elemental	**Length**	24”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	0Lbs.	**Treasure**	0

Ag	8	**Co**	4	**Em**	-4	**In**	-2	**Me**	-2	**Pr**	-4	**Qu**	6	**Re**	-2	**SD**	2	**St**	6

Attack: Elemental bolt V [Fire Bolt, M, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Elemental internals IV [Fire, Attack, D] (25 DP) Accurate attacks I [Fire Bolt, 5] (15 DP) Elemental immolation II [Fire, B, 5'R] (25 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Fire, 1 H/ rnd] (25 DP) Elemental immunity [Fire] (20 DP) Proof, elemental I [Ice, -1Size] (15 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Water, 10] (-20 DP)
Form: Body: elemental energy [Fire, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Fire Ball, 1'R/ lvl, 10] (30 DP)

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Miscellaneous: Elemental spirit, small [Fire] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental III [III] (-3 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Mag.Fly.Cont.: 42
Skills: Perc.: 69 Fly.: 94
Spells: Cha 1 **PP:** 7
Racial:

Stats	**Ag**	4	**Co**	0	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	4	**Re**	-4	**SD**	0	**St**	2
Base Hits		25	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0								
Base Endurance		0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, insubstantial (AT 1)											

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Elemental, ice, mighty (VI+)	30H	Slith.Sidew.: 117	3	E(10)	X @# -	171 (286)	141	AT 4(N)	109 (0)	165E(10)ra[Cold] ;180E(10)gr[Cold] ;156E(10)ibo	11	-1	-1	9	8	Solo (1d2)	I E - - - -

Category	Elemental	**Height**	360”	**Leftover DP**	-81
Type	Elemental	**Length**	120”	**Outlook**	Berserk
Archetype	Stealth	**Weight**	71340Lbs.	**Treasure**	0

Ag	17	**Co**	9	**Em**	-1	**In**	1	**Me**	-4	**Pr**	-1	**Qu**	3	**Re**	6	**SD**	8	**St**	7

Attack: Elemental bolt III [Ice Bolt, G, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (30 DP) Increase attack size III [Attack, +3 Size] (30 DP) Elemental internals V [Ice, Attack, E] (30 DP) Material destruction III [Brittle/ earth, 5cu', 1 rnd] (40 DP) Elemental immolation V [Ice, E, 5'R] (45 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Ice, 1 H/ rnd] (25 DP) Elemental immunity [Ice] (20 DP) Proof, elemental I [Water, -1Size] (15 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Fire, 10] (-20 DP)
Form: Body: elemental energy [Ice, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Cold Ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, gigantic [Ice] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental VII [VI+] (-7 DP) Hierarchy, elemental III [Element, VI] (25 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Slith.Sidew.: 117 Swim.Web: 0
Skills: Perc.: 164 Run.: 192
Spells: Cha 5 **PP:** 24
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	0	**Re**	-4	**SD**	0	**St**	2
Base Hits		30	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0								
Base Endurance		0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, brittle soft crystaline (AT 4)											

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elemental, ice, moderate (IV)	16H	Slith.Sidew.: 29	2	L(7)	VII @# -	135 (223)	105	AT 4(N)	78 (0)	104L(7)ra[Cold] ;132L(7)gr[Cold] ;118L(7)ibo	8	-2	-2	6	5	Solo (1d2)	I E - - - -

Category	Elemental	**Height**	96”	**Leftover DP**	-59
Type	Elemental	**Length**	32”	**Outlook**	Berserk
Archetype	Stealth	**Weight**	1352Lbs.	**Treasure**	0

Ag	7	Co	6	Em	-2	In	-2	Me	-4	Pr	-2	Qu	2	Re	1	SD	5	St	4

Attack: Elemental bolt III [Ice Bolt, L, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (30 DP) Increase attack size I [Attack, +1 Size] (10 DP) Elemental internals V [Ice, Attack, E] (30 DP) Material destruction III [Brittle/ earth, 5cu', 1 rnd] (40 DP) Elemental immolation III [Ice, C, 5'R] (30 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Ice, 1 H/ rnd] (25 DP) Elemental immunity [Ice] (20 DP) Proof, elemental I [Water, -1Size] (15 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Fire, 10] (-20 DP)
Form: Body: elemental energy [Ice, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Cold Ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, medium [Ice] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental IV [IV] (-4 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Slith.Sidew.: 29 Swim.Web: 0
Skills: Perc.: 130 Run.: 150
Spells: Cha 3 **PP:** 12
Racial:

Stats	Ag	2	Co	4	Em	-4	Em	-4	In	-4	Pr	-4	Qu	0	Re	-4	SD	0	St	2
Base Hits		30	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**		0	**Fe**		0		
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**		Armor, brittle soft crystaline (AT 4)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elemental, ice, petty (II)	8H	Slith.Sidew.: 12	1	M(5)	V @# -	98 (154)	68	AT 4(N)	59 (0)	79M(5)ra[Cold] ;99M(5)gr[Cold] ;92M(5)ibo	7	-3	-3	5	2	Solo (1d2)	I E - - - -

Category	Elemental	**Height**	48”	**Leftover DP**	-36
Type	Elemental	**Length**	16”	**Outlook**	Berserk
Archetype	Stealth	**Weight**	169Lbs.	**Treasure**	0

Ag	4	Co	5	Em	-3	In	-3	Me	-4	Pr	-3	Qu	1	Re	-2	SD	2	St	3

Attack: Elemental bolt III [Ice Bolt, M, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (30 DP) Elemental internals II [Ice, Attack, B] (15 DP) Material destruction III [Brittle/ earth, 5cu', 1 rnd] (40 DP) Elemental immolation I [Ice, A, 5'R] (20 DP)

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Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Ice, 1 H/ rnd] (25 DP) Elemental immunity [Ice] (20 DP) Proof, elemental I [Water, -1Size] (15 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Fire, 10] (-20 DP)
Form: Body: elemental energy [Ice, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Cold Ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, tiny [Ice] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental II [II] (-2 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Slith.Sidew.: 12 Swim.Web: 0
Skills: Perc.: 99 Run.: 117
Spells: Cha 1 **PP:** 12
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	0	**Re**	-4	**SD**	0	**St**	2
Base Hits		30		**Base RR**	Ch	0	**Ess**	0		**Me**	0		**Ph**	0	**Fe**	0				
Base Endurance		0		**Healing rate**	x1		**Stride**	0		**AT**	Armor, brittle soft crystaline (AT 4)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Elemental, ice, slight (I)	4H	Slith.Sidew.: 6	0	S(4)	IV @# -	69 (99)	39	AT 4(N)	48 (0)	39S(4)ra[Cold] ;51S(4)gr[Cold] ;46S(4)ibo	6	-4	-4	4	1	Solo (1d2)	I E - - - -

Category	Elemental	**Height**	30”	**Leftover DP**	-27
Type	Elemental	**Length**	10”	**Outlook**	Berserk
Archetype	Stealth	**Weight**	41Lbs.	**Treasure**	0

Ag	3	**Co**	4	**Em**	-4	**In**	-4	**Me**	-4	**Pr**	-4	**Qu**	0	**Re**	-3	**SD**	1	**St**	2

Attack: Elemental bolt III [Ice Bolt, S, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (30 DP) Decrease attack size I [Attack, -1 Size] (-10 DP) Elemental internals I [Ice, Attack, A] (10 DP) Material destruction III [Brittle/ earth, 5cu', 1 rnd] (40 DP) Elemental immolation I [Ice, A, 5'R] (20 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Ice, 1 H/ rnd] (25 DP) Elemental immunity [Ice] (20 DP) Proof, elemental I [Water, -1Size] (15 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Fire, 10] (-20 DP)
Form: Body: elemental energy [Ice, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Cold Ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, diminutive [Ice] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental I [I] (-1 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Slith.Sidew.: 6 Swim.Web: 0
Skills: Perc.: 52 Run.: 65
Spells: Cha 0 **PP:** 0
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	0	**Re**	-4	**SD**	0	**St**	2
Base Hits		30		**Base RR**	Ch	0	**Ess**	0		**Me**	0		**Ph**	0	**Fe**	0				
Base Endurance		0		**Healing**	x1		**Stride**	0		**AT**	Armor, brittle soft crystaline (AT 4)									

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Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Elemental, ice, stout (V)	20H	Slith.Sidew.: 53	3	H(8)	VIII @# -	150 (250)	120	AT 4(N)	89 (0)	110H(8)ra[Cold] ;140H(8)gr[Cold] ;133H(8)ibo	9	-1	-1	7	6	Solo (1d2)	I E - - - -

Category	Elemental	**Height**	168”	**Leftover DP**	-68
Type	Elemental	**Length**	56”	**Outlook**	Berserk
Archetype	Stealth	**Weight**	7250Lbs.	**Treasure**	0

Ag	9	**Co**	7	**Em**	-1	**In**	-1	**Me**	-4	**Pr**	-1	**Qu**	3	**Re**	3	**SD**	6	**St**	5

Attack: Elemental bolt III [Ice Bolt, H, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (30 DP) Increase attack size II [Attack, +2 Size] (20 DP) Elemental internals IV [Ice, Attack, D] (25 DP) Material destruction III [Brittle/ earth, 5cu', 1 rnd] (40 DP) Elemental immolation IV [Ice, D, 5'R] (40 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Ice, 1 H/ rnd] (25 DP) Elemental immunity [Ice] (20 DP) Proof, elemental I [Water, -1Size] (15 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Fire, 10] (-20 DP)
Form: Body: elemental energy [Ice, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Cold Ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, large [Ice] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental V [V] (-5 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Slith.Sidew.: 53 Swim.Web: 0
Skills: Perc.: 137 Run.: 152
Spells: Cha 3 **PP:** 11
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	0	**Re**	-4	**SD**	0	**St**	2	
Base Hits		30		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**		0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, brittle soft crystaline (AT 4)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Elemental, ice, strong (VI)	24H	Slith.Sidew.: 77	3	G(9)	IX @# -	159 (265)	129	AT 4(N)	97 (0)	119G(9)ra[Cold] ;143G(9)gr[Cold] ;136G(9)ibo	10	-1	-1	8	7	Solo (1d2)	I E - - - -

Category	Elemental	**Height**	240”	**Leftover DP**	-57
Type	Elemental	**Length**	80”	**Outlook**	Berserk
Archetype	Stealth	**Weight**	21138Lbs.	**Treasure**	0

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Ag	12	Co	8	Em	-1	In	0	Me	-4	Pr	-1	Qu	3	Re	5	SD	7	St	6

Attack: Elemental bolt III [Ice Bolt, H, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (30 DP) Increase attack size II [Attack, +2 Size] (20 DP) Elemental internals III [Ice, Attack, C] (20 DP) Material destruction III [Brittle/ earth, 5cu', 1 rnd] (40 DP) Elemental immolation IV [Ice, D, 5'R] (40 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Ice, 1 H/ rnd] (25 DP) Elemental immunity [Ice] (20 DP) Proof, elemental I [Water, -1Size] (15 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Fire, 10] (-20 DP)
Form: Body: elemental energy [Ice, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Cold Ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, huge [Ice] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental VI [VI] (-6 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Slith.Sidew.: 77 Swim.Web: 0
Skills: Perc.: 142 Run.: 157
Spells: Cha 4 **PP:** 10
Racial:

Stats	Ag	2	Co	4	Em	-4	Em	-4	In	-4	Pr	-4	Qu	0	Re	-4	SD	0	St	2
Base Hits		30	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x1		Stride		0	AT		Armor, brittle soft crystaline (AT 4)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elemental, ice, weak (III)	12H	Slith.Sidew.: 21	2	B(6)	VI @# -	120 (194)	90	AT 4(N)	70 (0)	87B(6)ra[Cold] ;111B(6)gr[Cold] ;106B(6)ibo	8	-2	-2	6	4	Solo (1d2)	I E - - - -

Category	Elemental	Height	72”	Leftover DP	-55
Type	Elemental	Length	24”	Outlook	Berserk
Archetype	Stealth	Weight	570Lbs.	Treasure	0

Ag	6	Co	6	Em	-2	In	-2	Me	-4	Pr	-2	Qu	2	Re	0	SD	4	St	4

Attack: Elemental bolt III [Ice Bolt, L, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (30 DP) Increase attack size I [Attack, +1 Size] (10 DP) Elemental internals IV [Ice, Attack, D] (25 DP) Material destruction III [Brittle/ earth, 5cu', 1 rnd] (40 DP) Elemental immolation II [Ice, B, 5'R] (25 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Ice, 1 H/ rnd] (25 DP) Elemental immunity [Ice] (20 DP) Proof, elemental I [Water, -1Size] (15 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Fire, 10] (-20 DP)
Form: Body: elemental energy [Ice, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Cold Ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, small [Ice] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental III [III] (-3 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Slith.Sidew.: 21 Swim.Web: 0
Skills: Perc.: 120 Run.: 133
Spells: Cha 2 **PP:** 9
Racial:

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Stats	Ag	2	Co	4	Em	-4	Em	-4	In	-4	Pr	-4	Qu	0	Re	-4	SD	0	St	2
Base Hits		30	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x1		Stride		0	AT		Armor, brittle soft crystaline (AT 4)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elemental, lightning, mighty (VI+)	32H	Mag.Fly. Cont.: 138	6	H(8)	VIII @# -	199 (347)	174	AT 1(N)	177 (0)	172H(8)ra[Electricity] ;188H(8)gr[Electricity] ;182H(8)lbo	9	-4	-1	10	6	Solo (1d2)	P J E - - -

Category	Elemental	Height	360”	Leftover DP	6
Type	Elemental	Length	120”	Outlook	Berserk
Archetype	Discipline	Weight	0Lbs.	Treasure	0

Ag	14	Co	10	Em	-4	In	-1	Me	-4	Pr	-1	Qu	6	Re	6	SD	6	St	8

Attack: Elemental bolt VI [Lightning Bolt, G, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (45 DP) Increase attack size III [Attack, +3 Size] (30 DP) Elemental internals V [Lightning, Attack, E] (30 DP) Adrenal defense IX [45] (45 DP) Elemental immolation V [Lightning, E, 5'R] (45 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Lightning, 1 H/ rnd] (25 DP) Elemental immunity [Lightning] (20 DP) Proof, elemental I [Wind, -1Size] (15 DP) Elemental vulnerability I [Earth, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Earth, 10] (-20 DP)
Form: Body: elemental energy [Lightning, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Lightning Ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, gigantic [Lightning] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental VII [VI+] (-7 DP) Hierarchy, elemental III [Element, VI] (25 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Sight: stomatopod (25 DP)
Movement: Mag.Fly.Cont.: 138
Skills: Perc.: 160 Fly.: 174
Spells: Cha 6 **PP:** 25
Racial:

Stats	Ag	4	Co	2	Em	-4	Em	-4	In	-4	Pr	-4	Qu	6	Re	-4	SD	-2	St	0
Base Hits		25	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x1		Stride		0	AT		Armor, insubstantial (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elemental,	18H	Mag.Fly.	6	M(	V	166	14	AT	134	135M(5)ra[Electricity] ;150M(5)gr[Electricity]	9	-4	-1	8	4	Solo	P J E -

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lightning, moderate (IV)		Cont.: 50		5)	@# -	(287)	1	1(N)	(0)	;144M(5)lbo						(1d2)	- -

Category	Elemental	**Height**	96”	**Leftover DP**	25
Type	Elemental	**Length**	32”	**Outlook**	Berserk
Archetype	Discipline	**Weight**	0Lbs.	**Treasure**	0

Ag	10	**Co**	8	**Em**	-4	**In**	-1	**Me**	-4	**Pr**	-1	**Qu**	6	**Re**	2	**SD**	4	**St**	6

Attack: Elemental bolt VI [Lightning Bolt, M, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (45 DP) Elemental internals V [Lightning, Attack, E] (30 DP) Adrenal defense VI [30] (30 DP) Elemental immolation III [Lightning, C, 5'R] (30 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Lightning, 1 H/ rnd] (25 DP) Elemental immunity [Lightning] (20 DP) Proof, elemental I [Wind, -1Size] (15 DP) Elemental vulnerability I [Earth, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Earth, 10] (-20 DP)
Form: Body: elemental energy [Lightning, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Lightning Ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, medium [Lightning] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental IV [IV] (-4 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Sight: stomatopod (25 DP)
Movement: Mag.Fly.Cont.: 50
Skills: Perc.: 123 Fly.: 137
Spells: Cha 3 **PP:** 14
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	6	**Re**	-4	**SD**	-2	**St**	0
Base Hits		25			**Base RR**		Ch		0	**Ess**		0			**Me**	0		**Ph**	0	**Fe**	0
Base Endurance		0			**Healing rate**		x1			**Stride**		0			**AT**	Armor, insubstantial (AT 1)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Elemental, lightning, petty (II)	10H	Mag.Fly. Cont.: 34	6	S(4)	IV @# -	116 (196)	91	AT 1(N)	103 (0)	110S(4)ra[Electricity] ;130S(4)gr[Electricity] ;116S(4)lbo	7	-4	-3	5	1	Solo (1d2)	P J E - -

Category	Elemental	**Height**	48”	**Leftover DP**	12
Type	Elemental	**Length**	16”	**Outlook**	Berserk
Archetype	Discipline	**Weight**	0Lbs.	**Treasure**	0

Ag	7	**Co**	5	**Em**	-4	**In**	-3	**Me**	-4	**Pr**	-3	**Qu**	6	**Re**	-1	**SD**	1	**St**	3

Attack: Elemental bolt VI [Lightning Bolt, S, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (45 DP) Decrease attack size I [Attack, -1 Size] (-10 DP) Elemental internals II [Lightning, Attack, B] (15 DP) Adrenal defense III [15] (15 DP) Elemental immolation I [Lightning, A, 5'R] (20 DP)

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Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Lightning, 1 H/ rnd] (25 DP) Elemental immunity [Lightning] (20 DP) Proof, elemental I [Wind, -1Size] (15 DP) Elemental vulnerability I [Earth, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Earth, 10] (-20 DP)
Form: Body: elemental energy [Lightning, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Lightning Ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, tiny [Lightning] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental II [II] (-2 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Sight: stomatopod (25 DP)
Movement: Mag.Fly.Cont.: 34
Skills: Perc.: 91 Fly.: 112
Spells: Cha 1 **PP:** 8
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	6	**Re**	-4	**SD**	-2	**St**	0
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0		**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**	Armor, insubstantial (AT 1)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Elemental, lightning, slight (I)	6H	Mag.Fly. Cont.: 28	6	T(3)	III @# -	87 (141)	62	AT 1(N)	90 (0)	76T(3)ra[Electricity] ;90T(3)gr[Electricity] ;78T(3)lbo	7	-4	-3	4	0	Solo (1d2)	P J E - - -

Category	Elemental	**Height**	30”	**Leftover DP**	8
Type	Elemental	**Length**	10”	**Outlook**	Berserk
Archetype	Discipline	**Weight**	0Lbs.	**Treasure**	0

Ag	6	**Co**	4	**Em**	-4	**In**	-3	**Me**	-4	**Pr**	-3	**Qu**	6	**Re**	-2	**SD**	0	**St**	2

Attack: Elemental bolt VI [Lightning Bolt, S, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (45 DP) Decrease attack size I [Attack, -1 Size] (-10 DP) Elemental internals I [Lightning, Attack, A] (10 DP) Adrenal defense II [10] (10 DP) Elemental immolation I [Lightning, A, 5'R] (20 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Lightning, 1 H/ rnd] (25 DP) Elemental immunity [Lightning] (20 DP) Proof, elemental I [Wind, -1Size] (15 DP) Elemental vulnerability I [Earth, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Earth, 10] (-20 DP)
Form: Body: elemental energy [Lightning, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Lightning Ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, diminutive [Lightning] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental I [I] (-1 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Sight: stomatopod (25 DP)
Movement: Mag.Fly.Cont.: 28
Skills: Perc.: 59 Fly.: 78
Spells: Cha 1 **PP:** 7
Racial:

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Stats	Ag	4	Co	2	Em	-4	Em	-4	In	-4	Pr	-4	Qu	6	Re	-4	SD	-2	St	0
Base Hits		25	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x1		Stride		0	AT		Armor, insubstantial (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elemental, lightning, stout (V)	22H	Mag.Fly. Cont.: 74	6	B(6)	VI @# -	178 (311)	15 3	AT 1(N)	152 (0)	146B(6)ra[Electricity] ;157B(6)gr[Electricity] ;148B(6)lbo	9	-4	-1	8	4	Solo (1d2)	P J E - - -

Category	Elemental	Height	168”	Leftover DP	14
Type	Elemental	Length	56”	Outlook	Berserk
Archetype	Discipline	Weight	0Lbs.	Treasure	0

Ag	12	Co	8	Em	-4	In	-1	Me	-4	Pr	-1	Qu	6	Re	4	SD	4	St	6

Attack: Elemental bolt VI [Lightning Bolt, L, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (45 DP) Increase attack size I [Attack, +1 Size] (10 DP) Elemental internals IV [Lightning, Attack, D] (25 DP) Adrenal defense VIII [40] (40 DP) Elemental immolation IV [Lightning, D, 5'R] (40 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Lightning, 1 H/ rnd] (25 DP) Elemental immunity [Lightning] (20 DP) Proof, elemental I [Wind, -1Size] (15 DP) Elemental vulnerability I [Earth, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Earth, 10] (-20 DP)
Form: Body: elemental energy [Lightning, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Lightning Ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, large [Lightning] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental V [V] (-5 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Sight: stomatopod (25 DP)
Movement: Mag.Fly.Cont.: 74
Skills: Perc.: 130 Fly.: 148
Spells: Cha 4 **PP:** 12
Racial:

Stats	Ag	4	Co	2	Em	-4	Em	-4	In	-4	Pr	-4	Qu	6	Re	-4	SD	-2	St	0
Base Hits		25	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x1		Stride		0	AT		Armor, insubstantial (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elemental, lightning,	26H	Mag.Fly. Cont.: 98	6	L(7)	VII @# -	190 (329)	16 5	AT 1(N)	170 (0)	149L(7)ra[Electricity] ;162L(7)gr[Electricity] ;154L(7)lbo	9	-4	-1	10	6	Solo (1d2)	P J E - - -

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strong (VI)																	

Category	Elemental	**Height**	240”	**Leftover DP**	13
Type	Elemental	**Length**	80”	**Outlook**	Berserk
Archetype	Discipline	**Weight**	0Lbs.	**Treasure**	0

Ag	14	**Co**	10	**Em**	-4	**In**	-1	**Me**	-4	**Pr**	-1	**Qu**	6	**Re**	6	**SD**	6	**St**	8

Attack: Elemental bolt VI [Lightning Bolt, H, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (45 DP) Increase attack size II [Attack, +2 Size] (20 DP) Elemental internals III [Lightning, Attack, C] (20 DP) Adrenal defense X [50] (50 DP) Elemental immolation IV [Lightning, D, 5'R] (40 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Lightning, 1 H/ rnd] (25 DP) Elemental immunity [Lightning] (20 DP) Proof, elemental I [Wind, -1Size] (15 DP) Elemental vulnerability I [Earth, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Earth, 10] (-20 DP)
Form: Body: elemental energy [Lightning, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Lightning Ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, huge [Lightning] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental VI [VI] (-6 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Sight: stomatopod (25 DP)
Movement: Mag.Fly.Cont.: 98
Skills: Perc.: 134 Fly.: 151
Spells: Cha 5 **PP:** 19
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	6	**Re**	-4	**SD**	-2	**St**	0	
Base Hits		25	**Base RR**		Ch	0	**Ess**		0		**Me**	0	**Ph**	0	**Fe**	0					
Base Endurance		0	**Healing rate**		x1		**Stride**		0		**AT**	Armor, insubstantial (AT 1)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Elemental, lightning, weak (III)	14H	Mag.Fly. Cont.: 42	6	M(5)	V @# -	142 (245)	117	AT 1(N)	121 (0)	127M(5)ra[Electricity] ;148M(5)gr[Electricity] ;136M(5)lbo	8	-4	-2	6	2	Solo (1d2)	P J E - - -

Category	Elemental	**Height**	72”	**Leftover DP**	-9
Type	Elemental	**Length**	24”	**Outlook**	Berserk
Archetype	Discipline	**Weight**	0Lbs.	**Treasure**	0

Ag	8	**Co**	6	**Em**	-4	**In**	-2	**Me**	-4	**Pr**	-2	**Qu**	6	**Re**	0	**SD**	2	**St**	4

Attack: Elemental bolt VI [Lightning Bolt, M, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (45 DP) Elemental internals IV [Lightning, Attack, D] (25 DP) Adrenal defense V [25] (25 DP) Elemental immolation II [Lightning, B, 5'R] (25 DP)

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Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Lightning, 1 H/ rnd] (25 DP) Elemental immunity [Lightning] (20 DP) Proof, elemental I [Wind, -1Size] (15 DP) Elemental vulnerability I [Earth, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Earth, 10] (-20 DP)
Form: Body: elemental energy [Lightning, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Lightning Ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, small [Lightning] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental III [III] (-3 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Sight: stomatopod (25 DP)
Movement: Mag.Fly.Cont.: 42
Skills: Perc.: 110 Fly.: 129
Spells: Cha 2 **PP:** 9
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	6	**Re**	-4	**SD**	-2	**St**	0
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0		**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**	Armor, insubstantial (AT 1)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Elemental, water, mighty (VI+)	29H	Swim.No.Res.: 158	5	E(10)	X @# -	159 (272)	139	AT 1(N)	113 (0)	157E(10)ra[Impact] ;173E(10)gr[Impact] ;159E(10)wbo	11	-1	-1	9	8	Solo (1d2)	E O - - - -

Category	Elemental	**Height**	360”	**Leftover DP**	-105
Type	Elemental	**Length**	120”	**Outlook**	Berserk
Archetype	Stealth	**Weight**	76193Lbs.	**Treasure**	0

Ag	19	**Co**	9	**Em**	-1	**In**	1	**Me**	-4	**Pr**	-1	**Qu**	5	**Re**	6	**SD**	8	**St**	7

Attack: Elemental bolt II [Water Bolt, G, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (25 DP) Increase attack size III [Attack, +3 Size] (30 DP) Elemental internals V [Water, Attack, E] (30 DP) Grip, smothering II (35 DP) Elemental immolation V [Water, E, 5'R] (45 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Water, 1 H/ rnd] (25 DP) Elemental immunity [Water] (20 DP) Proof, elemental I [Fire, -1Size] (15 DP) Elemental vulnerability I [Ice, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Ice, 10] (-20 DP)
Form: Body: elemental energy [Water, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Blast ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, gigantic [Water] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental VII [VI+] (-7 DP) Hierarchy, elemental III [Element, VI] (25 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Smell: shark (25 DP)
Movement: Swim.No.Res.: 158 Slith.Sidew.: 0
Skills: Perc.: 169 Swim.: 190 Run.: 109
Spells: Cha 5 **PP:** 22
Racial:

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Stats	Ag	4	Co	4	Em	-4	Em	-4	In	-4	Pr	-4	Qu	2	Re	-4	SD	0	St	2
Base Hits		20	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x1		Stride		0	AT		Armor, insubstantial (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elemental, water, moderate (IV)	15H	Swim.No .Res.: 69	4	L(7)	VII @# -	121 (205)	10 1	AT 1(N)	82 (0)	96L(7)ra[Impact] ;122L(7)gr[Impact] ;112L(7)wbo	8	-2	-2	6	5	Solo (1d2)	E O - - - -

Category	Elemental	Height	96”	Leftover DP	-83
Type	Elemental	Length	32”	Outlook	Berserk
Archetype	Stealth	Weight	1445Lbs.	Treasure	0

Ag	9	Co	6	Em	-2	In	-2	Me	-4	Pr	-2	Qu	4	Re	1	SD	5	St	4

Attack: Elemental bolt II [Water Bolt, L, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (25 DP) Increase attack size I [Attack, +1 Size] (10 DP) Elemental internals V [Water, Attack, E] (30 DP) Grip, smothering II (35 DP) Elemental immolation III [Water, C, 5'R] (30 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Water, 1 H/ rnd] (25 DP) Elemental immunity [Water] (20 DP) Proof, elemental I [Fire, -1Size] (15 DP) Elemental vulnerability I [Ice, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Ice, 10] (-20 DP)
Form: Body: elemental energy [Water, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Blast ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, medium [Water] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental IV [IV] (-4 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Smell: shark (25 DP)
Movement: Swim.No.Res.: 69 Slith.Sidew.: 0
Skills: Perc.: 130 Swim.: 148 Run.: 68
Spells: Cha 2 **PP:** 7
Racial:

Stats	Ag	4	Co	4	Em	-4	Em	-4	In	-4	Pr	-4	Qu	2	Re	-4	SD	0	St	2
Base Hits		20	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x1		Stride		0	AT		Armor, insubstantial (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elemental, water, petty (II)	7H	Swim.No .Res.: 53	3	M(5)	V @# -	82 (132)	62	AT 1(N)	63 (0)	75M(5)ra[Impact] ;93M(5)gr[Impact] ;86M(5)wbo	7	-3	-3	5	2	Solo (1d2)	E O - - - -

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Category	Elemental	**Height**	48”	**Leftover DP**	-60
Type	Elemental	**Length**	16”	**Outlook**	Berserk
Archetype	Stealth	**Weight**	181Lbs.	**Treasure**	0

Ag	6	**Co**	5	**Em**	-3	**In**	-3	**Me**	-4	**Pr**	-3	**Qu**	3	**Re**	-2	**SD**	2	**St**	3

Attack: Elemental bolt II [Water Bolt, M, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (25 DP) Elemental internals II [Water, Attack, B] (15 DP) Grip, smothering II (35 DP) Elemental immolation I [Water, A, 5'R] (20 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Water, 1 H/ rnd] (25 DP) Elemental immunity [Water] (20 DP) Proof, elemental I [Fire, -1Size] (15 DP) Elemental vulnerability I [Ice, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Ice, 10] (-20 DP)
Form: Body: elemental energy [Water, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Blast ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, tiny [Water] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental II [II] (-2 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Smell: shark (25 DP)
Movement: Swim.No.Res.: 53 Slith.Sidew.: 0
Skills: Perc.: 91 Swim.: 111 Run.: 60
Spells: Cha 1 **PP:** 12
Racial:

Stats	**Ag**	4	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	2	**Re**	-4	**SD**	0	**St**	2
Base Hits		20		**Base RR**		Ch	0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0		
Base Endurance		0		**Healing rate**		x1		**Stride**		0		**AT**	Armor, insubstantial (AT 1)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Elemental, water, slight (I)	3H	Swim.No .Res.: 47	2	S(4)	IV @# -	49 (69)	29	AT 1(N)	52 (0)	35S(4)ra[Impact] ;41S(4)gr[Impact] ;36S(4)wbo	6	-4	-4	4	1	Solo (1d2)	E O - - - -

Category	Elemental	**Height**	30”	**Leftover DP**	-51
Type	Elemental	**Length**	10”	**Outlook**	Berserk
Archetype	Stealth	**Weight**	44Lbs.	**Treasure**	0

Ag	5	**Co**	4	**Em**	-4	**In**	-4	**Me**	-4	**Pr**	-4	**Qu**	2	**Re**	-3	**SD**	1	**St**	2

Attack: Elemental bolt II [Water Bolt, S, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (25 DP) Decrease attack size I [Attack, -1 Size] (-10 DP) Elemental internals I [Water, Attack, A] (10 DP) Grip, smothering II (35 DP) Elemental immolation I [Water, A, 5'R] (20 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Water, 1 H/ rnd] (25 DP) Elemental immunity [Water] (20 DP) Proof, elemental I [Fire, -1Size] (15 DP) Elemental vulnerability I [Ice, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Ice, 10] (-20 DP)

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Form: Body: elemental energy [Water, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Blast ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, diminutive [Water] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental I [I] (-1 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Smell: shark (25 DP)
Movement: Swim.No.Res.: 47 Slith.Sidew.: 0
Skills: Perc.: 40 Swim.: 55 Run.: 29
Spells: Cha 0 **PP:** 0
Racial:

Stats	**Ag**	4	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	2	**Re**	-4	**SD**	0	**St**	2
Base Hits		20		**Base RR**		Ch	0		**Ess**	0		**Me**	0		**Ph**	0		**Fe**	0	
Base Endurance		0		**Healing rate**		x1			**Stride**	0		**AT**	Armor, insubstantial (AT 1)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Elemental, water, stout (V)	19H	Swim.No.Res.: 94	5	H(8)	VIII @# -	136 (232)	116	AT 1(N)	93 (0)	108H(8)ra[Impact] ;136H(8)gr[Impact] ;129H(8)wbo	9	-1	-1	7	6	Solo (1d2)	E O - - - -

Category	Elemental	**Height**	168”	**Leftover DP**	-92
Type	Elemental	**Length**	56”	**Outlook**	Berserk
Archetype	Stealth	**Weight**	7743Lbs.	**Treasure**	0

Ag	10	**Co**	7	**Em**	-1	**In**	-1	**Me**	-4	**Pr**	-1	**Qu**	5	**Re**	2	**SD**	6	**St**	5

Attack: Elemental bolt II [Water Bolt, H, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (25 DP) Increase attack size II [Attack, +2 Size] (20 DP) Elemental internals IV [Water, Attack, D] (25 DP) Grip, smothering II (35 DP) Elemental immolation IV [Water, D, 5'R] (40 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Water, 1 H/ rnd] (25 DP) Elemental immunity [Water] (20 DP) Proof, elemental I [Fire, -1Size] (15 DP) Elemental vulnerability I [Ice, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Ice, 10] (-20 DP)
Form: Body: elemental energy [Water, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Blast ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, large [Water] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental V [V] (-5 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Smell: shark (25 DP)
Movement: Swim.No.Res.: 94 Slith.Sidew.: 0
Skills: Perc.: 135 Swim.: 152 Run.: 73
Spells: Cha 3 **PP:** 11
Racial:

Stats	**Ag**	4	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	2	**Re**	-4	**SD**	0	**St**	2
Base Hits		20		**Base RR**		Ch	0		**Ess**	0		**Me**	0		**Ph**	0		**Fe**	0	
Base Endurance		0		**Healing rate**		x1			**Stride**	0		**AT**	Armor, insubstantial (AT 1)							

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elemental, water, strong (VI)	23H	Swim.No.Res.: 118	5	G(9)	IX @# -	147 (251)	127	AT 1(N)	101 (0)	118G(9)ra[Impact] ;143G(9)gr[Impact] ;136G(9)wbo	10	-1	-1	8	7	Solo (1d2)	E O - - - -

Category	Elemental	**Height**	240”	**Leftover DP**	-81
Type	Elemental	**Length**	80”	**Outlook**	Berserk
Archetype	Stealth	**Weight**	22576Lbs.	**Treasure**	0

Ag	13	Co	8	Em	-1	In	0	Me	-4	Pr	-1	Qu	5	Re	4	SD	7	St	6

Attack: Elemental bolt II [Water Bolt, H, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (25 DP) Increase attack size II [Attack, +2 Size] (20 DP) Elemental internals III [Water, Attack, C] (20 DP) Grip, smothering II (35 DP) Elemental immolation IV [Water, D, 5'R] (40 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Water, 1 H/ rnd] (25 DP) Elemental immunity [Water] (20 DP) Proof, elemental I [Fire, -1Size] (15 DP) Elemental vulnerability I [Ice, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Ice, 10] (-20 DP)
Form: Body: elemental energy [Water, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Blast ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, huge [Water] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental VI [VI] (-6 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Smell: shark (25 DP)
Movement: Swim.No.Res.: 118 Slith.Sidew.: 0
Skills: Perc.: 140 Swim.: 157 Run.: 76
Spells: Cha 4 **PP:** 10
Racial:

Stats	Ag	4	Co	4	Em	-4	Em	-4	In	-4	Pr	-4	Qu	2	Re	-4	SD	0	St	2
Base Hits		20	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**		0	**Fe**		0		
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**		Armor, insubstantial (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elemental, water, weak (III)	11H	Swim.No.Res.: 61	4	B(6)	VI @# -	103 (171)	83	AT 1(N)	74 (0)	84B(6)ra[Impact] ;104B(6)gr[Impact] ;99B(6)wbo	8	-2	-2	6	3	Solo (1d2)	E O - - - -

Category	Elemental	**Height**	72”	**Leftover DP**	-79
Type	Elemental	**Length**	24”	**Outlook**	Berserk

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Archetype	Stealth	**Weight**	610Lbs.	**Treasure**	0

Ag	7	**Co**	6	**Em**	-2	**In**	-2	**Me**	-4	**Pr**	-2	**Qu**	4	**Re**	-1	**SD**	3	**St**	4

Attack: Elemental bolt II [Water Bolt, L, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (25 DP) Increase attack size I [Attack, +1 Size] (10 DP) Elemental internals IV [Water, Attack, D] (25 DP) Grip, smothering II (35 DP) Elemental immolation II [Water, B, 5'R] (25 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Water, 1 H/ rnd] (25 DP) Elemental immunity [Water] (20 DP) Proof, elemental I [Fire, -1Size] (15 DP) Elemental vulnerability I [Ice, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Ice, 10] (-20 DP)
Form: Body: elemental energy [Water, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Blast ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, small [Water] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental III [III] (-3 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Smell: shark (25 DP)
Movement: Swim.No.Res.: 61 Slith.Sidew.: 0
Skills: Perc.: 113 Swim.: 128 Run.: 57
Spells: Cha 2 **PP:** 9
Racial:

Stats	**Ag**	4	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	2	**Re**	-4	**SD**	0	**St**	2	
Base Hits		20		**Base RR**		Ch	0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0			
Base Endurance		0		**Healing rate**		x1		**Stride**		0		**AT**	Armor, insubstantial (AT 1)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Elemental, wind, mighty (VI+)	28H	Mag.Fly. Cont.: 137	4	B(6)	VI @# -	186 (328)	166	AT 1(N)	168 (0)	167B(6)ra[Impact] ;181B(6)gr[Impact] ;175S(4)wbo	9	-4	-1	8	8	Solo (1d2)	E L W - - -

Category	Elemental	**Height**	360”	**Leftover DP**	86
Type	Elemental	**Length**	120”	**Outlook**	Berserk
Archetype	Discipline	**Weight**	920Lbs.	**Treasure**	0

Ag	16	**Co**	8	**Em**	-4	**In**	-1	**Me**	-4	**Pr**	-1	**Qu**	4	**Re**	6	**SD**	8	**St**	4

Attack: Elemental bolt II [Blast bolt, L, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (25 DP) Increase attack size I [Attack, +1 Size] (10 DP) Elemental internals V [Wind, Attack, E] (30 DP) Adrenal defense X [50] (50 DP) Elemental immolation V [Element, E, 5'R] (45 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Wind, 1 H/ rnd] (25 DP) Elemental immunity [Wind] (20 DP) Proof, elemental I [Earth, -1Size] (15 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Lightning, 10] (-20 DP)
Form: Body: elemental energy [Wind, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Blast ball, 1'R/ lvl, 10] (30 DP)

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Miscellaneous: Elemental spirit, gigantic [Wind] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental VII [VI+] (-7 DP) Hierarchy, elemental III [Element, VI] (25 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Air: air movement detection (25 DP)
Movement: Mag.Fly.Cont.: 137
Skills: Perc.: 153 Fly.: 169
Spells: Cha 5 **PP:** 23
Racial:

Stats	Ag	6	Co	0	Em	-4	Em	-4	In	-4	Pr	-4	Qu	4	Re	-4	SD	0	St	-4
Base Hits			20		Base RR		Ch		0	Ess		0			Me		0		Ph	0	Fe	0
Base Endurance			0		Healing rate		x1			Stride		0			AT		Armor, insubstantial (AT 1)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elemental, wind, moderate (IV)	14H	Mag.Fly. Cont.: 49	4	S(4)	IV @# -	135 (238)	115	AT 1(N)	130 (0)	118S(4)ra[Impact] ;139S(4)gr[Impact] ;132D(2)wbo	8	-4	-2	4	4	Solo (1d2)	E L W - - -

Category	Elemental	Height	96”	Leftover DP	55
Type	Elemental	Length	32”	Outlook	Berserk
Archetype	Discipline	Weight	17Lbs.	Treasure	0

Ag	10	Co	4	Em	-4	In	-2	Me	-4	Pr	-2	Qu	4	Re	0	SD	4	St	0

Attack: Elemental bolt II [Blast bolt, S, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (25 DP) Decrease attack size I [Attack, -1 Size] (-10 DP) Elemental internals V [Wind, Attack, E] (30 DP) Adrenal defense VIII [40] (40 DP) Elemental immolation III [Element, C, 5'R] (30 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Wind, 1 H/ rnd] (25 DP) Elemental immunity [Wind] (20 DP) Proof, elemental I [Earth, -1Size] (15 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Lightning, 10] (-20 DP)
Form: Body: elemental energy [Wind, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Blast ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, medium [Wind] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental IV [IV] (-4 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Air: air movement detection (25 DP)
Movement: Mag.Fly.Cont.: 49
Skills: Perc.: 103 Fly.: 120
Spells: Cha 2 **PP:** 5
Racial:

Stats	Ag	6	Co	0	Em	-4	Em	-4	In	-4	Pr	-4	Qu	4	Re	-4	SD	0	St	-4
Base Hits			20		Base RR		Ch		0	Ess		0			Me		0		Ph	0	Fe	0
Base Endurance			0		Healing rate		x1			Stride		0			AT		Armor, insubstantial (AT 1)					

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elemental, wind, petty (II)	6H	Mag.Fly. Cont.: 33	4	D(2)	II @# -	80 (134)	60	AT 1(N)	94 (0)	78D(2)ra[Impact] ;92D(2)gr[Impact] ;88MI(1)wbo	7	-4	-3	2	2	Solo (1d2)	E L W - - -

Category	Elemental	**Height**	48”	**Leftover DP**	82
Type	Elemental	**Length**	16”	**Outlook**	Berserk
Archetype	Discipline	**Weight**	2Lbs.	**Treasure**	0

Ag	8	Co	2	Em	-4	In	-3	Me	-4	Pr	-3	Qu	4	Re	-2	SD	2	St	-2

Attack: Elemental bolt II [Blast bolt, T, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (25 DP) Decrease attack size II [Attack, -2 Size] (-20 DP) Elemental internals II [Wind, Attack, B] (15 DP) Adrenal defense IV [20] (20 DP) Elemental immolation I [Element, A, 5'R] (20 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Wind, 1 H/ rnd] (25 DP) Elemental immunity [Wind] (20 DP) Proof, elemental I [Earth, -1Size] (15 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Lightning, 10] (-20 DP)
Form: Body: elemental energy [Wind, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Blast ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, tiny [Wind] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental II [II] (-2 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Air: air movement detection (25 DP)
Movement: Mag.Fly.Cont.: 33
Skills: Perc.: 67 Fly.: 82
Spells: Cha 1 **PP:** 5
Racial:

Stats	Ag	6	Co	0	Em	-4	Em	-4	In	-4	Pr	-4	Qu	4	Re	-4	SD	0	St	-4
Base Hits			20		**Base RR**		Ch		0	**Ess**		0		**Me**		0	**Ph**	0	**Fe**	0
Base Endurance			0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, insubstantial (AT 1)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elemental, wind, slight (I)	2H	Mag.Fly. Cont.: 27	4	Mi (1)	I @# -	38 (56)	18	AT 1(N)	76 (0)	28MI(1)ra[Impact] ;34MI(1)gr[Impact] ;34MI(1)wbo	6	-4	-4	0	0	Solo (1d2)	E L W - - -

Category	Elemental	**Height**	30”	**Leftover DP**	93
Type	Elemental	**Length**	10”	**Outlook**	Berserk
Archetype	Discipline	**Weight**	0.5Lbs.	**Treasure**	0

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Ag	6	Co	0	Em	-4	In	-4	Me	-4	Pr	-4	Qu	4	Re	-4	SD	0	St	-4

Attack: Elemental bolt II [Blast bolt, D, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (25 DP) Decrease attack size III [Attack, -3 Size] (-30 DP) Elemental internals I [Wind, Attack, A] (10 DP) Adrenal defense II [10] (10 DP) Elemental immolation I [Element, A, 5'R] (20 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Wind, 1 H/ rnd] (25 DP) Elemental immunity [Wind] (20 DP) Proof, elemental I [Earth, -1Size] (15 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Lightning, 10] (-20 DP)
Form: Body: elemental energy [Wind, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Blast ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, diminutive [Wind] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental I [I] (-1 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Air: air movement detection (25 DP)
Movement: Mag.Fly.Cont.: 27
Skills: Perc.: 20 Fly.: 32
Spells: Cha 0 **PP:** -4
Racial:

Stats	Ag	6	Co	0	Em	-4	Em	-4	In	-4	Pr	-4	Qu	4	Re	-4	SD	0	St	-4
Base Hits		20	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x1		Stride		0	AT		Armor, insubstantial (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elemental, wind, stout (V)	18H	Mag.Fly. Cont.: 73	4	M(5)	V @# -	159 (280)	13 9	AT 1(N)	148 (0)	125M(5)ra[Impact] ;140M(5)gr[Impact] ;142T(3)wbo	9	-4	-1	6	6	Solo (1d2)	E L W - - -

Category	Elemental	Height	168”	Leftover DP	44
Type	Elemental	Length	56”	Outlook	Berserk
Archetype	Discipline	Weight	93Lbs.	Treasure	0

Ag	12	Co	6	Em	-4	In	-1	Me	-4	Pr	-1	Qu	4	Re	2	SD	6	St	2

Attack: Elemental bolt II [Blast bolt, M, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (25 DP) Elemental internals IV [Wind, Attack, D] (25 DP) Adrenal defense X [50] (50 DP) Elemental immolation IV [Element, D, 5'R] (40 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Wind, 1 H/ rnd] (25 DP) Elemental immunity [Wind] (20 DP) Proof, elemental I [Earth, -1Size] (15 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Lightning, 10] (-20 DP)
Form: Body: elemental energy [Wind, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Blast ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, large [Wind] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental V [V] (-5 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Air: air movement detection (25 DP)
Movement: Mag.Fly.Cont.: 73
Skills: Perc.: 118 Fly.: 129

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Spells: Cha 3 **PP:** 10
Racial:

Stats	**Ag**	6	**Co**	0	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	4	**Re**	-4	**SD**	0	**St**	-4
Base Hits		20	**Base RR**		Ch	0	**Ess**		0	**Me**	0	**Ph**	0	**Fe**	0					
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**	Armor, insubstantial (AT 1)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Elemental, wind, strong (VI)	22H	Mag.Fly. Cont.: 97	4	B(6)	VI @# -	171 (304)	151	AT 1(N)	156 (0)	131B(6)ra[Impact] ;142B(6)gr[Impact] ;146S(4)wbo	9	-4	-1	6	6	Solo (1d2)	E L W - - -

Category	Elemental	**Height**	240”	**Leftover DP**	63
Type	Elemental	**Length**	80”	**Outlook**	Berserk
Archetype	Discipline	**Weight**	273Lbs.	**Treasure**	0

Ag	14	**Co**	6	**Em**	-4	**In**	-1	**Me**	-4	**Pr**	-1	**Qu**	4	**Re**	4	**SD**	6	**St**	2

Attack: Elemental bolt II [Blast bolt, M, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (25 DP) Elemental internals III [Wind, Attack, C] (20 DP) Adrenal defense X [50] (50 DP) Elemental immolation IV [Element, D, 5'R] (40 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Wind, 1 H/ rnd] (25 DP) Elemental immunity [Wind] (20 DP) Proof, elemental I [Earth, -1Size] (15 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Lightning, 10] (-20 DP)
Form: Body: elemental energy [Wind, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Blast ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, huge [Wind] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental VI [VI] (-6 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Air: air movement detection (25 DP)
Movement: Mag.Fly.Cont.: 97
Skills: Perc.: 125 Fly.: 135
Spells: Cha 4 **PP:** 8
Racial:

Stats	**Ag**	6	**Co**	0	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	4	**Re**	-4	**SD**	0	**St**	-4
Base Hits		20	**Base RR**		Ch	0	**Ess**		0	**Me**	0	**Ph**	0	**Fe**	0					
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**	Armor, insubstantial (AT 1)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**

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Elemental, wind. weak (III)	10H	Mag.Fly. Cont.: 41	4	T(3)	III @# -	109 (189)	89	AT 1(N)	112 (0)	96S(4)ra[Impact] ;116S(4)gr[Impact] ;114D(2)wbo	7	-4	-3	3	3	Solo (1d2)	E L W - - -

Category	Elemental	**Height**	72”	**Leftover DP**	61
Type	Elemental	**Length**	24”	**Outlook**	Berserk
Archetype	Discipline	**Weight**	7.5Lbs.	**Treasure**	0

Ag	9	**Co**	3	**Em**	-4	**In**	-3	**Me**	-4	**Pr**	-3	**Qu**	4	**Re**	-1	**SD**	3	**St**	-1

Attack: Elemental bolt II [Blast bolt, S, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (25 DP) Decrease attack size I [Attack, -1 Size] (-10 DP) Elemental internals IV [Wind, Attack, D] (25 DP) Adrenal defense VI [30] (30 DP) Elemental immolation II [Element, B, 5'R] (25 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Wind, 1 H/ rnd] (25 DP) Elemental immunity [Wind] (20 DP) Proof, elemental I [Earth, -1Size] (15 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material susceptibility II [Lightning, 10] (-20 DP)
Form: Body: elemental energy [Wind, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental incohesion (-10 DP) Elemental explosion [Blast ball, 1'R/ lvl, 10] (30 DP)
Miscellaneous: Elemental spirit, small [Wind] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental III [III] (-3 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Air: air movement detection (25 DP)
Movement: Mag.Fly.Cont.: 41
Skills: Perc.: 87 Fly.: 100
Spells: Cha 1 **PP:** 6
Racial:

Stats	**Ag**	6	**Co**	0	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	4	**Re**	-4	**SD**	0	**St**	-4	
Base Hits		20		**Base RR**		Ch	0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0			
Base Endurance		0		**Healing rate**		x1		**Stride**		0		**AT**	Armor, insubstantial (AT 1)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Elephant	6E	Walk.Quad.: 38	0	H(8)	VIII - -	120 (188)	80	AT 3(N)	12 (0)	86H(8)ho ;86L(7)gr> ;72L(7)cr ;72H(8)tr	11	-3	-2	-5	2	Solo (1d2)	P F S J - -

Category	Animal	**Height**	95”	**Leftover DP**	38
Type	Domesticated	**Length**	156”	**Outlook**	Carefree
Archetype	Offensive	**Weight**	5984Lbs.	**Treasure**	0

Ag	4	**Co**	5	**Em**	-3	**In**	1	**Me**	1	**Pr**	-2	**Qu**	0	**Re**	0	**SD**	2	**St**	7

Attack: Attacks sequence (10 DP) Prehensile extension II [Trunk, 5'] (35 DP) Weak natural attack I [Grapple, -1 Size] (-5 DP) Fighting brick II [+2 pace] (-20 DP)
Defense:
Form: Beast of burden III [0,4] (30 DP) Distinct odor (-10 DP)

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Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Control submission III [15] (-15 DP) Can't speak (-10 DP)
Senses: Hearing: Elephant (25 DP) Smell: snake (15 DP) Touch: elephant (10 DP) Sensitivity: Near sighted (-5 DP)
Movement: Walk.Quad.: 38
Skills: Perc.: 45 Run.: 58 Wei. Trn.: 36 Swim.: 58
Spells: Cha 0 **PP:** 3
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-3	**Em**	-3	**In**	0	**Pr**	-2	**Qu**	-1	**Re**	-1	**SD**	1	**St**	5
Base Hits		40	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	-10	**Fe**	0							
Base Endurance		0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, thick leather skin (AT 3)											

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Elephant, African, female	7E	Walk.Quad.: 38	-1	H(8)	VIII - -	118 (194)	88	AT 3(N)	11 (0)	83H(8)ho ;83L(7)gr> ;67L(7)cr ;83H(8)tr	11	-3	-2	0	2	Section (2d6)	S J - - - -

Category	Animal	**Height**	96”	**Leftover DP**	56
Type	Herbivore	**Length**	184”	**Outlook**	Carefree
Archetype	Offensive	**Weight**	5900Lbs.	**Treasure**	0

Ag	4	**Co**	5	**Em**	-3	**In**	1	**Me**	1	**Pr**	-2	**Qu**	-1	**Re**	0	**SD**	2	**St**	7

Attack: Attacks sequence (10 DP) Prehensile extension II [Trunk, 5'] (35 DP) Weak natural attack I [Grapple, -1 Size] (-5 DP) Fighting brick II [+2 pace] (-20 DP)
Defense:
Form: Distinct odor (-10 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Control difficulty III [-15] (15 DP) Can't speak (-10 DP)
Senses: Hearing: Elephant (25 DP) Smell: snake (15 DP) Touch: elephant (10 DP) Sensitivity: Near sighted (-5 DP)
Movement: Walk.Quad.: 38
Skills: Perc.: 41 Run.: 53 Surv. Biome: 34 Wei. Trn.: 42 Swim.: 31
Spells: Cha 0 **PP:** -1
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-3	**Em**	-3	**In**	0	**Pr**	-2	**Qu**	-2	**Re**	-1	**SD**	1	**St**	5
Base Hits		30	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	-5	**Fe**	0							
Base Endurance		0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, thick leather skin (AT 3)											

Name	**Lvl**	**BMR**	**Ini**	**Siz**	**Crit**	**Hits**	**En**	**AT**	**DB**	**OB**	**RRC**	**RRE**	**RR**	**R**	**R**	**Encouter**	**Bio**

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			t	e			d		(Sh)				M	RP	RF		
Elephant, African, male	12F	Walk.Quad.: 52	0	H(8)	VIII - -	159 (271)	129	AT 3(N)	24 (0)	130H(8)ho ;130L(7)gr> ;110L(7)cr ;130H(8)tr	12	-3	-2	2	3	Solo (1d2)	S J - - - -

Category	Animal	**Height**	138”	**Leftover DP**	111
Type	Herbivore	**Length**	264”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	11800Lbs.	**Treasure**	0

Ag	6	Co	7	Em	-3	In	2	Me	2	Pr	-2	Qu	0	Re	1	SD	3	St	9

Attack: Attacks sequence (10 DP) Prehensile extension II [Trunk, 5'] (35 DP) Weak natural attack I [Grapple, -1 Size] (-5 DP) Fighting brick II [+2 pace] (-20 DP)
Defense:
Form: Distinct odor (-10 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Control difficulty IV [-20] (20 DP) Can't speak (-10 DP)
Senses: Hearing: Elephant (25 DP) Smell: snake (15 DP) Touch: elephant (10 DP) Sensitivity: Near sighted (-5 DP)
Movement: Walk.Quad.: 52
Skills: Perc.: 71 Run.: 84 Surv. Biome: 70 Wei. Trn.: 68 Swim.: 46
Spells: Cha 1 **PP:** 14
Racial:

Stats	Ag	2	Co	3	Em	-3	Em	-3	In	0	Pr	-2	Qu	-2	Re	-1	SD	1	St	5
Base Hits		30	**Base RR**		Ch	0	**Ess**		0		**Me**	0		**Ph**	-5	**Fe**	0			
Base Endurance		0	**Healing rate**		x1		**Stride**		0		**AT**	Armor, thick leather skin (AT 3)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elephant, Indian, female	6E	Walk.Quad.: 38	1	H(8)	VIII - -	85 (130)	55	AT 3(N)	15 (0)	48H(8)ho ;48L(7)gr> ;33L(7)cr	12	-3	-2	-1	2	Section (2d6)	P F S J - -

Category	Animal	**Height**	94”	**Leftover DP**	67
Type	Herbivore	**Length**	180”	**Outlook**	Carefree
Archetype	Defensive	**Weight**	5300Lbs.	**Treasure**	0

Ag	4	Co	4	Em	-3	In	2	Me	1	Pr	-2	Qu	1	Re	1	SD	2	St	5

Attack: Attacks sequence (10 DP) Prehensile extension II [Trunk, 5'] (35 DP) Weak natural attack I [Grapple, -1 Size] (-5 DP) Fighting brick II [+2 pace] (-20 DP)
Defense:
Form: Distinct odor (-10 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Control submission III [15] (-15 DP) Can't speak (-10 DP)

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Senses: Hearing: Elephant (25 DP) Smell: snake (15 DP) Touch: elephant (10 DP) Sensitivity: Near sighted (-5 DP)
Movement: Walk.Quad.: 38
Skills: Perc.: 57 Run.: 70 Surv. Biome: 56 Wei. Trn.: 54 Swim.: 36
Spells: Cha 1 **PP:** 11
Racial:

Stats	Ag	2	Co	3	Em	-3	Em	-3	In	0	Pr	-2	Qu	-1	Re	-1	SD	1	St	5
Base Hits		30	Base RR		Ch		0	Ess		0		Me		0	Ph	-5	Fe		0	
Base Endurance		0	Healing rate		x1			Stride		0		AT		Armor, thick leather skin (AT 3)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elephant, Indian, male	9F	Walk.Quad.: 42	0	H(8)	VIII - -	136 (228)	106	AT 3(N)	18 (0)	116H(8)ho ;116L(7)gr> ;96L(7)cr ;96H(8)tr	11	-3	-2	1	2	Yoke (1d3)	P F S J - -

Category	Animal	Height	108”	Leftover DP	100
Type	Herbivore	Length	207”	Outlook	Carefree
Archetype	Offensive	Weight	8000Lbs.	Treasure	0

Ag	5	Co	6	Em	-3	In	1	Me	1	Pr	-2	Qu	0	Re	0	SD	2	St	8

Attack: Attacks sequence (10 DP) Prehensile extension II [Trunk, 5'] (35 DP) Weak natural attack I [Grapple, -1 Size] (-5 DP) Fighting brick II [+2 pace] (-20 DP)
Defense:
Form: Distinct odor (-10 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Control submission II [10] (-10 DP) Can't speak (-10 DP)
Senses: Hearing: Elephant (25 DP) Smell: snake (15 DP) Touch: elephant (10 DP) Sensitivity: Near sighted (-5 DP)
Movement: Walk.Quad.: 42
Skills: Perc.: 60 Run.: 76 Surv. Biome: 59 Wei. Trn.: 54 Swim.: 47
Spells: Cha 0 **PP:** 10
Racial:

Stats	Ag	2	Co	3	Em	-3	Em	-3	In	0	Pr	-2	Qu	-1	Re	-1	SD	1	St	5
Base Hits		30	Base RR		Ch		0	Ess		0		Me		0	Ph	-5	Fe		0	
Base Endurance		0	Healing rate		x1			Stride		0		AT		Armor, thick leather skin (AT 3)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elf, fair	6E	Walk.Bi.:	1	M(	V - -	50	40	AT	15	38M(5)un ;68M(5)we ;37M(5)rw	-7	4	-6	19	-4	Solo	T B X

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		23		5)		(86)		1(8)	(32)								(1d2)	P J A

Category	Races	**Height**	74”	**Leftover DP**	116
Type	Humanoid	**Length**	9”	**Outlook**	Aloof
Archetype	Semi spell user	**Weight**	195Lbs.	**Treasure**	0

Ag	2	**Co**	-1	**Em**	4	**In**	3	**Me**	2	**Pr**	4	**Qu**	1	**Re**	3	**SD**	-4	**St**	-1

Attack:
Defense: Constant 3- Aura III [3- Aura, 0', 0'] (15 DP)
Form: Immortal (10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Efficient sleeper II [-2 hrs.] (10 DP) Prodigy II [Perf: Musical Instr., 10] (12 DP) Golden throat I [10] (5 DP) Perfect pitch II [20] (10 DP)
Senses: Sight: primate (5 DP) Vision: nightvision (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Bi.: 23
Skills: Perc.: 41 Run.: 49 Singing: 62 #VALUE! Transcend.: 36 Lor. Hist. Spec.: 39
Spells: Ess 36 **PP:** 29
Racial:

Stats	**Ag**	0	**Co**	-2	**Em**	2	**Em**	2	**In**	2	**Pr**	3	**Qu**	1	**Re**	2	**SD**	-4	**St**	-2
Base Hits			20		**Base RR**		Ch		-10	**Ess**		-10		**Me**	-10		**Ph**	20	**Fe**	0
Base Endurance			10		**Healing rate**		x2			**Stride**		2		**AT**	Armor, naked skin (AT 1)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Elf, grey	4E	Walk.Bi.: 21	3	M(5)	V - -	32 (47)	22	AT 1(3)	11 (28)	26M(5)un ;46M(5)rw ;26M(5)we	5	-3	-3	10	-3	Solo (1d2)	T B X P J A

Category	Races	**Height**	66”	**Leftover DP**	150
Type	Humanoid	**Length**	9”	**Outlook**	Inquisitive
Archetype	Skill	**Weight**	170Lbs.	**Treasure**	0

Ag	3	**Co**	0	**Em**	2	**In**	0	**Me**	3	**Pr**	2	**Qu**	3	**Re**	0	**SD**	-3	**St**	-2

Attack:
Defense:
Form: Immortal (10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Efficient sleeper I [-1 hr.] (5 DP)
Senses: Sight: primate (5 DP) Vision: nightvision (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Bi.: 21
Skills: Perc.: 55 Run.: 68 Acrob.: 54 Wood Cr. Spec.: 62 Prof. Spec.: 42 Trading: 42

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Spells: Cha 0 **PP:** -2
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	2	**Em**	2	**In**	0	**Pr**	2	**Qu**	2	**Re**	0	**SD**	-4	**St**	-2
Base Hits		20	**Base RR**	Ch	-5	**Ess**	-5	**Me**	-5	**Ph**	10	**Fe**	0							
Base Endurance		10	**Healing rate**	x2		**Stride**	2	**AT**	Armor, naked skin (AT 1)											

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Elf, high	5E	Walk.Bi.: 25	3	M(5)	V - -	82 (142)	67	AT 1(9)	19 (50)	60M(5)un ;90M(5)rw ;78M(5)we	8	-5	-3	10	-3	Solo (1d2)	L U - - - -

Category	Races	**Height**	78”	**Leftover DP**	145
Type	Humanoid	**Length**	11”	**Outlook**	Dominant
Archetype	Offensive	**Weight**	225Lbs.	**Treasure**	0

Ag	4	**Co**	0	**Em**	0	**In**	3	**Me**	3	**Pr**	2	**Qu**	3	**Re**	1	**SD**	-3	**St**	0

Attack:
Defense:
Form: Immortal (10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Efficient sleeper II [-2 hrs.] (10 DP)
Senses: Sight: primate (5 DP) Vision: nightvision (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Bi.: 25
Skills: Perc.: 39 Run.: 52 Soc. Aware.: 9 Stone Cr. Spec.: 46 Rid. Horse: 39 Mount. Com.: 30
Spells: Cha 0 **PP:** -2
Racial:

Stats	**Ag**	3	**Co**	-1	**Em**	0	**Em**	0	**In**	2	**Pr**	2	**Qu**	2	**Re**	0	**SD**	-4	**St**	-1
Base Hits		25	**Base RR**	Ch	-5	**Ess**	-5	**Me**	-5	**Ph**	10	**Fe**	0							
Base Endurance		10	**Healing rate**	x2		**Stride**	2	**AT**	Armor, naked skin (AT 1)											

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Elf, wood	4E	Walk.Bi.: 22	2	M(5)	V - -	47 (77)	37	AT 1(4)	14 (28)	23M(5)un ;40M(5)rw ;35M(5)we	5	-3	-3	20	-3	Solo (1d2)	T B X P J A

Category	Races	**Height**	70”	**Leftover DP**	118
Type	Humanoid	**Length**	9”	**Outlook**	Timid

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Archetype	Stealth	**Weight**	160Lbs.	**Treasure**	0

Ag	3	**Co**	0	**Em**	2	**In**	0	**Me**	2	**Pr**	2	**Qu**	2	**Re**	1	**SD**	-3	**St**	-2

Attack:
Defense:
Form: Immortal (10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Efficient sleeper I [-1 hr.] (5 DP)
Senses: Sight: primate (5 DP) Vision: nightvision (10 DP) Hearing: Hare (20 DP)
Movement: Walk.Bi.: 22
Skills: Perc.: 46 Run.: 49 Climb.: 49 Surv. Biome: 51 Hiding: 48 Stalking: 48
Spells: Cha 0 **PP:** 0
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	2	**Em**	2	**In**	0	**Pr**	2	**Qu**	2	**Re**	0	**SD**	-4	**St**	-2
Base Hits		20			**Base RR**		Ch		-5	**Ess**		-5			**Me**	-5	**Ph**	20	**Fe**	0
Base Endurance		10			**Healing rate**		x2			**Stride**		2			**AT**	Armor, naked skin (AT 1)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elk	5C	Walk.Quad.: 30	3	B(6)	VI - -	72 (107)	52	AT 1(N)	19 (0)	24B(6)ho> ;14B(6)ra ;4B(6)tr	11	-2	-1	4	-1	Pod (3d12)	B F - - -

Category	Animal	**Height**	69”	**Leftover DP**	176
Type	Herbivore	**Length**	107”	**Outlook**	Normal
Archetype	Defensive	**Weight**	880Lbs.	**Treasure**	0

Ag	4	**Co**	4	**Em**	-2	**In**	1	**Me**	-2	**Pr**	-1	**Qu**	3	**Re**	-2	**SD**	-1	**St**	-1

Attack: Attacks sequence (10 DP)
Defense:
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: snake (15 DP) Hearing: Cat (10 DP) Sensitivity: Near sighted (-5 DP)
Movement: Walk.Quad.: 30
Skills: Perc.: 40 Run.: 43 Surv. Biome: 45
Spells: Cha 1 **PP:** 9
Racial:

Stats	**Ag**	3	**Co**	3	**Em**	-2	**Em**	-2	**In**	0	**Pr**	-1	**Qu**	2	**Re**	-3	**SD**	-2	**St**	-1
Base Hits		30			**Base RR**		Ch		0	**Ess**		0			**Me**	0	**Ph**	0	**Fe**	0
Base Endurance		10			**Healing rate**		x1			**Stride**		0			**AT**	Armor, light fur (AT 1)				

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Ellyllon	2B	Walk.Bi.: 6	2	D(2)	II - -	38 (53)	18	AT 1(N)	10 (0)	14D(2)qs ;25D(2)rw	8	22	10	-19	1	Span (1d8)	B X F J - -

Category	Fey	**Height**	12”	**Leftover DP**	123
Type	Occupational	**Length**	4”	**Outlook**	Altruistic
Archetype	Stealth	**Weight**	2Lbs.	**Treasure**	0

Ag	0	Co	1	Em	2	In	-2	Me	2	Pr	0	Qu	2	Re	1	SD	1	St	-2

Attack:
Defense: Proof, weapon, except raw iron (20 DP) Agitated [0,5, Weapon proof [Except magic],] (10 DP)
Form: Immortal (10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Efficient sleeper II [-2 hrs.] (10 DP)
Senses: Vision: Dark vision II [30'] (20 DP) Vision: nightvision (10 DP) Smell: dog (20 DP)
Movement: Walk.Bi.: 6
Skills: Perc.: 22 Run.: 31 Spec.: 19 Serv. Valet: 18
Spells: Ess 0 **PP:** -3
Racial:

Stats	Ag	0	Co	1	Em	2	Em	2	In	-2	Pr	0	Qu	2	Re	1	SD	1	St	-2
Base Hits		20		**Base RR**		Ch	10		**Ess**		10		**Me**		10		**Ph**	-20	**Fe**	0
Base Endurance		0		**Healing rate**		x0.5			**Stride**		5		**AT**		Armor, naked skin (AT 1)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Elothere (G. Boar)	6E	Walk.Quad.: 35	2	L(7)	VII - -	111 (179)	86	AT 2(N)	18 (0)	64L(7)bi> ;64L(7)ra> ;50L(7)tr	11	-2	-2	20	-2	Team (1d10)	T B P F - -

Category	Animal	**Height**	84”	**Leftover DP**	80
Type	Megafauna	**Length**	150”	**Outlook**	Inconsiderate
Archetype	Offensive	**Weight**	2805Lbs.	**Treasure**	0

Ag	2	Co	5	Em	-2	In	1	Me	-3	Pr	-2	Qu	2	Re	-2	SD	-2	St	5

Attack: Attacks sequence (10 DP) Pressing the advantage II [10] (20 DP)
Defense:

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Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP) Frenzy [5, +1 Size] (20 DP)
Senses: Smell: dog (20 DP) Hearing: Dog (15 DP) Nose: Uncanny tracking II [20] (20 DP) Sensitivity: Near sighted (-5 DP)
Movement: Walk.Quad.: 35
Skills: Perc.: 36 Run.: 35 Surv. Biome: 37 Adr. Foc.: 15
Spells: Cha 0 **PP:** 1
Racial:

Stats	Ag	0	Co	3	Em	-2	Em	-2	In	0	Pr	-2	Qu	1	Re	-3	SD	-3	St	3
Base Hits		35			Base RR		Ch		0	Ess		0			Me		0		Ph	15	Fe	0
Base Endurance		10			Healing rate		x1			Stride		0			AT		Armor, heavy fur (AT2)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Emitter Plants	3C	Root.Rooted: 0	-3	D(2)	II @# PK	36 (56)	21	AT 3(N)	-3 (0)		11	-4	-2	2	-3	Pod (3d12)	T B X P E -

Category	Plant	Height	36”	Leftover DP	368
Type	Poisonous	Length	3”	Outlook	Passive
Archetype	Defensive	Weight	1Lbs.	Treasure	0

Ag	1	Co	2	Em	-4	In	1	Me	-8	Pr	-2	Qu	-3	Re	-7	SD	-3	St	0

Attack: Poison sack, immolation [Poison Respiratory, 10'R] (50 DP) Increase radius III [+15'R] (30 DP)
Defense: Proof, critical, no krush (10 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, elemental I [Wind, -1Size] (15 DP) Elemental susceptibility IV [Lightning, -20] (-12 DP)
Form: Body: herbaceaous [3] (0 DP) Distinct odor (-10 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Can't speak (-10 DP) Item, no item (-15 DP) Reproduction: buds or seeds (5 DP)
Senses: Electrosense: Electroreception (15 DP) Dead sense deprivement (-30 DP)
Movement: Root.Rooted: 0
Skills: Perc.: 21
Spells: Cha 0 **PP:** 4
Racial:

Stats	Ag	0	Co	2	Em	-4	Em	-4	In	0	Pr	-2	Qu	-4	Re	-8	SD	-3	St	0
Base Hits		15			Base RR		Ch		0	Ess		0			Me		0		Ph	0	Fe	0
Base Endurance		0			Healing rate		x1			Stride		0			AT		Armor, herbaceous fibrous structure (AT 3)					

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Empusa	8F	Walk.Bi.: 18	-1	M(5)	V @ -	76 (132)	56	AT 1(N)	13 (0)	49M(5)un ;69M(5)we	-1	-1	-13	10	0	Solo (1d2)	L E U - - -

Category	Races	**Height**	66”	**Leftover DP**	193
Type	Humanoid	**Length**	9”	**Outlook**	Inconsiderate
Archetype	Stealth	**Weight**	140Lbs.	**Treasure**	0

Ag	0	Co	0	Em	-1	In	-1	Me	4	Pr	-3	Qu	-1	Re	6	SD	0	St	2

Attack:
Defense: Proof, critical, no stun (10 DP) Proof, weapon, except silver (20 DP)
Form: Shapechange, true (50 DP) Shapechange, flawed [Assine hind leg] (-25 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Sight: primate (5 DP) Vision: nightvision (10 DP) Smell: rat (10 DP)
Movement: Walk.Bi.: 18
Skills: Perc.: 75 Run.: 87 Hiding: 83 Stalking: 83 Intimidat.: 79 Charm: 79
Spells: Cha 1 **PP:** 7
Racial:

Stats	Ag	-2	Co	-1	Em	-2	Em	-2	In	-2	Pr	-4	Qu	-2	Re	4	SD	-2	St	1

Base Hits	20	**Base RR**	Ch	-10	**Ess**	0	**Me**	-10	**Ph**	10	**Fe**	0
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, naked skin (AT 1)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Eraditor (IV)	23F	Walk.Quad.: 43	3	H(8)	VIII - -	193 (339)	168	AT 5(N)	55 (0)	150H(8)bi ;111H(8)bi3WF ;133M(5)fbo ;133M(5)ibo ;133M(5)wboS ;133M(5)wboS ;133M(5)wboS ;133M(5)wboS ;133M(5)wboS ;133M(5)wboS	-12	-13	1	20	2	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	108”	**Leftover DP**	95
Type	Demon	**Length**	240”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	6800Lbs.	**Treasure**	0

Ag	8	Co	10	Em	-3	In	-2	Me	1	Pr	1	Qu	3	Re	2	SD	2	St	13

Attack: Elemental bolt III [Water Bolt, MIe bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (30 DP) Elemental bolt V [Fire Bolt, MFire bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Elemental bolt IV [Ice Bolt, MEarth bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (35 DP) Material destruction IV [Stone, 1cu', 1 rnd] (50 DP)

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Defense: Abomination (-20 DP) Proof, weapon, except magic (20 DP) Elemental immunity, total [All elements] (100 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Additional head II [Size, Type, 2] (35 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar IV [IV] (-4 DP) Body condition, fleeting soul (-20 DP) Diet, omnivore (0 DP) Unsleeping (20 DP) Control difficulty II [-10] (10 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: radar [5'R/ lvl] (50 DP) Caecitas (no vision) (-20 DP) Anosmia (no smell) (-10 DP) Anesthesia (no feel) (-10 DP)
Movement: Walk.Quad.: 43
Skills: Perc.: 114 Run.: 111 Multi. Att.: 109
Spells: Men 1 **PP:** 9
Racial:

Stats	**Ag**	1	**Co**	2	**Em**	-3	**Em**	-3	**In**	-2	**Pr**	-3	**Qu**	0	**Re**	-2	**SD**	-2	**St**	4
Base Hits		25		**Base RR**		Ch		-10	**Ess**		-10		**Me**		-10		**Ph**	10	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, keratin laminae (AT 5)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Euryale	6E	Walk.Quad.: 27	-1	L(7)	VII @ -	114 (182)	104	AT 8(N)	-1 (0)	102L(7)ho> ;88L(7)ra>> ;102L(7)tr	12	-2	-2	21	4	Solo (1d2)	T X D A - -

Category	Monster	**Height**	63”	**Leftover DP**	32
Type	Land	**Length**	102”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	2500Lbs.	**Treasure**	0

Ag	3	**Co**	6	**Em**	-2	**In**	2	**Me**	-2	**Pr**	-2	**Qu**	-1	**Re**	-3	**SD**	4	**St**	7

Attack: Attacks sequence (10 DP) Poison sack, spray [Poison: Special, 1x/ 60 rnds, 2',1'D/ lvl] (30 DP) Poison, special, petrification (20 DP)
Defense: Proof, critical, no stun (10 DP)
Form: Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Sight: primate (5 DP) Sensitivity: Bright light sensitivity [Daylight, Stun] (-30 DP) Smell: sensitive (5 DP) Hearing: Hare (20 DP)
Movement: Walk.Quad.: 27
Skills: Perc.: 38 Run.: 67 Surv. Biome: 37
Spells: Cha 0 **PP:** 2
Racial:

Stats	**Ag**	1	**Co**	4	**Em**	-2	**Em**	-2	**In**	1	**Pr**	-2	**Qu**	-2	**Re**	-4	**SD**	3	**St**	5
Base Hits		30		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	15	**Fe**	0
Base Endurance		20		**Healing rate**		x1			**Stride**		0		**AT**		Armor, iron-like flexible skin (AT 8)					

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Eye Entity, greater	15G	Mag.Fly. Cont.: 25	10	M(5)	VI @ -	65 (105)	50	AT 1(N)	55 (0)	57M(5)ra ;105M(5)lbo	11	2	-3	3	4	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	16”	**Leftover DP**	119
Type	Cultivated	**Length**	16”	**Outlook**	Inquisitive
Archetype	Spell user	**Weight**	75Lbs.	**Treasure**	0

Ag	8	Co	3	Em	2	In	1	Me	2	Pr	-3	Qu	10	Re	-3	SD	4	St	-5

Attack: Gaze: Sleep III [5'/ lvl] (25 DP) Elemental bolt VI [Lightning, MLightning bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (45 DP)
Defense: Dense I [1Size] (17 DP) Proof, critical, no stun (10 DP)
Form: Breathing, no (20 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP) Link, sense [Sight, 1 mile/ lvl] (-15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Special: invisibility sense [5'R/ lvl] (25 DP) Vision: demon vision [50'] (55 DP) Dead sense deprivement (-30 DP)
Movement: Mag.Fly.Cont.: 25
Skills: Perc.: 133 Fly.: 146 Grace. Spell l.: 130 Spell Trick.: 130 Track.: 68 Attune.: 128
Spells: Cha 270 **PP:** 137
Racial:

Stats	Ag	3	Co	1	Em	0	Em	0	In	-4	Pr	-5	Qu	5	Re	-3	SD	2	St	-5
Base Hits		15	**Base RR**		Ch	0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**		0	
Base Endurance		0	**Healing rate**		x2		**Stride**		0		**AT**		Armor, naked skin (AT 1)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Eye Entity, lesser	2B	Mag.Fly. Cont.: 20	5	T(3)	IV @ -	24 (29)	9	AT 1(N)	27 (0)	3T(3)ra ;34T(3)lbo	-4	0	5	1	2	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	8”	**Leftover DP**	100
Type	Cultivated	**Length**	8”	**Outlook**	Inquisitive
Archetype	Spell user	**Weight**	10Lbs.	**Treasure**	0

Ag	3	Co	1	Em	0	In	-4	Me	-3	Pr	-5	Qu	5	Re	-3	SD	2	St	-5

Attack: Gaze: Sleep III [5'/ lvl] (25 DP) Elemental bolt I [Lightning, DLightningbolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (20 DP) Increase attack size I [Attack, +1 Size] (10 DP)
Defense: Dense I [1Size] (17 DP) Proof, critical, no stun (10 DP)
Form: Breathing, no (20 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP) Link, sense [Sight, 1 mile/ lvl] (-15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Special: invisibility sense [5'R/ lvl] (25 DP) Vision: demon vision [50'] (55 DP) Dead sense deprivement (-30 DP)

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Movement: Mag.Fly.Cont.: 20
Skills: Perc.: 26 Fly.: 30 Grace. Spell l.: 24 Spell Trick.: 24 Track.: 12 Attune.: 24
Spells: Men 36 **PP:** 19
Racial:

Stats	**Ag**	3	**Co**	1	**Em**	0	**Em**	0	**In**	-4	**Pr**	-5	**Qu**	5	**Re**	-3	**SD**	2	**St**	-5
Base Hits		15		**Base RR**		Ch	0	**Ess**		0		**Me**	0		**Ph**	0		**Fe**	0		
Base Endurance		0		**Healing rate**		x2		**Stride**		0		**AT**	Armor, naked skin (AT 1)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Eye Entity, major	10E	Mag.Fly. Cont.: 23	8	S(4)	V @ -	47 (72)	32	AT 1(N)	44 (0)	18S(4)ra ;85S(4)lbo	-3	13	-4	2	3	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	13”	**Leftover DP**	119
Type	Cultivated	**Length**	13”	**Outlook**	Inquisitive
Archetype	Spell user	**Weight**	50Lbs.	**Treasure**	0

Ag	6	**Co**	2	**Em**	3	**In**	-3	**Me**	0	**Pr**	-4	**Qu**	8	**Re**	-3	**SD**	3	**St**	-5

Attack: Gaze: Sleep III [5'/ lvl] (25 DP) Elemental bolt I [Lightning, DLightningbolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (20 DP) Increase attack size II [Attack, +2 Size] (20 DP)
Defense: Dense I [1Size] (17 DP) Proof, critical, no stun (10 DP)
Form: Breathing, no (20 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP) Link, sense [Sight, 1 mile/ lvl] (-15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Special: invisibility sense [5'R/ lvl] (25 DP) Vision: demon vision [50'] (55 DP) Dead sense deprivement (-30 DP)
Movement: Mag.Fly.Cont.: 23
Skills: Perc.: 95 Fly.: 99 Grace. Spell l.: 100 Spell Trick.: 100 Track.: 45 Attune.: 91
Spells: Ess 180 **PP:** 102
Racial:

Stats	**Ag**	3	**Co**	1	**Em**	0	**Em**	0	**In**	-4	**Pr**	-5	**Qu**	5	**Re**	-3	**SD**	2	**St**	-5
Base Hits		15		**Base RR**		Ch	0	**Ess**		0		**Me**	0		**Ph**	0		**Fe**	0		
Base Endurance		0		**Healing rate**		x2		**Stride**		0		**AT**	Armor, naked skin (AT 1)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Eye Entity, minor	7D	Mag.Fly. Cont.: 22	7	S(4)	V @ -	42 (62)	27	AT 1(N)	38 (0)	16S(4)ra ;74S(4)lbo	8	12	-4	2	3	Solo (1d2)	E U W - - -

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Category	Artificial	**Height**	11”	**Leftover DP**	95
Type	Cultivated	**Length**	11”	**Outlook**	Inquisitive
Archetype	Spell user	**Weight**	25Lbs.	**Treasure**	0

Ag	5	**Co**	2	**Em**	2	**In**	-2	**Me**	-1	**Pr**	-4	**Qu**	7	**Re**	-3	**SD**	3	**St**	-5

Attack: Gaze: Sleep III [5'/ lvl] (25 DP) Elemental bolt I [Lightning, DLightningbolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (20 DP) Increase attack size II [Attack, +2 Size] (20 DP)
Defense: Dense I [1Size] (17 DP) Proof, critical, no stun (10 DP)
Form: Breathing, no (20 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP) Link, sense [Sight, 1 mile/ lvl] (-15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Special: invisibility sense [5'R/ lvl] (25 DP) Vision: demon vision [50'] (55 DP) Dead sense deprivement (-30 DP)
Movement: Mag.Fly.Cont.: 22
Skills: Perc.: 73 Fly.: 79 Grace. Spell l.: 76 Spell Trick.: 76 Track.: 32 Attune.: 72
Spells: Cha/Ess 126 **PP:** 78
Racial:

Stats	**Ag**	3	**Co**	1	**Em**	0	**Em**	0	**In**	-4	**Pr**	-5	**Qu**	5	**Re**	-3	**SD**	2	**St**	-5

Base Hits	15	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0
Base Endurance	0	**Healing rate**	x2		**Stride**	0	**AT**	Armor, naked skin (AT 1)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Faerie dragon	8F	Walk.Quad.: 11	4	T(3)	IV - -	41 (61)	21	AT 5(N)	30 (0)	63T(3)bi ;63T(3)cl ;78M(5)elb	-11	3	-9	-9	-1	Span (1d8)	L - - - - -

Category	Fell creature	**Height**	10”	**Leftover DP**	80
Type	Dragonkin	**Length**	24”	**Outlook**	Playful
Archetype	Spell user	**Weight**	21Lbs.	**Treasure**	0

Ag	4	**Co**	1	**Em**	3	**In**	-1	**Me**	4	**Pr**	1	**Qu**	4	**Re**	2	**SD**	-1	**St**	0

Attack: Poison sack, injection [Poison: Circulatory, Stinger] (20 DP) Nonviolent II [-10] (-20 DP)
Defense: Elemental immunity, dragon [5 elements] (80 DP) Weak spot [Location, -25] (-10 DP) Elemental vulnerability I [Wind, +1 Size] (-15 DP) Dense I [1Size] (17 DP)
Form: Wings, folding (30 DP) Distinct odor (-10 DP) Elongated appendage I [Neck, 5'] (5 DP) Elongated appendage I [Tail, 5'] (5 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, herbivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Heavy sleeper (-5 DP) Natural familiar (-10 DP)
Senses: Vision: nightvision (10 DP) Vision: Dark vision, superior [100'] (50 DP) Special: invisibility sense [5'R/ lvl] (25 DP) Smell: snake (15 DP)
Movement: Walk.Quad.: 11 Wing.Fly.Norm.: 0
Skills: Perc.: 82 Run.: 86 Fly.: 86 Hiding: 46 Stalking: 46 Spell Trick.: 84
Spells: Ess 144 **PP:** 89
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	1	**Em**	1	**In**	-2	**Pr**	0	**Qu**	2	**Re**	2	**SD**	-2	**St**	0

Base Hits	20	**Base RR**	Ch	-	**Ess**	-10	**Me**	-10	**Ph**	-	**Fe**	0

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				10						10		
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, dragon scales, very light (AT 5)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Falcon/ peregrine	2B	Walk.Bi.: 1	4	D(2)	II - -	40 (55)	35	AT 1(N)	26 (0)	22D(2)cl ;22D(2)be	10	-4	-2	2	1	Solo (1d2)	T B P S - -

Category	Animal	**Height**	12”	**Leftover DP**	224
Type	Bird	**Length**	18”	**Outlook**	Normal
Archetype	Stealth	**Weight**	1.8Lbs.	**Treasure**	0

Ag	5	**Co**	2	**Em**	-4	**In**	0	**Me**	-4	**Pr**	-2	**Qu**	4	**Re**	-4	**SD**	1	**St**	2

Attack:
Defense:
Form: Wings, feathered (20 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP) Sight: hawk (20 DP)
Movement: Walk.Bi.: 1 Awk.move.IV: 0 Wing.Fly.Tot.: 0
Skills: Perc.: 24 Fly.: 29 Surv. Biome: 29 Acrob.: 32
Spells: Cha 0 **PP:** 0
Racial:

Stats	**Ag**	5	**Co**	2	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-2	**Qu**	4	**Re**	-4	**SD**	1	**St**	2
Base Hits		20			**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0
Base Endurance		15			**Healing rate**		x1			**Stride**		0		**AT**	Armor, light feather coat (AT 1)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Feliss	7C	Slith.Belly: 43	3	B(6)	VI - -	76 (126)	56	AT 3(N)	23 (0)	69B(6)bi> ;69B(6)gr>> ;51H(8)cr	10	-4	-2	3	0	Solo (1d2)	L E - - -

Category	Monster	**Height**	12”	**Leftover DP**	108
Type	Land	**Length**	168”	**Outlook**	Aggressive
Archetype	Stealth	**Weight**	520Lbs.	**Treasure**	0

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Ag	6	Co	3	Em	-4	In	0	Me	-1	Pr	-2	Qu	3	Re	1	SD	0	St	2

Attack: Attacks sequence (10 DP) Gaping maw I [-3 Size] (25 DP)
Defense:
Form: Camouflage, pattern [Woods, 25] (10 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP) Prodigy V [Stalk/ Hide, 25] (30 DP)
Senses: Smell: snake (15 DP) Taste: snake palette (15 DP) Touch: sensitive (5 DP) Heatsense: heat sensor network (20 DP)
Movement: Slith.Belly: 43
Skills: Perc.: 73 Run.: 85 Surv. Biome: 68 Hiding: 107 Stalking: 82
Spells: Cha 1 **PP:** 8
Racial:

Stats	Ag	4	Co	2	Em	-5	Em	-5	In	-1	Pr	-3	Qu	2	Re	-1	SD	-2	St	1
Base Hits		20	Base RR		Ch		0	Ess		0		Me		0		Ph	0	Fe		0
Base Endurance		0	Healing rate		x1			Stride		0		AT		Armor, small scales (AT 3)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Fell beast	12G	Walk.Bi.: 18	2	G(9)	IX - -	166 (278)	126	AT 3(N)	40 (0)	122G(9)cl> ;102G(9)ra>> ;122G(9)be	11	-2	-8	-2	-2	Team (1d10)	L - - - - -

Category	Fell creature	Height	100”	Leftover DP	42
Type	Dragonkin	Length	240”	Outlook	Belligerent
Archetype	Offensive	Weight	20800Lbs.	Treasure	0

Ag	6	Co	8	Em	-2	In	1	Me	0	Pr	-3	Qu	2	Re	0	SD	-2	St	8

Attack: Attacks sequence (10 DP) Swooping (25 DP) Fighting brick II [+2 pace] (-20 DP) Wing buffeting [3'R/ lvl] (25 DP)
Defense: Elemental immunity, dragon [5 elements] (80 DP) Light boned I [-1 Size] (-17 DP) Weak spot [Location, -25] (-10 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP)
Form: Wings, membrane (10 DP) Distinct odor (-10 DP) Elongated appendage II [Neck, 10'] (10 DP) Elongated appendage II [Tail, 10'] (10 DP) Beast of burden I [0,2] (10 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Heavy sleeper (-5 DP) Can't speak (-10 DP) Control submission I [5] (-5 DP)
Senses: Caecitas (no vision) (-20 DP) Smell: shark (25 DP) Hearing: Hare (20 DP) Nose: Uncanny tracking III [30] (30 DP)
Movement: Walk.Bi.: 18 Awk.move.III: 0 Wing.Fly.ungr.: 0
Skills: Perc.: 69 Run.: 79 Fly.: 79 Track.: 61 Nav.: 30
Spells: Cha 1 **PP:** 13
Racial:

Stats	Ag	2	Co	4	Em	-2	Em	-2	In	-1	Pr	-3	Qu	0	Re	-2	SD	-4	St	4
Base Hits		40	Base RR		Ch		0	Ess		0		Me		-5		Ph	-10	Fe		0
Base Endurance		0	Healing rate		x1			Stride		0		AT		Armor, thick leather skin (AT 3)						

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Ferret	1B	Walk.Quad.: 9	4	T(3)	II - -	24 (29)	4	AT 1(N)	14 (0)	28T(3)bi>> ;28T(3)cl	11	-3	1	1	-3	Solo (1d2)	T B X P - -

Category	Animal	**Height**	4”	**Leftover DP**	225
Type	Carnivore	**Length**	18”	**Outlook**	Jumpy
Archetype	Stealth	**Weight**	4Lbs.	**Treasure**	0

Ag	6	Co	1	Em	-3	In	1	Me	-3	Pr	1	Qu	4	Re	-4	SD	-3	St	-1

Attack: Attacks sequence (10 DP)
Defense:
Form: Distinct odor (-10 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Smell: dog (20 DP) Hearing: Dog (15 DP) Touch: sensitive antennae/ vibrissae (13 DP)
Movement: Walk.Quad.: 9
Skills: Perc.: 11 Run.: 34 Surv. Biome: 13 Climb.: 34
Spells: Cha 0 **PP:** 3
Racial:

Stats	Ag	6	Co	1	Em	-3	Em	-3	In	1	Pr	1	Qu	4	Re	-4	SD	-3	St	-1
Base Hits		20	**Base RR**		Ch	0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**		0	
Base Endurance		0	**Healing rate**		x1		**Stride**		0		**AT**		Armor, light fur (AT 1)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Fire drake, mature	38G	Walk.Quad.: 56	3	G(9)	IX - -	184 (322)	154	AT 8(N)	95 (0)	161G(9)bi ;161G(9)cl ;119G(9)ra ;161G(9)all3WF ;157M(5)fboP ;157M(5)fboP ;157M(5)fboP ;157M(5)fboP ;157M(5)fboP ;157M(5)fboP	14	35	33	15	-4	Solo (1d2)	L E U - - -

Category	Fell creature	**Height**	148”	**Leftover DP**	-2
Type	Great drake	**Length**	360”	**Outlook**	Inconsiderate
Archetype	Semi spell user	**Weight**	27760Lbs.	**Treasure**	0

Ag	18	Co	5	Em	15	In	4	Me	3	Pr	13	Qu	3	Re	10	SD	-4	St	6

Attack: Attacks sequence (10 DP) Elemental cone III [Fire Ball, MFire ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (55 DP) Increase cone V [+5', 3'D/ lvl] (25 DP) Elemental bolt V [Fire Bolt, MFire bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Increase range III [+10'/ lvl] (20 DP) Wing buffeting [3'R/ lvl] (25 DP) Fighting brick II [+2 pace] (-20 DP)

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Defense: Elemental immunity, dragon [5 elements] (80 DP) Immune to disease, greater (30 DP) Elemental blood IV [Fire, D] (20 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial V [Belly, AT 5] (-3 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP)
Form: Wings, membrane (10 DP) Elongated appendage IV [Neck, 20'] (20 DP) Elongated appendage V [Tail, 25'] (25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: gecko (10 DP) Heatsense: heat sensor network (20 DP) Hearing: Hare (20 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Walk.Quad.: 56 Wing.Fly.ungr.: 0
Skills: Perc.: 132 Run.: 144 Fly.: 144 Grace. Spell l.: 77 Multi. Att.: 138 Intimidat.: 137
Spells: Ess/Men 228 **PP:** 141
Racial:

Stats	**Ag**	3	**Co**	2	**Em**	0	**Em**	0	**In**	-3	**Pr**	-2	**Qu**	3	**Re**	3	**SD**	-4	**St**	3
Base Hits		40		**Base RR**	Ch	10	**Ess**	10		**Me**	10		**Ph**	10	**Fe**	0				
Base Endurance		10		**Healing rate**	x2		**Stride**	-25		**AT**	Armor, dragon scales, medium (AT 8)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Fire drake, old	66G	Walk.Quad.: 80	3	E(10)	X - -	212 (378)	182	AT 9(N)	151 (0)	230E(10)bi ;230E(10)cl ;174E(10)ra ;230E(10)all3WF ;229M(5)fboP ;229M(5)fboP ;229M(5)fboP ;229M(5)fboP ;229M(5)fboP ;229M(5)fboP	14	35	33	15	-4	Solo (1d2)	L E U - - -

Category	Fell creature	**Height**	220”	**Leftover DP**	213
Type	Great drake	**Length**	540”	**Outlook**	Inconsiderate
Archetype	Semi spell user	**Weight**	93690Lbs.	**Treasure**	0

Ag	18	**Co**	5	**Em**	15	**In**	4	**Me**	3	**Pr**	13	**Qu**	3	**Re**	10	**SD**	-4	**St**	6

Attack: Attacks sequence (10 DP) Elemental cone III [Fire Ball, MFire ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (55 DP) Increase cone V [+5', 3'D/ lvl] (25 DP) Elemental bolt V [Fire Bolt, MFire bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Increase range III [+10'/ lvl] (20 DP) Wing buffeting [3'R/ lvl] (25 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Elemental immunity, dragon [5 elements] (80 DP) Immune to disease, greater (30 DP) Elemental blood V [Fire, E] (25 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial VI [Belly, AT 6] (-3 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP)
Form: Wings, membrane (10 DP) Elongated appendage V [Neck, 25'] (25 DP) Elongated appendage VIII [Tail, 40'] (40 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: gecko (10 DP) Heatsense: heat sensor network (20 DP) Hearing: Hare (20 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Walk.Quad.: 80 Wing.Fly.ungr.: 0
Skills: Perc.: 176 Run.: 195 Fly.: 195 Grace. Spell l.: 103 Multi. Att.: 166 Intimidat.: 198
Spells: Ess/Men 396 **PP:** 199
Racial:

Stats	**Ag**	3	**Co**	2	**Em**	0	**Em**	0	**In**	-3	**Pr**	-2	**Qu**	3	**Re**	3	**SD**	-4	**St**	3
Base Hits		40		**Base RR**	Ch	10	**Ess**	10		**Me**	10		**Ph**	10	**Fe**	0				

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Base Endurance	10	Healing rate	x2		Stride	-25	AT	Armor, dragon scales, heavy (AT 9)

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Fire drake, young	15G	Walk.Quad.: 32	3	L(7)	VII --	124 (204)	94	AT 7(N)	49 (0)	136L(7)bi ;136L(7)cl ;90L(7)ra ;116L(7)all3WF ;135M(5)fboP ;135M(5)fboP ;135M(5)fboP ;135M(5)fboP ;135M(5)fboP ;135M(5)fboP ;135M(5)fboP	9	25	23	14	-4	Solo (1d2)	L E U - - -

Category	Fell creature	Height	74”	Leftover DP	-121
Type	Great drake	Length	180”	Outlook	Inconsiderate
Archetype	Semi spell user	Weight	3900Lbs.	Treasure	0

Ag	8	Co	4	Em	5	In	-1	Me	3	Pr	3	Qu	3	Re	5	SD	-4	St	5

Attack: Attacks sequence (10 DP) Elemental cone III [Fire Ball, MFire ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (55 DP) Increase cone V [+5', 3'D/ lvl] (25 DP) Elemental bolt V [Fire Bolt, MFire bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Increase range III [+10'/ lvl] (20 DP) Wing buffeting [3'R/ lvl] (25 DP) Fighting brick I [+1 pace] (-10 DP)
Defense: Elemental immunity, dragon [5 elements] (80 DP) Immune to disease, lesser (10 DP) Elemental blood III [Fire, C] (15 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial IV [Belly, AT 4] (-4 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP)
Form: Wings, membrane (10 DP) Elongated appendage II [Neck, 10'] (10 DP) Elongated appendage III [Tail, 15'] (15 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: gecko (10 DP) Heatsense: heat sensor network (20 DP) Hearing: Hare (20 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Walk.Quad.: 32 Wing.Fly.ungr.: 0
Skills: Perc.: 90 Run.: 109 Fly.: 109 Grace. Spell l.: 40 Multi. Att.: 80 Intimidat.: 112
Spells: Ess/Men 90 **PP:** 112
Racial:

Stats	Ag	3	Co	2	Em	0	Em	0	In	-3	Pr	-2	Qu	3	Re	3	SD	-4	St	3
Base Hits		40	Base RR		Ch		10	Ess		10		Me		10	Ph	10	Fe	0		
Base Endurance		10	Healing rate		x2			Stride		-25		AT		Armor, dragon scales, light (AT 7)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Fireflower	6D	Root.Rooted: 0	-1	D(2)	III @ PK	105 (173)	85	AT 3(N)	9 (0)	77M(5)fbo ;72D(2)gr	11	-4	-2	7	3	Span (1d8)	X J E - - -

Category	Plant	Height	48”	Leftover DP	383
Type	Animated	Length	5”	Outlook	Hungry

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Archetype	Offensive	Weight	1Lbs.	Treasure	0

Ag	4	Co	7	Em	-4	In	1	Me	-6	Pr	-2	Qu	-1	Re	-6	SD	3	St	2

Attack: Elemental bolt V [Element, MFire bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Increase range III [+10'/ lvl] (20 DP)
Defense: Proof, critical, no krush (10 DP) Elemental immunity [Fire] (20 DP) Elemental vulnerability II [Water, +2 Size] (-25 DP) Proof, critical, no stun (10 DP) Dense I [1Size] (17 DP)
Form: Body: herbaceaous [3] (0 DP) Distinct odor (-10 DP) Elongated appendage II [Limb, 10'] (10 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Mindless (-25 DP) Unsleeping (20 DP) Diet, carnivore (-5 DP) Can't speak (-10 DP) Reproduction: buds or seeds (5 DP) Item, no item (-15 DP)
Senses: Dead sense deprivement (-30 DP) Surditas (no hearing) (-15 DP) Caecitas (no vision) (-20 DP) Heatsense: heat sensor network (20 DP)
Movement: Root.Rooted: 0
Skills: Perc.: 36
Spells: Cha 0 **PP:** 5
Racial:

Stats	Ag	2	Co	5	Em	-4	Em	-4	In	0	Pr	-2	Qu	-2	Re	-7	SD	2	St	0

Base Hits	20	Base RR	Ch	0	Ess	0	Me	0	Ph	0	Fe	0
Base Endurance	0	Healing rate	x1		Stride	0	AT	Armor, herbaceous fibrous structure (AT 3)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Firephantom (III)	11G	Ma.Fly.Adapt.: 32	7	M(5)	VI @!#-	134 (240)	134	AT 1(N)	103 (0)	87M(5)fba ;114M(5)un[Heat]	22	6	7	5	-2	Yoke (1d3)	L E U - - -

Category	Undead	Height	72”	Leftover DP	9
Type	Incorporeal	Length	9”	Outlook	Cruel
Archetype	Offensive	Weight	0Lbs.	Treasure	0

Ag	5	Co	5	Em	-4	In	2	Me	0	Pr	-3	Qu	7	Re	0	SD	-2	St	1

Attack: Elemental immolation III [Fire, C, 5'R] (30 DP) Increase radius III [+15'R] (30 DP) Life drain, hunger I [Drain Co, 1, -10] (5 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Dense I [1Size] (17 DP) Proof, weapon, except magic (20 DP) Elemental vulnerability I [Ice, +1 Size] (-15 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP)
Form: Body: elemental energy [Fire, 40] (40 DP) Elemental explosion [Fire Ball, 1'R/ lvl, 10] (30 DP) Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Heatsense: heat sensor network (20 DP)
Movement: Ma.Fly.Adapt.: 32
Skills: Perc.: 62 Fly.: 77 Lor. Elem.: 12
Spells: Cha 0 **PP:** 12
Racial:

Stats	Ag	2	Co	2	Em	-4	Em	-4	In	0	Pr	-3	Qu	5	Re	-2	SD	-4	St	-2

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Base Hits	20	Base RR	Ch	10	Ess	10	Me	10	Ph	0	Fe	0
Base Endurance	20	Healing rate	x0.5		Stride	0	AT	Armor, insubstantial (AT 1)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Fish, flying	1A	Swim.Stream.: 22	2	D(2)	II - -	28 (33)	8	AT 3(N)	18 (0)	12D(2)ra ;12D(2)bi ;22T(3)ra(Coop20)	9	-4	-2	3	-3	Flock (4d100)	O - - - - -

Category	Animal	Height	2”	Leftover DP	263
Type	Water	Length	15”	Outlook	Jumpy
Archetype	Defensive	Weight	2Lbs.	Treasure	0

Ag	2	Co	3	Em	-4	In	-1	Me	-5	Pr	-2	Qu	2	Re	-5	SD	-3	St	-2

Attack: Cooperation: flock/ pack attack IV [Attack, 5, 10, 1size] (25 DP)
Defense:
Form: Gills (10 DP) Adapted form: water (15 DP) Wings, diaphanous (5 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Smell: rat (10 DP) Touch: sensitive (5 DP)
Movement: Swim.Stream.: 22 Wing.Fly.Glider: 0
Skills: Perc.: 6 Swim.: 17 Surv. Biome: 8
Spells: Cha 0 **PP:** 7
Racial:

Stats	Ag	2	Co	3	Em	-4	Em	-4	In	-1	Pr	-2	Qu	2	Re	-5	SD	-3	St	-2
Base Hits		20	Base RR		Ch		0	Ess		0		Me	0		Ph	0	Fe	0		
Base Endurance		0	Healing rate		x1			Stride		0		AT	Armor, small scales (AT 3)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Fish, huge	5D	Swim.Stream.: 109	3	H(8)	VIII - -	61 (96)	41	AT 3(N)	19 (0)	23H(8)be	10	-4	-2	4	-2	Span (1d8)	I J O - - -

Category	Animal	Height	40”	Leftover DP	133
Type	Water	Length	276”	Outlook	Hungry
Archetype	Defensive	Weight	11440Lbs.	Treasure	0

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Ag	3	Co	4	Em	-4	In	0	Me	-4	Pr	-2	Qu	3	Re	-4	SD	-2	St	-2

Attack:
Defense:
Form: Gills (10 DP) Adapted form: water (15 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Smell: rat (10 DP) Touch: sensitive (5 DP)
Movement: Swim.Stream.: 109
Skills: Perc.: 33 Swim.: 45 Surv. Biome: 31
Spells: Cha 1 **PP:** 7
Racial:

Stats	Ag	2	Co	3	Em	-4	Em	-4	In	-1	Pr	-2	Qu	2	Re	-5	SD	-3	St	-2
Base Hits		20		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, small scales (AT 3)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Fish, large	3C	Swim.Stream.: 67	3	L(7)	VII - -	43 (63)	23	AT 3(N)	15 (0)	14L(7)be ;24H(8)be(Coop5)	10	-4	-2	3	-3	Team (1d10)	I T B P O -

Category	Animal	Height	30”	Leftover DP	123
Type	Water	Length	150”	Outlook	Normal
Archetype	Defensive	Weight	2500Lbs.	Treasure	0

Ag	3	Co	3	Em	-4	In	0	Me	-5	Pr	-2	Qu	3	Re	-4	SD	-3	St	-2

Attack: Cooperation: flock/ pack attack IV [Attack, 5, 10, 1size] (25 DP)
Defense:
Form: Gills (10 DP) Adapted form: water (15 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Smell: rat (10 DP) Touch: sensitive (5 DP)
Movement: Swim.Stream.: 67
Skills: Perc.: 18 Swim.: 29 Surv. Biome: 16
Spells: Cha 0 **PP:** 3
Racial:

Stats	Ag	2	Co	3	Em	-4	Em	-4	In	-1	Pr	-2	Qu	2	Re	-5	SD	-3	St	-2
Base Hits		20		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, small scales (AT 3)					

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Fish, medium	2B	Swim.Stream.: 37	2	M(5)	V - -	38 (53)	18	AT 3(N)	10 (0)	9M(5)be ;19B(6)be(Coop10)	9	-4	-2	3	-3	Section (2d6)	I T B P O -

Category	Animal	**Height**	20”	**Leftover DP**	188
Type	Water	**Length**	60”	**Outlook**	Normal
Archetype	Defensive	**Weight**	155Lbs.	**Treasure**	0

Ag	2	Co	3	Em	-4	In	-1	Me	-5	Pr	-2	Qu	2	Re	-5	SD	-3	St	-2

Attack: Cooperation: flock/ pack attack III [Attack, 10, 10, 1Size] (20 DP)
Defense:
Form: Gills (10 DP) Adapted form: water (15 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Smell: rat (10 DP) Touch: sensitive (5 DP)
Movement: Swim.Stream.: 37
Skills: Perc.: 11 Swim.: 22 Surv. Biome: 9
Spells: Cha 0 **PP:** 3
Racial:

Stats	Ag	2	Co	3	Em	-4	Em	-4	In	-1	Pr	-2	Qu	2	Re	-5	SD	-3	St	-2
Base Hits		20	**Base RR**		Ch	0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**		0	
Base Endurance		0	**Healing rate**		x1		**Stride**		0		**AT**		Armor, small scales (AT 3)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Fish, small	1A	Swim.Stream.: 22	2	S(4)	IV - -	28 (33)	8	AT 3(N)	8 (0)	3S(4)be ;13M(5)be(Coop20)	9	-4	-2	3	-3	School (6d100)	I T B P U O

Category	Animal	**Height**	5”	**Leftover DP**	218
Type	Water	**Length**	15”	**Outlook**	Timid
Archetype	Defensive	**Weight**	20Lbs.	**Treasure**	0

Ag	2	Co	3	Em	-4	In	-1	Me	-5	Pr	-2	Qu	2	Re	-5	SD	-3	St	-2

Attack: Cooperation: flock/ pack attack II [Attack, 20, 15, 1Size] (15 DP)
Defense:
Form: Gills (10 DP) Adapted form: water (15 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Smell: rat (10 DP) Touch: sensitive (5 DP)

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Movement: Swim.Stream.: 22
Skills: Perc.: -3 Swim.: 9 Surv. Biome: -5
Spells: Cha 0 **PP:** 1
Racial:

Stats	Ag	2	Co	3	Em	-4	Em	-4	In	-1	Pr	-2	Qu	2	Re	-5	SD	-3	St	-2
Base Hits		20	Base RR		Ch		0	Ess		0	Me		0	Ph	0	Fe	0			
Base Endurance		0	Healing rate		x1			Stride		0	AT		Armor, small scales (AT 3)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Fishing cat	2B	Walk.Quad.: 26	4	S(4)	IV - -	40 (55)	20	AT 1(N)	16 (0)	8S(4)bi> ;3S(4)cl	10	-4	-1	2	1	Solo (1d2)	S J - - - -

Category	Animal	Height	12”	Leftover DP	163
Type	Carnivore	Length	26”	Outlook	Timid
Archetype	Defensive	Weight	23Lbs.	Treasure	0

Ag	4	Co	2	Em	-4	In	0	Me	-2	Pr	-1	Qu	4	Re	-4	SD	1	St	3

Attack: Attacks sequence (10 DP)
Defense:
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 26 Swim.Web: 0
Skills: Perc.: 9 Run.: 21 Surv. Biome: 7 Swim.: 21
Spells: Cha 0 **PP:** 0
Racial:

Stats	Ag	4	Co	2	Em	-4	Em	-4	In	0	Pr	-1	Qu	4	Re	-4	SD	1	St	3
Base Hits		20	Base RR		Ch		0	Ess		0	Me		0	Ph	0	Fe	0			
Base Endurance		0	Healing rate		x1			Stride		15	AT		Armor, light fur (AT 1)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Flame beast (II)	6E	Walk.Quad.: 22	4	B(6)	V - -	102 (170)	77	AT 2(N)	24 (0)	78M(5)cl ;78M(5)bi ;46M(5)all2WF	11	-1	-1	14	1	Solo (1d2)	E U L - - -

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Category	Extra planar	**Height**	44”	**Leftover DP**	136
Type	Visitor	**Length**	120”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	660Lbs.	**Treasure**	0

Ag	5	**Co**	4	**Em**	-1	**In**	1	**Me**	-1	**Pr**	-1	**Qu**	4	**Re**	-1	**SD**	1	**St**	4

Attack: Elemental internals III [Fire, Attack, C] (20 DP) Elemental immolation III [Element, C, 5'R] (30 DP) Weak natural attack I [Claw, -1 Size] (-5 DP) Weak natural attack I [Bite, -1 Size] (-5 DP)
Defense: Abomination (-20 DP) Elemental immunity [Fire] (20 DP) Proof, elemental I [Ice, -1Size] (15 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP) Light boned I [-1 Size] (-17 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar II [II] (-2 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Item, no item (-15 DP) Can't speak (-10 DP) Unsleeping (20 DP)
Senses: Vision: demon vision [50'] (55 DP)
Movement: Walk.Quad.: 22
Skills: Perc.: 33 Run.: 45 Multi. Att.: 36
Spells: Cha 0 **PP:** 4
Racial:

Stats	**Ag**	3	**Co**	2	**Em**	-1	**Em**	-1	**In**	0	**Pr**	-1	**Qu**	3	**Re**	-2	**SD**	0	**St**	2
Base Hits		25	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	10	**Fe**	0				
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**		Armor, thick skin (AT 2)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Flea	1A	Walk.Sext.: 13	4	Mi (1)	I - -	33 (38)	18	AT 1(N)	14 (0)	18MI(1)si ;24D(2)si(Coop100)	8	-4	-4	3	-3	Troop (15d10)	T B X P J A

Category	Animal	**Height**	0.1”	**Leftover DP**	156
Type	Invertebrate	**Length**	0.1”	**Outlook**	Carefree
Archetype	Defensive	**Weight**	0.1Lbs.	**Treasure**	0

Ag	4	**Co**	3	**Em**	-4	**In**	-2	**Me**	-4	**Pr**	-4	**Qu**	4	**Re**	-4	**SD**	-3	**St**	1

Attack: Disease mouth I [Disease: Bubonic, Touch] (15 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP) Cooperation: flock/ pack attack I [Attack, 100, 20, 1Size] (10 DP)
Defense: Proof, weapon, all (50 DP)
Form: Additional limb pair I [Location] (20 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, sanguinivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: sensitive (5 DP) Touch: sensitive antennae/ vibrissae (13 DP) Heatsense: Sensitive temperature sense (10 DP) Air: air movement detection (25 DP)
Movement: Walk.Sext.: 13 Leap.Gr.Boun.: 0 Surf.Adh.: 0
Skills: Perc.: 7 Jump.: 19 Surv. Biome: 5 Run.: 18 Climb.: 19
Spells: Cha 0 **PP:** 5
Racial:

Stats	**Ag**	4	**Co**	3	**Em**	-4	**Em**	-4	**In**	-2	**Pr**	-4	**Qu**	4	**Re**	-4	**SD**	-3	**St**	1

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Base Hits	25	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0
Base Endurance	10	**Healing rate**	x0.5		**Stride**	0	**AT**	Armor, naked skin (AT 1)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Fosse-Grim	6E	Walk.Bi.: 20	1	M(5)	V - -	38 (53)	18	AT 1(N)	9 (0)	21M(5)we ;24M(5)rw ;53M(5)elb	20	12	11	-19	1	Team (1d10)	T B P F - -

Category	Fey	**Height**	72”	**Leftover DP**	64
Type	Rural	**Length**	10”	**Outlook**	Normal
Archetype	Spell user	**Weight**	180Lbs.	**Treasure**	0

Ag	4	**Co**	1	**Em**	2	**In**	0	**Me**	3	**Pr**	1	**Qu**	1	**Re**	1	**SD**	1	**St**	2

Attack:
Defense: Proof, weapon, except raw iron (20 DP)
Form: Air and water breathing (20 DP) Amphibious [23 hrs] (10 DP) Immortal (10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Efficient sleeper II [-2 hrs.] (10 DP)
Senses: Vision: Dark vision II [30'] (20 DP) Vision: nightvision (10 DP) Poor senses: taste III [-15] (-3 DP)
Movement: Walk.Bi.: 20 Swim.Flop: 0
Skills: Perc.: 59 Run.: 38 Swim.: 76 Acrob.: 39 Jump.: 39 Lor. Fey: 56
Spells: Cha 108 **PP:** 65
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	1	**Em**	1	**In**	-2	**Pr**	0	**Qu**	-1	**Re**	1	**SD**	0	**St**	2
Base Hits		20	**Base RR**		Ch		10	**Ess**		10	**Me**		10	**Ph**		-20	**Fe**		0	
Base Endurance		0	**Healing rate**		x0.5			**Stride**		0	**AT**		Armor, naked skin (AT 1)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Frog	1A	Walk.Quad.: -2	2	D(2)	II - -	23 (28)	8	AT 1(N)	8 (0)	13D(2)ra ;13D(2)gr	9	-5	-5	2	-1	Group (6d10)	P F D S - -

Category	Animal	**Height**	3”	**Leftover DP**	306
Type	Amphibean	**Length**	5”	**Outlook**	Jumpy
Archetype	Defensive	**Weight**	1Lbs.	**Treasure**	0

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Ag	2	Co	2	Em	-5	In	-1	Me	-4	Pr	-5	Qu	2	Re	-5	SD	-1	St	0

Attack: Prehensile extension I [Tongue, 2'] (25 DP)
Defense: Regeneration, body part [1 hour] (30 DP)
Form: Amphibious [23 hrs] (10 DP) Camouflage, pattern [Waters, 25] (10 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,25, 20000, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP) Hibernation II [1 season, Every year] (-10 DP)
Senses: Sight: primate (5 DP)
Movement: Walk.Quad.: -2 Leap.Sl.Leap: 0 Climb.Suct.: 0 Swim.Web: -2
Skills: Perc.: 7 Swim.: 13 Surv. Biome: 10 Jump.: 13 Hiding: 35 Stalking: 10
Spells: Cha 0 **PP:** 2
Racial:

Stats	Ag	2	Co	2	Em	-5	Em	-5	In	-1	Pr	-5	Qu	2	Re	-5	SD	-1	St	0
Base Hits		15		Base RR		Ch		0	Ess		0		Me		0		Ph	0	Fe	0
Base Endurance		0		Healing rate		x1			Stride		0		AT		Armor, naked skin (AT 1)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Frog, gliding	1A	Walk.Quad.: 8	3	Mi (1)	I - -	23 (28)	8	AT 1(N)	21 (0)	8MI(1)ra ;8MI(1)gr	9	-4	-4	2	-1	Streak (1d6)	P F S J - -

Category	Animal	Height	2”	Leftover DP	321
Type	Aerial	Length	4”	Outlook	Jumpy
Archetype	Stealth	Weight	0.1Lbs.	Treasure	0

Ag	3	Co	2	Em	-4	In	-1	Me	-4	Pr	-4	Qu	3	Re	-5	SD	-1	St	0

Attack: Prehensile extension I [Tongue, 2'] (25 DP)
Defense:
Form: Wings, membrane (10 DP) Camouflage, pattern [Woods, 25] (10 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,2, 1000, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Sight: primate (5 DP)
Movement: Walk.Quad.: 8 Wing.Fly.ungr.: 0 Climb.Suct.: 0 Swim.Web: -2
Skills: Perc.: 5 Fly.: 16 Surv. Biome: 2 Jump.: 16 Hiding: 30 Stalking: 5
Spells: Cha 0 **PP:** 0
Racial:

Stats	Ag	3	Co	2	Em	-4	Em	-4	In	-1	Pr	-4	Qu	3	Re	-5	SD	-1	St	0
Base Hits		15		Base RR		Ch		0	Ess		0		Me		0		Ph	0	Fe	0
Base Endurance		0		Healing rate		x1			Stride		0		AT		Armor, naked skin (AT 1)					

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Frzzzm, large (III)	10D	Walk.Sext.: 17	3	L(7)	VII - -	43 (68)	23	AT 4(N)	23 (0)	68L(7)bi ;28L(7)we[0]	2	2	-9	9	0	Team (1d10)	E U L - - -

Category	Extra planar	**Height**	13”	**Leftover DP**	41
Type	Demon	**Length**	90”	**Outlook**	Cruel
Archetype	Hybrid spell user	**Weight**	3600Lbs.	**Treasure**	0

Ag	2	Co	-1	Em	2	In	2	Me	2	Pr	-4	Qu	3	Re	2	SD	0	St	-1

Attack: Disease mouth I [Disease: Septic, Touch] (15 DP)
Defense: Abomination (-20 DP) Proof, weapon, except raw iron (20 DP) Aura, disturbing [10'R] (20 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Additional limb pair I [Location] (20 DP) Wings, diaphanous (5 DP) Shapechange, single form [Vapor] (40 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar III [III] (-3 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP) Telepathy [5'/ lvl] (10 DP)
Senses: Vision: demon vision [50'] (55 DP) Eyes: multifaceted [100', 320, None] (25 DP)
Movement: Walk.Sext.: 17 Wing.Fly.Norm.: 0
Skills: Perc.: 73 Fly.: 85 Acrob.: 86 #N/A
Spells: Cha/Ess 200 **PP:** 94
Racial:

Stats	Ag	2	Co	-2	Em	-1	Em	-1	In	-1	Pr	-5	Qu	2	Re	-1	SD	-3	St	-1
Base Hits		20	**Base RR**		Ch		-10	**Ess**		-10		**Me**	-5		**Ph**	10	**Fe**	0		
Base Endurance		0	**Healing rate**		x0.5			**Stride**		0		**AT**	Armor, chitin, half plate (AT 4)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Frzzzm, miniscule (I)	1A	Walk.Sext.: 13	2	Mi (1)	I - -	18 (23)	-2	AT 4(N)	18 (0)	6MI(1)bi	9	-1	-5	8	-3	Brigade (1d1000)	E U L - - -

Category	Extra planar	**Height**	1”	**Leftover DP**	213
Type	Demon	**Length**	1”	**Outlook**	Hostile
Archetype	Stealth	**Weight**	0.1Lbs.	**Treasure**	0

Ag	2	Co	-2	Em	-1	In	-1	Me	-1	Pr	-5	Qu	2	Re	-1	SD	-3	St	-1

Attack:
Defense: Abomination (-20 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Additional limb pair I [Location] (20 DP) Wings, diaphanous (5 DP) Methuselah III [1000 yrs or more] (0 DP)

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Miscellaneous: Type, extra planar I [I] (-1 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Item, no item (-15 DP) Telepathy [5'/ lvl] (10 DP) Unsleeping (20 DP) Innate PP I [1 PP] (1 DP) Innate spell list X [Spell list, Realm, 10] (30 DP)
Senses: Vision: demon vision [50'] (55 DP) Eyes: multifaceted [100', 320, None] (25 DP)
Movement: Walk.Sext.: 13 Wing.Fly.Norm.: 0
Skills: Perc.: 16 Fly.: 12 Acrob.: 16 #N/A Mag. Rit. Summ.: 11
Spells: Cha 0 **PP:** 2
Racial:

Stats	**Ag**	2	**Co**	-2	**Em**	-1	**Em**	-1	**In**	-1	**Pr**	-5	**Qu**	2	**Re**	-1	**SD**	-3	**St**	-1
Base Hits		20	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	10	**Fe**		0			
Base Endurance		0	**Healing rate**		x0.5		**Stride**		0	**AT**		Armor, chitin, half plate (AT 4)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Frzzzm, medium (II)	5C	Walk.Sext.: 16	3	M(5)	V - -	51 (86)	31	AT 4(N)	29 (0)	42M(5)bi	10	0	-4	9	-2	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	9”	**Leftover DP**	30
Type	Demon	**Length**	24”	**Outlook**	Cruel
Archetype	Stealth	**Weight**	84Lbs.	**Treasure**	0

Ag	3	**Co**	-1	**Em**	0	**In**	0	**Me**	-1	**Pr**	-4	**Qu**	3	**Re**	0	**SD**	-2	**St**	0

Attack: Disease mouth I [Disease: Septic, Touch] (15 DP)
Defense: Abomination (-20 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Additional limb pair I [Location] (20 DP) Wings, diaphanous (5 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar II [II] (-2 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Item, no item (-15 DP) Telepathy [5'/ lvl] (10 DP) Unsleeping (20 DP) Innate PP X [10 PP] (10 DP) Innate spell list X [Spell list, Realm, 10] (30 DP) Innate spell list X [Spell list, Realm, 10] (30 DP) Innate spell list X [Spell list, Realm, 10] (30 DP)
Senses: Vision: demon vision [50'] (55 DP) Eyes: multifaceted [100', 320, None] (25 DP)
Movement: Walk.Sext.: 16 Wing.Fly.Norm.: 0
Skills: Perc.: 55 Fly.: 59 Acrob.: 63 #N/A
Spells: Cha 0 **PP:** 2
Racial:

Stats	**Ag**	2	**Co**	-2	**Em**	-1	**Em**	-1	**In**	-1	**Pr**	-5	**Qu**	2	**Re**	-1	**SD**	-3	**St**	-1
Base Hits		20	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	10	**Fe**		0			
Base Endurance		0	**Healing rate**		x0.5		**Stride**		0	**AT**		Armor, chitin, half plate (AT 4)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RR**	**RR**	**Encouter**	**Bio**

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														P	F		
Furtheis	6D	Walk.Sext.: 24	3	M(5)	V - -	95 (163)	75	AT 6(N)	21 (0)	71M(5)be ;71S(4)be ;57M(5)we	11	-1	-1	4	-1	Streak (1d6)	T B X P J U

Category	Monster	**Height**	32”	**Leftover DP**	52
Type	Land	**Length**	40”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	78Lbs.	**Treasure**	0

Ag	3	Co	4	Em	-1	In	1	Me	1	Pr	-1	Qu	3	Re	1	SD	-1	St	4

Attack: Poison sack, injection [Poison: Nerve, Bite] (20 DP) Weak natural attack I [Beak, -1 Size] (-5 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP)
Form: Additional limb pair II [Location] (40 DP) Dexterous pinchers (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP)
Senses: Eyes: multifaceted [100', 320, None] (25 DP) Sensitivity: Light sensitivity I [-25] (-10 DP) Taste: sensitive taste antennae (10 DP) Touch: sensitive antennae/ vibrissae (13 DP)
Movement: Walk.Sext.: 24 Climb.M.Hook.: 0 Swim.Web: 0
Skills: Perc.: 34 Run.: 38 Jump.: 42 Surv. Biome: 35 Wood Cr. Spec.: 15
Spells: Cha 0 **PP:** 4
Racial:

Stats	Ag	1	Co	2	Em	-1	Em	-1	In	0	Pr	-1	Qu	2	Re	0	SD	-2	St	2
Base Hits	20	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0								
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, keratin plate (AT 6)												

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Gabbit	1A	Walk.Quad.: 8	0	T(3)	III - -	11 (16)	1	AT 1(N)	2 (0)	16D(2)bi	10	-4	0	-2	0	Pack (5d10)	T B X P J A

Category	Animal	**Height**	7”	**Leftover DP**	344
Type	Herbivore	**Length**	13”	**Outlook**	Timid
Archetype	Defensive	**Weight**	5Lbs.	**Treasure**	0

Ag	-2	Co	-2	Em	-4	In	0	Me	-4	Pr	0	Qu	0	Re	-4	SD	0	St	-4

Attack: Weak natural attack I [Bite, -1 Size] (-5 DP)
Defense:
Form: Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: rat (10 DP) Hearing: Hare (20 DP)
Movement: Walk.Quad.: 8 Leap.gait: 0
Skills: Perc.: 7 Run.: 17 Surv. Biome: 9

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Spells: Cha 0 **PP:** 0
Racial:

Stats	**Ag**	-2	**Co**	-2	**Em**	-4	**Em**	-4	**In**	0	**Pr**	0	**Qu**	0	**Re**	-4	**SD**	0	**St**	-4
Base Hits		10	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0				
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**		Armor, light fur (AT 1)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Gargoyle	5D	Walk.Quad.: 25	-3	B(6)	VI @# -	70 (105)	40	AT 7(N)	11 (0)	32B(6)cl>> ;32M(5)bi ;32M(5)we	2	-8	-8	23	-1	Party (3d6)	E U W - - -

Category	Artificial	**Height**	60”	**Leftover DP**	20
Type	Cultivated	**Length**	9”	**Outlook**	Normal
Archetype	Stealth	**Weight**	450Lbs.	**Treasure**	0

Ag	1	**Co**	3	**Em**	-3	**In**	-3	**Me**	-2	**Pr**	-3	**Qu**	-3	**Re**	-1	**SD**	-1	**St**	3

Attack: Attacks sequence (10 DP) Swooping (25 DP) Fighting brick II [+2 pace] (-20 DP) Enhanced natural attack I [Claw, +1 Size] (10 DP)
Defense: Regeneration, no (-20 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Elemental immunity [Lightning] (20 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, weapon, except crystalline (20 DP)
Form: Body: stone [7, 20] (20 DP) Neutral odor (10 DP) Breathing, no (20 DP) Lifeless (5 DP) Induce breakage I [-10] (12 DP) Wings, feathered (20 DP)
Miscellaneous: Animalistic (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Link, controlled [5'/ lvl] (-20 DP) Reproduction: life force sharing (25 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Quad.: 25 Wing.Fly.ungr.: 0
Skills: Perc.: 56 Run.: 7 Fly.: 52 Acrob.: 54 Hiding: 58 Amb. Unarmed: 58
Spells: Cha 0 **PP:** 8
Racial:

Stats	**Ag**	0	**Co**	2	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	-4	**Re**	-2	**SD**	-2	**St**	2
Base Hits		30	**Base RR**		Ch	-5	**Ess**		-5	**Me**		-5	**Ph**	20	**Fe**	0				
Base Endurance		0	**Healing rate**		x2		**Stride**		0	**AT**		Armor, brittle crystaline skin (AT 7)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Garks	1B	Walk.Bi.: 13	1	M(5)	IV - -	40 (52)	15	AT 1(2)	5 (22)	19M(5)gr ;19M(5)we ;17M(5)rw	15	21	19	12	-1	Solo (1d2)	X F S J - -

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Category	Races	**Height**	51”	**Leftover DP**	62
Type	Antropomorph	**Length**	9”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	125Lbs.	**Treasure**	0

Ag	1	**Co**	2	**Em**	1	**In**	0	**Me**	-2	**Pr**	-1	**Qu**	1	**Re**	-2	**SD**	-1	**St**	2

Attack: Prehensile extension II [Tail, 5'] (35 DP)
Defense:
Form: Distinct odor (-10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Sight: primate (5 DP) Hearing: Cat (10 DP)
Movement: Walk.Bi.: 13
Skills: Perc.: 1 Run.: 13 Surv. Biome: -1 Metal Cr. Spec.: 3
Spells: Cha 0 **PP:** -4
Racial:

Stats	**Ag**	1	**Co**	2	**Em**	1	**Em**	1	**In**	0	**Pr**	-1	**Qu**	1	**Re**	-2	**SD**	-1	**St**	2
Base Hits		25			**Base RR**		Ch	5	**Ess**		20			**Me**	20		**Ph**	10	**Fe**	0
Base Endurance		0			**Healing rate**		x1		**Stride**		0			**AT**	Armor, light fur (AT 1)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Gas drake, mature	25G	Walk.Quad.: 47	5	G(9)	IX --	162 (269)	132	AT 8(N)	75 (0)	142G(9)bi ;142G(9)cl ;120G(9)ra ;142G(9)all3WF	12	23	23	16	3	Solo (1d2)	B P F J - -

Category	Fell creature	**Height**	148”	**Leftover DP**	-22
Type	Great drake	**Length**	360”	**Outlook**	Secretive
Archetype	Stealth	**Weight**	27760Lbs.	**Treasure**	0

Ag	13	**Co**	6	**Em**	3	**In**	2	**Me**	3	**Pr**	3	**Qu**	5	**Re**	12	**SD**	3	**St**	6

Attack: Attacks sequence (10 DP) Poison sack, spray [Poison Respiratory, 1x/ 60 rnds, 2',1'D/ lvl] (30 DP) Increase cone III [+3', 2'D/ lvl] (15 DP) Wing buffeting [3'R/ lvl] (25 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Elemental immunity, dragon [5 elements] (80 DP) Immune to disease, greater (30 DP) Elemental blood III [Wind, C] (15 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial V [Belly, AT 5] (-3 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP)
Form: Wings, membrane (10 DP) Elongated appendage III [Neck, 15'] (15 DP) Elongated appendage IV [Tail, 20'] (20 DP) Distinct odor (-10 DP) Breathing, long breath [1 min/ lvl] (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: gecko (10 DP) Smell: snake (15 DP) Hearing: Hare (20 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Quad.: 47 Swim.Adapt.: 0 Wing.Fly.ungr.: 0

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Skills: Perc.: 147 Run.: 155 Fly.: 155 Swim.: 155 Multi. Att.: 150 Pow. Dev.: 69
Spells: Ess/Men 4 **PP:** 91
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	0	**Em**	0	**In**	-2	**Pr**	0	**Qu**	2	**Re**	3	**SD**	-4	**St**	2
Base Hits			40		**Base RR**		Ch		10	**Ess**		10			**Me**	10			**Ph**	10	**Fe**	0
Base Endurance			10		**Healing rate**		x2			**Stride**		-25			**AT**	Armor, dragon scales, medium (AT 8)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Gas drake, old	35G	Walk.Quad.: 58	5	E(10)	X - -	180 (302)	150	AT 9(N)	95 (0)	177G(9)bi ;177G(9)cl ;165G(9)ra ;177G(9)all3WF	13	23	23	17	4	Solo (1d2)	B P F J - -

Category	Fell creature	**Height**	197”	**Leftover DP**	3
Type	Great drake	**Length**	480”	**Outlook**	Secretive
Archetype	Stealth	**Weight**	65800Lbs.	**Treasure**	0

Ag	17	**Co**	7	**Em**	3	**In**	3	**Me**	3	**Pr**	3	**Qu**	5	**Re**	13	**SD**	4	**St**	8

Attack: Attacks sequence (10 DP) Poison sack, spray [Poison Respiratory, 1x/ 60 rnds, 2',1'D/ lvl] (30 DP) Increase cone III [+3', 2'D/ lvl] (15 DP) Wing buffeting [3'R/ lvl] (25 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Elemental immunity, dragon [5 elements] (80 DP) Immune to disease, greater (30 DP) Elemental blood IV [Wind, D] (20 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial VI [Belly, AT 6] (-3 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP)
Form: Wings, membrane (10 DP) Elongated appendage V [Neck, 25'] (25 DP) Elongated appendage VIII [Tail, 40'] (40 DP) Distinct odor (-10 DP) Breathing, long breath [1 min/ lvl] (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: gecko (10 DP) Smell: snake (15 DP) Hearing: Hare (20 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Quad.: 58 Swim.Adapt.: 0 Wing.Fly.ungr.: 0
Skills: Perc.: 187 Run.: 195 Fly.: 195 Swim.: 195 Multi. Att.: 170 Pow. Dev.: 116
Spells: Ess/Men 6 **PP:** 113
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	0	**Em**	0	**In**	-2	**Pr**	0	**Qu**	2	**Re**	3	**SD**	-4	**St**	2
Base Hits			40		**Base RR**		Ch		10	**Ess**		10			**Me**	10			**Ph**	10	**Fe**	0
Base Endurance			10		**Healing rate**		x2			**Stride**		-25			**AT**	Armor, dragon scales, heavy (AT 9)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RR**	**RR**	**Encouter**	**Bio**

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														P	F		
Gas drake, young	10G	Walk.Quad.: 27	3	L(7)	VII - -	110 (175)	80	AT 7(N)	39 (0)	113L(7)bi ;113L(7)cl ;93L(7)ra ;113L(7)all3WF	9	21	21	13	-1	Solo (1d2)	B P F J - -

Category	Fell creature	**Height**	74”	**Leftover DP**	-71
Type	Great drake	**Length**	180”	**Outlook**	Secretive
Archetype	Stealth	**Weight**	3500Lbs.	**Treasure**	0

Ag	5	**Co**	3	**Em**	1	**In**	-1	**Me**	3	**Pr**	1	**Qu**	3	**Re**	6	**SD**	-1	**St**	3

Attack: Attacks sequence (10 DP) Poison sack, spray [Poison Respiratory, 1x/ 60 rnds, 2',1'D/ lvl] (30 DP) Increase cone III [+3', 2'D/ lvl] (15 DP) Wing buffeting [3'R/ lvl] (25 DP) Fighting brick I [+1 pace] (-10 DP)
Defense: Elemental immunity, dragon [5 elements] (80 DP) Immune to disease, lesser (10 DP) Elemental blood II [Wind, B] (10 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial IV [Belly, AT 4] (-4 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP)
Form: Wings, membrane (10 DP) Elongated appendage II [Neck, 10'] (10 DP) Elongated appendage III [Tail, 15'] (15 DP) Distinct odor (-10 DP) Breathing, long breath [1 min/ lvl] (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: gecko (10 DP) Smell: snake (15 DP) Hearing: Hare (20 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Quad.: 27 Swim.Adapt.: 0 Wing.Fly.ungr.: 0
Skills: Perc.: 120 Run.: 132 Fly.: 132 Swim.: 132 Multi. Att.: 100 Pow. Dev.: 68
Spells: Ess/Men 1 **PP:** 64
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	0	**Em**	0	**In**	-2	**Pr**	0	**Qu**	2	**Re**	3	**SD**	-4	**St**	2
Base Hits		40			**Base RR**		Ch		10	**Ess**		10			**Me**		10		**Ph**	10	**Fe**	0
Base Endurance		10			**Healing rate**		x2			**Stride**		-25			**AT**		Armor, dragon scales, light (AT 7)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Gem Entity (IV)	13G	Mag.Fly. Cont.: 18	6	M(5)	V - -	46 (81)	31	AT 2(N)	31 (0)	111M(5)we	-2	-2	10	18	0	Solo (1d2)	E U L - -

Category	Extra planar	**Height**	1”	**Leftover DP**	84
Type	Visitor	**Length**	1”	**Outlook**	Inquisitive
Archetype	Spell user	**Weight**	1Lbs.	**Treasure**	0

Ag	4	**Co**	-2	**Em**	3	**In**	3	**Me**	7	**Pr**	5	**Qu**	6	**Re**	1	**SD**	0	**St**	-4

Attack:
Defense: Abomination (-20 DP) Proof, weapon, except crystalline (20 DP)
Form: Body condition, projected (50 DP) Twisted form (-25 DP) Neutral odor (10 DP) Methuselah III [1000 yrs or more] (0 DP)

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Miscellaneous: Type, extra planar IV [IV] (-4 DP) Body condition, fleeting soul (-20 DP) Diet, nihilovore (20 DP) Telepathy [5'/ lvl] (10 DP) Unsleeping (20 DP)
Senses: Vision: demon vision [50'] (55 DP) Special: presence sense [5'R/ lvl] (10 DP)
Movement: Mag.Fly.Cont.: 18
Skills: Perc.: 122 Run.: 129 Bl. Fight.: 118 Lor. Fauna: 71 Comp. Illusion: 65
Spells: Men 234 **PP:** 118
Racial:

Stats	**Ag**	0	**Co**	-4	**Em**	1	**Em**	1	**In**	1	**Pr**	1	**Qu**	2	**Re**	1	**SD**	-2	**St**	-4
Base Hits		15		**Base RR**		Ch		-5	**Ess**		-5		**Me**		-5		**Ph**	20	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, thick skin (AT 2)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Gemsting	5D	Walk.Octo.: 30	2	M(5)	V - -	62 (97)	47	AT 4(N)	16 (0)	38M(5)be ;38M(5)gr ;38B(6)si	9	-3	-3	2	-2	Streak (1d6)	X D S J - -

Category	Animal	**Height**	24”	**Leftover DP**	181
Type	Invertebrate	**Length**	60”	**Outlook**	Hungry
Archetype	Stealth	**Weight**	80Lbs.	**Treasure**	0

Ag	4	**Co**	2	**Em**	-3	**In**	-1	**Me**	-4	**Pr**	-3	**Qu**	2	**Re**	-3	**SD**	-2	**St**	2

Attack: Poison sack, injection [Poison: Paralytic, Stinger] (20 DP)
Defense: Elemental vulnerability I [Vacuum, +1 Size] (-15 DP)
Form: Additional limb pair II [Location] (40 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Smell: sensitive (5 DP) Touch: sensitive antennae/ vibrissae (13 DP) Eyes: spider (15 DP) Touch: spider slit sensillae (20 DP)
Movement: Walk.Octo.: 30
Skills: Perc.: 64 Run.: 58 Surv. Biome: 71 Climb.: 13 Hiding: 67 Stalking: 67
Spells: Cha 0 **PP:** 13
Racial:

Stats	**Ag**	3	**Co**	1	**Em**	-4	**Em**	-4	**In**	-2	**Pr**	-4	**Qu**	1	**Re**	-4	**SD**	-3	**St**	1
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		10		**Healing rate**		x2			**Stride**		5		**AT**		Armor, chitin, half plate (AT 4)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Geryon	4C	Slith.Bell	0	M(	V - -	72	47	AT	18	56M(5)gr ;56M(5)gr ;56M(5)cl ;44M(5)we	9	-2	-2	1	-3	Streak	B F J E

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		y: 26		5)		(120)		3(6)	(0)								(1d6)	- -

Category	Monster	**Height**	55”	**Leftover DP**	93
Type	Aerial	**Length**	120”	**Outlook**	Aggressive
Archetype	Offensive	**Weight**	150Lbs.	**Treasure**	0

Ag	3	**Co**	1	**Em**	-2	**In**	-1	**Me**	-1	**Pr**	-2	**Qu**	0	**Re**	-1	**SD**	-3	**St**	3

Attack:
Defense:
Form: Wings, membrane (10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Efficient sleeper II [-2 hrs.] (10 DP)
Senses: Vision: Dark vision III [40'] (25 DP) Vision: nightvision (10 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP) Smell: snake (15 DP)
Movement: Slith.Belly: 26 Wing.Fly.Norm.: 0
Skills: Perc.: 18 Run.: 18 Fly.: 32 Surv. Biome: 2 Acrob.: 32 Adr. Spe.: 12
Spells: Cha 0 **PP:** -1
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	-2	**Em**	-2	**In**	-1	**Pr**	-2	**Qu**	0	**Re**	-1	**SD**	-3	**St**	2
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, small scales (AT 3)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Ghost Wolf (III)	10H	Ma.Fly.Adapt.: 27	5	M(5)	V I@!#-	134 (234)	129	AT 2(N)	95 (0)	109B(6)bi> ;109M(5)cl	15	4	4	5	-1	Streak (1d6)	L E U - -

Category	Undead	**Height**	33”	**Leftover DP**	191
Type	Incorporeal	**Length**	58”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	0Lbs.	**Treasure**	0

Ag	7	**Co**	5	**Em**	-6	**In**	-5	**Me**	-5	**Pr**	-6	**Qu**	5	**Re**	-5	**SD**	-1	**St**	1

Attack: Attacks sequence [Bite] (10 DP) Phantom touch, big [Bite, Big] (10 DP) Phantom touch, medium [Claw, Medium] (10 DP) Life drain, hunger I [Stat, 1, -10] (5 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Proof, critical, critical reduction I [I] (10 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Mindless (-25 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP) Item, no item (-15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Hearing: Dog (15 DP)
Movement: Ma.Fly.Adapt.: 27
Skills: Perc.: 55 Fly.: 67 Jump.: 66 Hiding: 24 Stalking: 24

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Spells: Cha 0 **PP:** 3
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-6	**Em**	-6	**In**	-6	**Pr**	-6	**Qu**	4	**Re**	-6	**SD**	-2	**St**	-2
Base Hits		25	**Base RR**		Ch	10	**Ess**		10	**Me**		10	**Ph**	0	**Fe**	0				
Base Endurance		20	**Healing rate**		x0.5		**Stride**		0	**AT**		Armor, heavy fur (AT2)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Ghost, greater (IV)	13H	Ma.Fly.Adapt.: 32	6	M(5)	VI @!#-	155 (273)	150	AT 1(N)	104 (0)	127B(6)un ;127M(5)we	20	5	8	6	0	Solo (1d2)	L E U - - -

Category	Undead	**Height**	73”	**Leftover DP**	107
Type	Incorporeal	**Length**	10”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	0Lbs.	**Treasure**	0

Ag	8	**Co**	6	**Em**	-5	**In**	0	**Me**	2	**Pr**	-2	**Qu**	6	**Re**	2	**SD**	0	**St**	2

Attack: Phantom touch, big [Unarmed Strikes, Big] (10 DP) Life drain, hunger III [Drain Co, 3, -10] (15 DP) Life drain, aura II [10'R, 3 rnds] (25 DP) Decrease time III [-3 rnd] (9 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Dense I [1Size] (17 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead IV [IV] (-4 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP) Link, bound spirit [Focus, 100'R] (-35 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Ma.Fly.Adapt.: 32
Skills: Perc.: 61 Fly.: 85 Sci. Archi.: 57 Org. Seneschal: 56
Spells: Cha 1 **PP:** 1
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-5	**Em**	-5	**In**	-2	**Pr**	-2	**Qu**	4	**Re**	0	**SD**	-2	**St**	-2
Base Hits		25	**Base RR**		Ch	10	**Ess**		10	**Me**		10	**Ph**	0	**Fe**	0				
Base Endurance		20	**Healing rate**		x0.5		**Stride**		0	**AT**		Armor, insubstantial (AT 1)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Ghost, Headless (II)	6H	Ma.Fly.Awk.: 22	5	M(5)	VI @!#-	100 (168)	95	AT 1(N)	87 (0)	80B(6)un ;80M(5)we	14	0	3	4	-1	Solo (1d2)	L E U - - -

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Category	Undead	**Height**	73”	**Leftover DP**	56
Type	Incorporeal	**Length**	10”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	0Lbs.	**Treasure**	0

Ag	6	**Co**	4	**Em**	-5	**In**	-1	**Me**	1	**Pr**	-2	**Qu**	5	**Re**	1	**SD**	-1	**St**	0

Attack: Phantom touch, big [Unarmed Strikes, Big] (10 DP) Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, aura II [10'R, 3 rnds] (25 DP) Decrease time III [-3 rnd] (9 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Dense I [1Size] (17 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead II [II] (-2 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP) Link, bound spirit [Focus, 100'R] (-35 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Ma.Fly.Awk.: 22
Skills: Perc.: 38 Fly.: 52 Mechanics. Spec.: 46 Org. Officer: 35
Spells: Cha 0 **PP:** 4
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-5	**Em**	-5	**In**	-2	**Pr**	-2	**Qu**	4	**Re**	0	**SD**	-2	**St**	-2
Base Hits		25	**Base RR**		Ch	5	**Ess**		5	**Me**		5	**Ph**	0	**Fe**	0			
Base Endurance		20	**Healing rate**		x0.5		**Stride**		0	**AT**		Armor, insubstantial (AT 1)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Ghost, lesser (I)	3H	Ma.Fly.Awk.: 22	4	M(5)	V @!#-	65 (101)	60	AT 1(N)	78 (0)	42M(5)un ;42M(5)we	13	0	3	3	-2	Solo (1d2)	L E U - - -

Category	Undead	**Height**	73”	**Leftover DP**	36
Type	Incorporeal	**Length**	10”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	0Lbs.	**Treasure**	0

Ag	5	**Co**	3	**Em**	-5	**In**	-2	**Me**	0	**Pr**	-2	**Qu**	4	**Re**	0	**SD**	-2	**St**	-1

Attack: Phantom touch, medium [Unarmed Strikes, Medium] (10 DP) Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, aura II [10'R, 3 rnds] (25 DP) Decrease time III [-3 rnd] (9 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead I [I] (-1 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP) Link, bound spirit [Focus, 100'R] (-35 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Ma.Fly.Awk.: 22
Skills: Perc.: 17 Fly.: 28 Medicine: 19 Herbalism: 19

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Spells: Cha 0 **PP:** 1
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-5	**Em**	-5	**In**	-2	**Pr**	-2	**Qu**	4	**Re**	0	**SD**	-2	**St**	-2
Base Hits		25	**Base RR**		Ch	5	**Ess**	5	**Me**	5	**Ph**	0	**Fe**	0						
Base Endurance		20	**Healing rate**		x0.5		**Stride**	0	**AT**	Armor, insubstantial (AT 1)										

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Ghost, minor (III)	9H	Ma.Fly.Awk.: 22	5	M(5)	VI@!#-	126 (218)	121	AT 1(N)	93 (0)	95M(5)un ;95M(5)we	19	5	8	5	-1	Solo (1d2)	L E U - - -

Category	Undead	**Height**	73”	**Leftover DP**	80
Type	Incorporeal	**Length**	10”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	0Lbs.	**Treasure**	0

Ag	7	**Co**	5	**Em**	-5	**In**	-1	**Me**	1	**Pr**	-2	**Qu**	5	**Re**	1	**SD**	-1	**St**	1

Attack: Phantom touch, medium [Unarmed Strikes, Medium] (10 DP) Life drain, hunger II [Drain Co, 2, -10] (10 DP) Life drain, aura II [10'R, 3 rnds] (25 DP) Decrease time III [-3 rnd] (9 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Proof, critical, critical reduction I [I] (10 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP) Link, bound spirit [Focus, 100'R] (-35 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Ma.Fly.Awk.: 22
Skills: Perc.: 50 Fly.: 61 Singing: 47 Comp. Song.: 47
Spells: Cha 0 **PP:** 1
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-5	**Em**	-5	**In**	-2	**Pr**	-2	**Qu**	4	**Re**	0	**SD**	-2	**St**	-2
Base Hits		25	**Base RR**		Ch	10	**Ess**	10	**Me**	10	**Ph**	0	**Fe**	0						
Base Endurance		20	**Healing rate**		x0.5		**Stride**	0	**AT**	Armor, insubstantial (AT 1)										

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Ghoul, Ghoul king (IV)	16G	Walk.Bi.: 23	4	M(5)	VI@#-	182 (314)	172	AT 3(N)	44 (0)	141B(6)cl> ;141B(6)un>> ;141S(4)bi ;151M(5)we	17	1	3	9	2	Solo (1d2)	L E U - - -

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Category	Undead	**Height**	76”	**Leftover DP**	51
Type	Corporeal	**Length**	11”	**Outlook**	Dominant
Archetype	Offensive	**Weight**	240Lbs.	**Treasure**	0

Ag	7	**Co**	9	**Em**	-4	**In**	2	**Me**	4	**Pr**	-2	**Qu**	4	**Re**	4	**SD**	2	**St**	9

Attack: Attacks sequence (10 DP) Aura, fear V [5'R/ lvl] (35 DP) Disease touch [Disease: Ghoul rot] (25 DP) Enhanced natural attack I [Claw, +1 Size] (10 DP) Enhanced natural attack I [Unarmed Strikes, +1 Size] (10 DP) Elemental immolation I [Ice, A, 5'R] (20 DP) Increase radius I [+5'R] (10 DP) Weak natural attack I [Bite, -1 Size] (-5 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead IV [IV] (-4 DP) Unsleeping (20 DP) Diet, carnivore (-5 DP) Reproduction, lesser spawn [0,5, 4] (15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 23
Skills: Perc.: 83 Run.: 97 Prof. Miner: 81
Spells: Cha 1 **PP:** 12
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-2	**Qu**	2	**Re**	2	**SD**	0	**St**	4
Base Hits			30		**Base RR**		Ch	5	**Ess**		5		**Me**	5		**Ph**	0	**Fe**	0
Base Endurance			20		**Healing rate**		x0.5		**Stride**		0		**AT**	Armor, thick leather skin (AT 3)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Ghoul, lesser (I)	3H	Walk.Bi.: 19	0	M(5)	V I@#-	76 (112)	66	AT 2(N)	6 (0)	61M(5)cl> ;49M(5)un>> ;61S(4)bi ;49M(5)we	15	1	3	5	0	Streak (1d6)	L E U - - -

Category	Undead	**Height**	68”	**Leftover DP**	37
Type	Corporeal	**Length**	10”	**Outlook**	Protective
Archetype	Offensive	**Weight**	200Lbs.	**Treasure**	0

Ag	3	**Co**	5	**Em**	-4	**In**	0	**Me**	-5	**Pr**	-2	**Qu**	0	**Re**	-5	**SD**	0	**St**	3

Attack: Attacks sequence (10 DP) Aura, fear V [5'R/ lvl] (35 DP) Disease touch [Disease: Ghoul rot] (25 DP) Weak natural attack I [Bite, -1 Size] (-5 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead I [I] (-1 DP) Unsleeping (20 DP) Diet, carnivore (-5 DP) Reproduction, lesser spawn [0,5, 4] (15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 19
Skills: Perc.: 26 Run.: 43 Prof. Miner: 22
Spells: Cha 0 **PP:** 9

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Racial:

Stats	Ag	2	Co	4	Em	-4	Em	-4	In	0	Pr	-2	Qu	0	Re	-5	SD	0	St	2
Base Hits		30		**Base RR**		Ch		5	**Ess**		5		**Me**		5		**Ph**	0	**Fe**	0
Base Endurance		20		**Healing rate**		x0.5			**Stride**		0		**AT**		Armor, thick skin (AT 2)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Ghoul, living	5C	Walk.Bi.: 18	0	M(5)	V - -	52 (82)	22	AT 2(N)	10 (0)	51S(4)un ;51M(5)cl ;27S(4)bi	1	11	1	1	0	Band (3d10)	L E U - - -

Category	Undead	Height	71”	Leftover DP	184
Type	Semi undead	Length	8”	Outlook	Hungry
Archetype	Semi spell user	Weight	165Lbs.	Treasure	0

Ag	1	Co	1	Em	1	In	1	Me	0	Pr	1	Qu	0	Re	1	SD	0	St	1

Attack: Disease mouth I [Disease: Septic, Touch] (15 DP)
Defense:
Form:
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Light sleeper (10 DP)
Senses: Sight: primate (5 DP)
Movement: Walk.Bi.: 18 Awk.move.I: 0
Skills: Perc.: 25 Run.: 41 Prof. Miner: 16 Hiding: 33 Stalking: 33 Locks: 28
Spells: Ess 30 **PP:** 23
Racial:

Stats	Ag	0	Co	0	Em	0	Em	0	In	0	Pr	0	Qu	0	Re	0	SD	0	St	0
Base Hits		20		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		-10		**Healing rate**		x1			**Stride**		0		**AT**		Armor, thick skin (AT 2)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Ghoul, minor (I)	1A	Walk.Bi.: 19	0	M(5)	V I@# -	50 (62)	40	AT 2(N)	2 (0)	15M(5)cl> ;9M(5)un>> ;15S(4)bi	15	1	3	4	0	Gaggle (1d12)	L E U - - -

Category	Undead	Height	68”	Leftover DP	23
Type	Corporeal	Length	10”	Outlook	Protective

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Archetype	Offensive	Weight	200Lbs.	Treasure	0

Ag	2	Co	4	Em	-4	In	0	Me	-5	Pr	-2	Qu	0	Re	-5	SD	0	St	2

Attack: Attacks sequence (10 DP) Aura, fear V [5'R/ lvl] (35 DP) Disease touch [Disease: Ghoul rot] (25 DP) Weak natural attack I [Bite, -1 Size] (-5 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead I [I] (-1 DP) Unsleeping (20 DP) Diet, carnivore (-5 DP) Reproduction, lesser spawn [0,5, 4] (15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 19
Skills: Perc.: 8 Run.: 9 Prof. Miner: 8
Spells: Cha 0 **PP:** 6
Racial:

Stats	Ag	2	Co	4	Em	-4	Em	-4	In	0	Pr	-2	Qu	0	Re	-5	SD	0	St	2
Base Hits		30			Base RR		Ch		5	Ess		5			Me		5		Ph	0	Fe	0
Base Endurance		20			Healing rate		x0.5			Stride		0			AT		Armor, thick skin (AT 2)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Giant Sundew	3B	Root.Rooted: 0	1	B(6)	VI @# PK	70 (106)	40	AT 3(N)	9 (0)	42B(6)gr	10	-4	-3	2	0	Posse (2d10)	F J E - - -

Category	Plant	Height	132”	Leftover DP	187
Type	Trap	Length	60”	Outlook	Hungry
Archetype	Offensive	Weight	600Lbs.	Treasure	0

Ag	2	Co	2	Em	-4	In	0	Me	-8	Pr	-3	Qu	1	Re	-8	SD	0	St	2

Attack: Trapping pods, large [Attack, Large] (40 DP) Swallow and digest I [Acid, C] (30 DP)
Defense: Proof, critical, no krush (10 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, elemental I [Wind, -1Size] (15 DP) Elemental susceptibility IV [Lightning, -20] (-12 DP)
Form: Body: herbaceaous [3] (0 DP) Distinct odor (-10 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Unsleeping (20 DP) Diet, carnivore (-5 DP) Can't speak (-10 DP) Item, no item (-15 DP) Reproduction: buds or seeds (5 DP)
Senses: Electrosense: Electroreception (15 DP) Dead sense deprivement (-30 DP) Touch: sensitive antennae/ vibrissae (13 DP) Sensitivity: Light sensitivity I [-25] (-10 DP)
Movement: Root.Rooted: 0
Skills: Perc.: 13
Spells: Cha 0 **PP:** 2
Racial:

Stats	Ag	1	Co	1	Em	-4	Em	-4	In	0	Pr	-3	Qu	1	Re	-8	SD	0	St	1
Base Hits		30			Base RR		Ch		0	Ess		0			Me		0		Ph	0	Fe	0

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Base Endurance	0	Healing rate	x1		Stride	0	AT	Armor, herbaceous fibrous structure (AT 3)

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Giant, greater, cloud	12G	Walk.Bi.: 67	-4	H(8)	VIII - -	123 (191)	93	AT 2(8)	22 (54)	98H(8)un ;98H(8)we ;98H(8)rt	-1	13	4	8	-1	Solo (1d2)	I T B P A E

Category	Races	Height	216”	Leftover DP	53
Type	Giant	Length	30”	Outlook	Normal
Archetype	Semi spell user	Weight	5940Lbs.	Treasure	0

Ag	3	Co	8	Em	3	In	-1	Me	2	Pr	4	Qu	-4	Re	4	SD	-1	St	9

Attack: Rock heaving, two handed [5'/ lvl, +1 Size] (20 DP) Increase range III [+10'/ lvl] (20 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Proof, elemental I [Water, -1Size] (15 DP)
Form: Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Smell: dog (20 DP) Poor senses: sight II [-10] (-8 DP)
Movement: Walk.Bi.: 67
Skills: Perc.: 60 Run.: 74 Fly.: 74 Soc. Aware.: 61 Intimidat.: 61 Transcend.: 68
Spells: Ess 72 **PP:** 68
Racial:

Stats	Ag	-1	Co	6	Em	-1	Em	-1	In	-3	Pr	2	Qu	-4	Re	2	SD	-1	St	7

Base Hits	40	Base RR	Ch	0	Ess	0	Me	0	Ph	0	Fe	0
Base Endurance	10	Healing rate	x1		Stride	0	AT	Armor, thick skin (AT 2)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Giant, greater, fire	6F	Walk.Bi.: 48	-1	L(7)	VII - -	115 (183)	90	AT 2(6)	9 (0)	89L(7)un ;89L(7)we ;69L(7)rt	-4	9	1	7	-2	Solo (1d2)	X D S J - -

Category	Races	Height	156”	Leftover DP	71
Type	Giant	Length	16”	Outlook	Greedy
Archetype	Offensive	Weight	2240Lbs.	Treasure	0

Ag	2	Co	7	Em	-1	In	-4	Me	2	Pr	1	Qu	-1	Re	2	SD	-2	St	7

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Attack: Rock heaving, two handed [5'/ lvl, +1 Size] (20 DP) Increase range III [+10'/ lvl] (20 DP) Fighting brick I [+1 pace] (-10 DP)
Defense: Elemental immunity [Fire] (20 DP) Proof, elemental I [Ice, -1Size] (15 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP)
Form: Distinct odor (-10 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Heatsense: heat sensor network (20 DP) Poor senses: hearing II [-10] (-6 DP)
Movement: Walk.Bi.: 48
Skills: Perc.: 38 Run.: 56 Surv. Biome: 41 Restr. Quar.: 36 Pow. Dev.: 31 Spell list Spec.: 25
Spells: Ess 0 **PP:** 28
Racial:

Stats	**Ag**	0	**Co**	5	**Em**	-2	**Em**	-2	**In**	-4	**Pr**	1	**Qu**	-2	**Re**	1	**SD**	-3	**St**	5
Base Hits		35		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		10		**Healing rate**		x1			**Stride**		0		**AT**		Armor, thick skin (AT 2)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Giant, greater, forest	7F	Walk.Bi.: 51	-2	L(7)	VII - -	88 (130)	63	AT 2(5)	8 (0)	76L(7)un ;71L(7)lb ;46L(7)we	1	10	-1	6	-1	Solo (1d2)	B X F J - -

Category	Races	**Height**	168”	**Leftover DP**	92
Type	Giant	**Length**	17”	**Outlook**	Aloof
Archetype	Semi spell user	**Weight**	2795Lbs.	**Treasure**	0

Ag	4	**Co**	6	**Em**	0	**In**	1	**Me**	0	**Pr**	-1	**Qu**	-2	**Re**	1	**SD**	-1	**St**	6

Attack: Fighting brick I [+1 pace] (-10 DP)
Defense:
Form: Neutral odor (10 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Group instinct (5 DP)
Senses: Hearing: Dog (15 DP) Poor senses: smell II [-10] (-4 DP)
Movement: Walk.Bi.: 51
Skills: Perc.: 38 Run.: 58 Climb.: 58 Hiding: 38 Stalking: 38 Track.: 38
Spells: Ess 42 **PP:** 46
Racial:

Stats	**Ag**	2	**Co**	5	**Em**	-2	**Em**	-2	**In**	0	**Pr**	-2	**Qu**	-2	**Re**	0	**SD**	-1	**St**	5
Base Hits		35		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		10		**Healing rate**		x1			**Stride**		0		**AT**		Armor, thick skin (AT 2)					

Name	**Lvl**	**BMR**	**Ini**	**Siz**	**Crit**	**Hits**	**En**	**AT**	**DB**	**OB**	**RRC**	**RRE**	**RR**	**R**	**R**	**Encouter**	**Bio**

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			t	e			d		(Sh)				M	RP	RF		
Giant, greater, frost	6F	Walk.Bi.: 52	-1	L(7)	VII - -	115 (183)	90	AT 2(3)	9 (0)	84L(7)un ;84L(7)we ;68L(7)rt	0	8	-1	7	-2	Solo (1d2)	I T B P U -

Category	Races	**Height**	168”	**Leftover DP**	32
Type	Giant	**Length**	16”	**Outlook**	Greedy
Archetype	Offensive	**Weight**	2750Lbs.	**Treasure**	0

Ag	4	Co	7	Em	-2	In	0	Me	1	Pr	-1	Qu	-1	Re	1	SD	-2	St	7

Attack: Rock heaving, two handed [5'/ lvl, +1 Size] (20 DP) Increase range III [+10'/ lvl] (20 DP) Fighting brick I [+1 pace] (-10 DP)
Defense: Elemental immunity [Ice] (20 DP) Proof, elemental I [Water, -1Size] (15 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP)
Form: Neutral odor (10 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Group instinct (5 DP)
Senses: Smell: rat (10 DP) Sensitivity: Far sighted (-5 DP)
Movement: Walk.Bi.: 52 #N/A
Skills: Perc.: 37 Run.: 52 #N/A #N/A Pow. Dev.: 23 Spell list Spec.: 17
Spells: Ess 0 **PP:** 22
Racial:

Stats	Ag	2	Co	5	Em	-3	Em	-3	In	0	Pr	-1	Qu	-2	Re	0	SD	-3	St	5
Base Hits		35	**Base RR**		Ch	0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**		0	
Base Endurance		10	**Healing rate**		x1		**Stride**		0		**AT**		Armor, thick skin (AT 2)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Giant, greater, hill	4D	Walk.Bi.: 39	-2	L(7)	VII - -	87 (135)	67	AT 2(3)	2 (38)	66L(7)un ;66L(7)we ;51L(7)rt	-2	10	0	5	-1	Solo (1d2)	T B X P J U

Category	Races	**Height**	132”	**Leftover DP**	71
Type	Giant	**Length**	13”	**Outlook**	Normal
Archetype	Offensive	**Weight**	1350Lbs.	**Treasure**	0

Ag	3	Co	5	Em	0	In	-2	Me	-1	Pr	0	Qu	-2	Re	-1	SD	-1	St	5

Attack: Rock heaving, two handed [5'/ lvl, +1 Size] (20 DP) Increase range II [+5'/ lvl] (10 DP) Fighting brick I [+1 pace] (-10 DP)
Defense:
Form: Distinct odor (-10 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Vision: nightvision (10 DP) Poor senses: hearing II [-10] (-6 DP)
Movement: Walk.Bi.: 39 #N/A

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Skills: Perc.: 23 Run.: 42 Climb.: 42 Surv. Biome: 26 Pow. Dev.: 19 Spell list Spec.: 13
Spells: Ess 0 **PP:** 11
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	0	**Em**	0	**In**	-2	**Pr**	0	**Qu**	-2	**Re**	-1	**SD**	-1	**St**	4		
Base Hits			30		**Base RR**		Ch		0	**Ess**		0			**Me**		0		**Ph**	0	**Fe**	0
Base Endurance			10		**Healing rate**		x1			**Stride**		0			**AT**		Armor, thick skin (AT 2)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Giant, greater, mountain	10G	Walk.Bi.: 71	-3	H(8)	VIII - -	83 (108)	53	AT 2(N)	-5 (50)	78H(8)un ;78H(8)we ;36H(8)rt	12	12	-3	8	2	Solo (1d2)	T B X P A U

Category	Races	**Height**	228”	**Leftover DP**	39
Type	Giant	**Length**	32”	**Outlook**	Hostile
Archetype	Hybrid spell user	**Weight**	6985Lbs.	**Treasure**	0

Ag	-1	**Co**	8	**Em**	2	**In**	2	**Me**	4	**Pr**	-3	**Qu**	-3	**Re**	4	**SD**	2	**St**	6

Attack: Rock heaving, two handed [5'/ lvl, +1 Size] (20 DP) Increase range III [+10'/ lvl] (20 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Elemental immunity [Earth] (20 DP) Proof, elemental I [Lightning, -1Size] (15 DP) Elemental vulnerability I [Wind, +1 Size] (-15 DP)
Form: Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Hearing: Dog (15 DP) Poor senses: smell II [-10] (-4 DP)
Movement: Walk.Bi.: 71 Climb.Grip: 0
Skills: Perc.: 76 Run.: 38 Climb.: 38 Surv. Biome: 21 Grace. Spell l.: 80 Amb. Rang.: 25
Spells: Cha/Ess 200 **PP:** 106
Racial:

Stats	**Ag**	-1	**Co**	7	**Em**	-1	**Em**	-1	**In**	-1	**Pr**	-4	**Qu**	-4	**Re**	1	**SD**	-1	**St**	6		
Base Hits			40		**Base RR**		Ch		0	**Ess**		0			**Me**		0		**Ph**	0	**Fe**	0
Base Endurance			10		**Healing rate**		x1			**Stride**		0			**AT**		Armor, thick skin (AT 2)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Giant, greater, stone	5E	Walk.Bi.: 44	-1	L(7)	VII - -	106 (166)	81	AT 2(3)	7 (40)	71L(7)un ;71L(7)we ;46L(7)rt	-2	11	0	6	-1	Solo (1d2)	T B X P A U

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Category	Races	**Height**	144”	**Leftover DP**	41
Type	Giant	**Length**	14”	**Outlook**	Normal
Archetype	Offensive	**Weight**	1760Lbs.	**Treasure**	0

Ag	4	**Co**	6	**Em**	1	**In**	-2	**Me**	0	**Pr**	0	**Qu**	-1	**Re**	0	**SD**	-1	**St**	7

Attack: Rock heaving, two handed [5'/ lvl, +1 Size] (20 DP) Increase range II [+5'/ lvl] (10 DP) Fighting brick I [+1 pace] (-10 DP)
Defense:
Form: Neutral odor (10 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Touch: elephant (10 DP) Poor senses: taste II [-10] (-2 DP)
Movement: Walk.Bi.: 44 #N/A
Skills: Perc.: 38 Run.: 43 Climb.: 43 Surv. Biome: 40 Pow. Dev.: 31 Spell list Spec.: 27
Spells: Ess 0 **PP:** 20
Racial:

Stats	**Ag**	3	**Co**	5	**Em**	0	**Em**	0	**In**	-2	**Pr**	0	**Qu**	-2	**Re**	-1	**SD**	-2	**St**	6
Base Hits		35	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0				
Base Endurance		10	**Healing rate**		x1		**Stride**		0	**AT**		Armor, thick skin (AT 2)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Giant, greater, storm	15G	Walk.Bi.: 76	1	H(8)	VIII - -	94 (134)	64	AT 2(8)	18 (0)	58H(8)un ;58H(8)we ;58H(8)sp ;55H(8)rt ;104M(5)elbP ;104M(5)elbP ;104M(5)elbP ;104M(5)elbP ;104M(5)elbP ;104M(5)elbP	-2	15	4	7	0	Solo (1d2)	L E U - - -

Category	Races	**Height**	240”	**Leftover DP**	14
Type	Giant	**Length**	35”	**Outlook**	Normal
Archetype	Spell user	**Weight**	8150Lbs.	**Treasure**	0

Ag	5	**Co**	7	**Em**	5	**In**	-2	**Me**	8	**Pr**	4	**Qu**	1	**Re**	3	**SD**	0	**St**	7

Attack: Rock heaving, two handed [5'/ lvl, +1 Size] (20 DP) Increase range III [+10'/ lvl] (20 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Proof, elemental I [Lightning, -1Size] (15 DP) Proof, elemental I [Wind, -1Size] (15 DP) Proof, elemental I [Water, -1Size] (15 DP)
Form: Distinct odor (-10 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Sight: eagle (15 DP) Poor senses: hearing III [-15] (-9 DP)
Movement: Walk.Bi.: 76
Skills: Perc.: 127 Run.: 147 Surv. Biome: 128 Man. In Arm.: 65 Grace. Spell l.: 130 Transcend.: 130
Spells: Ess 270 **PP:** 139
Racial:

Stats	**Ag**	0	**Co**	5	**Em**	0	**Em**	0	**In**	-4	**Pr**	2	**Qu**	-4	**Re**	3	**SD**	-2	**St**	7

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Base Hits	40	Base RR	Ch	0	Ess	0	Me	0	Ph	0	Fe	0
Base Endurance	10	Healing rate	x1		Stride	0	AT	Armor, thick skin (AT 2)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Giant, greater, water	5E	Swim.Web: 56	-1	L(7)	VII - -	105 (165)	80	AT 2(N)	7 (0)	61L(7)un ;61L(7)we ;59L(7)ro	-4	11	11	6	-2	Solo (1d2)	W E - - - -

Category	Races	Height	180”	Leftover DP	16
Type	Giant	Length	20”	Outlook	Greedy
Archetype	Offensive	Weight	3440Lbs.	Treasure	0

Ag	2	Co	6	Em	1	In	-4	Me	2	Pr	1	Qu	-1	Re	2	SD	-2	St	5

Attack: Rock heaving, one handed [5'/ lvl, +0 Size] (10 DP) Increase range II [+5'/ lvl] (10 DP) Fighting brick I [+1 pace] (-10 DP)
Defense: Elemental immunity [Water] (20 DP) Proof, elemental I [Fire, -1Size] (15 DP) Elemental vulnerability I [Ice, +1 Size] (-15 DP)
Form: Adapted form: water (15 DP) Air and water breathing (20 DP) Amphibious [23 hrs] (10 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Group instinct (5 DP)
Senses: Electrosense: Electroreception (15 DP) Poor senses: sight II [-10] (-8 DP)
Movement: Swim.Web: 56 Walk.Bi.: 0
Skills: Perc.: 31 Run.: 49 Surv. Biome: 39 Restr. Quar.: 30 Pow. Dev.: 28 Spell list Spec.: 29
Spells: Ess/Men 0 **PP:** 40
Racial:

Stats	Ag	1	Co	5	Em	0	Em	0	In	-4	Pr	0	Qu	-2	Re	1	SD	-3	St	4
Base Hits		35	Base RR		Ch		0	Ess		0		Me	0		Ph	0	Fe	0		
Base Endurance		10	Healing rate		x1			Stride		0		AT	Armor, thick skin (AT 2)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Giant, lesser, major	15F	Walk.Bi.: 68	1	H(8)	VIII - -	184 (314)	159	AT 2(N)	33 (0)	142H(8)un ;142H(8)we ;115H(8)ro	-2	10	-1	9	1	Solo (1d2)	T B X P J A

Category	Races	Height	216”	Leftover DP	218
Type	Giant	Length	30”	Outlook	Belligerent
Archetype	Offensive	Weight	5940Lbs.	Treasure	0

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Ag	6	Co	9	Em	0	In	-2	Me	-2	Pr	-1	Qu	1	Re	-2	SD	1	St	10

Attack: Rock heaving, one handed [5'/ lvl, +0 Size] (10 DP) Increase range III [+10'/ lvl] (20 DP) Fighting brick II [+2 pace] (-20 DP)
Defense:
Form: Deformed feature [Location] (-10 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Sensitivity: Near sighted (-5 DP) Smell: dog (20 DP)
Movement: Walk.Bi.: 68
Skills: Perc.: 76 Run.: 93 Surv. Biome: 80
Spells: Ess 1 **PP:** 16
Racial:

Stats	Ag	1	Co	4	Em	-2	Em	-2	In	-2	Pr	-1	Qu	-1	Re	-4	SD	-1	St	5
Base Hits			35		Base RR		Ch		0	Ess		0		Me		0		Ph	0	Fe	0
Base Endurance			10		Healing rate		x1			Stride		0		AT		Armor, thick skin (AT 2)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Giant, lesser, minor	6E	Walk.Bi.: 52	0	L(7)	VII - -	115 (183)	90	AT 2(N)	12 (0)	94L(7)un ;94L(7)we ;76L(7)ro	-2	9	-1	6	0	Solo (1d2)	T B X P J A

Category	Races	Height	168”	Leftover DP	145
Type	Giant	Length	17”	Outlook	Belligerent
Archetype	Offensive	Weight	2795Lbs.	Treasure	0

Ag	3	Co	6	Em	-1	In	-2	Me	-3	Pr	-1	Qu	0	Re	-3	SD	0	St	7

Attack: Rock heaving, one handed [5'/ lvl, +0 Size] (10 DP) Increase range II [+5'/ lvl] (10 DP) Fighting brick I [+1 pace] (-10 DP)
Defense:
Form: Deformed feature [Location] (-10 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Sensitivity: Near sighted (-5 DP) Smell: dog (20 DP)
Movement: Walk.Bi.: 52
Skills: Perc.: 33 Run.: 61 Surv. Biome: 30
Spells: Ess 0 **PP:** 6
Racial:

Stats	Ag	1	Co	4	Em	-2	Em	-2	In	-2	Pr	-1	Qu	-1	Re	-4	SD	-1	St	5
Base Hits			35		Base RR		Ch		0	Ess		0		Me		0		Ph	0	Fe	0
Base Endurance			10		Healing rate		x1			Stride		0		AT		Armor, thick skin (AT 2)					

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Giant, lesser, normal	12F	Walk.Bi.: 40	1	L(7)	VII I -	164 (276)	139	AT 2(N)	27 (0)	129M(5)un ;129B(6)we ;105M(5)ro	-2	10	-1	8	1	Solo (1d2)	T B X P J A

Category	Races	**Height**	132”	**Leftover DP**	207
Type	Giant	**Length**	13”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	1350Lbs.	**Treasure**	0

Ag	5	Co	8	Em	0	In	-2	Me	-2	Pr	-1	Qu	1	Re	-2	SD	1	St	9

Attack: Rock heaving, one handed [5'/ lvl, +0 Size] (10 DP) Increase range II [+5'/ lvl] (10 DP) Fighting brick I [+1 pace] (-10 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP)
Form: Deformed feature [Location] (-10 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Sensitivity: Near sighted (-5 DP) Smell: dog (20 DP)
Movement: Walk.Bi.: 40
Skills: Perc.: 63 Run.: 84 Surv. Biome: 60
Spells: Ess 1 **PP:** 11
Racial:

Stats	Ag	1	Co	4	Em	-2	Em	-2	In	-2	Pr	-1	Qu	-1	Re	-4	SD	-1	St	5
Base Hits		35	**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**		0
Base Endurance		10	**Healing rate**		x1			**Stride**		0		**AT**		Armor, thick skin (AT 2)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Gila monster	2A	Walk.Quad.: 8	0	T(3)	III - -	55 (79)	30	AT 3(N)	4 (0)	47T(3)bi> ;41T(3)gr	10	-3	-3	2	2	Yoke (1d3)	X D - - - -

Category	Animal	**Height**	7”	**Leftover DP**	244
Type	Reptile	**Length**	45”	**Outlook**	Normal
Archetype	Offensive	**Weight**	4Lbs.	**Treasure**	0

Ag	2	Co	2	Em	-3	In	0	Me	-4	Pr	-3	Qu	0	Re	-5	SD	2	St	-2

Attack: Attacks sequence (10 DP) Poison sack, injection [Poison: Nerve, Stinger] (20 DP) Death roll [Slash] (20 DP)
Defense:
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Hibernation II [1 season, Every year] (-10 DP) Can't speak (-10 DP)

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Senses: Sight: gecko (10 DP) Smell: snake (15 DP) Taste: snake palette (15 DP)
Movement: Walk.Quad.: 8
Skills: Perc.: 9 Run.: 34 Surv. Biome: 6
Spells: Cha 0 **PP:** -2
Racial:

Stats	Ag	2	Co	2	Em	-3	Em	-3	In	0	Pr	-3	Qu	0	Re	-5	SD	2	St	-2
Base Hits		25	Base RR		Ch		0	Ess		0			Me	0			Ph	0	Fe	0
Base Endurance		0	Healing rate		x1			Stride		0			AT	Armor, scaly bumps (AT 3)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Giraffe	6C	Walk.Quad.: 60	2	L(7)	VII --	81 (126)	51	AT 1(N)	18 (0)	28L(7)un ;4L(7)tr	11	-3	-2	3	0	Span (1d8)	S - - - - -

Category	Animal	Height	160”	Leftover DP	157
Type	Herbivore	Length	112”	Outlook	Protective
Archetype	Defensive	Weight	2230Lbs.	Treasure	0

Ag	1	Co	3	Em	-3	In	1	Me	-1	Pr	-2	Qu	2	Re	0	SD	0	St	2

Attack:
Defense:
Form: Elongated appendage II [Neck, 10'] (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Sight: gecko (10 DP) Hearing: Hare (20 DP) Smell: rat (10 DP)
Movement: Walk.Quad.: 60
Skills: Perc.: 51 Run.: 56 Surv. Biome: 45
Spells: Cha 1 **PP:** 8
Racial:

Stats	Ag	-1	Co	2	Em	-3	Em	-3	In	-1	Pr	-2	Qu	0	Re	-2	SD	-1	St	2
Base Hits		30	Base RR		Ch		0	Ess		0			Me	0			Ph	0	Fe	0
Base Endurance		0	Healing rate		x1			Stride		0			AT	Armor, light fur (AT 1)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Glaar (III)	10D	Walk.Bi.:	5	M(	V	86	66	AT	45	85M(5)un[Electricity] ;78M(5)lbo ;85S(4)gr[Electricity]	-3	9	-3	-6	-2	Solo	E U L -

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		38		5)	@!# -	(146)		2(N)	(0)								(1d2)	- -

Category	Extra planar	**Height**	120”	**Leftover DP**	-4
Type	Agothu destroyer	**Length**	15”	**Outlook**	Hungry
Archetype	Semi spell user	**Weight**	0Lbs.	**Treasure**	0

Ag	8	**Co**	4	**Em**	-1	**In**	-3	**Me**	0	**Pr**	-3	**Qu**	5	**Re**	1	**SD**	-2	**St**	-1

Attack: Elemental bolt VI [Lightning, MLightning bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (45 DP) Increase range II [+5'/ lvl] (10 DP) Elemental internals III [Element, Attack, C] (20 DP) Leech, blood II [Grapple, -10] (20 DP) Leech, mana II [Grapple, -10] (20 DP) Weak natural attack I [Grapple, -1 Size] (-5 DP)
Defense: Abomination (-20 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, elemental I [Lightning, -1Size] (15 DP) Proof, elemental I [Ice, -1Size] (15 DP) Proof, elemental I [Wind, -1Size] (15 DP) Proof, elemental I [Earth, -1Size] (15 DP) Elemental vulnerability III [Water, +3 Size] (-35 DP) Proof, weapon, except magic (20 DP)
Form: Body, unknown energy (100 DP) Breathing, no (20 DP) Twisted form (-25 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar III [III] (-3 DP) Body condition, fleeting soul (-20 DP) Alien intelligence (40 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP) Energy consumption III [30] (-80 DP) Energy reserve (10 DP) Unsleeping (20 DP)
Senses: Vision: demon vision [50'] (55 DP) Electrosense: Electroreception (15 DP)
Movement: Walk.Bi.: 38 Ma.Fly.Awk.: 0
Skills: Perc.: 61 Run.: 66
Spells: Ess 60 **PP:** 58
Racial:

Stats	**Ag**	5	**Co**	3	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	5	**Re**	0	**SD**	-2	**St**	-2

Base Hits	20	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	-10	**Fe** 0
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, thick skin (AT 2)			

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Gloombird (I)	1A	Walk.Bi.: 1	4	D(2)	II I@# -	22 (27)	22	AT 1(N)	24 (0)	12D(2)ra ;22T(3)raCoop ;12D(2)be	21	7	8	0	-3	Posse (2d10)	L E U - -

Category	Undead	**Height**	14”	**Leftover DP**	112
Type	Corporeal	**Length**	24”	**Outlook**	Inquisitive
Archetype	Stealth	**Weight**	2.5Lbs.	**Treasure**	0

Ag	4	**Co**	0	**Em**	-3	**In**	1	**Me**	-4	**Pr**	-2	**Qu**	4	**Re**	-5	**SD**	-3	**St**	-3

Attack: Cooperation: flock/ pack attack II [Attack, 20, 15, 1Size] (15 DP) Aura, gloom [20'R, -10, 1 hr] (40 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Wings, feathered (20 DP) Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)

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Miscellaneous: Type, undead I [I] (-1 DP) Unsleeping (20 DP) Can't speak (-10 DP)
Senses: Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP) Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 1 Awk.move.IV: 0 Wing.Fly.Exc.: 0
Skills: Perc.: 8 Fly.: 23 Acrob.: 18
Spells: Cha 0 **PP:** -6
Racial:

Stats	**Ag**	4	**Co**	0	**Em**	-3	**Em**	-3	**In**	1	**Pr**	-2	**Qu**	4	**Re**	-5	**SD**	-3	**St**	-3
Base Hits		20	**Base RR**		Ch	10	**Ess**		10	**Me**		10	**Ph**	0	**Fe**	0				
Base Endurance		20	**Healing rate**		x0.5		**Stride**		0	**AT**		Armor, light feather coat (AT 1)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Gnoll	3C	Walk.Bi.: 10	1	S(4)	IV - -	27 (37)	7	AT 1(N)	6 (0)	8S(4)un ;8S(4)we ;15S(4)rw	3	15	3	8	1	Solo (1d2)	I T B P - -

Category	Races	**Height**	42”	**Leftover DP**	202
Type	Humanoid	**Length**	6”	**Outlook**	Timid
Archetype	Spell user	**Weight**	44Lbs.	**Treasure**	0

Ag	-1	**Co**	-2	**Em**	5	**In**	-2	**Me**	2	**Pr**	-2	**Qu**	1	**Re**	1	**SD**	1	**St**	-3

Attack:
Defense:
Form:
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Sensitivity: Near sighted (-5 DP) Vision: nightvision (10 DP) Sensitivity: Light sensitivity I [-25] (-10 DP) Taste: sensitive palette (5 DP)
Movement: Walk.Bi.: 10
Skills: Perc.: 29 Run.: 37 Hiding: 38 Stalking: 38 Lor. Hist. Spec.: 23 Grace. Spell l.: 36
Spells: Ess 54 **PP:** 28
Racial:

Stats	**Ag**	-2	**Co**	-2	**Em**	4	**Em**	4	**In**	-2	**Pr**	-2	**Qu**	0	**Re**	1	**SD**	1	**St**	-3
Base Hits		20	**Base RR**		Ch	5	**Ess**		0	**Me**		5	**Ph**	10	**Fe**	0				
Base Endurance		0	**Healing rate**		x0.5		**Stride**		0	**AT**		Armor, naked skin (AT 1)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**

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Gnome	5E	Walk.Bi.: 15	3	M(5)	V - -	40 (55)	15	AT 1(3)	12 (30)	8M(5)un ;8M(5)we ;10M(5)rw	9	13	1	4	2	Solo (1d2)	T B X P E U

Category	Races	**Height**	54”	**Leftover DP**	150
Type	Humanoid	**Length**	7”	**Outlook**	Normal
Archetype	Skill	**Weight**	84Lbs.	**Treasure**	0

Ag	1	**Co**	-1	**Em**	3	**In**	-1	**Me**	3	**Pr**	1	**Qu**	3	**Re**	3	**SD**	2	**St**	-2

Attack:
Defense:
Form: Methuselah II [Up to 500 years] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Vision: nightvision (10 DP) Extra sense: smell-like (15 DP)
Movement: Walk.Bi.: 15
Skills: Perc.: 60 Run.: 54 Sci. Archeo.: 64 Lor. Arti.: 65 Lor. Spell: 65 Lor. Symb.: 65
Spells: Ess 0 **PP:** 9
Racial:

Stats	**Ag**	0	**Co**	-2	**Em**	2	**Em**	2	**In**	-2	**Pr**	0	**Qu**	2	**Re**	2	**SD**	1	**St**	-2	
Base Hits		25	**Base RR**		Ch		10	**Ess**		0		**Me**	0		**Ph**	5	**Fe**	0			
Base Endurance		0	**Healing rate**		x0.5			**Stride**		0		**AT**	Armor, naked skin (AT 1)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Goat	2B	Walk.Quad.: 14	-1	M(5)	V - -	53 (77)	28	AT 2(N)	1 (0)	21M(5)ra ;21M(5)ho ;15M(5)tr	10	-2	-2	22	0	Pack (5d10)	X S - - - -

Category	Animal	**Height**	24”	**Leftover DP**	164
Type	Domesticated	**Length**	60”	**Outlook**	Normal
Archetype	Offensive	**Weight**	247Lbs.	**Treasure**	0

Ag	1	**Co**	2	**Em**	-2	**In**	0	**Me**	-3	**Pr**	-2	**Qu**	-1	**Re**	-3	**SD**	0	**St**	2

Attack: Attacks sequence (10 DP)
Defense:
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Sight: primate (5 DP) Hearing: Hare (20 DP) Smell: rat (10 DP)
Movement: Walk.Quad.: 14
Skills: Perc.: 16 Run.: 10 Surv. Biome: 17
Spells: Cha 0 **PP:** 0

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Racial:

Stats	**Ag**	1	**Co**	2	**Em**	-2	**Em**	-2	**In**	0	**Pr**	-2	**Qu**	-1	**Re**	-3	**SD**	0	**St**	2
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	20	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, heavy fur (AT2)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Goat, wild	2B	Walk.Quad.: 14	-1	M(5)	V - -	44 (59)	19	AT 2(N)	1 (0)	15M(5)ra ;15M(5)ho ;10M(5)tr	10	-2	-2	2	0	Herd (2d100)	X S - - - -

Category	Animal	**Height**	24”	**Leftover DP**	180
Type	Herbivore	**Length**	60”	**Outlook**	Protective
Archetype	Defensive	**Weight**	247Lbs.	**Treasure**	0

Ag	1	**Co**	2	**Em**	-2	**In**	0	**Me**	-3	**Pr**	-2	**Qu**	-1	**Re**	-3	**SD**	0	**St**	2

Attack: Attacks sequence (10 DP)
Defense:
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Sight: primate (5 DP) Hearing: Hare (20 DP) Smell: rat (10 DP)
Movement: Walk.Quad.: 14
Skills: Perc.: 15 Run.: 23 Surv. Biome: 12
Spells: Cha 0 **PP:** 2
Racial:

Stats	**Ag**	1	**Co**	2	**Em**	-2	**Em**	-2	**In**	0	**Pr**	-2	**Qu**	-1	**Re**	-3	**SD**	0	**St**	2
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, heavy fur (AT2)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Goblin	2D	Walk.Bi.: 8	1	S(4)	IV - -	42 (57)	17	AT 1(4)	7 (24)	17S(4)cl ;23S(4)we ;22S(4)rw	10	-2	-2	7	-2	Solo (1d2)	L U - - - -

Category	Races	**Height**	36”	**Leftover DP**	164
Type	Goblinoid	**Length**	6”	**Outlook**	Aggressive
Archetype	Stealth	**Weight**	35Lbs.	**Treasure**	0

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Ag	3	Co	2	Em	-2	In	0	Me	0	Pr	-2	Qu	1	Re	0	SD	-2	St	1

Attack:
Defense:
Form: Distinct odor (-10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Prodigy V [Mech: machine specific, 25] (30 DP)
Senses: Sight: primate (5 DP) Vision: Dark vision I [20'] (15 DP) Vision: nightvision (10 DP) Sensitivity: Light sensitivity I [-25] (-10 DP)
Movement: Walk.Bi.: 8 Climb.Claw: 12
Skills: Perc.: 21 Run.: 29 Climb.: 29 Hiding: 25 Stalking: 25 Mechanics. Spec.: 47
Spells: Cha 0 **PP:** 2
Racial:

Stats	Ag	3	Co	2	Em	-2	Em	-2	In	0	Pr	-2	Qu	1	Re	0	SD	-2	St	1
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	5	**Fe**	0
Base Endurance		0		**Healing rate**		x0.5			**Stride**		-12		**AT**		Armor, naked skin (AT 1)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Gogonaur (III)	9H	Walk.Bi.: 37	3	B(6)	VI - -	124 (216)	99	AT 4(N)	27 (48)	97B(6)we[Heat] ;77B(6)ra[Heat] ;71M(5)elb	0	11	0	23	1	Solo (1d2)	E U L - - -

Category	Extra planar	Height	120”	Leftover DP	35
Type	Man demon	Length	15”	Outlook	Cruel
Archetype	Offensive	Weight	980Lbs.	Treasure	0

Ag	3	Co	3	Em	1	In	0	Me	1	Pr	0	Qu	3	Re	1	SD	1	St	5

Attack: Elemental internals III [Element, Attack, C] (20 DP)
Defense: Abomination (-20 DP) Elemental immunity [Fire] (20 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP) Proof, elemental I [Ice, -1Size] (15 DP) Proof, weapon, except magic (20 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar III [III] (-3 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP) Innate spell list IX [Spell list, Realm, 9] (27 DP) Innate spell list IX [Spell list, Realm, 9] (27 DP) Innate spell list IX [Spell list, Realm, 9] (27 DP)
Senses: Vision: demon vision [50'] (55 DP) Heatsense: heat sensor network (20 DP)
Movement: Walk.Bi.: 37
Skills: Perc.: 52 Run.: 60 Intimidat.: 50 Acrob.: 59 Pow. Dev.: 27 Lor. Elem.: 25
Spells: Ess 0 **PP:** 44
Racial:

Stats	Ag	0	Co	0	Em	0	Em	0	In	0	Pr	0	Qu	2	Re	0	SD	0	St	2
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	20	**Fe**	0
Base Endurance		0		**Healing**		x1			**Stride**		0		**AT**		Armor, brittle soft crystaline (AT 4)					

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		rate						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Golem, brass	10H	Walk.Bi.: 23	-3	L(7)	VII @# PS	155 (255)	115	AT 9(N)	21 (0)	113L(7)un ;113L(7)un(Left) ;98L(7)un(2WF) ;113B(6)gr>> ;113B(6)crP ;113B(6)crP ;113B(6)crP ;113B(6)crP ;113B(6)crP ;113B(6)crP	27	16	16	7	1	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	84”	**Leftover DP**	44
Type	Golem	**Length**	12”	**Outlook**	Obsessive
Archetype	Offensive	**Weight**	3700Lbs.	**Treasure**	0

Ag	1	**Co**	7	**Em**	-4	**In**	-3	**Me**	-3	**Pr**	-4	**Qu**	-3	**Re**	-3	**SD**	1	**St**	7

Attack: Rock heaving, two handed [5'/ lvl, +1 Size] (20 DP) Attacks sequence (10 DP) Fighting brick II [+2 pace] (-20 DP) Material destruction IV [Stone, 1cu', 1 rnd] (50 DP)
Defense: Regeneration, no (-20 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Elemental immunity [Lightning] (20 DP)
Form: Body: brass [9, 10] (10 DP) Neutral odor (10 DP) Breathing, no (20 DP) Lifeless (5 DP) Induce breakage I [-10] (12 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 23
Skills: Perc.: 62 Run.: 36 Multi. Att.: 60
Spells: Cha 0 **PP:** 7
Racial:

Stats	**Ag**	-2	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	-4	**Re**	-4	**SD**	0	**St**	4

Base Hits	40	**Base RR**	Ch	20	**Ess**	20	**Me**	20	**Ph**	0	**Fe** 0
Base Endurance	0	**Healing rate**	x2		**Stride**	0	**AT**	Armor, iron-like large plates (AT 9)			

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Golem, clay	8H	Walk.Bi.: 23	-3	B(6)	VI @# PK	137 (221)	97	AT 2(N)	22 (0)	99B(6)un ;99B(6)un(Left) ;72B(6)un(2WF) ;99B(6)gr>> ;99B(6)crP ;99B(6)crP ;99B(6)crP ;99B(6)crP ;99B(6)crP ;99B(6)crP	27	16	16	6	1	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	84”	**Leftover DP**	137
Type	Golem	**Length**	12”	**Outlook**	Obsessive
Archetype	Offensive	**Weight**	946Lbs.	**Treasure**	0

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Ag	0	Co	6	Em	-4	In	-3	Me	-3	Pr	-4	Qu	-3	Re	-3	SD	1	St	6

Attack: Rock heaving, two handed [5'/ lvl, +1 Size] (20 DP) Attacks sequence (10 DP) Fighting brick I [+1 pace] (-10 DP) Material destruction II [Wood, 5cu', 1 rnd] (30 DP)
Defense: Regeneration, no (-20 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, No krush (10 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP) Sticky [-20] (10 DP)
Form: Body: clay [2, 15] (15 DP) Neutral odor (10 DP) Breathing, no (20 DP) Lifeless (5 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 23
Skills: Perc.: 43 Run.: 35 Multi. Att.: 48
Spells: Cha 0 **PP:** 0
Racial:

Stats	Ag	-2	Co	4	Em	-4	Em	-4	In	-4	Pr	-4	Qu	-4	Re	-4	SD	0	St	4

Base Hits	40	Base RR	Ch	20	Ess	20	Me	20	Ph	0	Fe	0
Base Endurance	0	Healing rate	x2		Stride	0	AT	Armor, light blubber (AT 2)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Golem, crystal	15H	Walk.Bi.: 23	-2	L(7)	VII @# -	190 (320)	150	AT 7(N)	64 (0)	142L(7)un ;142L(7)un(Left) ;142L(7)un(2WF) ;142B(6)gr>> ;142B(6)crP ;142B(6)crP ;142B(6)crP ;142B(6)crP ;142B(6)crP ;142B(6)crP	28	16	16	9	2	Solo (1d2)	E U W - - -

Category	Artificial	Height	84”	Leftover DP	77
Type	Golem	Length	12”	Outlook	Obsessive
Archetype	Offensive	Weight	1080Lbs.	Treasure	0

Ag	3	Co	9	Em	-4	In	-2	Me	-2	Pr	-4	Qu	-2	Re	-2	SD	2	St	9

Attack: Rock heaving, two handed [5'/ lvl, +1 Size] (20 DP) Attacks sequence (10 DP) Fighting brick II [+2 pace] (-20 DP) Material destruction II [Wood, 5cu', 1 rnd] (30 DP)
Defense: Regeneration, no (-20 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Elemental immunity [Lightning] (20 DP) Elemental immunity [Fire] (20 DP) Elemental immunity [Ice] (20 DP) Proof, weapon, except crystalline (20 DP) Elemental vulnerability I [Sonic, +1 Size] (-15 DP)
Form: Body: crystal [7, 20] (20 DP) Neutral odor (10 DP) Breathing, no (20 DP) Lifeless (5 DP) Induce breakage II [-20] (14 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 23
Skills: Perc.: 75 Run.: 52 Multi. Att.: 80
Spells: Cha 1 **PP:** 8
Racial:

Stats	Ag	-2	Co	4	Em	-4	Em	-4	In	-4	Pr	-4	Qu	-4	Re	-4	SD	0	St	4

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Base Hits	40	**Base RR**	Ch	20	**Ess**	20	**Me**	20	**Ph**	0	**Fe**	0
Base Endurance	0	**Healing rate**	x2		**Stride**	0	**AT**	Armor, brittle crystaline skin (AT 7)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Golem, demon, fool's gold	200	Walk.Bi.: 24	-1	L	V @# PS	110 (160)	70	AT 9(N)	14 (0)	121B(6)un ;121B(6)un(Left) ;121B(6)un(2WF) ;121B(6)gr>> ;121B(6)crP ;121B(6)crP ;121B(6)crP ;121B(6)crP ;121B(6)crP ;121B(6)crP	33	23	19	7	6	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	84”	**Leftover DP**	#N/A
Type	Golem	**Length**	12”	**Outlook**	Obsessive
Archetype	Hybrid spell user	**Weight**	3700Lbs.	**Treasure**	0

Ag	-2	**Co**	7	**Em**	3	**In**	3	**Me**	2	**Pr**	-1	**Qu**	-1	**Re**	2	**SD**	6	**St**	4

Attack: Rock heaving, two handed [5'/ lvl, +1 Size] (20 DP) Attacks sequence (10 DP) Fighting brick II [+2 pace] (-20 DP) Material destruction IV [Stone, 1cu', 1 rnd] (50 DP)
Defense: Regeneration, no (-20 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Elemental immunity [Lightning] (20 DP)
Form: Body: brass [9, 10] (10 DP) Neutral odor (10 DP) Breathing, no (20 DP) Lifeless (5 DP) Induce breakage I [-10] (12 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 24
Skills: Perc.: 128 Run.: 71 Multi. Att.: 130
Spells: Cha 400 **PP:** 143
Racial:

Stats	**Ag**	-2	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	-4	**Re**	-4	**SD**	0	**St**	4

Base Hits	40	**Base RR**	Ch	20	**Ess**	20	**Me**	20	**Ph**	0	**Fe**	0
Base Endurance	0	**Healing rate**	x2		**Stride**	0	**AT**	Armor, iron-like large plates (AT 9)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Golem, diamond	27H	Walk.Bi.: 24	-1	L(7)	VII @# PS	226 (380)	18 6	AT 10(N)	96 (0)	160L(7)un ;160L(7)un(Left) ;160L(7)un(2WF) ;160B(6)gr>> ;160B(6)crP ;160B(6)crP ;160B(6)crP ;160B(6)crP ;160B(6)crP ;160B(6)crP	30	16	16	14	4	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	84”	**Leftover DP**	120
Type	Golem	**Length**	12”	**Outlook**	Obsessive

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Archetype	Offensive	**Weight**	1353Lbs.	**Treasure**	0

Ag	6	**Co**	14	**Em**	-4	**In**	0	**Me**	-1	**Pr**	-4	**Qu**	-1	**Re**	0	**SD**	4	**St**	17

Attack: Rock heaving, two handed [5'/ lvl, +1 Size] (20 DP) Attacks sequence (10 DP) Fighting brick II [+2 pace] (-20 DP) Material destruction V [Metal, 1cu', 1 rnd] (60 DP)
Defense: Regeneration, no (-20 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no slash (10 DP) Elemental immunity [Lightning] (20 DP) Elemental immunity [Fire] (20 DP) Elemental immunity [Ice] (20 DP) Elemental immunity [Earth] (20 DP)
Form: Body: diamond [10, 45] (45 DP) Neutral odor (10 DP) Breathing, no (20 DP) Lifeless (5 DP) Induce breakage V [-50] (20 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 24
Skills: Perc.: 132 Run.: 71 Multi. Att.: 121
Spells: Cha 2 **PP:** 30
Racial:

Stats	**Ag**	-2	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	-4	**Re**	-4	**SD**	0	**St**	4

Base Hits	40	**Base RR**	Ch	20	**Ess**	20	**Me**	20	**Ph**	0	**Fe**	0
Base Endurance	0	**Healing rate**	x2		**Stride**	0	**AT**	Armor, crystaline skin (AT 10)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Golem, eog	30H	Walk.Bi.: 24	-1	L(7)	VII @# PS	233 (393)	193	AT 10(N)	107 (0)	200L(7)un ;200L(7)un(Left) ;200L(7)un(2WF) ;200B(6)gr>> ;200B(6)crP ;200B(6)crP ;200B(6)crP ;200B(6)crP ;200B(6)crP ;200B(6)crP	31	16	16	14	5	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	84”	**Leftover DP**	151
Type	Golem	**Length**	12”	**Outlook**	Obsessive
Archetype	Offensive	**Weight**	1905Lbs.	**Treasure**	0

Ag	6	**Co**	14	**Em**	-4	**In**	1	**Me**	-1	**Pr**	-4	**Qu**	-1	**Re**	1	**SD**	5	**St**	19

Attack: Rock heaving, two handed [5'/ lvl, +1 Size] (20 DP) Attacks sequence (10 DP) Fighting brick II [+2 pace] (-20 DP) Material destruction V [Metal, 1cu', 1 rnd] (60 DP)
Defense: Regeneration, no (-20 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no slash (10 DP) Elemental immunity [Lightning] (20 DP) Elemental immunity [Fire] (20 DP) Elemental immunity [Ice] (20 DP) Elemental immunity [Earth] (20 DP)
Form: Body: eog [10, 50] (50 DP) Neutral odor (10 DP) Breathing, no (20 DP) Lifeless (5 DP) Induce breakage V [-50] (20 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 24
Skills: Perc.: 134 Run.: 102 Multi. Att.: 130
Spells: Cha 2 **PP:** 24
Racial:

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Stats	Ag	-2	Co	4	Em	-4	Em	-4	In	-4	Pr	-4	Qu	-4	Re	-4	SD	0	St	4
Base Hits		40	**Base RR**		Ch		20	**Ess**		20		**Me**		20	**Ph**	0	**Fe**		0	
Base Endurance		0	**Healing rate**		x2			**Stride**		0		**AT**		Armor, iron-like skin (AT 10)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Golem, flesh	5H	Walk.Bi.: 23	-3	B(6)	VI @# -	111 (171)	71	AT 2(4)	1 (30)	104B(6)un ;104B(6)un(Left) ;59B(6)un(2WF) ;104M(5)gr>> ;104M(5)crP ;104M(5)crP ;104M(5)crP ;104M(5)crP ;104M(5)crP ;104M(5)crP	27	16	16	5	1	Solo (1d2)	E U W - - -

Category	Artificial	Height	84”	Leftover DP	126
Type	Golem	Length	12”	Outlook	Obsessive
Archetype	Offensive	Weight	317.5Lbs.	Treasure	0

Ag	-1	Co	5	Em	-4	In	-3	Me	-3	Pr	-4	Qu	-3	Re	-3	SD	1	St	5

Attack: Rock heaving, two handed [5'/ lvl, +1 Size] (20 DP) Attacks sequence (10 DP) Fighting brick I [+1 pace] (-10 DP) Material destruction II [Wood, 5cu', 1 rnd] (30 DP)
Defense: Regeneration, no (-20 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP)
Form: Body: dead flesh [1] (0 DP) Distinct odor (-10 DP) Breathing, no (20 DP) Lifeless (5 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 23
Skills: Perc.: 37 Run.: 54 Multi. Att.: 30
Spells: Cha 0 **PP:** 7
Racial:

Stats	Ag	-2	Co	4	Em	-4	Em	-4	In	-4	Pr	-4	Qu	-4	Re	-4	SD	0	St	4
Base Hits		40	**Base RR**		Ch		20	**Ess**		20		**Me**		20	**Ph**	0	**Fe**		0	
Base Endurance		0	**Healing rate**		x2			**Stride**		0		**AT**		Armor, thick skin (AT 2)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Golem, iron	15H	Walk.Bi.: 23	-2	L(7)	VII @# PS	190 (320)	150	AT 9(N)	44 (0)	139L(7)un ;139L(7)un(Left) ;139L(7)un(2WF) ;139B(6)gr>> ;139B(6)crP ;139B(6)crP ;139B(6)crP ;139B(6)crP ;139B(6)crP ;139B(6)crP	28	16	16	9	2	Solo (1d2)	E U W - - -

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Category	Artificial	**Height**	84”	**Leftover DP**	67
Type	Golem	**Length**	12”	**Outlook**	Obsessive
Archetype	Offensive	**Weight**	3007Lbs.	**Treasure**	0

Ag	3	**Co**	9	**Em**	-4	**In**	-2	**Me**	-2	**Pr**	-4	**Qu**	-2	**Re**	-2	**SD**	2	**St**	9

Attack: Rock heaving, two handed [5'/ lvl, +1 Size] (20 DP) Attacks sequence (10 DP) Fighting brick II [+2 pace] (-20 DP) Material destruction IV [Stone, 1cu', 1 rnd] (50 DP)
Defense: Regeneration, no (-20 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no slash (10 DP) Elemental immunity [Lightning] (20 DP) Proof, elemental I [Fire, -1Size] (15 DP)
Form: Body: iron [9, 20] (20 DP) Neutral odor (10 DP) Breathing, no (20 DP) Lifeless (5 DP) Induce breakage II [-20] (14 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 23
Skills: Perc.: 75 Run.: 49 Multi. Att.: 80
Spells: Cha 1 **PP:** 8
Racial:

Stats	**Ag**	-2	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	-4	**Re**	-4	**SD**	0	**St**	4

Base Hits	40	**Base RR**	Ch	20	**Ess**	20	**Me**	20	**Ph**	0	**Fe** 0
Base Endurance	0	**Healing rate**	x2		**Stride**	0	**AT**	Armor, iron-like large plates (AT 9)			

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Golem, mite, steel	100	Walk.Bi.: 3	-3	S	III @# PS	155 (255)	115	AT 10(N)	41 (0)	121S(4)un ;121S(4)un(Left) ;121S(4)un(2WF) ;121S(4)gr>> ;121S(4)crP ;121S(4)crP ;121S(4)crP ;121S(4)crP ;121S(4)crP ;121S(4)crP	27	16	16	7	1	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	24”	**Leftover DP**	#N/A
Type	Golem	**Length**	7”	**Outlook**	Obsessive
Archetype	Offensive	**Weight**	74Lbs.	**Treasure**	0

Ag	1	**Co**	7	**Em**	-4	**In**	-3	**Me**	-3	**Pr**	-4	**Qu**	-3	**Re**	-3	**SD**	1	**St**	7

Attack: Rock heaving, two handed [5'/ lvl, +1 Size] (20 DP) Attacks sequence (10 DP) Fighting brick I [+1 pace] (-10 DP) Material destruction II [Wood, 5cu', 1 rnd] (30 DP)
Defense: Regeneration, no (-20 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no slash (10 DP) Elemental immunity [Lightning] (20 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, weapon, except magic (20 DP)
Form: Body: steel [10, 30] (30 DP) Neutral odor (10 DP) Breathing, no (20 DP) Lifeless (5 DP) Induce breakage III [-30] (16 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 3
Skills: Perc.: 58 Run.: 46 Multi. Att.: 60

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Spells: Cha 0 **PP:** 3
Racial:

Stats	**Ag**	-2	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	-4	**Re**	-4	**SD**	0	**St**	4
Base Hits		40	**Base RR**		Ch	20	**Ess**		20	**Me**		20	**Ph**	0	**Fe**	0				
Base Endurance		0	**Healing rate**		x2		**Stride**		0	**AT**		Armor, iron-like skin (AT 10)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Golem, mithril	25H	Walk.Bi.: 24	-1	L(7)	VII @# PS	220 (370)	180	AT 10(N)	87 (0)	165L(7)un ;165L(7)un(Left) ;165L(7)un(2WF) ;165B(6)gr>> ;165B(6)crP ;165B(6)crP ;165B(6)crP ;165B(6)crP ;165B(6)crP ;165B(6)crP	30	16	16	13	4	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	84”	**Leftover DP**	113
Type	Golem	**Length**	12”	**Outlook**	Obsessive
Archetype	Offensive	**Weight**	1588Lbs.	**Treasure**	0

Ag	5	**Co**	13	**Em**	-4	**In**	0	**Me**	-1	**Pr**	-4	**Qu**	-1	**Re**	0	**SD**	4	**St**	15

Attack: Rock heaving, two handed [5'/ lvl, +1 Size] (20 DP) Attacks sequence (10 DP) Fighting brick II [+2 pace] (-20 DP) Material destruction IV [Stone, 1cu', 1 rnd] (50 DP)
Defense: Regeneration, no (-20 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no slash (10 DP) Elemental immunity [Lightning] (20 DP) Elemental immunity [Fire] (20 DP) Elemental immunity [Ice] (20 DP) Proof, weapon, except magic (20 DP)
Form: Body: mithril [10, 40] (40 DP) Neutral odor (10 DP) Breathing, no (20 DP) Lifeless (5 DP) Induce breakage IV [-40] (18 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 24
Skills: Perc.: 110 Run.: 74 Multi. Att.: 115
Spells: Cha 1 **PP:** 17
Racial:

Stats	**Ag**	-2	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	-4	**Re**	-4	**SD**	0	**St**	4
Base Hits		40	**Base RR**		Ch	20	**Ess**		20	**Me**		20	**Ph**	0	**Fe**	0				
Base Endurance		0	**Healing rate**		x2		**Stride**		0	**AT**		Armor, iron-like skin (AT 10)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Golem, salt	7H	Walk.Bi.:	-3	B(	VI	129	89	AT	15	111B(6)un ;111B(6)un(Left) ;78B(6)un(2WF)	27	16	16	6	1	Solo	E U W

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		23		6)	I@# PK	(205)		7(N)	(0)	;111M(5)gr>> ;111B(6)crP ;111B(6)crP ;111B(6)crP ;111B(6)crP ;111B(6)crP ;111B(6)crP						(1d2)	- - -

Category	Artificial	**Height**	84”	**Leftover DP**	53
Type	Golem	**Length**	12”	**Outlook**	Obsessive
Archetype	Offensive	**Weight**	910Lbs.	**Treasure**	0

Ag	0	**Co**	6	**Em**	-4	**In**	-3	**Me**	-3	**Pr**	-4	**Qu**	-3	**Re**	-3	**SD**	1	**St**	6

Attack: Rock heaving, two handed [5'/ lvl, +1 Size] (20 DP) Attacks sequence (10 DP) Fighting brick II [+2 pace] (-20 DP) Material destruction II [Wood, 5cu', 1 rnd] (30 DP)
Defense: Regeneration, no (-20 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, critical reduction I [I] (10 DP) Elemental immunity [Lightning] (20 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, weapon, except crystalline (20 DP) Elemental vulnerability II [Water, +2 Size] (-25 DP)
Form: Body: salt [7, 10] (10 DP) Neutral odor (10 DP) Breathing, no (20 DP) Lifeless (5 DP) Induce breakage I [-10] (12 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 23
Skills: Perc.: 46 Run.: 53 Multi. Att.: 42
Spells: Cha 0 **PP:** 6
Racial:

Stats	**Ag**	-2	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	-4	**Re**	-4	**SD**	0	**St**	4

Base Hits	40	**Base RR**	Ch	20	**Ess**	20	**Me**	20	**Ph**	0	**Fe** 0
Base Endurance	0	**Healing rate**	x2		**Stride**	0	**AT**	Armor, brittle crystaline skin (AT 7)			

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Golem, steel	20H	Walk.Bi.: 24	-1	L(7)	VII @# PS	205 (345)	165	AT 10(N)	67 (0)	152L(7)un ;152L(7)un(Left) ;152L(7)un(2WF) ;152B(6)gr>> ;152B(6)crP ;152B(6)crP ;152B(6)crP ;152B(6)crP ;152B(6)crP ;152B(6)crP	29	16	16	11	3	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	84”	**Leftover DP**	90
Type	Golem	**Length**	12”	**Outlook**	Obsessive
Archetype	Offensive	**Weight**	3378Lbs.	**Treasure**	0

Ag	4	**Co**	11	**Em**	-4	**In**	-1	**Me**	-1	**Pr**	-4	**Qu**	-1	**Re**	-1	**SD**	3	**St**	11

Attack: Rock heaving, two handed [5'/ lvl, +1 Size] (20 DP) Attacks sequence (10 DP) Fighting brick II [+2 pace] (-20 DP) Material destruction IV [Stone, 1cu', 1 rnd] (50 DP)
Defense: Regeneration, no (-20 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no slash (10 DP) Elemental immunity [Lightning] (20 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, weapon, except magic (20 DP)
Form: Body: steel [10, 30] (30 DP) Neutral odor (10 DP) Breathing, no (20 DP) Lifeless (5 DP) Induce breakage III [-30] (16 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP)

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Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 24
Skills: Perc.: 95 Run.: 62 Multi. Att.: 100
Spells: Cha 1 **PP:** 10
Racial:

Stats	Ag	-2	Co	4	Em	-4	Em	-4	In	-4	Pr	-4	Qu	-4	Re	-4	SD	0	St	4
Base Hits	40	**Base RR**	Ch	20	**Ess**	20	**Me**	20	**Ph**	0	**Fe**	0								
Base Endurance	0	**Healing rate**	x2		**Stride**	0	**AT**	Armor, iron-like skin (AT 10)												

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Golem, stone	10H	Walk.Bi.: 23	-3	L(7)	VII I@# PS	155 (255)	115	AT 7(N)	21 (0)	126L(7)un ;126L(7)un(Left) ;111L(7)un(2WF) ;126B(6)gr>> ;126B(6)crP ;126B(6)crP ;126B(6)crP ;126B(6)crP ;126B(6)crP ;126B(6)crP	27	16	16	7	1	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	84”	**Leftover DP**	19
Type	Golem	**Length**	12”	**Outlook**	Obsessive
Archetype	Offensive	**Weight**	1149Lbs.	**Treasure**	0

Ag	1	Co	7	Em	-4	In	-3	Me	-3	Pr	-4	Qu	-3	Re	-3	SD	1	St	7

Attack: Rock heaving, two handed [5'/ lvl, +1 Size] (20 DP) Attacks sequence (10 DP) Fighting brick II [+2 pace] (-20 DP) Material destruction II [Wood, 5cu', 1 rnd] (30 DP)
Defense: Regeneration, no (-20 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, critical reduction I [I] (10 DP) Elemental immunity [Lightning] (20 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, weapon, except crystalline (20 DP)
Form: Body: stone [7, 20] (20 DP) Neutral odor (10 DP) Breathing, no (20 DP) Lifeless (5 DP) Induce breakage I [-10] (12 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 23
Skills: Perc.: 61 Run.: 51 Multi. Att.: 60
Spells: Cha 0 **PP:** 5
Racial:

Stats	Ag	-2	Co	4	Em	-4	Em	-4	In	-4	Pr	-4	Qu	-4	Re	-4	SD	0	St	4
Base Hits	40	**Base RR**	Ch	20	**Ess**	20	**Me**	20	**Ph**	0	**Fe**	0								
Base Endurance	0	**Healing rate**	x2		**Stride**	0	**AT**	Armor, brittle crystaline skin (AT 7)												

Name	Lvl	BMR	Ini	Siz	Crit	Hits	En	AT	DB	OB	RRC	RRE	RR	R	R	Encouter	Bio

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			t	e			d		(Sh)				M	RP	RF		
Golem, tar	7H	Walk.Bi.: 23	-3	B(6)	VI @# PK	129 (205)	89	AT 2(N)	15 (0)	91B(6)un ;91B(6)un(Left) ;58B(6)un(2WF) ;91M(5)gr>> ;91B(6)crP ;91B(6)crP ;91B(6)crP ;91B(6)crP ;91B(6)crP ;91B(6)crP	27	16	16	6	1	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	84”	**Leftover DP**	145
Type	Golem	**Length**	12”	**Outlook**	Obsessive
Archetype	Offensive	**Weight**	454Lbs.	**Treasure**	0

Ag	0	Co	6	Em	-4	In	-3	Me	-3	Pr	-4	Qu	-3	Re	-3	SD	1	St	6

Attack: Rock heaving, two handed [5'/ lvl, +1 Size] (20 DP) Attacks sequence (10 DP) Fighting brick II [+2 pace] (-20 DP) Material destruction I [Flesh, 5cu', 1 rnd] (20 DP)
Defense: Regeneration, no (-20 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, No krush (10 DP) Elemental vulnerability II [Fire, +2 Size] (-25 DP) Sticky [-20] (10 DP)
Form: Body: tar [2, 10] (10 DP) Neutral odor (10 DP) Breathing, no (20 DP) Lifeless (5 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 23
Skills: Perc.: 37 Run.: 35 Multi. Att.: 42
Spells: Cha 0 **PP:** 0
Racial:

Stats	Ag	-2	Co	4	Em	-4	Em	-4	In	-4	Pr	-4	Qu	-4	Re	-4	SD	0	St	4

Base Hits	40	**Base RR**	Ch	20	**Ess**	20	**Me**	20	**Ph**	0	**Fe**	0
Base Endurance	0	**Healing rate**	x2		**Stride**	0	**AT**	Armor, light blubber (AT 2)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Golem, water	90	Walk.Bi.: 23	-3	M	IV @# IG	147 (239)	107	AT 1(N)	9 (0)	107M(5)un	27	16	16	7	1	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	84”	**Leftover DP**	#N/A
Type	Golem	**Length**	12”	**Outlook**	Obsessive
Archetype	Offensive	**Weight**	422Lbs.	**Treasure**	0

Ag	1	Co	7	Em	-4	In	-3	Me	-3	Pr	-4	Qu	-3	Re	-3	SD	1	St	7

Attack: Elemental cone I [Water, MCold ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP)

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Defense: Regeneration, no (-20 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, No krush (10 DP) Proof, critical, no slash (10 DP) Proof, critical, no puncture (10 DP) Elemental immunity [Water] (20 DP) Elemental immunity [Fire] (20 DP)
Form: #N/A Neutral odor (10 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 23
Skills: Perc.: 49 Run.: 40 Multi. Att.: 54
Spells: Cha 0 **PP:** 1
Racial:

Stats	**Ag**	-2	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	-4	**Re**	-4	**SD**	0	**St**	4
Base Hits		40	**Base RR**		Ch	20	**Ess**		20	**Me**		20	**Ph**	0	**Fe**	0				
Base Endurance		0	**Healing rate**		x2		**Stride**		0	**AT**		Armor, naked skin (AT 1)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Golem, wood	2H	Walk.Bi.: 23	-4	B(6)	VI I@# PK	72 (96)	32	AT 5(N)	2 (0)	36B(6)un ;36B(6)un(Left) ;-27B(6)un(2WF) ;36M(5)gr>> ;36M(5)crP ;36M(5)crP ;36M(5)crP ;36M(5)crP ;36M(5)crP ;36M(5)crP	26	16	16	4	0	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	84”	**Leftover DP**	10
Type	Golem	**Length**	12”	**Outlook**	Obsessive
Archetype	Offensive	**Weight**	317.5Lbs.	**Treasure**	0

Ag	-2	**Co**	4	**Em**	-4	**In**	-4	**Me**	-4	**Pr**	-4	**Qu**	-4	**Re**	-4	**SD**	0	**St**	4

Attack: Rock heaving, two handed [5'/ lvl, +1 Size] (20 DP) Attacks sequence (10 DP) Fighting brick I [+1 pace] (-10 DP) Material destruction II [Wood, 5cu', 1 rnd] (30 DP)
Defense: Regeneration, no (-20 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, critical reduction I [I] (10 DP) Proof, critical, No krush (10 DP) Proof, elemental I [Wind, -1Size] (15 DP) Proof, elemental I [Water, -1Size] (15 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP)
Form: Body: ligneous [5, 10] (10 DP) Neutral odor (10 DP) Breathing, no (20 DP) Lifeless (5 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 23
Skills: Perc.: 7 Run.: 17 Multi. Att.: 12
Spells: Cha 0 **PP:** -2
Racial:

Stats	**Ag**	-2	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	-4	**Re**	-4	**SD**	0	**St**	4
Base Hits		40	**Base RR**		Ch	20	**Ess**		20	**Me**		20	**Ph**	0	**Fe**	0				
Base Endurance		0	**Healing**		x2		**Stride**		0	**AT**		Armor, arborescent fibrous structure (AT 5)								

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		rate						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Gorcrow	1A	Walk.Bi.: 2	4	T(3)	III - -	17 (22)	7	AT 2(N)	24 (0)	21T(3)ra ;31S(4)raCoop10 ;21T(3)be	11	-3	-2	0	-3	Flight (8d10)	T B P F U -

Category	Monster	**Height**	20”	**Leftover DP**	228
Type	Aerial	**Length**	40”	**Outlook**	Inquisitive
Archetype	Stealth	**Weight**	13Lbs.	**Treasure**	0

Ag	4	**Co**	0	**Em**	-3	**In**	1	**Me**	-4	**Pr**	-2	**Qu**	4	**Re**	-5	**SD**	-3	**St**	-3

Attack: Cooperation: flock/ pack attack III [Attack, 10, 10, 1Size] (20 DP)
Defense:
Form: Wings, feathered (20 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP) Smell: rat (10 DP)
Movement: Walk.Bi.: 2 Awk.move.IV: 0 Wing.Fly.Exc.: 0
Skills: Perc.: 7 Fly.: 27 Acrob.: 17 Surv. Biome: 3
Spells: Cha 0 **PP:** -6
Racial:

Stats	**Ag**	4	**Co**	0	**Em**	-3	**Em**	-3	**In**	1	**Pr**	-2	**Qu**	4	**Re**	-5	**SD**	-3	**St**	-3
Base Hits		15	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0				
Base Endurance		5	**Healing rate**		x1		**Stride**		0	**AT**		Armor, thick feather coat (AT 2)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Gorgon (Medusa)	7C	Walk.Bi.: 20	0	M(5)	V I -	65 (107)	40	AT 3(5)	14 (44)	36M(5)un ;66M(5)we ;36D(2)si	6	-7	-6	11	-4	Solo (1d2)	X P F S - -

Category	Monster	**Height**	72”	**Leftover DP**	40
Type	Land	**Length**	8”	**Outlook**	Dominant
Archetype	Semi spell user	**Weight**	220Lbs.	**Treasure**	0

Ag	4	**Co**	1	**Em**	-2	**In**	1	**Me**	2	**Pr**	-1	**Qu**	0	**Re**	3	**SD**	-4	**St**	1

Attack: Gaze, petrifying VII [5'/ lvl] (50 DP) Poison sack, injection [Poison: Circulatory, Stinger] (20 DP)
Defense: Hideous countenance, petrifying [100'] (30 DP) Elemental vulnerability I [Earth, +1 Size] (-15 DP) Elemental vulnerability I [Ice, +1 Size] (-15 DP)

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Form: Additional head VI [T, Snake, 6] (75 DP) Distinct odor (-10 DP) Twisted form (-25 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Vision: Dark vision, superior [100'] (50 DP) Sight: gecko (10 DP) Heatsense: heat sensor network (20 DP) Smell: snake (15 DP)
Movement: Walk.Bi.: 20
Skills: Perc.: 34 Run.: 48 Acrob.: 40 Surv. Biome: 30 Hiding: 36 Stalking: 36
Spells: Cha 42 **PP:** 35
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	-3	**Em**	-3	**In**	-1	**Pr**	-2	**Qu**	0	**Re**	2	**SD**	-4	**St**	0
Base Hits		25	**Base RR**		Ch	-5	**Ess**		-5	**Me**		-5	**Ph**	10	**Fe**	0				
Base Endurance		0	**Healing rate**		x2		**Stride**		0	**AT**		Armor, small scales (AT 3)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Gratar, black	8E	Walk.Bi.: 17	1	M(5)	V - -	116 (200)	91	AT 2(N)	19 (36)	82M(5)bi ;82M(5)we ;89M(5)rw ;82M(5)cl	-1	-1	10	4	-1	Solo (1d2)	L E U - - -

Category	Races	**Height**	63”	**Leftover DP**	171
Type	Reptilian	**Length**	12”	**Outlook**	Cruel
Archetype	Offensive	**Weight**	250Lbs.	**Treasure**	0

Ag	3	**Co**	4	**Em**	-1	**In**	-1	**Me**	1	**Pr**	0	**Qu**	1	**Re**	1	**SD**	-1	**St**	4

Attack:
Defense:
Form: Recurved musculature (30 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP)
Senses: Sight: gecko (10 DP)
Movement: Walk.Bi.: 17 Leaps: 0
Skills: Perc.: 41 Run.: 69 Jump.: 73 Surv. Biome: 12 Swim.: 21
Spells: Men 0 **PP:** 0
Racial:

Stats	**Ag**	1	**Co**	2	**Em**	-1	**Em**	-1	**In**	-1	**Pr**	-1	**Qu**	0	**Re**	0	**SD**	-2	**St**	2
Base Hits		25	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0				
Base Endurance		0	**Healing rate**		x0.5		**Stride**		0	**AT**		Armor, thick skin (AT 2)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**

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Gratar, green	2A	Walk.Bi.: 17	0	M(5)	V - -	51 (75)	26	AT 2(N)	4 (24)	30M(5)bi ;30M(5)we ;33M(5)rw	-1	-1	9	2	-2	Solo (1d2)	L E U - - -

Category	Races	**Height**	63”	**Leftover DP**	109
Type	Reptilian	**Length**	12”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	250Lbs.	**Treasure**	0

Ag	1	**Co**	2	**Em**	-1	**In**	-1	**Me**	0	**Pr**	-1	**Qu**	0	**Re**	0	**SD**	-2	**St**	2

Attack:
Defense:
Form: Recurved musculature (30 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP)
Senses: Sight: gecko (10 DP)
Movement: Walk.Bi.: 17 Leaps: 0
Skills: Perc.: 12 Run.: 38 Jump.: 37 Surv. Biome: 11 Swim.: 11
Spells: Men 0 **PP:** 0
Racial:

Stats	**Ag**	1	**Co**	2	**Em**	-1	**Em**	-1	**In**	-1	**Pr**	-1	**Qu**	0	**Re**	0	**SD**	-2	**St**	2	
Base Hits		25	**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**		0		
Base Endurance		0	**Healing rate**		x0.5			**Stride**		0		**AT**	Armor, thick skin (AT 2)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Gratar, grey	12F	Walk.Bi.: 18	2	M(5)	V - -	109 (183)	84	AT 2(8)	30 (0)	103M(5)bi ;103M(5)we ;102M(5)rw	1	1	11	4	2	Solo (1d2)	L E U - - -

Category	Races	**Height**	63”	**Leftover DP**	205
Type	Reptilian	**Length**	12”	**Outlook**	Cruel
Archetype	Stealth	**Weight**	250Lbs.	**Treasure**	0

Ag	5	**Co**	4	**Em**	1	**In**	1	**Me**	0	**Pr**	1	**Qu**	2	**Re**	4	**SD**	2	**St**	4

Attack:
Defense:
Form: Recurved musculature (30 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP)
Senses: Sight: gecko (10 DP)
Movement: Walk.Bi.: 18 Leaps: 0
Skills: Perc.: 111 Run.: 143 Jump.: 140 Surv. Biome: 41 Swim.: 51
Spells: Men 2 **PP:** 9

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Racial:

Stats	Ag	1	Co	2	Em	-1	Em	-1	In	-1	Pr	-1	Qu	0	Re	0	SD	-2	St	2
Base Hits		25	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x0.5		Stride		0	AT		Armor, thick skin (AT 2)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Gratar, red	15G	Walk.Bi.: 18	2	B(6)	VI - -	169 (299)	144	AT 2(9)	36 (60)	135B(6)bi ;135B(6)we ;134B(6)rw ;135B(6)cl	-1	-1	11	7	0	Solo (1d2)	L E U - - -

Category	Races	Height	63”	Leftover DP	220
Type	Reptilian	Length	20”	Outlook	Dominant
Archetype	Offensive	Weight	550Lbs.	Treasure	0

Ag	6	Co	7	Em	-1	In	-1	Me	2	Pr	1	Qu	2	Re	2	SD	0	St	7

Attack:
Defense:
Form: Recurved musculature (30 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP)
Senses: Sight: gecko (10 DP)
Movement: Walk.Bi.: 18 Leaps: 0
Skills: Perc.: 77 Run.: 105 Jump.: 103 Leadersh.: 37 Swim.: 45 Multi. Att.: 80
Spells: Men 1 **PP:** 10
Racial:

Stats	Ag	1	Co	2	Em	-1	Em	-1	In	-1	Pr	-1	Qu	0	Re	0	SD	-2	St	2
Base Hits		25	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x0.5		Stride		0	AT		Armor, thick skin (AT 2)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Gratar, yellow	4C	Walk.Bi.: 17	0	M(5)	V - -	77 (125)	52	AT 2(4)	8 (28)	61M(5)bi ;61M(5)we ;62M(5)rw	-1	-1	9	3	-2	Solo (1d2)	L E U - - -

Category	Races	Height	63”	Leftover DP	133
Type	Reptilian	Length	12”	Outlook	Belligerent
Archetype	Offensive	Weight	250Lbs.	Treasure	0

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Ag	2	Co	3	Em	-1	In	-1	Me	0	Pr	-1	Qu	0	Re	0	SD	-2	St	3

Attack:
Defense:
Form: Recurved musculature (30 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP)
Senses: Sight: gecko (10 DP)
Movement: Walk.Bi.: 17 Leaps: 0
Skills: Perc.: 31 Run.: 57 Jump.: 55 Surv. Biome: 15 Swim.: 23
Spells: Men 0 **PP:** 5
Racial:

Stats	Ag	1	Co	2	Em	-1	Em	-1	In	-1	Pr	-1	Qu	0	Re	0	SD	-2	St	2
Base Hits		25		Base RR		Ch	0	Ess		0		Me	0		Ph	0	Fe	0		
Base Endurance		0		Healing rate		x0.5		Stride		0		AT	Armor, thick skin (AT 2)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Great Eagle, greater	25G	Walk.Bi.: 35	3	E(10)	X - -	193 (330)	183	AT 2(N)	69 (0)	170E(10)cl ;170E(10)be	14	-2	3	9	8	Solo (1d2)	T B P F - -

Category	Monster	Height	572”	Leftover DP	265
Type	Aerial	Length	792”	Outlook	Considerate
Archetype	Discipline	Weight	181000Lbs.	Treasure	0

Ag	13	Co	9	Em	-2	In	4	Me	2	Pr	3	Qu	3	Re	11	SD	8	St	10

Attack: Swooping (25 DP) Wing buffeting [3'R/ lvl] (25 DP)
Defense:
Form: Wings, feathered (20 DP) Beast of burden II [0,3] (20 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Control submission II [10] (-10 DP)
Senses: Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP) Sight: eagle (15 DP) Vision: nightvision (10 DP)
Movement: Walk.Bi.: 35 Awk.move.IV: 0 Wing.Fly.Exc.: 0
Skills: Perc.: 138 Fly.: 157 Acrob.: 152 Surv. Biome: 140
Spells: Cha 4 **PP:** 17
Racial:

Stats	Ag	4	Co	2	Em	-2	Em	-2	In	1	Pr	0	Qu	3	Re	2	SD	1	St	3
Base Hits		30		Base RR		Ch	0	Ess		0		Me	0		Ph	0	Fe	0		
Base Endurance		20		Healing rate		x1		Stride		-100		AT	Armor, thick feather coat (AT 2)							

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Great Eagle, lesser	15G	Walk.Bi.: 24	3	H(8)	VIII - -	156 (262)	146	AT 2(N)	49 (0)	138H(8)cl ;138H(8)be	13	-2	2	7	6	Streak (1d6)	T B P F - -

Category	Monster	**Height**	191”	**Leftover DP**	15
Type	Aerial	**Length**	265”	**Outlook**	Considerate
Archetype	Discipline	**Weight**	6781Lbs.	**Treasure**	0

Ag	9	Co	7	Em	-2	In	3	Me	2	Pr	2	Qu	3	Re	7	SD	6	St	8

Attack: Swooping (25 DP) Wing buffeting [3'R/ lvl] (25 DP)
Defense:
Form: Wings, feathered (20 DP) Beast of burden II [0,3] (20 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Control submission II [10] (-10 DP)
Senses: Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP) Sight: eagle (15 DP) Vision: nightvision (10 DP)
Movement: Walk.Bi.: 24 Awk.move.IV: 0 Wing.Fly.Exc.: 0
Skills: Perc.: 103 Fly.: 114 Acrob.: 111 Surv. Biome: 105
Spells: Cha 2 **PP:** 10
Racial:

Stats	Ag	4	Co	2	Em	-2	Em	-2	In	1	Pr	0	Qu	3	Re	2	SD	1	St	3
Base Hits		30	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**		0	**Fe**		0		
Base Endurance		20	**Healing rate**		x1		**Stride**		0	**AT**		Armor, thick feather coat (AT 2)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Great Eagle, minor	8F	Walk.Bi.: 9	3	B(6)	VI - -	109 (177)	99	AT 2(N)	35 (0)	117B(6)cl ;117B(6)be	12	-2	1	4	3	Team (1d10)	T B P F - -

Category	Monster	**Height**	76”	**Leftover DP**	1
Type	Aerial	**Length**	105”	**Outlook**	Considerate
Archetype	Discipline	**Weight**	426Lbs.	**Treasure**	0

Ag	6	Co	4	Em	-2	In	2	Me	2	Pr	1	Qu	3	Re	4	SD	3	St	5

Attack: Swooping (25 DP) Wing buffeting [3'R/ lvl] (25 DP)
Defense:
Form: Wings, feathered (20 DP) Beast of burden II [0,3] (20 DP)

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Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Control submission II [10] (-10 DP)
Senses: Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP) Sight: eagle (15 DP) Vision: nightvision (10 DP)
Movement: Walk.Bi.: 9 Awk.move.IV: 0 Wing.Fly.Exc.: 0
Skills: Perc.: 91 Fly.: 100 Acrob.: 94 Surv. Biome: 85
Spells: Cha 1 **PP:** 17
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-2	**Em**	-2	**In**	1	**Pr**	0	**Qu**	3	**Re**	2	**SD**	1	**St**	3
Base Hits		30		**Base RR**	Ch	0	**Ess**	0		**Me**	0		**Ph**	0	**Fe**	0				
Base Endurance		20		**Healing rate**	x1		**Stride**	0		**AT**	Armor, thick feather coat (AT 2)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Great Falcon	10G	Walk.Bi.: 10	3	B(6)	VI --	142 (242)	127	AT 2(N)	39 (0)	125B(6)cl ;125B(6)be	11	-4	-2	5	2	Solo (1d2)	T B P - - -

Category	Monster	**Height**	86”	**Leftover DP**	83
Type	Aerial	**Length**	129”	**Outlook**	Aggressive
Archetype	Offensive	**Weight**	660Lbs.	**Treasure**	0

Ag	6	**Co**	5	**Em**	-4	**In**	1	**Me**	-1	**Pr**	-2	**Qu**	3	**Re**	-1	**SD**	2	**St**	5

Attack: Swooping (25 DP) Wing buffeting [3'R/ lvl] (25 DP)
Defense:
Form: Wings, feathered (20 DP) Beast of burden II [0,3] (20 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Control difficulty II [-10] (10 DP)
Senses: Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP) Sight: hawk (20 DP)
Movement: Walk.Bi.: 10 Awk.move.IV: 0 Wing.Fly.Tot.: 0
Skills: Perc.: 76 Fly.: 84 Acrob.: 80 Surv. Biome: 72
Spells: Cha 0 **PP:** 11
Racial:

Stats	**Ag**	3	**Co**	2	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-2	**Qu**	2	**Re**	-2	**SD**	1	**St**	2
Base Hits		30		**Base RR**	Ch	0	**Ess**	0		**Me**	0		**Ph**	0	**Fe**	0				
Base Endurance		15		**Healing rate**	x1		**Stride**	0		**AT**	Armor, thick feather coat (AT 2)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Great Spider,	8F	Walk.Oct	3	B(	VI I	113	93	AT	25	100B(6)si ;100B(6)be ;100B(6)gr	15	1	4	4	1	Team	B X P

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greater		o.: 27		6)	-	(197)		5(N)	(0)								(1d10)	F E U

Category	Monster	**Height**	29”	**Leftover DP**	31
Type	Land	**Length**	60”	**Outlook**	Aggressive
Archetype	Offensive	**Weight**	395Lbs.	**Treasure**	0

Ag	5	**Co**	4	**Em**	-4	**In**	0	**Me**	0	**Pr**	-1	**Qu**	3	**Re**	0	**SD**	1	**St**	4

Attack: Poison sack, injection [Poison: Muscle, Stinger] (20 DP) Poison sack, injection [Poison: Reduction, Stinger] (20 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP)
Defense: Elemental vulnerability I [Vacuum, +1 Size] (-15 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Additional limb pair II [Leg] (40 DP) Distinct odor (-10 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, insectovore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Silk gland I [Medium, 50'] (10 DP) Disturbing voice I [-10] (-10 DP) Group instinct (5 DP)
Senses: Smell: sensitive (5 DP) Touch: sensitive antennae/ vibrissae (13 DP) Eyes: spider (15 DP) Touch: spider slit sensillae (20 DP)
Movement: Walk.Octo.: 27 Climb.Claw: 0 Surf.Adh.: 0
Skills: Perc.: 57 Run.: 63 Climb.: 63 Multi. Att.: 48 Hiding: 59 Stalking: 59
Spells: Cha 0 **PP:** 8
Racial:

Stats	**Ag**	3	**Co**	2	**Em**	-4	**Em**	-4	**In**	-1	**Pr**	-1	**Qu**	2	**Re**	-1	**SD**	0	**St**	2
Base Hits		20		**Base RR**		Ch		5	**Ess**		5		**Me**		5		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x2			**Stride**		0		**AT**		Armor, chitin, full plate (AT 5)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Great Spider, lesser	3C	Walk.Octo.: 20	2	T(3)	III - -	45 (65)	25	AT 4(N)	12 (0)	40T(3)si ;40T(3)be ;34T(3)gr	14	2	3	12	1	Posse (2d10)	B X P F E U

Category	Monster	**Height**	9”	**Leftover DP**	90
Type	Land	**Length**	18”	**Outlook**	Hungry
Archetype	Stealth	**Weight**	11Lbs.	**Treasure**	0

Ag	5	**Co**	2	**Em**	-3	**In**	-1	**Me**	-2	**Pr**	-2	**Qu**	2	**Re**	-1	**SD**	1	**St**	2

Attack: Poison sack, injection [Poison: Muscle, Stinger] (20 DP) Poison sack, injection [Poison: Reduction, Stinger] (20 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP)
Defense: Elemental vulnerability I [Vacuum, +1 Size] (-15 DP)
Form: Additional limb pair II [Leg] (40 DP) Distinct odor (-10 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Silk gland I [Medium, 50'] (10 DP) Can't speak (-10 DP) Group instinct (5 DP)
Senses: Smell: sensitive (5 DP) Touch: sensitive antennae/ vibrissae (13 DP) Eyes: spider (15 DP) Touch: spider slit sensillae (20 DP)
Movement: Walk.Octo.: 20 Climb.Claw: 5 Surf.Adh.: 0
Skills: Perc.: 38 Run.: 52 Climb.: 52 Surv. Biome: 35 Hiding: 45 Stalking: 45

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Spells: Cha 0 **PP:** 4
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-3	**Em**	-3	**In**	-1	**Pr**	-2	**Qu**	2	**Re**	-2	**SD**	0	**St**	2
Base Hits		20	**Base RR**	Ch	5	**Ess**	5	**Me**	5	**Ph**	10	**Fe**	0							
Base Endurance		0	**Healing rate**	x2		**Stride**	0	**AT**	Armor, chitin, half plate (AT 4)											

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Great Spider, major	20G	Walk.Octo.: 47	7	H(8)	VIII @! -	88 (138)	63	AT 10(N)	41 (0)	123H(8)si ;123H(8)be ;123H(8)gr	-9	-10	7	5	3	Solo (1d2)	B X P F E U

Category	Monster	**Height**	85”	**Leftover DP**	107
Type	Land	**Length**	180”	**Outlook**	Inconsiderate
Archetype	Spell user	**Weight**	10666Lbs.	**Treasure**	0

Ag	9	**Co**	5	**Em**	0	**In**	1	**Me**	9	**Pr**	7	**Qu**	7	**Re**	3	**SD**	3	**St**	4

Attack: Poison sack, injection [Poison: Muscle, Stinger] (20 DP) Poison sack, injection [Poison: Reduction, Stinger] (20 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Proof, weapon, except silver (20 DP) Abomination (-20 DP) Elemental vulnerability II [Vacuum, +2 Size] (-25 DP) Proof, critical, no stun (10 DP) Sun susceptibility I [1, 1x/ 1 min] (-10 DP) Elemental vulnerability II [Lightning, +2 Size] (-25 DP) Proof, critical, no stagger (10 DP)
Form: Additional limb pair II [Leg] (40 DP) Distinct odor (-10 DP) Twisted form (-25 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Disturbing voice II [-20] (-20 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Silk gland III [Huge, 150'] (20 DP)
Senses: Sensitivity: Light sensitivity II [-50] (-20 DP) Touch: sensitive antennae/ vibrissae (13 DP) Eyes: spider (15 DP) Touch: spider slit sensillae (20 DP)
Movement: Walk.Octo.: 47 Climb.Claw: 0 Surf.Adh.: 0
Skills: Perc.: 151 Run.: 163 Climb.: 163 Multi. Att.: 150 Hiding: 156 Stalking: 156
Spells: Men 360 **PP:** 143
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	-3	**Em**	-3	**In**	-2	**Pr**	0	**Qu**	1	**Re**	3	**SD**	0	**St**	4
Base Hits		25	**Base RR**	Ch	-10	**Ess**	-10	**Me**	-10	**Ph**	0	**Fe**	0							
Base Endurance		0	**Healing rate**	x2		**Stride**	0	**AT**	Armor, hardened Chitin full plate (AT 10)											

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Great Wasp	4B	Walk.Sex	3	B(	VI	76	51	AT	27	57B(6)be ;57B(6)si	9	-4	-3	3	-3	Solo	T B X

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		t.: 25		6)	@ -	(124)		5(N)	(0)								(1d2)	P E -

Category	Monster	**Height**	36”	**Leftover DP**	-5
Type	Aerial	**Length**	77”	**Outlook**	Hostile
Archetype	Offensive	**Weight**	300Lbs.	**Treasure**	0

Ag	5	**Co**	3	**Em**	-4	**In**	-1	**Me**	-3	**Pr**	-3	**Qu**	3	**Re**	-3	**SD**	-3	**St**	2

Attack: Poison sack, injection [Poison: Muscle, Stinger] (20 DP) Swooping (25 DP) Wing buffeting [3'R/ lvl] (25 DP)
Defense: Proof, critical, no stun (10 DP)
Form: Wings, diaphanous (5 DP) Additional limb pair I [Location] (20 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Smell: sensitive (5 DP) Touch: sensitive antennae/ vibrissae (13 DP) Eyes: multifaceted [100', 320, None] (25 DP)
Movement: Walk.Sext.: 25 Wing.Fly.Tot.: 0 Surf.Adh.: 0
Skills: Perc.: 23 Fly.: 33 Climb.: 33 Surv. Biome: 20
Spells: Cha 0 **PP:** 1
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-4	**Em**	-4	**In**	-1	**Pr**	-3	**Qu**	3	**Re**	-3	**SD**	-3	**St**	1			
Base Hits		25	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0							
Base Endurance		0	**Healing rate**		x2		**Stride**		0	**AT**		Armor, keratin laminae (AT 5)											

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Gremlin	3C	Walk.Bi.: 7	2	S(4)	IV @ -	41 (61)	21	AT 3(N)	12 (0)	41S(4)bi ;41S(4)cl ;35S(4)we	20	8	9	- 19	-1	Section (2d6)	T B P F E U

Category	Fey	**Height**	30”	**Leftover DP**	153
Type	Fairy	**Length**	6”	**Outlook**	Inconsiderate
Archetype	Stealth	**Weight**	30Lbs.	**Treasure**	0

Ag	3	**Co**	1	**Em**	-2	**In**	0	**Me**	1	**Pr**	-1	**Qu**	2	**Re**	2	**SD**	-1	**St**	0

Attack:
Defense: Proof, weapon, except raw iron (20 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP) Proof, critical, no stun (10 DP)
Form: Immortal (10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Efficient sleeper II [-2 hrs.] (10 DP)
Senses: Vision: Dark vision II [30'] (20 DP) Vision: nightvision (10 DP) Sensitivity: Light sensitivity I [-25] (-10 DP) Sensitivity: Bright light sensitivity [Daylight, Stun] (-30 DP)
Movement: Walk.Bi.: 7
Skills: Perc.: 43 Run.: 54 Climb.: 54 Hiding: 49 Stalking: 49 Mechanics. Spec.: 49
Spells: Cha 0 **PP:** 3
Racial:

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Stats	Ag	2	Co	1	Em	-2	Em	-2	In	0	Pr	-1	Qu	2	Re	1	SD	-2	St	0
Base Hits		20	**Base RR**		Ch		10	**Ess**		10	**Me**		10	**Ph**	-20	**Fe**		0		
Base Endurance		0	**Healing rate**		x0.5			**Stride**		0	**AT**		Armor, small scales (AT 3)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Grey Noble (III)	9H	Walk.Bi.: 20	1	M(5)	VI@#-	131 (223)	121	AT 1(3)	21 (38)	101M(5)un ;101M(5)we ;104M(5)rw	17	1	3	5	-1	Yoke (1d3)	L E U - - -

Category	Undead	Height	72”	Leftover DP	71
Type	Corporeal	Length	10”	Outlook	Hostile
Archetype	Offensive	Weight	210Lbs.	Treasure	0

Ag	3	Co	5	Em	-4	In	2	Me	3	Pr	-2	Qu	1	Re	3	SD	-1	St	7

Attack: Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, aura II [10'R, 3 rnds] (25 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Vision: Dark vision, superior [100'] (50 DP) Dead sense deprivement (-30 DP) Sight: primate (5 DP)
Movement: Walk.Bi.: 20
Skills: Perc.: 47 Run.: 64 Rid. Horse: 52 Mount. Com.: 54 Pow. Dev.: 22 Soc. Aware.: 17
Spells: Cha 0 **PP:** 48
Racial:

Stats	Ag	0	Co	2	Em	-4	Em	-4	In	1	Pr	-2	Qu	0	Re	2	SD	-2	St	4
Base Hits		30	**Base RR**		Ch		5	**Ess**		5	**Me**		5	**Ph**	0	**Fe**		0		
Base Endurance		20	**Healing rate**		x0.5			**Stride**		0	**AT**		Armor, naked skin (AT 1)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Griffin/Gryphon	9F	Walk.Quad.: 30	5	B(6)	VI I -	139 (231)	104	AT 2(N)	43 (0)	95L(7)cl> ;95B(6)be>> ;95H(8)cl	6	-9	-6	-5	2	Yoke (1d3)	T B P F - -

Category	Monster	Height	68”	Leftover DP	67
Type	Aerial	Length	105”	Outlook	Belligerent

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Archetype	Offensive	**Weight**	750Lbs.	**Treasure**	0

Ag	7	**Co**	5	**Em**	-4	**In**	1	**Me**	-1	**Pr**	-1	**Qu**	5	**Re**	-3	**SD**	2	**St**	6

Attack: Attacks sequence (10 DP) Swooping (25 DP) Enhanced natural attack I [Claw, +1 Size] (10 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP)
Form: Wings, feathered (20 DP) Beast of burden IV [0,5] (40 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP) Control submission III [15] (-15 DP)
Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP) Sight: eagle (15 DP)
Movement: Walk.Quad.: 30 Wing.Fly.Exc.: 0
Skills: Perc.: 55 Run.: 58 Fly.: 58 Surv. Biome: 57
Spells: Cha 0 **PP:** 5
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-1	**Qu**	4	**Re**	-4	**SD**	1	**St**	3

Base Hits	35	**Base RR**	Ch	-5	**Ess**	-5	**Me**	-5	**Ph**	-10	**Fe**	0
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, thick feather coat (AT 2)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Grumoz (I)	2A	Walk.Bi.: 31	2	B(6)	VI - -	58 (82)	28	AT 2(N)	10 (0)	41B(6)un ;35L(7)cu	20	8	7	17	0	Span (1d8)	E U L - - -

Category	Extra planar	**Height**	102”	**Leftover DP**	92
Type	Demon	**Length**	11”	**Outlook**	Cruel
Archetype	Offensive	**Weight**	625Lbs.	**Treasure**	0

Ag	2	**Co**	2	**Em**	-2	**In**	0	**Me**	-2	**Pr**	-3	**Qu**	2	**Re**	-2	**SD**	0	**St**	4

Attack:
Defense: Abomination (-20 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar I [I] (-1 DP) Body condition, fleeting soul (-20 DP) Diet, omnivore (0 DP) Unsleeping (20 DP)
Senses: Vision: demon vision [50'] (55 DP) Smell: rat (10 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Walk.Bi.: 31 Climb.Grip: 0
Skills: Perc.: 16 Run.: 27 Acrob.: 23 Surv. Biome: 13
Spells: Cha 0 **PP:** 6
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	-2	**Em**	-2	**In**	0	**Pr**	-3	**Qu**	2	**Re**	-2	**SD**	0	**St**	4

Base Hits	30	**Base RR**	Ch	10	**Ess**	10	**Me**	10	**Ph**	15	**Fe**	0
Base Endurance	0	**Healing**	x1		**Stride**	0	**AT**	Armor, thick skin (AT 2)				

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		rate						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Elemental Guardian (IV)	15G	Root.Rooted: 8	0	B(6)	VI @# -	114 (194)	84	AT 1(N)	70 (0)	65B(6)elb	11	-2	-2	2	0	Solo (1d2)	E U W - - -

Category	Elemental	**Height**	96”	**Leftover DP**	93
Type	Guardian	**Length**	32”	**Outlook**	Protective
Archetype	Semi spell user	**Weight**	0Lbs.	**Treasure**	0

Ag	5	**Co**	2	**Em**	-2	**In**	1	**Me**	-4	**Pr**	-2	**Qu**	0	**Re**	-2	**SD**	0	**St**	2

Attack: Elemental bolt II [Water Bolt, L, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (25 DP) Increase attack size I [Attack, +1 Size] (10 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Water, 1 H/ rnd] (25 DP) Elemental immunity [Element] (20 DP) Proof, elemental I [Opposed element, -1Size] (15 DP) Elemental vulnerability I [Opposed element, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Elemental blockade [Element, -10] (20 DP) Material Susceptibility II [Opposed element, 10] (-20 DP) Regeneration, damage [Regeneration, damage, Element] (30 DP)
Form: Body: elemental energy [Element, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP) Elemental explosion [Element, 1'R/ lvl, 10] (30 DP) Lifeless (5 DP)
Miscellaneous: Elemental spirit, large [Element] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental IV [IV] (-4 DP) Guardian [Subject, 5'/ lvl] (-10 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Acute senses: sight III [15] (18 DP)
Movement: Root.Rooted: 8
Skills: Perc.: 80
Spells: Cha 90 **PP:** 84
Racial:

Stats	**Ag**	0	**Co**	0	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	0	**Re**	-4	**SD**	0	**St**	0
Base Hits		30		**Base RR**		Ch	0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0		
Base Endurance		0		**Healing rate**		x1		**Stride**		0		**AT**	Armor, insubstantial (AT 1)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Gulo	5B	Walk.Quad.: 11	3	M(5)	V - -	101 (161)	81	AT 2(N)	19 (0)	70M(5)cl> ;52M(5)gr>> ;70M(5)bi	9	-4	-3	14	-2	Solo (1d2)	I T B A - -

Category	Animal	**Height**	11”	**Leftover DP**	205
Type	Carnivore	**Length**	44”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	75Lbs.	**Treasure**	0

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Ag	4	Co	4	Em	-4	In	-1	Me	-2	Pr	-3	Qu	3	Re	-3	SD	-2	St	6

Attack: Attacks sequence (10 DP)
Defense:
Form: Distinct odor (-10 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Sensitivity: Near sighted (-5 DP) Smell: grizzly (30 DP) Hearing: Dog (15 DP)
Movement: Walk.Quad.: 11
Skills: Perc.: 13 Run.: 38 Surv. Biome: 26
Spells: Cha 0 **PP:** 4
Racial:

Stats	Ag	3	Co	3	Em	-4	Em	-4	In	-2	Pr	-3	Qu	2	Re	-4	SD	-3	St	5
Base Hits		35		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	10	**Fe**	0	
Base Endurance		15		**Healing rate**		x1			**Stride**		0		**AT**	Armor, heavy fur (AT2)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Guyascutas	3H	Walk.Quad.: 22	2	B(6)	VI - -	41 (61)	21	AT 2(N)	12 (0)	24B(6)un ;24B(6)gr> ;19B(6)cr ;19B(6)tr	10	-3	-2	2	-3	Band (3d10)	P A - - - -

Category	Animal	Height	45”	Leftover DP	110
Type	Herbivore	Length	74”	Outlook	Timid
Archetype	Defensive	Weight	565Lbs.	Treasure	0

Ag	3	Co	2	Em	-3	In	0	Me	-3	Pr	-2	Qu	2	Re	-2	SD	-3	St	2

Attack: Attacks sequence (10 DP) Prehensile extension II [Tail, 5'] (35 DP) Weak natural attack I [Attack, -1 Size] (-5 DP)
Defense:
Form: Elongated appendage III [Tail, 15'] (15 DP) Elongated appendage II [Leg, 10'] (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Sight: primate (5 DP) Smell: rat (10 DP) Touch: sensitive antennae/ vibrissae (13 DP)
Movement: Walk.Quad.: 22 Climb.Grip: 0
Skills: Perc.: 23 Run.: 33 Surv. Biome: 19 Climb.: 33
Spells: Cha 0 **PP:** 4
Racial:

Stats	Ag	2	Co	2	Em	-3	Em	-3	In	-1	Pr	-2	Qu	1	Re	-3	SD	-3	St	2
Base Hits		20		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0	
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**	Armor, heavy fur (AT2)						

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Halfling	2B	Walk.Bi.: 9	4	S(4)	IV - -	42 (57)	17	AT 1(2)	16 (24)	21S(4)un ;24S(4)rw ;21S(4)we	10	23	16	18	-4	Solo (1d2)	T B P F - -

Category	Races	**Height**	36”	**Leftover DP**	159
Type	Humanoid	**Length**	7”	**Outlook**	Considerate
Archetype	Defensive	**Weight**	50Lbs.	**Treasure**	0

Ag	4	Co	3	Em	-2	In	0	Me	0	Pr	-4	Qu	4	Re	0	SD	-4	St	-4

Attack:
Defense: Elemental resistance IV [Ice, 20] (16 DP)
Form:
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Sight: primate (5 DP)
Movement: Walk.Bi.: 9
Skills: Perc.: 12 Run.: 19 Climb.: 19 Swim.: 19 Hiding: 19 Stalking: 19
Spells: Cha 0 **PP:** 1
Racial:

Stats	Ag	4	Co	3	Em	-2	Em	-2	In	0	Pr	-4	Qu	4	Re	0	SD	-4	St	-4
Base Hits		25	**Base RR**		Ch	0	**Ess**		25		**Me**		20		**Ph**	15	**Fe**		0	
Base Endurance		0	**Healing rate**		x1		**Stride**		-10		**AT**		Armor, naked skin (AT 1)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Harpy	4C	Walk.Bi.: 7	2	M(5)	V - -	51 (81)	41	AT 1(N)	24 (0)	43M(5)cl ;3M(5)all2WF ;31M(5)we	-1	-12	-12	11	-1	Team (1d10)	P F S J - -

Category	Monster	**Height**	45”	**Leftover DP**	92
Type	Aerial	**Length**	85”	**Outlook**	Cruel
Archetype	Stealth	**Weight**	225Lbs.	**Treasure**	0

Ag	3	Co	1	Em	-2	In	-1	Me	1	Pr	-2	Qu	2	Re	2	SD	-1	St	1

Attack: Cry, paralyzing IV [20'R] (40 DP)
Defense: Poison blood [Poison: Nerve, Poison] (35 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP) Elemental vulnerability I [Vacuum, +1 Size] (-15 DP)
Form: Wings, feathered (20 DP) Twisted form (-25 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Group instinct (5 DP)
Senses: Vision: nightvision (10 DP) Vision: Dark vision III [40'] (25 DP) Hearing: Hare (20 DP)

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Movement: Walk.Bi.: 7 Awk.move.III: 0 Wing.Fly.Norm.: 0
Skills: Perc.: 43 Run.: 55 Fly.: 55 Surv. Biome: 43 Hiding: 48 Stalking: 48
Spells: Cha 0 **PP:** 1
Racial:

Stats	Ag	2	Co	1	Em	-2	Em	-2	In	-1	Pr	-2	Qu	2	Re	1	SD	-2	St	1
Base Hits		20	**Base RR**		Ch		-10	**Ess**		-10	**Me**		-10	**Ph**	10	**Fe**		0		
Base Endurance		10	**Healing rate**		x1			**Stride**		0	**AT**		Armor, light feather coat (AT 1)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Hawk	2B	Walk.Bi.: 1	4	D(2)	II - -	49 (73)	44	AT 1(N)	26 (0)	20D(2)cl ;20D(2)be	10	-4	-2	2	1	Solo (1d2)	T B X P J O

Category	Animal	**Height**	9”	**Leftover DP**	228
Type	Bird	**Length**	12”	**Outlook**	Normal
Archetype	Offensive	**Weight**	2.5Lbs.	**Treasure**	0

Ag	5	Co	2	Em	-4	In	0	Me	-4	Pr	-2	Qu	4	Re	-4	SD	1	St	2

Attack:
Defense:
Form: Wings, feathered (20 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP) Sight: hawk (20 DP)
Movement: Walk.Bi.: 1 Awk.move.IV: 0 Wing.Fly.Tot.: 0
Skills: Perc.: 8 Fly.: 15 Surv. Biome: 12 Acrob.: 16
Spells: Cha 0 **PP:** 2
Racial:

Stats	Ag	5	Co	2	Em	-4	Em	-4	In	0	Pr	-2	Qu	4	Re	-4	SD	1	St	2
Base Hits		20	**Base RR**		Ch		0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**		0		
Base Endurance		15	**Healing rate**		x1			**Stride**		0	**AT**		Armor, light feather coat (AT 1)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Heavenstreaker (V)	21H	Mag.Fly. Cont.: 75	10	B(6)	VI @# -	135 (236)	110	AT 1(N)	122 (0)		12	-4	-4	3	3	Solo (1d2)	D A E U - -

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Category	Elemental	**Height**	168”	**Leftover DP**	140
Type	Transport elemental	**Length**	56”	**Outlook**	Helpful
Archetype	Defensive	**Weight**	0Lbs.	**Treasure**	0

Ag	12	**Co**	3	**Em**	-4	**In**	2	**Me**	-1	**Pr**	-4	**Qu**	10	**Re**	4	**SD**	3	**St**	2

Attack: Elemental internals IV [Element, Attack, D] (25 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Fire, 1 H/ rnd] (25 DP) Elemental immunity [Fire] (20 DP) Proof, elemental I [Ice, -1Size] (15 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material Susceptibility II [Water, 10] (-20 DP)
Form: Body: elemental energy [Fire, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP)
Miscellaneous: Elemental spirit, large [Large] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental V [V] (-5 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Mag.Fly.Cont.: 75
Skills: Perc.: 131 Fly.: 136
Spells: Cha 4 **PP:** 11
Racial:

Stats	**Ag**	4	**Co**	0	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	4	**Re**	-4	**SD**	0	**St**	2			
Base Hits		25	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0							
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**		Armor, insubstantial (AT 1)											

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Hellbender, giant	4D	Walk.Quad.: 10	1	B(6)	VI I -	55 (85)	35	AT 3(N)	11 (0)	33B(6)ra>> ;45B(6)bi> ;33B(6)gr ;33B(6)cl	10	-3	-5	3	-1	Solo (1d2)	T B X P O -

Category	Monster	**Height**	12”	**Leftover DP**	39
Type	Water	**Length**	78”	**Outlook**	Hungry
Archetype	Stealth	**Weight**	343Lbs.	**Treasure**	0

Ag	3	**Co**	3	**Em**	-3	**In**	0	**Me**	-3	**Pr**	-5	**Qu**	1	**Re**	-3	**SD**	-1	**St**	0

Attack: Poison sack, contact [Poison Respiratory] (35 DP) Attacks sequence (10 DP) Ambush predator IV [Terrain, 68, 16] (24 DP)
Defense: Regeneration, body part [1 hour] (30 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Amphibious [23 hrs] (10 DP) Air and water breathing (20 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP) Electrosense: Electric discharge (20 DP)
Movement: Walk.Quad.: 10 Swim.Web: 0
Skills: Perc.: 12 Swim.: 57 Surv. Biome: 40 Amb. Unarmed: 54 Hiding: 54 Restr. Quar.: 15

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Spells: Cha 0 **PP:** 3
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-3	**Em**	-3	**In**	0	**Pr**	-5	**Qu**	1	**Re**	-4	**SD**	-2	**St**	0
Base Hits		20		**Base RR**		Ch	0		**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0	
Base Endurance		0		**Healing rate**		x0.5			**Stride**		0		**AT**	Armor, small scales (AT 3)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Hippocampus	6F	Swim.Adapt.: 33	4	B(6)	VI - -	81 (126)	56	AT 3(N)	24 (0)	46B(6)cl ;46M(5)bi ;46B(6)gr	2	-12	-10	-6	3	Streak (1d6)	B X P F O -

Category	Monster	**Height**	58”	**Leftover DP**	75
Type	Water	**Length**	84”	**Outlook**	Carefree
Archetype	Defensive	**Weight**	850Lbs.	**Treasure**	0

Ag	4	**Co**	4	**Em**	-2	**In**	2	**Me**	0	**Pr**	0	**Qu**	4	**Re**	1	**SD**	3	**St**	4

Attack: Attacks sequence (10 DP) Prehensile extension II [Tail, 5'] (35 DP) Weak natural attack I [Bite, -1 Size] (-5 DP)
Defense:
Form: Beast of burden II [0,3] (20 DP) Adapted form: water (15 DP) Air and water breathing (20 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Control submission I [5] (-5 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Taste: sensitive palette (5 DP) Smell: sensitive (5 DP)
Movement: Swim.Adapt.: 33
Skills: Perc.: 63 Swim.: 71 Surv. Biome: 59
Spells: Cha 1 **PP:** 13
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-2	**Em**	-2	**In**	0	**Pr**	0	**Qu**	2	**Re**	-1	**SD**	2	**St**	4
Base Hits		25		**Base RR**		Ch	-10		**Ess**		-10		**Me**	-10		**Ph**	-10	**Fe**	0	
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**	Armor, small scales (AT 3)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Hippogriff	9F	Walk.Quad.: 28	3	L(7)	VII I -	132 (224)	117	AT 1(N)	37 (0)	95L(7)cl ;95L(7)be ;95L(7)ra> ;75L(7)tr	11	-2	0	-4	3	Solo (1d2)	P F S A - -

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Category	Monster	**Height**	64”	**Leftover DP**	7
Type	Aerial	**Length**	100”	**Outlook**	Normal
Archetype	Offensive	**Weight**	1450Lbs.	**Treasure**	0

Ag	5	**Co**	6	**Em**	-2	**In**	1	**Me**	0	**Pr**	0	**Qu**	3	**Re**	-3	**SD**	3	**St**	7

Attack: Attacks sequence (10 DP) Specific training [Creature, Archetype, 1] (50 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP)
Form: Wings, feathered (20 DP) Beast of burden II [0,3] (20 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Control submission II [10] (-10 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Taste: sensitive palette (5 DP) Smell: sensitive (5 DP) Sight: eagle (15 DP)
Movement: Walk.Quad.: 28 Wing.Fly.Exc.: 0
Skills: Perc.: 50 Run.: 60 Fly.: 60 Wei. Trn.: 54 Acrob.: 58
Spells: Cha 0 **PP:** 6
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-2	**Em**	-2	**In**	0	**Pr**	0	**Qu**	2	**Re**	-4	**SD**	2	**St**	4
Base Hits		25	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	-10	**Fe**		0			
Base Endurance		10	**Healing rate**		x1		**Stride**		0	**AT**		Armor, light fur (AT 1)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Hippopotamus	5E	Walk.Quad.: 25	-1	H(8)	VIII - -	95 (155)	65	AT 3(N)	7 (0)	72H(8)ra> ;72H(8)tr> ;72H(8)bi> ;54L(7)ho	10	-3	-3	13	-1	Harem (3d8)	X D S - - -

Category	Animal	**Height**	59”	**Leftover DP**	58
Type	Herbivore	**Length**	164”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	4855Lbs.	**Treasure**	0

Ag	1	**Co**	3	**Em**	-3	**In**	0	**Me**	-3	**Pr**	-3	**Qu**	-1	**Re**	-3	**SD**	-1	**St**	3

Attack: Attacks sequence (10 DP) Wreck ships (20 DP) Gaping maw I [-3 Size] (25 DP) Weak natural attack I [Horn, -1 Size] (-5 DP)
Defense:
Form: Protected senses and breathing (15 DP) Breathing, long breath [1 min/ lvl] (10 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Frenzy [5, +1 Size] (20 DP) Can't speak (-10 DP)
Senses: Hearing: Hare (20 DP) Smell: rat (10 DP) Touch: sensitive (5 DP) Poor senses: sight IV [-20] (-16 DP)
Movement: Walk.Quad.: 25 Swim.Web: 0
Skills: Perc.: 36 Swim.: 42 Surv. Biome: 33 Run.: 27
Spells: Cha 0 **PP:** 7

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Racial:

Stats	Ag	0	Co	2	Em	-3	Em	-3	In	-1	Pr	-3	Qu	-2	Re	-4	SD	-2	St	2
Base Hits		30	**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	10	**Fe**		0
Base Endurance		0	**Healing rate**		x1			**Stride**		0		**AT**		Armor, thick blubber (AT 3)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Hira'razhir	3D	Walk.Bi.: 17	2	M(5)	V - -	43 (67)	23	AT 1(N)	12 (0)	55M(5)un ;53M(5)rw ;55M(5)we	4	-4	-6	-11	1	Solo (1d2)	L - - - - -

Category	Races	Height	62"	Leftover DP	53
Type	Humanoid	Length	7"	Outlook	Aloof
Archetype	Discipline	Weight	100Lbs.	Treasure	0

Ag	4	Co	-1	Em	1	In	-1	Me	0	Pr	-1	Qu	2	Re	1	SD	1	St	-1

Attack: Swooping (25 DP) Enhanced natural attack I [Unarmed Strikes, +1 Size] (10 DP)
Defense: Light boned I [-1 Size] (-17 DP) Elemental resistance IV [Fire, 20] (16 DP) Elemental resistance IV [Ice, 20] (16 DP) Elemental resistance IV [Lightning, 20] (16 DP)
Form: Wings, folding (30 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Sight: hawk (20 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Bi.: 17 Wing.Fly.Norm.: 0
Skills: Perc.: 25 Run.: 42 Fly.: 42 Acrob.: 39 Adr. Foc.: 40 Surv. Biome: 8
Spells: Cha 0 **PP:** 1
Racial:

Stats	Ag	3	Co	-2	Em	1	Em	1	In	-1	Pr	-1	Qu	2	Re	0	SD	0	St	-2
Base Hits		20	**Base RR**		Ch		-5	**Ess**		-5		**Me**		-5		**Ph**	-10	**Fe**		0
Base Endurance		0	**Healing rate**		x1			**Stride**		0		**AT**		Armor, light feather coat (AT 1)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Hobgoblin	3D	Walk.Bi.: 14	1	M(5)	V - -	65 (101)	40	AT 1(7)	9 (26)	43M(5)cl ;43M(5)we ;41M(5)rw	10	-2	-2	3	-2	Solo (1d2)	L E U - - -

Category	Races	Height	54"	Leftover DP	163
Type	Goblinoid	Length	7"	Outlook	Aggressive

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Archetype	Offensive	Weight	93Lbs.	Treasure	0

Ag	4	Co	3	Em	-2	In	0	Me	0	Pr	-2	Qu	1	Re	0	SD	-2	St	2

Attack:
Defense:
Form: Distinct odor (-10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Sight: primate (5 DP) Vision: Dark vision II [30'] (20 DP) Vision: nightvision (10 DP) Sensitivity: Light sensitivity I [-25] (-10 DP)
Movement: Walk.Bi.: 14 Climb.Claw: 6
Skills: Perc.: 14 Run.: 25 Climb.: 25 Multi. Att.: 18 Mount. Com.: 18 Rid. Spec.: 13
Spells: Cha 0 **PP:** 3
Racial:

Stats	Ag	3	Co	2	Em	-2	Em	-2	In	0	Pr	-2	Qu	1	Re	0	SD	-2	St	1
Base Hits		25			Base RR		Ch		0	Ess		0			Me		0		Ph	0	Fe	0
Base Endurance		0			Healing rate		x0.5			Stride		-6			AT		Armor, naked skin (AT 1)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Homonculous	2B	Walk.Bi.: 7	2	S(4)	IV I@#-	34 (49)	19	AT 4(N)	20 (0)	20S(4)bi ;14S(4)un	20	9	10	27	0	Solo (1d2)	E U W - - -

Category	Artificial	Height	30”	Leftover DP	46
Type	Cultivated	Length	5”	Outlook	Hidden agenda
Archetype	Stealth	Weight	16Lbs.	Treasure	0

Ag	0	Co	2	Em	-1	In	0	Me	-1	Pr	0	Qu	2	Re	-1	SD	0	St	-2

Attack: Poison sack, injection [Poison: Circulatory, Stinger] (20 DP)
Defense: Regeneration, no (-20 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, critical reduction I [I] (10 DP) Immune to disease, greater (30 DP)
Form: Wings, membrane (10 DP) Body: dried dead flesh [3] (0 DP) Lifeless (5 DP)
Miscellaneous: Spirit mind [5] (-10 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Can't speak (-10 DP) Link, controlled [5'/ lvl] (-20 DP) Link, mental control [1 mile/ lvl] (-15 DP)
Senses: Sight: stomatopod (25 DP) Special: life sense II [10'R/ lvl] (20 DP) Vision: Dark vision III [40'] (25 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 7 Wing.Fly.ungr.: 0
Skills: Perc.: 25 Run.: 26 Fly.: 26 Hiding: 28 Stalking: 28
Spells: Cha 0 **PP:** 0
Racial:

Stats	Ag	0	Co	2	Em	-1	Em	-1	In	0	Pr	0	Qu	2	Re	-1	SD	0	St	-2
Base Hits		15			Base RR		Ch		10	Ess		10			Me		10		Ph	25	Fe	0

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Base Endurance	0	Healing rate	x2		Stride	0	AT	Armor, brittle soft crystaline (AT 4)

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Horasos	6E	Root.Glide: 22	1	L(7)	VII @# IP	111 (179)	81	AT 3(N)	15 (0)	62L(7)ra ;76L(7)gr[Cold]>> ;62L(7)cr	11	-4	-4	6	1	Yoke (1d3)	X J E - - -

Category	Plant	Height	78”	Leftover DP	24
Type	Animated	Length	108”	Outlook	Hungry
Archetype	Offensive	Weight	1905Lbs.	Treasure	0

Ag	4	Co	6	Em	-4	In	1	Me	-1	Pr	-4	Qu	1	Re	-1	SD	1	St	4

Attack: Life drain, hunger I [Stat, 1, -10] (5 DP) Life drain, touch I [Grapple, A, 10, Cold ball] (10 DP) Stink gland IV [1'/ lvl, 12'R, -20, -20, Day] (35 DP)
Defense: Proof, critical, no krush (10 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP)
Form: Body: herbaceaous [3] (0 DP) Distinct odor (-10 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Can't speak (-10 DP) Item, no item (-15 DP) Reproduction: magical reproduction (20 DP)
Senses: Dead sense deprivement (-30 DP) Special: life sense III [15'R/ lvl] (25 DP) Vision: Dark vision, superior [100'] (50 DP)
Movement: Root.Glide: 22
Skills: Perc.: 34 Run.: 45 Surv. Biome: 15 Track.: 13
Spells: Cha 0 **PP:** 6
Racial:

Stats	Ag	2	Co	4	Em	-4	Em	-4	In	0	Pr	-4	Qu	0	Re	-2	SD	0	St	2
Base Hits		30		Base RR		Ch		0	Ess		0		Me		0		Ph	0	Fe	0
Base Endurance		0		Healing rate		x1			Stride		0		AT		Armor, herbaceous fibrous structure (AT 3)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Horde (III)	10C	Walk.Bi.: 44	-1	L(7)	VII - -	52 (77)	27	AT 2(N)	1 (0)	61L(7)un ;61L(7)sw	3	-7	-6	9	4	Solo (1d2)	E U L - - -

Category	Extra planar	Height	144”	Leftover DP	88
Type	Visitor	Length	24”	Outlook	Hungry
Archetype	Hybrid spell user	Weight	2500Lbs.	Treasure	0

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Ag	-2	Co	-1	Em	3	In	3	Me	2	Pr	-1	Qu	-1	Re	2	SD	4	St	0

Attack: Life drain, stun [Jolts III, Mind attack, Mentalism, 5] (20 DP) Life drain, hunger I [Drain Co, 1, -10] (5 DP)
Defense: Abomination (-20 DP) Proof, critical, no slash (10 DP) Proof, critical, no puncture (10 DP) Proof, elemental I [Ice, -1Size] (15 DP) Proof, elemental I [Wind, -1Size] (15 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Elemental vulnerability I [Earth, +1 Size] (-15 DP)
Form: Body condition: colony (50 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar III [III] (-3 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Item, no item (-15 DP) Telepathy [5'/ lvl] (10 DP) Unsleeping (20 DP) Reproduction: colony split (20 DP)
Senses: Vision: demon vision [50'] (55 DP) Smell: snake (15 DP) Air: air movement detection (25 DP)
Movement: Walk.Bi.: 44 Swim.Flop: 0
Skills: Perc.: 79 Run.: 25 Adr. Res.: 25
Spells: Cha 200 **PP:** 99
Racial:

Stats	Ag	-2	Co	-2	Em	0	Em	0	In	0	Pr	-2	Qu	-2	Re	-1	SD	1	St	0
Base Hits		25	Base RR		Ch	-10	Ess		-10		Me		-5		Ph	10	Fe		0	
Base Endurance		0	Healing rate		x2		Stride		0		AT		Armor, light blubber (AT 2)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Horribar	5C	Mag.Fly. Cont.: 24	5	M(5)	V @ -	83 (143)	63	AT 2(N)	35 (0)	72M(5)gr[Puncture]>> ;72B(6)bi ;82L(7)biCoop3	7	-4	-2	3	-3	Team (1d10)	I T B - - -

Category	Monster	Height	18”	Leftover DP	125
Type	Aerial	Length	18”	Outlook	Hungry
Archetype	Offensive	Weight	83Lbs.	Treasure	0

Ag	5	Co	3	Em	-4	In	-3	Me	-1	Pr	-2	Qu	5	Re	-1	SD	-3	St	5

Attack: Gaping maw I [-3 Size] (25 DP) Cooperation: flock/ pack attack V [Attack, 3, 10, 1Size] (30 DP)
Defense: Proof, critical, no stun (10 DP)
Form: Neutral odor (10 DP) Twisted form (-25 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP) Efficient sleeper II [-2 hrs.] (10 DP)
Senses: Sensitivity: Far sighted (-5 DP) Sight: primate (5 DP) Touch: sensitive antennae/ vibrissae (13 DP)
Movement: Mag.Fly.Cont.: 24
Skills: Perc.: 31 Fly.: 44 Hiding: 21 Stalking: 21 Track.: 31 #N/A
Spells: Cha 0 **PP:** 5
Racial:

Stats	Ag	4	Co	2	Em	-4	Em	-4	In	-4	Pr	-2	Qu	4	Re	-2	SD	-4	St	4
Base Hits		20	Base RR		Ch	0	Ess		0		Me		0		Ph	0	Fe		0	

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Base Endurance	0	**Healing rate**	x0.5		**Stride**	0	**AT**	Armor, heavy fur (AT2)

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Horse, donkey	2C	Walk.Quad.: 20	1	B(6)	VI - -	51 (66)	36	AT 1(N)	7 (0)	8B(6)un ;8B(6)bi ;8B(6)ra> ;3B(6)tr	10	-4	-1	4	-2	Span (1d8)	X P D E - -

Category	Animal	**Height**	42”	**Leftover DP**	98
Type	Domesticated	**Length**	72”	**Outlook**	Normal
Archetype	Defensive	**Weight**	620Lbs.	**Treasure**	0

Ag	2	Co	4	Em	-4	In	0	Me	-2	Pr	-1	Qu	1	Re	-4	SD	-2	St	3

Attack: Attacks sequence (10 DP)
Defense:
Form: Beast of burden II [0,3] (20 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Control difficulty II [-10] (10 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Taste: sensitive palette (5 DP) Smell: sensitive (5 DP)
Movement: Walk.Quad.: 20
Skills: Perc.: 27 Run.: 15 Wei. Trn.: 5 Swim.: 15 Climb.: 15
Spells: Cha 0 **PP:** 10
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-1	**Qu**	1	**Re**	-4	**SD**	-2	**St**	3
Base Hits		30	**Base RR**		Ch		0	**Ess**		0	**Me**		0	**Ph**		0	**Fe**		0	
Base Endurance		15	**Healing rate**		x1			**Stride**		0	**AT**		Armor, light fur (AT 1)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Horse, plow	2B	Walk.Quad.: 29	2	L(7)	VII - -	48 (63)	33	AT 1(N)	10 (0)	25L(7)un ;25L(7)bi ;25L(7)ra> ;20L(7)tr	10	-2	0	-7	2	Team (1d10)	T P S - - -

Category	Animal	**Height**	68”	**Leftover DP**	49
Type	Domesticated	**Length**	100”	**Outlook**	Normal
Archetype	Defensive	**Weight**	1850Lbs.	**Treasure**	0

Ag	2	Co	3	Em	-2	In	0	Me	-1	Pr	0	Qu	2	Re	-4	SD	2	St	4

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Attack: Attacks sequence (10 DP)
Defense:
Form: Beast of burden II [0,3] (20 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Control submission I [5] (-5 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Taste: sensitive palette (5 DP) Smell: sensitive (5 DP)
Movement: Walk.Quad.: 29
Skills: Perc.: 11 Run.: 31 Wei. Trn.: 18 Swim.: 31
Spells: Cha 0 **PP:** -3
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-2	**Em**	-2	**In**	0	**Pr**	0	**Qu**	2	**Re**	-4	**SD**	2	**St**	4
Base Hits		25		**Base RR**		Ch	0		**Ess**		0		**Me**	0		**Ph**	-10		**Fe**	0
Base Endurance		10		**Healing rate**		x1			**Stride**		0		**AT**	Armor, light fur (AT 1)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Horse, pony	3B	Walk.Quad.: 25	3	B(6)	VI - -	58 (78)	43	AT 1(N)	15 (0)	23B(6)un ;23B(6)bi ;23B(6)ra> ;18B(6)tr	11	-2	0	-7	2	Team (1d10)	T P S - - -

Category	Animal	**Height**	55”	**Leftover DP**	78
Type	Domesticated	**Length**	80”	**Outlook**	Normal
Archetype	Defensive	**Weight**	900Lbs.	**Treasure**	0

Ag	3	**Co**	3	**Em**	-2	**In**	1	**Me**	-1	**Pr**	0	**Qu**	3	**Re**	-3	**SD**	2	**St**	4

Attack: Attacks sequence (10 DP)
Defense:
Form: Beast of burden II [0,3] (20 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Control difficulty I [-5] (5 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Taste: sensitive palette (5 DP) Smell: sensitive (5 DP)
Movement: Walk.Quad.: 25
Skills: Perc.: 18 Run.: 33 Wei. Trn.: 10 Swim.: 33 Climb.: 33
Spells: Cha 0 **PP:** 3
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-2	**Em**	-2	**In**	0	**Pr**	0	**Qu**	2	**Re**	-4	**SD**	2	**St**	4
Base Hits		30		**Base RR**		Ch	0		**Ess**		0		**Me**	0		**Ph**	-10		**Fe**	0
Base Endurance		15		**Healing**		x1			**Stride**		0		**AT**	Armor, light fur (AT 1)						

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Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Horse, quarter	2C	Walk.Quad.: 27	2	L(7)	VII - -	43 (58)	23	AT 1(N)	10 (0)	20L(7)un ;20L(7)bi ;20L(7)ra> ;15L(7)tr	10	-2	0	-7	2	Team (1d10)	T P S - - -

Category	Animal	**Height**	62”	**Leftover DP**	63
Type	Domesticated	**Length**	98”	**Outlook**	Normal
Archetype	Defensive	**Weight**	1200Lbs.	**Treasure**	0

Ag	2	**Co**	3	**Em**	-2	**In**	0	**Me**	-1	**Pr**	0	**Qu**	2	**Re**	-4	**SD**	2	**St**	4

Attack: Attacks sequence (10 DP)
Defense:
Form: Beast of burden II [0,3] (20 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Control submission II [10] (-10 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Taste: sensitive palette (5 DP) Smell: sensitive (5 DP)
Movement: Walk.Quad.: 27
Skills: Perc.: 16 Run.: 27 Wei. Trn.: 5 Swim.: 27
Spells: Cha 0 **PP:** 3
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-2	**Em**	-2	**In**	0	**Pr**	0	**Qu**	2	**Re**	-4	**SD**	2	**St**	4
Base Hits			20		**Base RR**		Ch		0	**Ess**		0		**Me**		0	**Ph**	-10	**Fe**	0
Base Endurance			0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, light fur (AT 1)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Horse, thoroughbred	2D	Walk.Quad.: 26	2	B(6)	VI - -	43 (58)	18	AT 1(N)	10 (0)	21B(6)un ;21B(6)bi ;21B(6)ra> ;16B(6)tr	10	-2	0	-7	2	Solo (1d2)	T P S - - -

Category	Animal	**Height**	58”	**Leftover DP**	96
Type	Domesticated	**Length**	96”	**Outlook**	Normal
Archetype	Defensive	**Weight**	1000Lbs.	**Treasure**	0

Ag	2	**Co**	3	**Em**	-2	**In**	0	**Me**	-1	**Pr**	0	**Qu**	2	**Re**	-4	**SD**	2	**St**	4

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Attack: Attacks sequence (10 DP)
Defense:
Form: Beast of burden II [0,3] (20 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Control submission I [5] (-5 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Taste: sensitive palette (5 DP) Smell: sensitive (5 DP)
Movement: Walk.Quad.: 26
Skills: Perc.: 18 Run.: 28 Wei. Trn.: 5 Swim.: 28
Spells: Cha 0 **PP:** 5
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-2	**Em**	-2	**In**	0	**Pr**	0	**Qu**	2	**Re**	-4	**SD**	2	**St**	4
Base Hits		20		**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	-10	**Fe**		0		
Base Endurance		-5		**Healing rate**		x1		**Stride**		0	**AT**		Armor, light fur (AT 1)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Horse, war, greater	5F	Walk.Quad.: 29	3	L(7)	VII - -	96 (156)	81	AT 1(N)	19 (0)	70L(7)un ;70L(7)bi ;70L(7)ra> ;52L(7)tr	11	-2	0	-6	3	Solo (1d2)	T P S - - -

Category	Animal	**Height**	66”	**Leftover DP**	44
Type	Domesticated	**Length**	104”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	2000Lbs.	**Treasure**	0

Ag	3	**Co**	4	**Em**	-2	**In**	1	**Me**	0	**Pr**	0	**Qu**	3	**Re**	-3	**SD**	3	**St**	5

Attack: Attacks sequence (10 DP) Specific training [Creature, Archetype, 1] (50 DP)
Defense:
Form: Beast of burden III [0,4] (30 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Control submission IV [20] (-20 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Taste: sensitive palette (5 DP) Smell: sensitive (5 DP)
Movement: Walk.Quad.: 29
Skills: Perc.: 28 Run.: 39 Wei. Trn.: 30 Swim.: 39
Spells: Cha 0 **PP:** 4
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-2	**Em**	-2	**In**	0	**Pr**	0	**Qu**	2	**Re**	-4	**SD**	2	**St**	4
Base Hits		25		**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	-10	**Fe**		0		
Base Endurance		10		**Healing**		x1		**Stride**		0	**AT**		Armor, light fur (AT 1)							

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Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Horse, war, lesser	4E	Walk.Quad.: 28	2	L(7)	VII - -	83 (131)	68	AT 1(N)	14 (0)	58L(7)un ;58L(7)bi ;58L(7)ra> ;46L(7)tr	10	-2	0	-6	2	Solo (1d2)	T P S - - -

Category	Animal	**Height**	64”	**Leftover DP**	32
Type	Domesticated	**Length**	100”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	1700Lbs.	**Treasure**	0

Ag	3	**Co**	4	**Em**	-2	**In**	0	**Me**	-1	**Pr**	0	**Qu**	2	**Re**	-4	**SD**	2	**St**	5

Attack: Attacks sequence (10 DP) Specific training [Creature, Archetype, 1] (50 DP)
Defense:
Form: Beast of burden III [0,4] (30 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Control submission IV [20] (-20 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Taste: sensitive palette (5 DP) Smell: sensitive (5 DP)
Movement: Walk.Quad.: 28
Skills: Perc.: 22 Run.: 33 Wei. Trn.: 24 Swim.: 33
Spells: Cha 0 **PP:** 4
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-2	**Em**	-2	**In**	0	**Pr**	0	**Qu**	2	**Re**	-4	**SD**	2	**St**	4
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	-10	**Fe**	0	
Base Endurance		10		**Healing rate**		x1			**Stride**		0		**AT**	Armor, light fur (AT 1)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Horse, wild	3D	Walk.Quad.: 27	3	L(7)	VII - -	53 (73)	38	AT 1(N)	15 (0)	28L(7)un ;28L(7)bi ;28L(7)ra> ;23L(7)tr	11	-2	0	-7	2	Harem (3d8)	T P S - - -

Category	Animal	**Height**	60”	**Leftover DP**	39
Type	Domesticated	**Length**	99”	**Outlook**	Normal
Archetype	Defensive	**Weight**	1200Lbs.	**Treasure**	0

Ag	3	**Co**	3	**Em**	-2	**In**	1	**Me**	-1	**Pr**	0	**Qu**	3	**Re**	0	**SD**	2	**St**	4

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Attack: Attacks sequence (10 DP)
Defense:
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Control difficulty IV [-20] (20 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Taste: sensitive palette (5 DP) Smell: sensitive (5 DP)
Movement: Walk.Quad.: 27
Skills: Perc.: 25 Run.: 36 Wei. Trn.: 10 Swim.: 36
Spells: Cha 0 **PP:** 5
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-2	**Em**	-2	**In**	0	**Pr**	0	**Qu**	2	**Re**	-1	**SD**	2	**St**	4
Base Hits		25		**Base RR**	Ch	0	**Ess**	0		**Me**	0		**Ph**	-10	**Fe**	0				
Base Endurance		10		**Healing rate**	x1		**Stride**	0		**AT**	Armor, light fur (AT 1)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Hothedhel (II)	7H	Walk.Bi.: 23	3	M(5)	VI - -	97 (173)	87	AT 3(N)	53 (0)	89M(5)we ;89M(5)we ;60M(5)we2WF	-5	-3	8	12	-3	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	78”	**Leftover DP**	35
Type	Elf demon	**Length**	9”	**Outlook**	Cruel
Archetype	Offensive	**Weight**	180Lbs.	**Treasure**	0

Ag	4	**Co**	2	**Em**	2	**In**	0	**Me**	3	**Pr**	3	**Qu**	3	**Re**	1	**SD**	-3	**St**	0

Attack: Aura, fear III [3'R/ lvl] (25 DP) Adrenal defense VI [30] (30 DP) Pressing the advantage II [10] (20 DP) Foiler II [+2 Fumble] (14 DP)
Defense: Abomination (-20 DP) Dense I [1Size] (17 DP) Proof, weapon, except raw iron (20 DP) Immune to disease, greater (30 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar II [II] (-2 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP) Ambidextrous (10 DP) Innate spell list VII [Spell list, Realm, 7] (21 DP) Innate spell list VII [Spell list, Realm, 7] (21 DP)
Senses: Vision: demon vision [50'] (55 DP)
Movement: Walk.Bi.: 23
Skills: Perc.: 40 Run.: 54 Multi. Att.: 42 Amb. Melee: 47 Hiding: 47 Stalking: 47
Spells: Men 0 **PP:** 2
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	2	**Em**	2	**In**	0	**Pr**	2	**Qu**	2	**Re**	0	**SD**	-4	**St**	-2
Base Hits		20		**Base RR**	Ch	-5	**Ess**	-5		**Me**	-5		**Ph**	10	**Fe**	0				
Base Endurance		10		**Healing rate**	x2		**Stride**	0		**AT**	Armor, thick leather skin (AT 3)									

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Hothrog (I)	2B	Walk.Bi.: 20	0	M(5)	V I -	49 (73)	24	AT 5(N)	4 (0)	35B(6)cl ;35M(5)ra ;35M(5)bi	10	0	0	20	0	Platoon(4 d10)	E U L - -

Category	Extra planar	**Height**	72”	**Leftover DP**	73
Type	Man demon	**Length**	10”	**Outlook**	Cruel
Archetype	Offensive	**Weight**	220Lbs.	**Treasure**	0

Ag	0	Co	0	Em	0	In	0	Me	0	Pr	0	Qu	0	Re	0	SD	0	St	1

Attack: Enhanced natural attack I [Claw, +1 Size] (10 DP)
Defense: Abomination (-20 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar I [I] (-1 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Can't speak (-10 DP) Frenzy [5, +1 Size] (20 DP) Item, no item (-15 DP) Innate spell list II [Spell list, Realm, 2] (6 DP) Innate spell list II [Spell list, Realm, 2] (6 DP)
Senses: Vision: demon vision [50'] (55 DP) Smell: dog (20 DP) Hearing: Dog (15 DP)
Movement: Walk.Bi.: 20
Skills: Perc.: 15 Run.: 22
Spells: Cha 0 **PP:** 2
Racial:

Stats	Ag	0	Co	0	Em	0	Em	0	In	0	Pr	0	Qu	0	Re	0	SD	0	St	1
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	20	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, small bone plates (AT 5)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Housecat	1A	Walk.Quad.: 16	4	T(3)	III - -	25 (30)	10	AT 1(N)	14 (0)	10T(3)cl> ;10T(3)bi	10	-4	-1	2	1	Streak (1d6)	T B X P - -

Category	Animal	**Height**	10”	**Leftover DP**	221
Type	Carnivore	**Length**	16”	**Outlook**	Inquisitive
Archetype	Stealth	**Weight**	9Lbs.	**Treasure**	0

Ag	4	Co	2	Em	-4	In	0	Me	-2	Pr	-1	Qu	4	Re	-5	SD	1	St	3

Attack: Attacks sequence (10 DP)
Defense:

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Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 16
Skills: Perc.: 10 Run.: 18 Surv. Biome: 16 Climb.: 18
Spells: Cha 0 **PP:** 2
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-1	**Qu**	4	**Re**	-5	**SD**	1	**St**	3
Base Hits		15		**Base RR**		Ch		0	**Ess**	0		**Me**	0		**Ph**	0	**Fe**	0		
Base Endurance		0		**Healing rate**		x1			**Stride**	5		**AT**	Armor, light fur (AT 1)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Huntaar (IV)	15F	Walk.Bi.: 21	2	M(5)	VI - -	113 (193)	88	AT 1(2)	36 (0)	118M(5)rp ;118M(5)ss ;108M(5)all2WF ;62M(5)cl ;62M(5)biS ;62M(5)biS ;62M(5)biS ;62M(5)biS ;62M(5)biS ;62M(5)biS	15	-5	2	14	0	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	72”	**Leftover DP**	97
Type	Demon	**Length**	10”	**Outlook**	Cruel
Archetype	Semi spell user	**Weight**	220Lbs.	**Treasure**	0

Ag	8	**Co**	4	**Em**	0	**In**	5	**Me**	0	**Pr**	2	**Qu**	2	**Re**	2	**SD**	0	**St**	5

Attack: Pressing the advantage III [15] (30 DP)
Defense: Abomination (-20 DP) Dense I [1Size] (17 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar IV [IV] (-4 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Ambidextrous (10 DP)
Senses: Vision: demon vision [50'] (55 DP) Hearing: Cat (10 DP) Smell: grizzly (30 DP) Nose: Uncanny tracking V [50] (50 DP)
Movement: Walk.Bi.: 21
Skills: Perc.: 80 Run.: 81 Acrob.: 81 Adr. Spe.: 81 Multi. Att.: 80 Track.: 130
Spells: Cha 90 **PP:** 84
Racial:

Stats	**Ag**	3	**Co**	2	**Em**	-2	**Em**	-2	**In**	0	**Pr**	0	**Qu**	2	**Re**	0	**SD**	0	**St**	3
Base Hits		25		**Base RR**		Ch		0	**Ess**	-5		**Me**	0		**Ph**	10	**Fe**	0		
Base Endurance		0		**Healing rate**		x1			**Stride**	0		**AT**	Armor, light fur (AT 1)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RR**	**RR**	**Encouter**	**Bio**

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														P	F		
Hydra	20G	Walk.Bi.: 18	6	H(8)	VIII @ -	183 (323)	15 8	AT 8(N)	58 (0)	150B(6)bi ;150B(6)all9WF ;140H(8)ra	12	-1	-1	9	0	Solo (1d2)	W E U - - -

Category	Fell creature	**Height**	60”	**Leftover DP**	23
Type	Wyrm	**Length**	132”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	4400Lbs.	**Treasure**	0

Ag	9	**Co**	9	**Em**	-1	**In**	2	**Me**	0	**Pr**	-1	**Qu**	6	**Re**	0	**SD**	0	**St**	10

Attack: Attacks sequence (10 DP) Elemental cone III [Fire Ball, MFire ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (55 DP) Weak natural attack I [Bite, -1 Size] (-5 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Proof, critical, no stun (10 DP) Regeneration, head [10 rnds] (40 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP)
Form: Elongated appendage II [Neck, 10'] (10 DP) Elongated appendage II [Tail, 10'] (10 DP) Distinct odor (-10 DP) Breathing, long breath [1 min/ lvl] (10 DP) Additional head VIII [L, Snake, 8] (95 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP)
Senses: Sight: primate (5 DP) Hearing: Hare (20 DP) Touch: sensitive (5 DP) Poor senses: smell IV [-20] (-8 DP)
Movement: Walk.Bi.: 18 Swim.Web: 0
Skills: Perc.: 96 Run.: 109 Swim.: 109 Surv. Biome: 93
Spells: Cha 1 **PP:** 14
Racial:

Stats	**Ag**	3	**Co**	2	**Em**	-1	**Em**	-1	**In**	-1	**Pr**	-1	**Qu**	3	**Re**	-3	**SD**	-3	**St**	3
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x0.5			**Stride**		0		**AT**		Armor, dragon scales, medium (AT 8)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Ice Demon (III)	7D	Walk.Bi.: 18	0	M(5)	V I -	93 (153)	68	AT 4(N)	14 (0)	94B(6)un[Cold]	-3	10	-2	14	0	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	66”	**Leftover DP**	114
Type	Demon	**Length**	10”	**Outlook**	Cruel
Archetype	Discipline	**Weight**	205Lbs.	**Treasure**	0

Ag	4	**Co**	4	**Em**	0	**In**	-3	**Me**	0	**Pr**	-2	**Qu**	0	**Re**	2	**SD**	0	**St**	4

Attack: Elemental internals V [Ice, Attack, E] (30 DP) Enhanced natural attack I [Unarmed Strikes, +1 Size] (10 DP)
Defense: Abomination (-20 DP) Proof, weapon, except crystalline (20 DP) Proof, critical, critical reduction I [I] (10 DP) Elemental immunity [Ice] (20 DP) Proof, elemental I [Water, -1Size] (15 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Constant 3- Blur III [3- Blur, 0', 0'] (15 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Methuselah III [1000 yrs or more] (0 DP)

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Miscellaneous: Type, extra planar III [III] (-3 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Item, no item (-15 DP) Generate special ice [12cu'] (15 DP) Disturbing voice II [-20] (-20 DP)
Senses: Vision: demon vision [50'] (55 DP)
Movement: Walk.Bi.: 18 Climb.Claw: 0 #N/A
Skills: Perc.: 67 Run.: 77 Climb.: 77 Pow. Dev.: 33
Spells: Ess 1 **PP:** 44
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	-1	**Em**	-1	**In**	-3	**Pr**	-3	**Qu**	0	**Re**	0	**SD**	-2	**St**	2
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	10	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, brittle soft crystaline (AT 4)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Ice Spider	7D	Walk.Octo.: 33	3	B(6)	VI - -	81 (131)	56	AT 4(N)	23 (0)	89B(6)bi[Cold] ;71B(6)gr	6	-7	-5	3	0	Solo (1d2)	I E - - - -

Category	Elemental	**Height**	48”	**Leftover DP**	47
Type	Elemental creature	**Length**	96”	**Outlook**	Hungry
Archetype	Stealth	**Weight**	410Lbs.	**Treasure**	0

Ag	6	**Co**	3	**Em**	-2	**In**	1	**Me**	-2	**Pr**	0	**Qu**	3	**Re**	0	**SD**	0	**St**	1

Attack: Poison sack, injection [Poison: Circulatory, Stinger] (20 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP) Elemental internals I [Ice, Attack, A] (10 DP)
Defense: Elemental blood II [Ice, B] (10 DP) Elemental immunity [Ice] (20 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Material susceptibility I [Fire, 5] (-10 DP)
Form: Camouflage, pattern [Snow, 25] (10 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Can't speak (-10 DP) Item, no item (-15 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Frozen spider silk I [Medium, 50'] (10 DP)
Senses: Vision: Pentachromatic (Infra vision) [50'] (20 DP) Eyes: spider (15 DP) Touch: spider slit sensillae (20 DP) Hearing: Dog (15 DP)
Movement: Walk.Octo.: 33 Climb.M.Hook.: 0 #N/A
Skills: Perc.: 78 Run.: 53 Acrob.: 101 Hiding: 112 Stalking: 87 #VALUE!
Spells: Cha 1 **PP:** 12
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-3	**Em**	-3	**In**	0	**Pr**	-1	**Qu**	2	**Re**	-2	**SD**	-2	**St**	0
Base Hits		25		**Base RR**		Ch		-5	**Ess**		-5		**Me**		-5		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, chitin, half plate (AT 4)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**

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Iceglider (III)	13H	Slith.Side w.: 21	4	B(6)	VI @# -	121 (198)	91	AT 4(N)	78 (0)		10	-4	-4	6	2	Solo (1d2)	I E - - - -

Category	Elemental	**Height**	72”	**Leftover DP**	100
Type	Transport elemental	**Length**	24”	**Outlook**	Helpful
Archetype	Defensive	**Weight**	570Lbs.	**Treasure**	0

Ag	6	**Co**	6	**Em**	-4	**In**	0	**Me**	-2	**Pr**	-4	**Qu**	4	**Re**	0	**SD**	2	**St**	2

Attack: Elemental internals IV [Element, Attack, D] (25 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Ice, 1 H/ rnd] (25 DP) Elemental immunity [Ice] (20 DP) Proof, elemental I [Water, -1Size] (15 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material Susceptibility II [Fire, 10] (-20 DP)
Form: Body: elemental energy [Ice, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP)
Miscellaneous: Elemental spirit, small [Small] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental III [III] (-3 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Slith.Sidew.: 21 Swim.Web: 0
Skills: Perc.: 95 Run.: 108
Spells: Cha 2 **PP:** 5
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	0	**Re**	-4	**SD**	0	**St**	2
Base Hits		30		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, brittle soft crystaline (AT 4)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Idiyva	3C	Walk.Bi.: 21	4	M(5)	IV - -	49 (69)	34	AT 1(3)	18 (26)	32M(5)bi ;32M(5)cl ;26M(5)cl ;32M(5)we ;37M(5)rwP ;37M(5)rwP ;37M(5)rwP ;37M(5)rwP ;37M(5)rwP ;37M(5)rwP	10	-4	-1	7	0	Solo (1d2)	F S J - - -

Category	Races	**Height**	72”	**Leftover DP**	94
Type	Antropomorph	**Length**	9”	**Outlook**	Aggressive
Archetype	Stealth	**Weight**	180Lbs.	**Treasure**	0

Ag	5	**Co**	2	**Em**	-4	**In**	0	**Me**	0	**Pr**	-1	**Qu**	4	**Re**	1	**SD**	0	**St**	3

Attack:
Defense:
Form:
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP)

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Movement: Walk.Bi.: 21 Climb.Claw: 0
Skills: Perc.: 37 Run.: 46 Climb.: 46 Acrob.: 46 Hiding: 43 Stalking: 43
Spells: Cha 0 **PP:** 4
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-1	**Qu**	4	**Re**	0	**SD**	-1	**St**	3
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	5	**Fe**	0
Base Endurance		10		**Healing rate**		x1			**Stride**		0		**AT**		Armor, light fur (AT 1)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Ifrit (V)	15G	Ma.Fly.Awk.: 34	7	B(6)	VI - -	62 (102)	42	AT 2(N)	46 (0)	110B(6)un ;110B(6)sw	3	-8	-8	-1	4	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	108”	**Leftover DP**	123
Type	Genie	**Length**	14”	**Outlook**	Cruel
Archetype	Spell user	**Weight**	500Lbs.	**Treasure**	0

Ag	5	**Co**	-1	**Em**	2	**In**	3	**Me**	5	**Pr**	2	**Qu**	7	**Re**	2	**SD**	4	**St**	-3

Attack:
Defense: Proof, weapon, except magic (20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP)
Form: Body: demon flesh [2] (5 DP) Body condition, partial incorporeality (10 DP) Shapechange, true (50 DP) Twisted form (-25 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar V [V] (-5 DP) Body condition, fleeting soul (-20 DP) Diet, nihilovore (20 DP) Disturbing voice I [-10] (-10 DP) Link, bound spirit [Focus, 100'R] (-35 DP) Wish grant, greater (50 DP)
Senses: Vision: demon vision [50'] (55 DP) Poor senses: taste V [-25] (-5 DP) Poor senses: touch V [-25] (-5 DP) Poor senses: smell V [-25] (-10 DP)
Movement: Ma.Fly.Awk.: 34
Skills: Perc.: 132 Fly.: 144 Acrob.: 142 Charm: 57 Duping: 122
Spells: Cha 270 **PP:** 129
Racial:

Stats	**Ag**	0	**Co**	-3	**Em**	0	**Em**	0	**In**	-2	**Pr**	0	**Qu**	2	**Re**	2	**SD**	2	**St**	-3
Base Hits		20		**Base RR**		Ch		-10	**Ess**		-10		**Me**		-10		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, thick skin (AT 2)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Jackalope	2A	Walk.Qu	0	S(	IV -	31	11	AT	4 (0)	21S(4)ho> ;21S(4)ra>> ;21S(4)ho	10	-4	0	-2	0	Section	T X P

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		ad.: 12		4)	-	(46)		1(N)									(2d6)	S - -

Category	Animal	**Height**	18”	**Leftover DP**	298
Type	Herbivore	**Length**	30”	**Outlook**	Timid
Archetype	Defensive	**Weight**	60Lbs.	**Treasure**	0

Ag	-2	**Co**	-2	**Em**	-4	**In**	0	**Me**	-4	**Pr**	0	**Qu**	0	**Re**	-4	**SD**	0	**St**	-4

Attack: Attacks sequence (10 DP)
Defense:
Form: Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: rat (10 DP) Hearing: Hare (20 DP)
Movement: Walk.Quad.: 12 Leap.gait: 0
Skills: Perc.: 19 Run.: 28 Surv. Biome: 19 Hiding: 23 Stalking: 23
Spells: Cha 0 **PP:** -2
Racial:

Stats	**Ag**	-2	**Co**	-2	**Em**	-4	**Em**	-4	**In**	0	**Pr**	0	**Qu**	0	**Re**	-4	**SD**	0	**St**	-4

Base Hits	20	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, light fur (AT 1)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Jadeback	3B	Walk.Sext.: 24	-1	L(7)	VII - -	72 (108)	62	AT 5(N)	13 (0)	35L(7)be ;23L(7)tr	8	-4	-3	4	-2	Team (1d10)	X F D S - -

Category	Animal	**Height**	36”	**Leftover DP**	58
Type	Invertebrate	**Length**	78”	**Outlook**	Normal
Archetype	Offensive	**Weight**	3500Lbs.	**Treasure**	0

Ag	2	**Co**	4	**Em**	-4	**In**	-2	**Me**	-4	**Pr**	-3	**Qu**	-1	**Re**	-4	**SD**	-2	**St**	3

Attack: Poison sack, spray [Poison: Reduction, 1x/ 60 rnds, 2',1'D/ lvl] (30 DP)
Defense: Elemental vulnerability I [Vacuum, +1 Size] (-15 DP)
Form: Wings, folding (30 DP) Additional limb pair I [Location] (20 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: sensitive (5 DP) Touch: sensitive antennae/ vibrissae (13 DP) Eyes: multifaceted [100', 320, None] (25 DP)
Movement: Walk.Sext.: 24 Wing.Fly.ungr.: 0
Skills: Perc.: 27 Fly.: 19 Surv. Biome: 28 Run.: 11
Spells: Cha 0 **PP:** 10

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Racial:

Stats	Ag	1	Co	3	Em	-4	Em	-4	In	-2	Pr	-3	Qu	-1	Re	-4	SD	-2	St	2
Base Hits	30	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0								
Base Endurance	20	**Healing rate**	x2		**Stride**	0	**AT**	Armor, chitin, full plate (AT 5)												

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Jann (I)	3B	Ma.Fly.Awk.: 21	2	M(5)	V - -	29 (47)	14	AT 2(N)	22 (0)	14M(5)un ;14M(5)sw	-12	1	-10	-3	2	Solo (1d2)	E U L - - -

Category	Extra planar	Height	72”	Leftover DP	52
Type	Genie	Length	10”	Outlook	Playful
Archetype	Semi spell user	Weight	220Lbs.	Treasure	0

Ag	1	Co	-3	Em	1	In	-2	Me	0	Pr	0	Qu	2	Re	2	SD	2	St	-3

Attack:
Defense: Proof, weapon, except magic (20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP)
Form: Body: demon flesh [2] (5 DP) Body condition, partial incorporeality (10 DP) Shapechange, true (50 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar I [I] (-1 DP) Body condition, fleeting soul (-20 DP) Diet, nihilovore (20 DP) Golden throat I [10] (5 DP) Link, bound spirit [Focus, 100'R] (-35 DP) Wish grant, lesser (25 DP)
Senses: Vision: demon vision [50'] (55 DP) Poor senses: taste V [-25] (-5 DP) Poor senses: touch V [-25] (-5 DP) Poor senses: smell V [-25] (-10 DP)
Movement: Ma.Fly.Awk.: 21
Skills: Perc.: 14 Fly.: 10 Acrob.: 12 Charm: 14 Duping: 14
Spells: Ess 18 **PP:** 7
Racial:

Stats	Ag	0	Co	-3	Em	0	Em	0	In	-2	Pr	0	Qu	2	Re	2	SD	2	St	-3
Base Hits	15	**Base RR**	Ch	-10	**Ess**	-10	**Me**	-10	**Ph**	0	**Fe**	0								
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, thick skin (AT 2)												

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Jellyfish	1A	Swim.Bouy.: -18	-4	T(3)	IV @!#-	21 (26)	11	AT 1(N)	-10 (0)	13T(3)gr ;23S(4)gr(Coop10)	8	-6	-4	2	2	Unit (1d100)	O - - - - -

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Category	Animal	**Height**	8”	**Leftover DP**	284
Type	Water	**Length**	9”	**Outlook**	Passive
Archetype	Defensive	**Weight**	12Lbs.	**Treasure**	0

Ag	-4	**Co**	2	**Em**	-6	**In**	-2	**Me**	-6	**Pr**	-4	**Qu**	-4	**Re**	-6	**SD**	2	**St**	-4

Attack: Cooperation: flock/ pack attack III [Attack, 10, 10, 1Size] (20 DP) Poison sack, contact [Poison: Nerve] (35 DP)
Defense: Immunity, Illusion [5'/ lvl] (25 DP) Immunity, gaze (25 DP) Dense I [1Size] (17 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stagger (10 DP) Proof, critical, no stun (10 DP)
Form: Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Mindless (-25 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Touch: sensitive antennae/ vibrissae (13 DP)
Movement: Swim.Bouy.: -18
Skills: Perc.: -3 Surv. Biome: -4
Spells: Cha 0 **PP:** -2
Racial:

Stats	**Ag**	-4	**Co**	2	**Em**	-6	**Em**	-6	**In**	-2	**Pr**	-4	**Qu**	-4	**Re**	-6	**SD**	2	**St**	-4

Base Hits	10	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, naked skin (AT 1)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Jinn (II)	6E	Ma.Fly.Awk.: 21	2	M(5)	V - -	54 (90)	34	AT 2(N)	28 (0)	49M(5)un ;49M(5)sw	-11	-9	2	-2	2	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	72”	**Leftover DP**	95
Type	Genie	**Length**	10”	**Outlook**	Playful
Archetype	Semi spell user	**Weight**	220Lbs.	**Treasure**	0

Ag	2	**Co**	-2	**Em**	1	**In**	-1	**Me**	0	**Pr**	2	**Qu**	2	**Re**	3	**SD**	2	**St**	-2

Attack:
Defense: Proof, weapon, except magic (20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP)
Form: Body: demon flesh [2] (5 DP) Body condition, partial incorporeality (10 DP) Shapechange, true (50 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar II [II] (-2 DP) Body condition, fleeting soul (-20 DP) Diet, nihilovore (20 DP) Golden throat I [10] (5 DP) Link, inhabit focus [Focus, 100'R, 1 hr] (-50 DP) Wish grant, lesser (25 DP)
Senses: Vision: demon vision [50'] (55 DP) Poor senses: taste V [-25] (-5 DP) Poor senses: touch V [-25] (-5 DP) Poor senses: smell V [-25] (-10 DP)
Movement: Ma.Fly.Awk.: 21
Skills: Perc.: 38 Fly.: 31 Acrob.: 36 Charm: 35 Duping: 35
Spells: Men 36 **PP:** 34
Racial:

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Stats	Ag	0	Co	-3	Em	0	Em	0	In	-2	Pr	0	Qu	2	Re	2	SD	2	St	-3
Base Hits		20			**Base RR**		Ch		-10	**Ess**		-10			**Me**	-10		**Ph**	0	**Fe**	0
Base Endurance		0			**Healing rate**		x1			**Stride**		0			**AT**	Armor, thick skin (AT 2)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Kangeroo/ wallaby, medium	4C	Walk.Quad.: 10	3	M(5)	V - -	53 (83)	43	AT 1(N)	17 (0)	8M(5)un ;-2M(5)ra	11	-2	-1	2	-1	Team (1d10)	X P F S - -

Category	Animal	Height	40”	Leftover DP	168
Type	Herbivore	Length	8”	Outlook	Inquisitive
Archetype	Defensive	Weight	115Lbs.	Treasure	0

Ag	4	Co	2	Em	-2	In	1	Me	-2	Pr	-1	Qu	3	Re	-1	SD	-1	St	1

Attack:
Defense:
Form: Recurved musculature [Leg] (30 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: rat (10 DP) Hearing: Hare (20 DP) Poor senses: sight IV [-20] (-16 DP)
Movement: Walk.Quad.: 10 Leap.Boun.: 0
Skills: Perc.: 30 Run.: 9 Surv. Biome: 22 Jump.: 24
Spells: Cha 0 **PP:** -2
Racial:

Stats	Ag	3	Co	2	Em	-2	Em	-2	In	0	Pr	-1	Qu	2	Re	-2	SD	-1	St	1
Base Hits		20			**Base RR**		Ch		0	**Ess**		0			**Me**	0		**Ph**	0	**Fe**	0
Base Endurance		10			**Healing rate**		x1			**Stride**		0			**AT**	Armor, light fur (AT 1)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Kangeroo/ wallaby, small	2B	Walk.Quad.: 8	2	S(4)	IV - -	33 (48)	38	AT 1(N)	10 (0)	8S(4)un	10	-2	-1	2	-1	Section (2d6)	X P F S - -

Category	Animal	Height	26”	Leftover DP	184
Type	Herbivore	Length	5”	Outlook	Jumpy

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Archetype	Defensive	Weight	29Lbs.	Treasure	0

Ag	3	Co	2	Em	-2	In	0	Me	-2	Pr	-1	Qu	2	Re	-2	SD	-1	St	1

Attack:
Defense:
Form: Recurved musculature [Leg] (30 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: rat (10 DP) Hearing: Hare (20 DP) Poor senses: sight V [-25] (-20 DP)
Movement: Walk.Quad.: 8 Leap.Boun.: 0
Skills: Perc.: 22 Run.: 3 Surv. Biome: 20 Jump.: 20
Spells: Cha 0 **PP:** 0
Racial:

Stats	Ag	3	Co	2	Em	-2	Em	-2	In	0	Pr	-1	Qu	2	Re	-2	SD	-1	St	1
Base Hits		15			Base RR		Ch		0	Ess		0			Me		0		Ph	0	Fe	0
Base Endurance		20			Healing rate		x1			Stride		0			AT		Armor, light fur (AT 1)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Karax (III)	10F	Walk.Sext.: 12	4	H(8)	VIII - -	90 (155)	65	AT 5(N)	32 (0)	86M(5)be[Heat] ;66H(8)cl[Heat]	10	-3	-3	9	2	Solo (1d2)	E U L A - -

Category	Extra planar	Height	48”	Leftover DP	61
Type	Pale VI	Length	144”	Outlook	Normal
Archetype	Stealth	Weight	4720Lbs.	Treasure	0

Ag	5	Co	-1	Em	-3	In	0	Me	-2	Pr	-3	Qu	4	Re	1	SD	2	St	2

Attack: Fast attack II [10] (20 DP) Weak natural attack II [Beak, -2 Size] (-10 DP) Elemental internals III [Fire, Attack, C] (20 DP) Ambush predator V [Terrain, 74, 18] (27 DP)
Defense: Abomination (-20 DP) Elemental immunity [Fire] (20 DP) Proof, elemental I [Ice, -1Size] (15 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Elongated appendage X [Location, 50'] (50 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar III [III] (-3 DP) Body condition, fleeting soul (-20 DP) Item, no item (-15 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP)
Senses: Vision: demon vision [50'] (55 DP)
Movement: Walk.Sext.: 12 Awk.move.IV: 0 Swim.Web: 0
Skills: Perc.: 99 Swim.: 107 Surv. Biome: 98 Hiding: 39 Stalking: 39
Spells: Cha 1 **PP:** 6
Racial:

Stats	Ag	2	Co	-2	Em	-4	Em	-4	In	-1	Pr	-4	Qu	3	Re	-2	SD	-1	St	1
Base Hits		25			Base RR		Ch		0	Ess		0			Me		0		Ph	10	Fe	0
Base Endurance		0			Healing		x1			Stride		0			AT		Armor, keratin laminae (AT 5)					

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		rate						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Ki-Lin	7F	Walk.Quad.: 27	3	B(6)	VI - -	111 (187)	96	AT 2(N)	23 (0)	81B(6)ho> ;81B(6)ra ;65B(6)tr	1	8	-1	5	0	Solo (1d2)	X P F S - -

Category	Monster	**Height**	60”	**Leftover DP**	80
Type	Land	**Length**	102”	**Outlook**	Cruel
Archetype	Offensive	**Weight**	510Lbs.	**Treasure**	0

Ag	3	**Co**	5	**Em**	-2	**In**	1	**Me**	0	**Pr**	-1	**Qu**	3	**Re**	-2	**SD**	0	**St**	4

Attack: Attacks sequence (10 DP)
Defense:
Form:
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP) Innate PP XIV [14 PP] (14 DP) Innate spell list XIV [Spell list, Realm, 14] (42 DP) Innate spell list XIV [Spell list, Realm, 14] (42 DP)
Senses: Sight: primate (5 DP) Hearing: Hare (20 DP) Vision: nightvision (10 DP)
Movement: Walk.Quad.: 27
Skills: Perc.: 39 Run.: 48 Surv. Biome: 38 Acrob.: 48
Spells: Ess 0 **PP:** 13
Racial:

Stats	**Ag**	1	**Co**	3	**Em**	-3	**Em**	-3	**In**	1	**Pr**	-1	**Qu**	2	**Re**	-3	**SD**	-1	**St**	2
Base Hits		25	**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**		0
Base Endurance		10	**Healing rate**		x1			**Stride**		0		**AT**		Armor, heavy fur (AT2)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Killer Rabbit	10H	Walk.Quad.: 9	3	T(3)	VI - -	134 (234)	119	AT 1(N)	74 (0)	109T(3)ra> ;109M(5)bi[Slash]	21	10	10	30	-1	Solo (1d2)	T B X P - -

Category	Monster	**Height**	7”	**Leftover DP**	147
Type	Land	**Length**	12”	**Outlook**	Hostile
Archetype	Offensive	**Weight**	4Lbs.	**Treasure**	0

Ag	5	**Co**	5	**Em**	0	**In**	1	**Me**	-3	**Pr**	0	**Qu**	3	**Re**	1	**SD**	-1	**St**	4

Attack: Attacks sequence (10 DP) Adrenal defense IX [45] (45 DP) Enhanced natural attack II [Bite, Krush] (20 DP) Augmented natural attack II [Bite, Slash, "-1 Severity"] (20 DP)

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Defense: Dense III [3Size] (52 DP) Elemental vulnerability III [Explosion, +3 Size] (-35 DP) Material susceptibility IV [Explosion, 20] (-40 DP)
Form: Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Smell: rat (10 DP) Hearing: Hare (20 DP) Vision: demon vision [50'] (55 DP)
Movement: Walk.Quad.: 9 Leap.gait: 0
Skills: Perc.: 63 Run.: 66 Jump.: 71 Surv. Biome: 59 Acrob.: 71
Spells: Cha 0 **PP:** 5
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	0	**Em**	0	**In**	0	**Pr**	0	**Qu**	2	**Re**	0	**SD**	-2	**St**	1
Base Hits		25			**Base RR**		Ch		10	**Ess**		10			**Me**		10	**Ph**	25	**Fe**	0
Base Endurance		10			**Healing rate**		x1			**Stride**		0			**AT**		Armor, light fur (AT 1)			

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Ki-Rin	8F	Walk.Quad.: 34	4	H(8)	VIII I -	59 (79)	39	AT 2(N)	30 (0)	79H(8)un ;79H(8)ho ;79H(8)ra> ;31H(8)tr	2	-12	2	-7	3	Solo (1d2)	T B A E - -

Category	Monster	**Height**	80”	**Leftover DP**	25
Type	Aerial	**Length**	128”	**Outlook**	Aloof
Archetype	Spell user	**Weight**	4050Lbs.	**Treasure**	0

Ag	4	**Co**	3	**Em**	-2	**In**	2	**Me**	1	**Pr**	2	**Qu**	4	**Re**	-4	**SD**	3	**St**	2

Attack: Attacks sequence (10 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP)
Form: Beast of burden III [0,4] (30 DP)
Miscellaneous: Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Control difficulty II [-10] (10 DP)
Senses: Hearing: Cat (10 DP) Taste: sensitive palette (5 DP) Smell: sensitive (5 DP)
Movement: Walk.Quad.: 34 Ma.Fly.Adapt.: 0
Skills: Perc.: 83 Run.: 96 Fly.: 96 Swim.: 52 Grace. Spell l.: 84 Attune.: 82
Spells: Cha/Men 144 **PP:** 87
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	-3	**Em**	-3	**In**	0	**Pr**	0	**Qu**	2	**Re**	-4	**SD**	2	**St**	2
Base Hits		30			**Base RR**		Ch		-10	**Ess**		-10			**Me**		-10	**Ph**	-10	**Fe**	0
Base Endurance		10			**Healing rate**		x1			**Stride**		0			**AT**		Armor, heavy fur (AT2)			

Name	**Lvl**	**BMR**	**Ini**	**Siz**	**Crit**	**Hits**	**En**	**AT**	**DB**	**OB**	**RRC**	**RRE**	**RR**	**R**	**R**	**Encouter**	**Bio**

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			t	e			d		(Sh)				M	RP	RF		
Klugala	8F	Slith.Belly: 47	3	B(6)	VI I -	118 (202)	93	AT 4(N)	25 (0)	97B(6)gr> ;97B(6)ra	10	-2	1	5	-1	Solo (1d2)	B P F S - -

Category	Monster	**Height**	10”	**Leftover DP**	76
Type	Land	**Length**	180”	**Outlook**	Secretive
Archetype	Offensive	**Weight**	385Lbs.	**Treasure**	0

Ag	4	**Co**	5	**Em**	-2	**In**	0	**Me**	2	**Pr**	1	**Qu**	3	**Re**	2	**SD**	-1	**St**	2

Attack: Gaze, Charm IV [5'/ lvl] (30 DP) Attacks sequence (10 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP)
Form: Distinct odor (-10 DP) Twisted form (-25 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP)
Senses: Smell: snake (15 DP) Taste: snake palette (15 DP) Vision: Dark vision, superior [100'] (50 DP) Heatsense: heat sensor network (20 DP)
Movement: Slith.Belly: 47 Slith.Tail (water): 0
Skills: Perc.: 49 Run.: 62 Climb.: 62 Surv. Biome: 47 Multi. Att.: 48 Charm: 21
Spells: Cha 0 **PP:** 7
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-2	**Em**	-2	**In**	-1	**Pr**	1	**Qu**	2	**Re**	1	**SD**	-2	**St**	0
Base Hits		25		**Base RR**		Ch	0		**Ess**	0		**Me**	0		**Ph**	0		**Fe**	0	
Base Endurance		0		**Healing rate**		x1			**Stride**	0		**AT**	Armor, large scales (AT 4)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Koala	1B	Walk.Quad.: 9	0	S(4)	IV - -	28 (33)	8	AT 1(N)	2 (0)	13S(4)cl	8	-2	-1	1	1	Streak (1d6)	J - - - - -

Category	Animal	**Height**	29”	**Leftover DP**	253
Type	Herbivore	**Length**	6”	**Outlook**	Timid
Archetype	Defensive	**Weight**	18Lbs.	**Treasure**	0

Ag	3	**Co**	1	**Em**	-2	**In**	-2	**Me**	-2	**Pr**	-1	**Qu**	0	**Re**	-2	**SD**	1	**St**	-2

Attack:
Defense:
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: snake (15 DP)
Movement: Walk.Quad.: 9 Awk.move.III: 0 Climb.Claw: 0

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Skills: Perc.: 7 Climb.: 15 Surv. Biome: 5 Hiding: 14 Stalking: 14
Spells: Cha 0 **PP:** 5
Racial:

Stats	**Ag**	3	**Co**	1	**Em**	-2	**Em**	-2	**In**	-2	**Pr**	-1	**Qu**	0	**Re**	-2	**SD**	1	**St**	-2
Base Hits			20		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0
Base Endurance			0		**Healing rate**		x1			**Stride**		0		**AT**	Armor, light fur (AT 1)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Kobold	1B	Walk.Bi.: 11	2	S(4)	IV - -	24 (29)	14	AT 1(4)	8 (0)	14T(3)cl ;14S(4)we ;16S(4)rw	9	-2	-1	1	-3	Solo (1d2)	L U - - - -

Category	Races	**Height**	42”	**Leftover DP**	211
Type	Goblinoid	**Length**	5”	**Outlook**	Aggressive
Archetype	Stealth	**Weight**	44Lbs.	**Treasure**	0

Ag	4	**Co**	1	**Em**	-2	**In**	-1	**Me**	0	**Pr**	-1	**Qu**	2	**Re**	0	**SD**	-3	**St**	-1

Attack: Weak natural attack I [Claw, -1 Size] (-5 DP)
Defense:
Form: Distinct odor (-10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Sight: primate (5 DP) Vision: Dark vision I [20'] (15 DP) Vision: nightvision (10 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Walk.Bi.: 11 Climb.Claw: 0
Skills: Perc.: 13 Run.: 23 Surv. Biome: 16 Slei of Hand: 13 Hiding: 15 Duping: 11
Spells: Cha 0 **PP:** 1
Racial:

Stats	**Ag**	4	**Co**	1	**Em**	-2	**Em**	-2	**In**	-1	**Pr**	-1	**Qu**	2	**Re**	0	**SD**	-3	**St**	-1
Base Hits			20		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0
Base Endurance			10		**Healing rate**		x0.5			**Stride**		-12		**AT**	Armor, naked skin (AT 1)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Komodo dragon	8E	Walk.Quad.: 14	1	M(5)	V - -	125 (209)	95	AT 3(N)	19 (0)	83M(5)bi ;67M(5)cl ;67M(5)ra	11	-3	-3	4	3	Streak (1d6)	X P S - - -

Category	Animal	**Height**	24”	**Leftover DP**	243

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Type	Reptile	**Length**	64”	**Outlook**	Aggressive
Archetype	Offensive	**Weight**	170Lbs.	**Treasure**	0

Ag	4	**Co**	4	**Em**	-3	**In**	1	**Me**	-3	**Pr**	-3	**Qu**	1	**Re**	-4	**SD**	3	**St**	0

Attack: Disease mouth I [Disease: Septic, Touch] (15 DP) Poison sack, injection [Poison: Muscle, Stinger] (20 DP)
Defense:
Form: Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 15, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Sight: gecko (10 DP) Smell: snake (15 DP) Taste: snake palette (15 DP)
Movement: Walk.Quad.: 14 Swim.Flop: 0
Skills: Perc.: 45 Run.: 50 Surv. Biome: 42
Spells: Cha 0 **PP:** 0
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	-3	**Em**	-3	**In**	0	**Pr**	-3	**Qu**	0	**Re**	-5	**SD**	2	**St**	-2
Base Hits		30		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**	Armor, thick leather skin (AT 3)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Kraeguth	12F	Walk.Quad.: 27	3	B(6)	VI - -	151 (263)	121	AT 4(N)	33 (0)	114B(6)cl> ;114B(6)gr>> ;114B(6)bi	11	-4	-3	5	-1	Solo (1d2)	X F D S - -

Category	Animal	**Height**	30”	**Leftover DP**	256
Type	Reptile	**Length**	95”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	510Lbs.	**Treasure**	0

Ag	7	**Co**	5	**Em**	-4	**In**	1	**Me**	-3	**Pr**	-3	**Qu**	3	**Re**	-3	**SD**	-1	**St**	10

Attack: Attacks sequence (10 DP)
Defense:
Form: Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 50, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Sight: gecko (10 DP) Smell: snake (15 DP) Taste: snake palette (15 DP)
Movement: Walk.Quad.: 27
Skills: Perc.: 64 Run.: 72 Surv. Biome: 67
Spells: Cha 1 **PP:** 8
Racial:

Stats	**Ag**	3	**Co**	1	**Em**	-4	**Em**	-4	**In**	-1	**Pr**	-3	**Qu**	1	**Re**	-5	**SD**	-3	**St**	6
Base Hits		30		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing**		x1			**Stride**		10		**AT**	Armor, large scales (AT 4)					

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Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Lammasu	10G	Walk.Quad.: 32	7	B(6)	VI - -	68 (93)	33	AT 2(N)	41 (0)	84B(6)cl> ;84B(6)bi ;84B(6)cl ;-31B(6)all3WF	13	-3	0	3	2	Streak (1d6)	X P F S U -

Category	Monster	**Height**	70”	**Leftover DP**	69
Type	Aerial	**Length**	105”	**Outlook**	Altruistic
Archetype	Spell user	**Weight**	794Lbs.	**Treasure**	0

Ag	7	**Co**	3	**Em**	-3	**In**	3	**Me**	1	**Pr**	0	**Qu**	7	**Re**	-4	**SD**	2	**St**	3

Attack: Attacks sequence (10 DP)
Defense:
Form: Camouflage, pattern [Grass, 25] (10 DP) Wings, feathered (20 DP) Beast of burden I [0,2] (10 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Control difficulty II [-10] (10 DP)
Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 32 Wing.Fly.ungr.: 0
Skills: Perc.: 100 Run.: 108 Fly.: 108 Surv. Biome: 94 Multi. Att.: 100 Acrob.: 105
Spells: Cha 180 **PP:** 105
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-1	**Qu**	4	**Re**	-4	**SD**	1	**St**	3
Base Hits		35		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, heavy fur (AT2)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Lamprey	2A	Swim.Stream.: 27	3	D(2)	II - -	46 (70)	26	AT 1(N)	13 (0)	51T(3)bi> ;51T(3)gr	10	-4	-3	2	-2	Streak (1d6)	P T S J - -

Category	Animal	**Height**	3”	**Leftover DP**	232
Type	Water	**Length**	30”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	2Lbs.	**Treasure**	0

Ag	4	**Co**	2	**Em**	-4	**In**	0	**Me**	-4	**Pr**	-3	**Qu**	3	**Re**	-4	**SD**	-2	**St**	-1

Attack: Attacks sequence (10 DP) Leech, blood I [5 hits, -10] (15 DP) Grip, unrelenting I (25 DP) Enhanced natural attack I [Bite, +1 Size] (10 DP) Enhanced natural attack I [Grapple, +1 Size] (10 DP)

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Defense:
Form: Gills (10 DP) Adapted form: water (15 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Smell: rat (10 DP) Touch: sensitive (5 DP)
Movement: Swim.Stream.: 27
Skills: Perc.: 9 Swim.: 34 Surv. Biome: 7
Spells: Cha 0 **PP:** 4
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-3	**Qu**	3	**Re**	-4	**SD**	-2	**St**	-1
Base Hits		20		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, naked skin (AT 1)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Land drake, mature	18G	Walk.Quad.: 47	6	H(8)	VIII - -	183 (319)	153	AT 8(N)	64 (0)	149H(8)bi ;149H(8)cl ;134H(8)ra ;149H(8)ho ;23H(8)alln ;23H(8)alln ;23H(8)alln ;23H(8)alln ;23H(8)alln ;23H(8)alln	8	23	8	18	1	Solo (1d2)	L E U - - -

Category	Fell creature	**Height**	118”	**Leftover DP**	187
Type	Lesser drake	**Length**	288”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	14100Lbs.	**Treasure**	0

Ag	8	**Co**	8	**Em**	3	**In**	-2	**Me**	4	**Pr**	-2	**Qu**	6	**Re**	4	**SD**	1	**St**	9

Attack: Attacks sequence (10 DP) Gaping maw II [-2 Size] (35 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Elemental immunity [Earth] (20 DP) Immune to disease, lesser (10 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial IV [Belly, AT 4] (-4 DP) Elemental vulnerability I [Wind, +1 Size] (-15 DP) Proof, elemental I [Lightning, -1Size] (15 DP)
Form: Elongated appendage II [Neck, 10'] (10 DP) Elongated appendage III [Tail, 15'] (15 DP) Distinct odor (-10 DP) Methuselah II [Up to 500 years] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: gecko (10 DP) Smell: rat (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 47
Skills: Perc.: 93 Run.: 105 Climb.: 105 Surv. Biome: 92 Multi. Att.: 92 Amb. Unarmed: 104
Spells: Ess 1 **PP:** 7
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	0	**Em**	0	**In**	-2	**Pr**	-2	**Qu**	3	**Re**	1	**SD**	-2	**St**	3
Base Hits		30		**Base RR**		Ch		10	**Ess**		10		**Me**		10		**Ph**	10	**Fe**	0
Base Endurance		0		**Healing rate**		x2			**Stride**		-25		**AT**		Armor, dragon scales, medium (AT 8)					

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Land drake, old	30G	Walk.Quad.: 64	6	G(9)	IX - -	217 (377)	187	AT 9(N)	78 (0)	162G(9)bi ;162G(9)cl ;147G(9)ra ;162G(9)ho ;32G(9)alln ;32G(9)alln ;32G(9)alln ;32G(9)alln ;32G(9)alln ;32G(9)alln	8	25	8	22	3	Solo (1d2)	L E U - - -

Category	Fell creature	**Height**	169”	**Leftover DP**	281
Type	Lesser drake	**Length**	420”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	43900Lbs.	**Treasure**	0

Ag	10	Co	12	Em	5	In	-2	Me	4	Pr	-2	Qu	6	Re	6	SD	3	St	18

Attack: Attacks sequence (10 DP) Gaping maw III [-1 Size] (45 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Elemental immunity [Earth] (20 DP) Immune to disease, lesser (10 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial III [Belly, AT 3] (-4 DP) Elemental vulnerability I [Wind, +1 Size] (-15 DP) Proof, elemental I [Lightning, -1Size] (15 DP)
Form: Elongated appendage II [Neck, 10'] (10 DP) Elongated appendage III [Tail, 15'] (15 DP) Distinct odor (-10 DP) Methuselah II [Up to 500 years] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: gecko (10 DP) Smell: rat (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 64
Skills: Perc.: 124 Run.: 135 Climb.: 135 Surv. Biome: 122 Multi. Att.: 130 Amb. Unarmed: 132
Spells: Ess 2 **PP:** 14
Racial:

Stats	Ag	2	Co	2	Em	0	Em	0	In	-2	Pr	-2	Qu	3	Re	1	SD	-2	St	3
Base Hits		30	**Base RR**		Ch	10	**Ess**		10	**Me**		10	**Ph**	10	**Fe**	0				
Base Endurance		0	**Healing rate**		x2		**Stride**		-25	**AT**		Armor, dragon scales, heavy (AT 9)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Land drake, young	6F	Walk.Quad.: 31	4	L(7)	VII - -	105 (173)	75	AT 7(N)	24 (0)	94B(6)bi ;94B(6)cl ;80B(6)ra ;94B(6)ho ;-7B(6)alln ;-7B(6)alln ;-7B(6)alln ;-7B(6)alln ;-7B(6)alln ;-7B(6)alln	8	21	8	14	-1	Solo (1d2)	L E U - - -

Category	Fell creature	**Height**	72”	**Leftover DP**	99
Type	Lesser drake	**Length**	156”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	2300Lbs.	**Treasure**	0

Ag	4	Co	4	Em	1	In	-2	Me	2	Pr	-2	Qu	4	Re	2	SD	-1	St	5

Attack: Attacks sequence (10 DP) Gaping maw I [-3 Size] (25 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP) Fighting brick I [+1 pace] (-10 DP)

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Defense: Elemental immunity [Earth] (20 DP) Immune to disease, lesser (10 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial II [Belly, AT 2] (-5 DP) Elemental vulnerability I [Wind, +1 Size] (-15 DP) Proof, elemental I [Lightning, -1Size] (15 DP)
Form: Elongated appendage I [Neck, 5'] (5 DP) Elongated appendage I [Tail, 5'] (5 DP) Distinct odor (-10 DP) Methuselah II [Up to 500 years] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: gecko (10 DP) Smell: rat (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 31
Skills: Perc.: 39 Run.: 61 Climb.: 61 Surv. Biome: 42 Multi. Att.: 36 Amb. Unarmed: 43
Spells: Ess 0 **PP:** 10
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	0	**Em**	0	**In**	-2	**Pr**	-2	**Qu**	3	**Re**	1	**SD**	-2	**St**	3
Base Hits		30		**Base RR**		Ch	10	**Ess**		10		**Me**	10		**Ph**	10	**Fe**	0		
Base Endurance		0		**Healing rate**		x2		**Stride**		-25		**AT**	Armor, dragon scales, light (AT 7)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Leocorn	11F	Walk.Quad.: 29	4	B(6)	VI - -	108 (172)	73	AT 2(N)	34 (0)	130L(7)bi ;130B(6)ho ;88M(5)cl	13	-2	1	4	1	Solo (1d2)	B P F E - -

Category	Monster	**Height**	66”	**Leftover DP**	89
Type	Land	**Length**	95”	**Outlook**	Protective
Archetype	Semi spell user	**Weight**	590Lbs.	**Treasure**	0

Ag	6	**Co**	4	**Em**	-2	**In**	3	**Me**	1	**Pr**	1	**Qu**	4	**Re**	3	**SD**	1	**St**	6

Attack: Pounce jump [5'/ lvl, 2'/ lvl] (10 DP) Enhanced natural attack I [Bite, +1 Size] (10 DP) Weak natural attack I [Claw, -1 Size] (-5 DP) Cry, fearing, greater tier V [100'R] (50 DP)
Defense:
Form: Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP)
Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 29
Skills: Perc.: 71 Run.: 104 Surv. Biome: 38 Multi. Att.: 64 Charm: 65 Prot.: 64
Spells: Cha 66 **PP:** 64
Racial:

Stats	**Ag**	3	**Co**	2	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-1	**Qu**	4	**Re**	1	**SD**	1	**St**	4
Base Hits		35		**Base RR**		Ch	0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0		
Base Endurance		0		**Healing rate**		x1		**Stride**		0		**AT**	Armor, heavy fur (AT2)							

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Leorgon	9E	Walk.Quad.: 27	5	B(6)	VI - -	134 (226)	104	AT 2(N)	33 (0)	106B(6)cl ;106B(6)bi ;60B(6)all3WF ;86S(4)si3WF	-1	-14	-13	5	2	Solo (1d2)	P F D S - -

Category	Monster	**Height**	58”	**Leftover DP**	35
Type	Land	**Length**	83”	**Outlook**	Cruel
Archetype	Offensive	**Weight**	480Lbs.	**Treasure**	0

Ag	5	Co	5	Em	-4	In	-1	Me	0	Pr	-3	Qu	5	Re	0	SD	2	St	5

Attack: Gaze, petrifying VII [5'/ lvl] (50 DP) Poison sack, injection [Poison: Circulatory, Stinger] (20 DP) Cry, fearing II [20'R] (25 DP)
Defense: Hideous countenance, petrifying [100'] (30 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP)
Form: Additional head VI [S, Snake, 6] (75 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Diet, petravore (10 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP) Heatsense: heat sensor network (20 DP)
Movement: Walk.Quad.: 27
Skills: Perc.: 53 Run.: 67 Surv. Biome: 56 Multi. Att.: 54
Spells: Cha 0 **PP:** 1
Racial:

Stats	Ag	2	Co	2	Em	-4	Em	-4	In	-2	Pr	-3	Qu	4	Re	-1	SD	1	St	2

Base Hits	30	**Base RR**	Ch	-10	**Ess**	-10	**Me**	-10	**Ph**	0	**Fe**	0
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, heavy fur (AT2)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Leprechaun	3C	Walk.Bi.: 6	0	S(4)	IV - -	43 (61)	23	AT 1(3)	6 (0)	30S(4)wh ;30S(4)tw	8	25	9	-18	1	Solo (1d2)	T B P F - -

Category	Fey	**Height**	30”	**Leftover DP**	63
Type	Occupational	**Length**	6”	**Outlook**	Altruistic
Archetype	Semi spell user	**Weight**	30Lbs.	**Treasure**	0

Ag	4	Co	2	Em	5	In	-2	Me	2	Pr	-1	Qu	0	Re	1	SD	1	St	-2

Attack: Poison mastery [Poison] (20 DP)
Defense: Proof, weapon, except raw iron (20 DP)
Form: Immortal (10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Efficient sleeper II [-2 hrs.] (10 DP)

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Senses: Vision: Dark vision II [30'] (20 DP) Vision: nightvision (10 DP) Sight: primate (5 DP)
Movement: Walk.Bi.: 6
Skills: Perc.: 25 Run.: 26 Leath. Cr. Spec.: 26 Climb.: 26 Hiding: 20 Stalking: 20
Spells: Ess 18 **PP:** 16
Racial:

Stats	**Ag**	3	**Co**	2	**Em**	4	**Em**	4	**In**	-2	**Pr**	-1	**Qu**	0	**Re**	1	**SD**	1	**St**	-2
Base Hits			20		**Base RR**		Ch		10	**Ess**		10		**Me**	10		**Ph**	-20	**Fe**	0
Base Endurance			0		**Healing rate**		x0.5			**Stride**		0		**AT**	Armor, naked skin (AT 1)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Leviathan	80G	Walk.Quad.: 271	-5	V(13)	XIII @!#-	342 (602)	312	AT 10(N)	155 (0)	275V(13)bi ;275V(13)cl ;236V(13)ra ;275V(13)all3WF ;224H(8)fboS ;224H(8)fboS ;224H(8)fboS ;224H(8)fboS ;224H(8)fboS ;224H(8)fboS ;224H(8)fboS	-14	1	-14	6	0	Solo (1d2)	W E U - - -

Category	Fell creature	**Height**	4100”	**Leftover DP**	2608
Type	Great drake	**Length**	10000”	**Outlook**	Carefree
Archetype	Offensive	**Weight**	1500000000Lbs.	**Treasure**	0

Ag	4	**Co**	16	**Em**	1	**In**	-4	**Me**	2	**Pr**	-4	**Qu**	-5	**Re**	6	**SD**	0	**St**	23

Attack: Elemental cone III [Fire Ball, MFire ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (55 DP) Increase cone V [+5', 3'D/ lvl] (25 DP) Increase attack size III [Fire Ball, +3 Size] (30 DP) Elemental bolt V [Fire Bolt, MFire bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Increase range III [+10'/ lvl] (20 DP) Increase attack size III [Fire Bolt, +3 Size] (30 DP) Fighting brick II [+2 pace] (-20 DP) Wing buffeting [3'R/ lvl] (25 DP)
Defense: Elemental immunity, total [All elements] (100 DP) Elemental blood V [Fire, E] (25 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP) Proof, elemental I [Ice, -1Size] (15 DP) Weak spot [Ice, -25] (-10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stagger (10 DP) Proof, critical, no stun (10 DP)
Form: Wings, membrane (10 DP) Elongated appendage X [Neck, 50'] (50 DP) Elongated appendage X [Tail, 50'] (50 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: stomatopod (25 DP) Smell: snake (15 DP) Taste: snake palette (15 DP) Hearing: Hare (20 DP)
Movement: Walk.Quad.: 271 Wing.Fly.ungr.: -1700
Skills: Perc.: 181 Run.: 195 Fly.: 195 Multi. Att.: 180
Spells: Ess 8 **PP:** 33
Racial:

Stats	**Ag**	-4	**Co**	6	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	-8	**Re**	-1	**SD**	-5	**St**	8
Base Hits			50		**Base RR**		Ch		-10	**Ess**		-10		**Me**	-10		**Ph**	-10	**Fe**	0
Base Endurance			20		**Healing**		x1			**Stride**		-1100		**AT**	Armor, iron-like skin (AT 10)					

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		rate						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Lich, classic (VI+)	35G	Walk.Bi.: 23	6	M(5)	VII @# -	114 (188)	89	AT 9(N)	73 (0)	140M(5)un> ;84M(5)cba ;74M(5)we[Cold] ;150M(5)elb	15	33	16	7	1	Solo (1d2)	L E U - - -

Category	Undead	**Height**	75”	**Leftover DP**	103
Type	Lich	**Length**	9”	**Outlook**	Cruel
Archetype	Spell user	**Weight**	13Lbs.	**Treasure**	0

Ag	8	**Co**	7	**Em**	13	**In**	5	**Me**	12	**Pr**	6	**Qu**	6	**Re**	4	**SD**	1	**St**	2

Attack: Aura, fear III [3'R/ lvl] (25 DP) Life drain, hunger II [Drain Co, 2, -10] (10 DP) Increase RR modification II [20] (20 DP) Life drain, touch V [Element, E, 10, Lightning ball] (30 DP) Life drain, aura II [10'R, 3 rnds] (25 DP) Decrease time III [-3 rnd] (9 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Dense II [2Size] (35 DP) Proof, critical, no puncture (10 DP)
Form: Body: skeletonized, improved [9, 20] (20 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead VII [VI+] (-7 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP) Link, bound spirit [Focus, 100'R] (-35 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Dark vision V [60'] (35 DP) Vision: nightvision (10 DP)
Movement: Walk.Bi.: 23
Skills: Perc.: 210 Run.: 109 Sci. Spec.: 214 Grace. Spell l.: 210 Attune.: 212 Runes: 212
Spells: Ess 630 **PP:** 187
Racial:

Stats	**Ag**	-2	**Co**	4	**Em**	-2	**Em**	-2	**In**	0	**Pr**	3	**Qu**	-2	**Re**	4	**SD**	-4	**St**	2

Base Hits	25	**Base RR**	Ch	10	**Ess**	10	**Me**	10	**Ph**	0	**Fe**	0
Base Endurance	0	**Healing rate**	x0.5		**Stride**	0	**AT**	Armor, bone, improved (AT 9)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Lich, monastic (VI)	24G	Walk.Bi.: 20	-2	M(5)	VII @# -	147 (259)	122	AT 9(N)	112 (0)	186M(5)un> ;89M(5)cba ;186M(5)sw ;89M(5)cba	13	28	17	7	-4	Solo (1d2)	L E U - - -

Category	Undead	**Height**	75”	**Leftover DP**	11
Type	Lich	**Length**	9”	**Outlook**	Cruel
Archetype	Semi spell user	**Weight**	13Lbs.	**Treasure**	0

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Ag	8	Co	7	Em	8	In	3	Me	4	Pr	7	Qu	-2	Re	8	SD	-4	St	5

Attack: Aura, fear III [3'R/ lvl] (25 DP) Life drain, hunger II [Drain Co, 2, -10] (10 DP) Increase RR modification II [20] (20 DP) Life drain, touch V [Element, E, 10, Lightning ball] (30 DP) Adrenal defense X [50] (50 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Dense II [2Size] (35 DP) Proof, critical, no puncture (10 DP)
Form: Body: skeletonized, improved [9, 20] (20 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead VI [VI] (-6 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Dark vision V [60'] (35 DP) Vision: nightvision (10 DP)
Movement: Walk.Bi.: 20
Skills: Perc.: 114 Run.: 155 Acrob.: 134 Jump.: 134 Disarm: 112 Mag. Rit. Dest.: 126
Spells: Ess 144 **PP:** 121
Racial:

Stats	Ag	-2	Co	4	Em	-2	Em	-2	In	0	Pr	3	Qu	-2	Re	4	SD	-4	St	2

Base Hits	25	Base RR	Ch	10	Ess	10	Me	10	Ph	0	Fe	0
Base Endurance	0	Healing rate	x0.5		Stride	0	AT	Armor, bone, improved (AT 9)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Lich, standard (V)	20G	Walk.Bi.: 21	1	M(5)	VII @# -	89 (139)	64	AT 9(N)	30 (0)	112M(5)un> ;72M(5)cba ;62M(5)we[Cold] ;122M(5)elb	22	20	11	6	2	Solo (1d2)	L E U - - -

Category	Undead	Height	75”	Leftover DP	10
Type	Lich	Length	9”	Outlook	Cruel
Archetype	Hybrid spell user	Weight	13Lbs.	Treasure	0

Ag	-2	Co	6	Em	5	In	7	Me	9	Pr	6	Qu	1	Re	9	SD	2	St	2

Attack: Aura, fear III [3'R/ lvl] (25 DP) Life drain, hunger II [Drain Co, 2, -10] (10 DP) Increase RR modification II [20] (20 DP) Life drain, touch V [Element, E, 10, Lightning ball] (30 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Dense II [2Size] (35 DP) Proof, critical, no puncture (10 DP)
Form: Body: skeletonized, improved [9, 20] (20 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead V [V] (-5 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Dark vision V [60'] (35 DP) Vision: nightvision (10 DP)
Movement: Walk.Bi.: 21
Skills: Perc.: 140 Run.: 67 Sci. Spec.: 150 Grace. Spell l.: 130 Attune.: 154 Runes: 154
Spells: Cha/Ess 400 **PP:** 164
Racial:

Stats	Ag	-2	Co	3	Em	-2	Em	-2	In	0	Pr	3	Qu	-2	Re	3	SD	-4	St	2

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Base Hits	25	**Base RR**	Ch	5	**Ess**	5	**Me**	5	**Ph**	0	**Fe**	0
Base Endurance	0	**Healing rate**	x0.5		**Stride**	0	**AT**	Armor, bone, improved (AT 9)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Light drake, mature	34G	Walk.Quad.: 56	2	G(9)	IX - -	180 (314)	150	AT 8(N)	84 (0)	169G(9)bi ;169G(9)cl ;127G(9)ra ;169G(9)all3WF ;163M(5)lboP ;163M(5)lboP ;163M(5)lboP ;163M(5)lboP ;163M(5)lboP ;163M(5)lboP	13	35	35	15	-4	Solo (1d2)	T B X P A E

Category	Fell creature	**Height**	148”	**Leftover DP**	-62
Type	Great drake	**Length**	360”	**Outlook**	Aloof
Archetype	Semi spell user	**Weight**	27760Lbs.	**Treasure**	0

Ag	17	**Co**	5	**Em**	15	**In**	3	**Me**	3	**Pr**	15	**Qu**	2	**Re**	8	**SD**	-4	**St**	5

Attack: Attacks sequence (10 DP) Elemental cone IV [Lightning Ball, MLightning ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (70 DP) Increase cone V [+5', 3'D/ lvl] (25 DP) Elemental bolt VI [Lightning Bolt, MLightning bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (45 DP) Increase range III [+10'/ lvl] (20 DP) Wing buffeting [3'R/ lvl] (25 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Elemental immunity, dragon [5 elements] (80 DP) Immune to disease, greater (30 DP) Elemental blood III [Lightning, C] (15 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial V [Belly, AT 5] (-3 DP) Elemental vulnerability I [Earth, +1 Size] (-15 DP)
Form: Wings, membrane (10 DP) Elongated appendage III [Neck, 15'] (15 DP) Elongated appendage IV [Tail, 20'] (20 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: gecko (10 DP) Smell: snake (15 DP) Hearing: Hare (20 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Walk.Quad.: 56 Wing.Fly.Exc.: 0
Skills: Perc.: 141 Run.: 154 Fly.: 154 Duping: 152 Multi. Att.: 71 Grace. Spell l.: 134
Spells: Ess/Men 204 **PP:** 154
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	0	**Em**	0	**In**	-2	**Pr**	0	**Qu**	2	**Re**	3	**SD**	-4	**St**	2
Base Hits		40	**Base RR**		Ch		10	**Ess**		10		**Me**	10		**Ph**	10	**Fe**	0		
Base Endurance		10	**Healing rate**		x2			**Stride**		-25		**AT**	Armor, dragon scales, medium (AT 8)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Light drake, old	60G	Walk.Quad.: 72	2	E(10)	X - -	206 (366)	176	AT 9(N)	136 (0)	193G(9)bi ;193G(9)cl ;142G(9)ra ;193G(9)all3WF ;196M(5)lboP ;196M(5)lboP ;196M(5)lboP ;196M(5)lboP ;196M(5)lboP ;196M(5)lboP	15	35	35	15	-4	Solo (1d2)	T B X P A E

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Category	Fell creature	**Height**	197”	**Leftover DP**	123
Type	Great drake	**Length**	480”	**Outlook**	Aloof
Archetype	Semi spell user	**Weight**	65800Lbs.	**Treasure**	0

Ag	17	**Co**	5	**Em**	15	**In**	5	**Me**	3	**Pr**	15	**Qu**	2	**Re**	10	**SD**	-4	**St**	5

Attack: Attacks sequence (10 DP) Elemental cone IV [Lightning Ball, MLightning ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (70 DP) Increase cone V [+5', 3'D/ lvl] (25 DP) Elemental bolt VI [Lightning Bolt, MLightning bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (45 DP) Increase range III [+10'/ lvl] (20 DP) Wing buffeting [3'R/ lvl] (25 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Elemental immunity, dragon [5 elements] (80 DP) Immune to disease, greater (30 DP) Elemental blood IV [Lightning, D] (20 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial VI [Belly, AT 6] (-3 DP) Elemental vulnerability I [Earth, +1 Size] (-15 DP)
Form: Wings, membrane (10 DP) Elongated appendage V [Neck, 25'] (25 DP) Elongated appendage VIII [Tail, 40'] (40 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: gecko (10 DP) Smell: snake (15 DP) Hearing: Hare (20 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Walk.Quad.: 72 Wing.Fly.Exc.: 0
Skills: Perc.: 178 Run.: 166 Fly.: 166 Duping: 178 Multi. Att.: 100 Grace. Spell l.: 160
Spells: Ess/Men 360 **PP:** 176
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	0	**Em**	0	**In**	-2	**Pr**	0	**Qu**	2	**Re**	3	**SD**	-4	**St**	2
Base Hits		40	**Base RR**		Ch	10	**Ess**		10	**Me**		10	**Ph**	10	**Fe**	0				
Base Endurance		10	**Healing rate**		x2		**Stride**		-25	**AT**		Armor, dragon scales, heavy (AT 9)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Light drake, young	13G	Walk.Quad.: 31	2	L(7)	VII - -	116 (188)	86	AT 7(N)	42 (0)	123L(7)bi ;123L(7)cl ;81L(7)ra ;82L(7)all3WF ;124M(5)lboP ;124M(5)lboP ;124M(5)lboP ;124M(5)lboP ;124M(5)lboP ;124M(5)lboP ;124M(5)lboP	10	24	24	14	-4	Solo (1d2)	T B X P A E

Category	Fell creature	**Height**	74”	**Leftover DP**	-166
Type	Great drake	**Length**	180”	**Outlook**	Aloof
Archetype	Semi spell user	**Weight**	3500Lbs.	**Treasure**	0

Ag	6	**Co**	4	**Em**	4	**In**	0	**Me**	3	**Pr**	4	**Qu**	2	**Re**	5	**SD**	-4	**St**	4

Attack: Attacks sequence (10 DP) Elemental cone IV [Lightning Ball, MLightning ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (70 DP) Increase cone V [+5', 3'D/ lvl] (25 DP) Elemental bolt VI [Lightning Bolt, MLightning bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (45 DP) Increase range III [+10'/ lvl] (20 DP) Wing buffeting [3'R/ lvl] (25 DP) Fighting brick I [+1 pace] (-10 DP)
Defense: Elemental immunity, dragon [5 elements] (80 DP) Immune to disease, lesser (10 DP) Elemental blood II [Lightning, B] (10 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial IV [Belly, AT 4] (-4 DP) Elemental vulnerability I [Earth, +1 Size] (-15 DP)
Form: Wings, membrane (10 DP) Elongated appendage II [Neck, 10'] (10 DP) Elongated appendage II [Tail, 10'] (10 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)

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Senses: Sight: gecko (10 DP) Smell: snake (15 DP) Hearing: Hare (20 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Walk.Quad.: 31 Wing.Fly.Exc.: 0
Skills: Perc.: 79 Run.: 99 Fly.: 99 Duping: 105 Multi. Att.: 35 Grace. Spell l.: 72
Spells: Ess/Men 78 **PP:** 106
Racial:

Stats	Ag	2	Co	2	Em	0	Em	0	In	-2	Pr	0	Qu	2	Re	3	SD	-4	St	2
Base Hits		40	Base RR		Ch		10	Ess		10		Me		10	Ph	10	Fe	0		
Base Endurance		10	Healing rate		x2			Stride		-25		AT		Armor, dragon scales, light (AT 7)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Lightflitter (VI)	26H	Mag.Fly. Cont.: 101	14	H(8)	VIII @# -	147 (256)	12 2	AT 1(N)	194 (0)		14	-4	-4	6	1	Solo (1d2)	P J E - - -

Category	Elemental	Height	240”	Leftover DP	71
Type	Transport elemental	Length	80”	Outlook	Helpful
Archetype	Defensive	Weight	0Lbs.	Treasure	0

Ag	14	Co	6	Em	-4	In	4	Me	0	Pr	-4	Qu	14	Re	8	SD	1	St	0

Attack: Elemental internals III [Element, Attack, C] (20 DP) Adrenal defense X [50] (50 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Lightning, 1 H/ rnd] (25 DP) Elemental immunity [Lightning] (20 DP) Proof, elemental I [Wind, -1Size] (15 DP) Elemental vulnerability I [Earth, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material Susceptibility II [Earth, 10] (-20 DP)
Form: Body: elemental energy [Lightning, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP)
Miscellaneous: Elemental spirit, huge [Huge] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental VI [VI] (-6 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Sight: stomatopod (25 DP)
Movement: Mag.Fly.Cont.: 101
Skills: Perc.: 150 Fly.: 166
Spells: Cha 5 **PP:** 26
Racial:

Stats	Ag	4	Co	2	Em	-4	Em	-4	In	-4	Pr	-4	Qu	6	Re	-4	SD	-2	St	0
Base Hits		25	Base RR		Ch		0	Ess		0		Me		0	Ph	0	Fe	0		
Base Endurance		0	Healing rate		x1			Stride		0		AT		Armor, insubstantial (AT 1)						

Name	Lvl	BMR	Ini	Siz	Crit	Hits	En	AT	DB	OB	RRC	RRE	RR	R	R	Encouter	Bio

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			t	e			d		(Sh)				M	RP	RF		
Lion, female	6D	Walk.Quad.: 39	5	M(5)	V - -	84 (129)	74	AT 1(N)	27 (0)	68M(5)cl> ;50M(5)gr>> ;68M(5)bi ;78B(6)gr(Coop5)	11	-3	0	3	3	Brood (3d4)	S J - - - -

Category	Animal	**Height**	48”	**Leftover DP**	101
Type	Carnivore	**Length**	80”	**Outlook**	Inquisitive
Archetype	Stealth	**Weight**	256Lbs.	**Treasure**	0

Ag	6	Co	3	Em	-3	In	1	Me	-2	Pr	0	Qu	5	Re	-2	SD	3	St	4

Attack: Attacks sequence (10 DP) Cooperation: flock/ pack attack IV [Grapple, 5, 10, 1size] (25 DP) Ambush predator III [Terrain, 62, 14] (21 DP)
Defense: Light boned I [-1 Size] (-17 DP)
Form: Camouflage, pattern [Grass, 25] (10 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 39
Skills: Perc.: 69 Run.: 82 Surv. Biome: 76 Hiding: 70 Stalking: 70
Spells: Cha 1 **PP:** 8
Racial:

Stats	Ag	4	Co	2	Em	-4	Em	-4	In	0	Pr	-1	Qu	4	Re	-4	SD	1	St	3
Base Hits		30		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		20		**Healing rate**		x1			**Stride**		15		**AT**		Armor, light fur (AT 1)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Lion, male	8D	Walk.Quad.: 43	5	B(6)	VI - -	129 (213)	94	AT 2(N)	31 (0)	98B(6)cl ;98B(6)bi	11	-4	-1	4	2	Solo (1d2)	S J - - - -

Category	Animal	**Height**	60”	**Leftover DP**	155
Type	Carnivore	**Length**	90”	**Outlook**	Protective
Archetype	Offensive	**Weight**	500Lbs.	**Treasure**	0

Ag	6	Co	4	Em	-4	In	1	Me	-1	Pr	-1	Qu	5	Re	-3	SD	2	St	5

Attack:
Defense:
Form: Camouflage, pattern [Grass, 25] (10 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 43

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Skills: Perc.: 33 Run.: 68 Surv. Biome: 60 Intimidat.: 44
Spells: Cha 0 **PP:** 12
Racial:

Stats	Ag	4	Co	2	Em	-4	Em	-4	In	0	Pr	-1	Qu	4	Re	-4	SD	1	St	3
Base Hits			35		Base RR		Ch		0	Ess		0			Me		0		Ph	0	Fe	0
Base Endurance			0		Healing rate		x1			Stride		15			AT		Armor, heavy fur (AT2)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Lithaba (I)	4B	Mag.Fly. Cont.: 25	4	T(3)	IV @# -	61 (97)	41	AT 2(N)	70 (0)	62T(3)gr[Electricity]	10	-2	-2	11	3	Solo (1d2)	E U L - - -

Category	Extra planar	Height	24”	Leftover DP	95
Type	Visitor	Length	24”	Outlook	Aggressive
Archetype	Discipline	Weight	0Lbs.	Treasure	0

Ag	5	Co	1	Em	-2	In	0	Me	-1	Pr	-2	Qu	4	Re	0	SD	3	St	-2

Attack: Elemental internals V [Lightning, Attack, E] (30 DP)
Defense: Abomination (-20 DP) Elemental immunity [Lightning] (20 DP) Proof, elemental I [Wind, -1Size] (15 DP) Elemental vulnerability I [Earth, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Dense I [1Size] (17 DP)
Form: Body: elemental energy [Lightning, 40] (40 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar I [I] (-1 DP) Body condition, fleeting soul (-20 DP) Diet, nihilovore (20 DP) Unsleeping (20 DP) Item, no item (-15 DP) Impaired communication [Too small] (-10 DP) Disturbing voice I [-10] (-10 DP)
Senses: Vision: demon vision [50'] (55 DP)
Movement: Mag.Fly.Cont.: 25
Skills: Perc.: 38 Fly.: 49 Acrob.: 51
Spells: Cha 0 **PP:** 3
Racial:

Stats	Ag	4	Co	0	Em	-2	Em	-2	In	0	Pr	-2	Qu	4	Re	-1	SD	2	St	-3
Base Hits			20		Base RR		Ch		0	Ess		0			Me		0		Ph	10	Fe	0
Base Endurance			0		Healing rate		x1			Stride		0			AT		Armor, thick skin (AT 2)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Lizard, diminutive	1A	Walk.Quad.: 7	0	D(2)	II - -	31 (36)	11	AT 3(N)	2 (0)	21D(2)cl ;21D(2)bi	10	-3	-3	2	2	Gaggle (1d12)	X D S J - -

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Category	Animal	**Height**	3”	**Leftover DP**	298
Type	Reptile	**Length**	12”	**Outlook**	Jumpy
Archetype	Defensive	**Weight**	2Lbs.	**Treasure**	0

Ag	2	**Co**	2	**Em**	-3	**In**	0	**Me**	-4	**Pr**	-3	**Qu**	0	**Re**	-5	**SD**	2	**St**	-2

Attack:
Defense:
Form: Camouflage, pattern [Mixed, 25] (10 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 50, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Sight: gecko (10 DP) Smell: snake (15 DP) Taste: snake palette (15 DP)
Movement: Walk.Quad.: 7
Skills: Perc.: 6 Run.: 21 Surv. Biome: 3 Hiding: 40 Stalking: 15
Spells: Cha 0 **PP:** 4
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	-3	**Em**	-3	**In**	0	**Pr**	-3	**Qu**	0	**Re**	-5	**SD**	2	**St**	-2
Base Hits		20		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**	Armor, small scales (AT 3)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Lizard, flying	1A	Walk.Quad.: 7	0	Mi (1)	I - -	31 (36)	11	AT 1(N)	12 (0)	6MI(1)ra> ;6MI(1)bi ;16D(2)bi(Coop10)	10	-3	-3	2	2	Streak (1d6)	X F S J - -

Category	Animal	**Height**	4”	**Leftover DP**	288
Type	Aerial	**Length**	9”	**Outlook**	Jumpy
Archetype	Defensive	**Weight**	0.1Lbs.	**Treasure**	0

Ag	2	**Co**	2	**Em**	-3	**In**	0	**Me**	-4	**Pr**	-3	**Qu**	0	**Re**	-5	**SD**	2	**St**	-2

Attack: Attacks sequence (10 DP) Cooperation: flock/ pack attack III [Attack, 10, 10, 1Size] (20 DP)
Defense:
Form: Camouflage, pattern [Woods, 25] (10 DP) Wings, membrane (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Sight: gecko (10 DP) Smell: snake (15 DP) Taste: snake palette (15 DP)
Movement: Walk.Quad.: 7 Wing.Fly.Glider: 0
Skills: Perc.: 9 Run.: 10 Surv. Biome: 5
Spells: Cha 0 **PP:** 2
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	-3	**Em**	-3	**In**	0	**Pr**	-3	**Qu**	0	**Re**	-5	**SD**	2	**St**	-2

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Base Hits	20	Base RR	Ch	0	Ess	0	Me	0	Ph	0	Fe	0
Base Endurance	0	Healing rate	x1		Stride	0	AT	Armor, naked skin (AT 1)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Lizard, medium	3C	Walk.Quad.: 9	0	M(5)	V - -	52 (72)	27	AT 3(N)	6 (0)	22M(5)bi ;16M(5)cl	10	-3	-3	2	3	Yoke (1d3)	X D S J - -

Category	Animal	Height	10”	Leftover DP	210
Type	Reptile	Length	50”	Outlook	Aggressive
Archetype	Stealth	Weight	81Lbs.	Treasure	0

Ag	3	Co	2	Em	-3	In	0	Me	-4	Pr	-3	Qu	0	Re	-4	SD	3	St	-2

Attack:
Defense:
Form: Camouflage, pattern [Mixed, 25] (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 50, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Sight: gecko (10 DP) Smell: snake (15 DP) Taste: snake palette (15 DP)
Movement: Walk.Quad.: 9
Skills: Perc.: 33 Run.: 38 Surv. Biome: 27 Hiding: 65 Stalking: 40
Spells: Cha 0 **PP:** 2
Racial:

Stats	Ag	2	Co	2	Em	-3	Em	-3	In	0	Pr	-3	Qu	0	Re	-5	SD	2	St	-2
Base Hits		25			Base RR		Ch		0	Ess		0		Me	0		Ph	0	Fe	0
Base Endurance		0			Healing rate		x1			Stride		0		AT	Armor, small scales (AT 3)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Lizard, tiny	2B	Walk.Quad.: 8	0	T(3)	III - -	41 (56)	21	AT 3(N)	4 (0)	8T(3)cl ;3T(3)bi	10	-3	-3	2	2	Streak (1d6)	X D S J - -

Category	Animal	Height	5”	Leftover DP	273
Type	Reptile	Length	22”	Outlook	Passive
Archetype	Defensive	Weight	10Lbs.	Treasure	0

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Ag	2	Co	2	Em	-3	In	0	Me	-4	Pr	-3	Qu	0	Re	-5	SD	2	St	-2

Attack:
Defense:
Form: Camouflage, pattern [Mixed, 25] (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 50, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Sight: gecko (10 DP) Smell: snake (15 DP) Taste: snake palette (15 DP)
Movement: Walk.Quad.: 8
Skills: Perc.: 15 Run.: 20 Surv. Biome: 9 Hiding: 47 Stalking: 22
Spells: Cha 0 **PP:** 2
Racial:

Stats	Ag	2	Co	2	Em	-3	Em	-3	In	0	Pr	-3	Qu	0	Re	-5	SD	2	St	-2
Base Hits		20	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x1		Stride		0	AT		Armor, small scales (AT 3)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Maazhat, lieutenant	5C	Walk.Bi.: 17	0	B(6)	VI I -	57 (87)	32	AT 5(N)	10 (40)	41B(6)be ;17B(6)gr ;41B(6)we ;46B(6)rw	5	6	17	6	0	Solo (1d2)	I T B A - -

Category	Races	Height	63”	Leftover DP	39
Type	Insectoid	Length	10”	Outlook	Normal
Archetype	Semi spell user	Weight	275Lbs.	Treasure	0

Ag	2	Co	1	Em	1	In	0	Me	0	Pr	2	Qu	0	Re	2	SD	0	St	3

Attack: Attacks sequence (10 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP) Elemental vulnerability I [Vacuum, +1 Size] (-15 DP)
Form: Additional limb pair I [Arm] (20 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP)
Senses: Eyes: multifaceted [100', 320, None] (25 DP) Taste: sensitive taste antennae (10 DP) Touch: sensitive antennae/ vibrissae (13 DP) Poor senses: hearing IV [-20] (-12 DP)
Movement: Walk.Bi.: 17 Climb.Claw: 0
Skills: Perc.: 29 Run.: 33 Climb.: 33 Leadersh.: 24 Intimidat.: 9 Prot.: 15
Spells: Men 30 **PP:** 25
Racial:

Stats	Ag	1	Co	0	Em	0	Em	0	In	-1	Pr	1	Qu	0	Re	1	SD	0	St	2
Base Hits		25	Base RR		Ch	5	Ess		5	Me		5	Ph	5	Fe	0				
Base Endurance		0	Healing rate		x2		Stride		0	AT		Armor, chitin, full plate (AT 5)								

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Maazhat, queen	10G	Walk.Bi.: 33	3	L(7)	VII I -	58 (83)	28	AT 5(N)	19 (40)	78L(7)be ;23L(7)gr ;78L(7)we ;82L(7)rw	0	1	15	6	1	Solo (1d2)	I T B A - -

Category	Races	**Height**	108”	**Leftover DP**	51
Type	Insectoid	**Length**	16”	**Outlook**	Normal
Archetype	Spell user	**Weight**	1310Lbs.	**Treasure**	0

Ag	4	Co	1	Em	1	In	0	Me	3	Pr	5	Qu	3	Re	2	SD	1	St	1

Attack: Attacks sequence (10 DP) Weak natural attack I [Beak, -1 Size] (-5 DP) Weak natural attack I [Grapple, -1 Size] (-5 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP) Elemental vulnerability I [Vacuum, +1 Size] (-15 DP)
Form: Additional limb pair I [Arm] (20 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP)
Senses: Eyes: multifaceted [100', 320, None] (25 DP) Taste: sensitive taste antennae (10 DP) Touch: sensitive antennae/ vibrissae (13 DP) Poor senses: hearing IV [-20] (-12 DP)
Movement: Walk.Bi.: 33 Climb.Claw: 0
Skills: Perc.: 97 Run.: 102 Climb.: 102 Leadersh.: 94 Intimidat.: 94 Soc. Aware.: 94
Spells: Men 180 **PP:** 95
Racial:

Stats	Ag	1	Co	0	Em	0	Em	0	In	-1	Pr	2	Qu	0	Re	2	SD	0	St	1
Base Hits		30	**Base RR**		Ch	0	**Ess**		0		**Me**		0		**Ph**	5	**Fe**		0	
Base Endurance		0	**Healing rate**		x2		**Stride**		0		**AT**		Armor, chitin, full plate (AT 5)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Maazhat, warrior	3C	Walk.Bi.: 21	0	B(6)	VI I@ -	72 (108)	42	AT 5(N)	6 (36)	44B(6)be> ;44B(6)gr ;44B(6)we ;43B(6)rw	4	5	15	8	0	Solo (1d2)	I T B A - -

Category	Races	**Height**	75”	**Leftover DP**	-8
Type	Insectoid	**Length**	14”	**Outlook**	Normal
Archetype	Offensive	**Weight**	440Lbs.	**Treasure**	0

Ag	2	Co	3	Em	0	In	-1	Me	0	Pr	0	Qu	0	Re	0	SD	0	St	3

Attack: Attacks sequence (10 DP) Enhanced natural attack I [Beak, +1 Size] (10 DP) Enhanced natural attack I [Grapple, +1 Size] (10 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP) Proof, critical, no stun (10 DP) Elemental vulnerability I [Vacuum, +1 Size] (-15 DP)
Form: Additional limb pair I [Arm] (20 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP)
Senses: Eyes: multifaceted [100', 320, None] (25 DP) Taste: sensitive taste antennae (10 DP) Touch: sensitive antennae/ vibrissae (13 DP) Poor senses: hearing IV [-20] (-12 DP)

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Movement: Walk.Bi.: 21 Climb.Claw: 0
Skills: Perc.: 20 Run.: 24 Climb.: 24 Prot.: 18 Shield: 26
Spells: Men 0 **PP:** 7
Racial:

Stats	Ag	1	Co	2	Em	0	Em	0	In	-1	Pr	0	Qu	0	Re	0	SD	0	St	2
Base Hits			30		Base RR		Ch		5	Ess		5			Me		5		Ph	5	Fe	0
Base Endurance			0		Healing rate		x2			Stride		0			AT		Armor, chitin, full plate (AT 5)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Maazhat, worker/drone	1A	Walk.Bi.: 18	0	B(6)	VI I -	30 (35)	5	AT 5(N)	1 (0)	11B(6)be>> ;11B(6)gr ;14B(6)rw	4	7	15	5	0	Solo (1d2)	I T B A - -

Category	Races	Height	66”	Leftover DP	17
Type	Insectoid	Length	10”	Outlook	Normal
Archetype	Skill	Weight	300Lbs.	Treasure	0

Ag	1	Co	0	Em	2	In	-1	Me	0	Pr	0	Qu	0	Re	0	SD	0	St	1

Attack: Attacks sequence (10 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP) Elemental vulnerability I [Vacuum, +1 Size] (-15 DP)
Form: Additional limb pair I [Arm] (20 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP)
Senses: Eyes: multifaceted [100', 320, None] (25 DP) Taste: sensitive taste antennae (10 DP) Touch: sensitive antennae/ vibrissae (13 DP) Poor senses: hearing IV [-20] (-12 DP)
Movement: Walk.Bi.: 18 Climb.Claw: 0
Skills: Perc.: 15 Run.: 18 Climb.: 18 Surv. Biome: 17 #N/A 0: 18
Spells: Men 0 **PP:** 10
Racial:

Stats	Ag	1	Co	0	Em	2	Em	2	In	-1	Pr	0	Qu	0	Re	0	SD	0	St	1
Base Hits			25		Base RR		Ch		5	Ess		5			Me		5		Ph	5	Fe	0
Base Endurance			0		Healing rate		x2			Stride		0			AT		Armor, chitin, full plate (AT 5)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Maleskari (VI+)	500	Walk.Bi.: 79	10	H(8)	VIII @ -	145 (235)	130	AT 6(10)	120 (0)	178H(8)cl ;218H(8)qs ;218H(8)qs ;218H(8)qs2WF	1	23	6	9	2	Solo (1d2)	E U L - - -

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Category	Extra planar	**Height**	240”	**Leftover DP**	99
Type	Lord	**Length**	22”	**Outlook**	Cruel
Archetype	Spell user	**Weight**	7500Lbs.	**Treasure**	0

Ag	16	**Co**	9	**Em**	13	**In**	1	**Me**	10	**Pr**	6	**Qu**	10	**Re**	2	**SD**	2	**St**	6

Attack: Aura, fear V [5'R/ lvl] (35 DP) Increase RR modification III [30] (30 DP) Aura, Major Pain [9- Major Pain, 9'R, -25] (60 DP) Soul rending [-20] (30 DP)
Defense: Abomination (-20 DP) Proof, weapon, except magic (20 DP) Proof, critical, no stun (10 DP) Elemental immunity [Ice] (20 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Lifeless (5 DP)
Miscellaneous: Type, extra planar VII [VI+] (-7 DP) Body condition, fleeting soul (-20 DP) Diet, nihilovore (20 DP) Disturbing voice II [-20] (-20 DP) Item, signature weapon [Weapon] (10 DP) Item, signature armor [Armor] (10 DP) Item, signature armor [Armor] (10 DP) Mumbler I [-5] (-10 DP)
Senses: Vision: demon vision [50'] (55 DP)
Movement: Walk.Bi.: 79
Skills: Perc.: 269 Run.: 128 Fly.: 128 Multi. Att.: 120 Grace. Spell l.: 270 Lor. Und.: 270
Spells: Ess 900 **PP:** 209
Racial:

Stats	**Ag**	6	**Co**	6	**Em**	-2	**Em**	-2	**In**	-4	**Pr**	3	**Qu**	2	**Re**	2	**SD**	-3	**St**	6

Base Hits	35	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0
Base Endurance	20	**Healing rate**	x1		**Stride**	0	**AT**	Armor, bone plate (AT 6)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Man, cave	2B	Walk.Bi.: 17	0	M(5)	V - -	51 (75)	51	AT 1(3)	4 (24)	21M(5)un ;27M(5)we ;27M(5)rw	10	0	-5	1	0	Solo (1d2)	L U - - - -

Category	Races	**Height**	63”	**Leftover DP**	144
Type	Humanoid	**Length**	7”	**Outlook**	Inquisitive
Archetype	Offensive	**Weight**	159Lbs.	**Treasure**	0

Ag	0	**Co**	1	**Em**	0	**In**	0	**Me**	-1	**Pr**	0	**Qu**	0	**Re**	-1	**SD**	0	**St**	1

Attack:
Defense:
Form: Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Sight: primate (5 DP) Smell: sensitive (5 DP) Nose: Uncanny tracking I [10] (10 DP)
Movement: Walk.Bi.: 17
Skills: Perc.: 11 Run.: 14 Stone Cr. Spec.: 13 Surv. Biome: 4 Track.: 14 Stalking: 5
Spells: Cha 0 **PP:** -1
Racial:

Stats	**Ag**	0	**Co**	1	**Em**	0	**Em**	0	**In**	0	**Pr**	0	**Qu**	0	**Re**	-1	**SD**	0	**St**	1

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Base Hits	25	**Base RR**	Ch	0	**Ess**	0	**Me**	-5	**Ph**	0	**Fe**	0
Base Endurance	25	**Healing rate**	x1		**Stride**	0	**AT**	Armor, naked skin (AT 1)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Man, common	2E	Walk.Bi.: 19	0	M(5)	V - -	30 (35)	5	AT 1(2)	1 (24)	33M(5)un ;38M(5)we ;43M(5)rw	10	0	0	0	0	Solo (1d2)	L - - - - -

Category	Races	**Height**	70”	**Leftover DP**	171
Type	Humanoid	**Length**	11”	**Outlook**	Normal
Archetype	Skill	**Weight**	185Lbs.	**Treasure**	0

Ag	0	**Co**	0	**Em**	0	**In**	0	**Me**	0	**Pr**	0	**Qu**	0	**Re**	0	**SD**	0	**St**	0

Attack:
Defense:
Form:
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Sight: primate (5 DP)
Movement: Walk.Bi.: 19
Skills: Perc.: 29 Run.: 49 Wood Cr. Spec.: 52 Medicine: 31 Prof. Spec.: 49 Surv. Biome: 31
Spells: Cha 0 **PP:** 2
Racial:

Stats	**Ag**	0	**Co**	0	**Em**	0	**Em**	0	**In**	0	**Pr**	0	**Qu**	0	**Re**	0	**SD**	0	**St**	0	
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**		0	
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**	Armor, naked skin (AT 1)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Man, great	5E	Walk.Bi.: 29	1	B(6)	VI - -	98 (158)	78	AT 1(6)	13 (50)	62M(5)un ;62M(5)we ;43M(5)rw	11	1	0	12	-1	Solo (1d2)	L - - - - -

Category	Races	**Height**	84”	**Leftover DP**	135
Type	Humanoid	**Length**	12”	**Outlook**	Normal
Archetype	Offensive	**Weight**	340Lbs.	**Treasure**	0

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Ag	0	Co	2	Em	1	In	1	Me	1	Pr	0	Qu	1	Re	0	SD	-1	St	3

Attack:
Defense:
Form: Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Sight: primate (5 DP)
Movement: Walk.Bi.: 29
Skills: Perc.: 29 Run.: 17 Metal Cr. Spec.: 29 Intimidat.: 15 Prof. Spec.: 28 Surv. Biome: 13
Spells: Cha 0 **PP:** 2
Racial:

Stats	Ag	-1	Co	1	Em	1	Em	1	In	0	Pr	0	Qu	0	Re	-1	SD	-2	St	2

Base Hits	35	Base RR	Ch	0	Ess	0	Me	0	Ph	10	Fe	0
Base Endurance	15	Healing rate	x1		Stride	5	AT	Armor, naked skin (AT 1)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Man, lesser	2E	Walk.Bi.: 18	1	M(5)	V - -	36 (51)	26	AT 1(4)	7 (24)	12M(5)un ;18M(5)we ;18M(5)rw	11	0	0	-4	-1	Solo (1d2)	L - - - - -

Category	Races	Height	66”	Leftover DP	138
Type	Humanoid	Length	10”	Outlook	Timid
Archetype	Stealth	Weight	170Lbs.	Treasure	0

Ag	0	Co	1	Em	0	In	1	Me	0	Pr	0	Qu	1	Re	-1	SD	-1	St	0

Attack:
Defense:
Form:
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Prodigy IV [Surv: Biome specific, 20] (24 DP)
Senses: Sight: primate (5 DP)
Movement: Walk.Bi.: 18
Skills: Perc.: 24 Run.: 24 Stone Cr. Spec.: 24 Hiding: 24 Stalking: 24 Surv. Biome: 44
Spells: Cha 0 **PP:** 1
Racial:

Stats	Ag	0	Co	1	Em	0	Em	0	In	1	Pr	0	Qu	1	Re	-1	SD	-1	St	0

Base Hits	20	Base RR	Ch	0	Ess	0	Me	0	Ph	-5	Fe	0
Base Endurance	10	Healing rate	x1		Stride	0	AT	Armor, naked skin (AT 1)				

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Man, mixed	4E	Walk.Bi.: 22	1	M(5)	V - -	46 (61)	16	AT 1(2)	5 (38)	16M(5)un ;26M(5)we ;13M(5)rw	10	0	0	0	1	Solo (1d2)	L - - - - -

Category	Races	**Height**	76”	**Leftover DP**	184
Type	Humanoid	**Length**	11”	**Outlook**	Normal
Archetype	Skill	**Weight**	250Lbs.	**Treasure**	0

Ag	2	Co	0	Em	0	In	0	Me	1	Pr	0	Qu	1	Re	0	SD	1	St	1

Attack:
Defense:
Form:
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Sight: primate (5 DP)
Movement: Walk.Bi.: 22
Skills: Perc.: 48 Run.: 41 Culinary Cr. Spec.: 48 Herbalism: 38 Prof. Spec.: 50 Surv. Biome: 38
Spells: Cha 0 **PP:** 2
Racial:

Stats	Ag	1	Co	0	Em	0	Em	0	In	0	Pr	0	Qu	0	Re	0	SD	0	St	1
Base Hits		30	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**		0	**Fe**		0		
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**		Armor, naked skin (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Man, noble	5E	Walk.Bi.: 27	1	B(6)	VI - -	93 (153)	63	AT 1(9)	13 (40)	60B(6)un ;60B(6)we ;60B(6)rw	16	6	6	6	1	Solo (1d2)	L - - - - -

Category	Races	**Height**	78”	**Leftover DP**	127
Type	Humanoid	**Length**	11”	**Outlook**	Considerate
Archetype	Offensive	**Weight**	280Lbs.	**Treasure**	0

Ag	0	Co	1	Em	1	In	1	Me	1	Pr	1	Qu	1	Re	1	SD	1	St	2

Attack:
Defense:
Form: Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Sight: primate (5 DP)

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Movement: Walk.Bi.: 27
Skills: Perc.: 29 Run.: 31 Metal Cr. Spec.: 29 Rid. Horse: 30 Mount. Com.: 30 Leadersh.: 31
Spells: Cha 0 **PP:** 3
Racial:

Stats	Ag	-1	Co	0	Em	1	Em	1	In	0	Pr	1	Qu	0	Re	0	SD	0	St	1
Base Hits	30	**Base RR**	Ch	5	**Ess**	5	**Me**	5	**Ph**	5	**Fe**	0								
Base Endurance	0	**Healing rate**	x1		**Stride**	5	**AT**	Armor, naked skin (AT 1)												

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Manticore	5E	Walk.Quad.: 29	5	B(6)	VI --	103 (163)	68	AT 2(N)	25 (0)	64B(6)cl ;46B(6)bi ;19B(6)all2WF ;64M(5)siRanged	6	-9	-12	13	2	Streak (1d6)	X P F D - -

Category	Monster	Height	63”	Leftover DP	68
Type	Land	Length	92”	Outlook	Inconsiderate
Archetype	Offensive	Weight	570Lbs.	Treasure	0

Ag	3	Co	3	Em	-4	In	1	Me	0	Pr	-2	Qu	5	Re	0	SD	2	St	5

Attack: Quill launch, big [Mstinger, 3'/ lvl] (46 DP) Poison sack, injection [Poison: Nerve, Stinger] (20 DP)
Defense:
Form: Camouflage, pattern [Grass, 25] (10 DP) Distinct odor (-10 DP) Twisted form (-25 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Vision: Dark vision, superior [100'] (50 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 29
Skills: Perc.: 31 Run.: 33 Surv. Biome: 31 Multi. Att.: 30
Spells: Cha 0 **PP:** 3
Racial:

Stats	Ag	2	Co	2	Em	-4	Em	-4	In	0	Pr	-2	Qu	4	Re	-1	SD	1	St	4
Base Hits	35	**Base RR**	Ch	-5	**Ess**	-5	**Me**	-10	**Ph**	10	**Fe**	0								
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, heavy fur (AT2)												

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Mara (I)	4B	Ma.Fly.Awk.: 19	3	M(5)	VI @!#	31 (46)	31	AT 1(N)	71 (0)	14S(4)un	-4	12	2	-2	0	Solo (1d2)	L E U - - -

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Category	Undead	**Height**	65”	**Leftover DP**	2
Type	Incorporeal	**Length**	8”	**Outlook**	Jumpy
Archetype	Skill	**Weight**	0Lbs.	**Treasure**	0

Ag	3	**Co**	-2	**Em**	2	**In**	-4	**Me**	1	**Pr**	2	**Qu**	3	**Re**	0	**SD**	0	**St**	-4

Attack: Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, aura II [10'R, 3 rnds] (25 DP) Increase radius II [+10'R] (20 DP) Aura, nightmare [10'R, -20, Co, 2, 1x/ rnd] (30 DP) Phantom touch, small [Unarmed Strikes, Small] (10 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Dense I [1Size] (17 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead I [I] (-1 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP) Item, bound tool [Tool] (-5 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Ma.Fly.Awk.: 19
Skills: Perc.: 51 Fly.: 39 Spec.: 51 Singing: 39 Hiding: 50 Stalking: 50
Spells: Ess 0 **PP:** 0
Racial:

Stats	**Ag**	2	**Co**	-2	**Em**	2	**Em**	2	**In**	-4	**Pr**	2	**Qu**	2	**Re**	0	**SD**	-1	**St**	-4	
Base Hits		20	**Base RR**		Ch	0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0				
Base Endurance		20	**Healing rate**		x0.5		**Stride**		0		**AT**	Armor, insubstantial (AT 1)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Marid (VI)	20G	Ma.Fly.Awk.: 62	8	H(8)	XIII - -	75 (125)	55	AT 2(N)	54 (0)	123H(8)un ;123H(8)sw	5	7	-7	0	5	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	190”	**Leftover DP**	99
Type	Genie	**Length**	18”	**Outlook**	Dominant
Archetype	Spell user	**Weight**	4000Lbs.	**Treasure**	0

Ag	7	**Co**	0	**Em**	7	**In**	5	**Me**	6	**Pr**	3	**Qu**	8	**Re**	2	**SD**	5	**St**	-3

Attack:
Defense: Proof, weapon, except magic (20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP)
Form: Body: demon flesh [2] (5 DP) Body condition, partial incorporeality (10 DP) Shapechange, true (50 DP) Twisted form (-25 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar VI [VI] (-6 DP) Body condition, fleeting soul (-20 DP) Diet, nihilovore (20 DP) Disturbing voice II [-20] (-20 DP) Link, inhabit focus [Focus, 100'R, 1 hr] (-50 DP) Wish grant, false (70 DP)
Senses: Vision: demon vision [50'] (55 DP) Poor senses: taste V [-25] (-5 DP) Poor senses: touch V [-25] (-5 DP) Poor senses: smell V [-25] (-10 DP)
Movement: Ma.Fly.Awk.: 62

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Skills: Perc.: 153 Fly.: 161 Acrob.: 163 Charm: 75 Duping: 145
Spells: Cha/Ess 360 **PP:** 137
Racial:

Stats	**Ag**	0	**Co**	-3	**Em**	0	**Em**	0	**In**	-2	**Pr**	0	**Qu**	2	**Re**	2	**SD**	2	**St**	-3
Base Hits		20		**Base RR**		Ch		-10	**Ess**		-10		**Me**	-10		**Ph**	0	**Fe**	0	
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**	Armor, thick skin (AT 2)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Megalodon (G. Shark)	16F	Swim.Stream.: 55	4	E(10)	X - -	171 (303)	141	AT 3(N)	44 (0)	127E(10)bi ;107E(10)ra	10	-4	-3	5	-1	Solo (1d2)	O - - - - -

Category	Animal	**Height**	138”	**Leftover DP**	279
Type	Megafauna	**Length**	714”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	118488Lbs.	**Treasure**	0

Ag	7	**Co**	5	**Em**	-4	**In**	0	**Me**	-2	**Pr**	-3	**Qu**	4	**Re**	-2	**SD**	-1	**St**	9

Attack: Gaping maw III [-1 Size] (45 DP) Swallow and digest I [Acid, C] (30 DP) Pressing the advantage II [10] (20 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Elemental vulnerability I [Sonic, +1 Size] (-15 DP) Ink gland VII [Gigantic] (25 DP)
Form: Gills (10 DP) Adapted form: water (15 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Frenzy [5, +1 Size] (20 DP) Can't speak (-10 DP)
Senses: Smell: shark (25 DP) Electrosense: Electroreception (15 DP) Sensitivity: Bright light sensitivity [Daylight, Stun] (-30 DP) Vision: nightvision (10 DP)
Movement: Swim.Stream.: 55
Skills: Perc.: 80 Swim.: 81 Surv. Biome: 81 Adr. Foc.: 78
Spells: Cha 1 **PP:** 2
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	-4	**Em**	-4	**In**	-2	**Pr**	-3	**Qu**	2	**Re**	-4	**SD**	-3	**St**	4
Base Hits		30		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0	
Base Endurance		0		**Healing rate**		x0.5			**Stride**		-100		**AT**	Armor, small scales (AT 3)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Mercat	4B	Walk.Bi.: 3	4	M(5)	V - -	85 (133)	55	AT 3(N)	20 (0)	49M(5)cl> ;49M(5)bi>> ;37M(5)gr	10	-4	-1	3	1	Yoke (1d3)	B X P F O -

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Category	Monster	**Height**	30”	**Leftover DP**	75
Type	Water	**Length**	80”	**Outlook**	Normal
Archetype	Offensive	**Weight**	146Lbs.	**Treasure**	0

Ag	5	**Co**	3	**Em**	-4	**In**	0	**Me**	0	**Pr**	-1	**Qu**	4	**Re**	0	**SD**	1	**St**	4

Attack: Attacks sequence (10 DP)
Defense:
Form: Camouflage, pattern [Rocks, 25] (10 DP) Adapted form: water (15 DP) Air and water breathing (20 DP) Amphibious [23 hrs] (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP) Smell: shark (25 DP)
Movement: Walk.Bi.: 3 Awk.move.IV: 0 Swim.Web: 0
Skills: Perc.: 36 Swim.: 28 Surv. Biome: 37 Hiding: 66 Stalking: 41 Restr. Quar.: 24
Spells: Cha 0 **PP:** 13
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-1	**Qu**	4	**Re**	0	**SD**	1	**St**	3			
Base Hits		30		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**		0		
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, small scales (AT 3)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Mergryph	8F	Walk.Bi.: 12	5	B(6)	VI I -	129 (213)	94	AT 2(N)	41 (0)	109L(7)cl> ;109B(6)be>> ;109B(6)cl	6	-9	-6	-6	2	Yoke (1d3)	B X P F O -

Category	Monster	**Height**	68”	**Leftover DP**	15
Type	Water	**Length**	96”	**Outlook**	Aggressive
Archetype	Offensive	**Weight**	575Lbs.	**Treasure**	0

Ag	6	**Co**	4	**Em**	-4	**In**	1	**Me**	-1	**Pr**	-1	**Qu**	5	**Re**	-1	**SD**	2	**St**	5

Attack: Attacks sequence (10 DP) Swooping (25 DP) Enhanced natural attack I [Claw, +1 Size] (10 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP)
Form: Wings, feathered (20 DP) Beast of burden IV [0,5] (40 DP) Adapted form: water (15 DP) Air and water breathing (20 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP) Control difficulty II [-10] (10 DP)
Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP) Sight: eagle (15 DP)
Movement: Walk.Bi.: 12 Awk.move.III: 0 Wing.Fly.Norm.: 0 Swim.Adapt.: 38
Skills: Perc.: 45 Swim.: 69 Swim.: 69 Run.: 41 Surv. Biome: 44
Spells: Cha 0 **PP:** 4
Racial:

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Stats	Ag	4	Co	2	Em	-4	Em	-4	In	0	Pr	-1	Qu	4	Re	-2	SD	1	St	3
Base Hits		35		**Base RR**		Ch		-5	**Ess**		-5		**Me**	-5		**Ph**	-10	**Fe**		0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**	Armor, thick feather coat (AT 2)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Mermen	3C	Swim.Adapt.: 37	0	B(6)	VI - -	76 (112)	41	AT 1(N)	6 (26)	49B(6)ra ;49B(6)we ;50B(6)rw	10	0	0	-3	1	Solo (1d2)	X P F D - -

Category	Races	Height	84”	Leftover DP	39
Type	Humanoid	Length	10”	Outlook	Normal
Archetype	Offensive	Weight	349Lbs.	Treasure	0

Ag	2	Co	2	Em	0	In	0	Me	0	Pr	0	Qu	0	Re	0	SD	1	St	0

Attack: Swooping (25 DP)
Defense: Natural armor, partial III [Tail, AT 3] (-4 DP)
Form: Adapted form: water (15 DP) Air and water breathing (20 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Other: Water current detection [20'R] (20 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP) Smell: dog (20 DP)
Movement: Swim.Adapt.: 37 Walk.Bi.: 0 Awk.move.VI: 0
Skills: Perc.: 19 Swim.: 30 Run.: 22 Ani. Han. Spec.: 10 Rid. Spec.: 18 Mount. Com.: 18
Spells: Cha 0 **PP:** 2
Racial:

Stats	Ag	1	Co	1	Em	0	Em	0	In	0	Pr	0	Qu	0	Re	0	SD	1	St	-1
Base Hits		35		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	-5	**Fe**		0
Base Endurance		0		**Healing rate**		x1			**Stride**		5		**AT**	Armor, naked skin (AT 1)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Mind-eaters (II)	5E	Mag.Fly. Drag.: 11	4	T(3)	III - -	57 (92)	42	AT 2(N)	32 (0)	58T(3)gr	-1	-3	8	2	3	Team (1d10)	E U L - - -

Category	Extra planar	Height	5”	Leftover DP	243
Type	Agothu destroyer	Length	12”	Outlook	Hostile
Archetype	Stealth	Weight	10Lbs.	Treasure	0

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Ag	1	Co	2	Em	-3	In	-1	Me	-2	Pr	-2	Qu	4	Re	-1	SD	3	St	1

Attack: Grip, unrelenting I (25 DP) Life drain, hunger I [Drain SD, 1, -10] (5 DP) Life drain, hunger I [Drain Re, 1, -10] (5 DP) Life drain, hunger I [Drain Pr, 1, -10] (5 DP) Life drain, hunger I [Drain Me, 1, -10] (5 DP) Life drain, hunger I [Drain In, 1, -10] (5 DP) Life drain, hunger I [Drain Em, 1, -10] (5 DP) Enhanced natural attack II [Grapple, +2 Size] (20 DP)
Defense: Abomination (-20 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar II [II] (-2 DP) Body condition, fleeting soul (-20 DP) Alien intelligence (40 DP) Diet, carnivore (-5 DP) Item, no weapon (-5 DP) Item, no armor (-5 DP)
Senses: Special: presence sense [5'R/ lvl] (10 DP) Hearing: Dog (15 DP) Dead sense deprivement (-30 DP) Taste: snake palette (15 DP)
Movement: Mag.Fly.Drag.: 11
Skills: Perc.: 62 Fly.: 75 Hiding: 69 Stalking: 69 Pow. Dev.: 17
Spells: Men 0 **PP:** 30
Racial:

Stats	Ag	0	Co	1	Em	-4	Em	-4	In	-2	Pr	-3	Qu	3	Re	-2	SD	2	St	0
Base Hits			15		**Base RR**		Ch		0	**Ess**		0			**Me**	0		**Ph**	0	**Fe**	0
Base Endurance			0		**Healing rate**		x1			**Stride**		0			**AT**	Armor, thick skin (AT 2)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Minotaur	8F	Walk.Bi.: 36	0	L(7)	VII I -	89 (137)	64	AT 3(N)	46 (0)	70L(7)tx ;70L(7)ho> ;32L(7)ra	-9	-12	12	4	-2	Solo (1d2)	X P F S - -

Category	Monster	Height	120”	Leftover DP	33
Type	Land	Length	14”	Outlook	Dominant
Archetype	Semi spell user	Weight	1050Lbs.	Treasure	0

Ag	4	Co	4	Em	-2	In	1	Me	1	Pr	2	Qu	0	Re	2	SD	-2	St	6

Attack: Attacks sequence (10 DP) Adrenal defense VI [30] (30 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP)
Form: Distinct odor (-10 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Disturbing voice I [-10] (-10 DP) Frenzy [5, +1 Size] (20 DP)
Senses: Vision: Dark vision, superior [100'] (50 DP) Sensitivity: Bright light sensitivity [Daylight, Stun] (-30 DP) Smell: sensitive (5 DP) Hearing: Hare (20 DP)
Movement: Walk.Bi.: 36
Skills: Perc.: 49 Run.: 52 Surv. Biome: 20 Restr. Quar.: 48 Stalking: 23 Adr. Foc.: 51
Spells: Men 48 **PP:** 52
Racial:

Stats	Ag	2	Co	3	Em	-3	Em	-3	In	0	Pr	0	Qu	0	Re	1	SD	-2	St	5
Base Hits			35		**Base RR**		Ch		-10	**Ess**		-10			**Me**	0		**Ph**	0	**Fe**	0
Base Endurance			10		**Healing**		x1			**Stride**		0			**AT**	Armor, thick leather skin (AT 3)				

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Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Minoth	6D	Wing.Fly .Exc.: 49	3	Mi (1)	I - -	31 (46)	31	AT 1(8)	15 (32)	18MI(1)un ;18MI(1)we ;57D(2)lbo	-1	1	11	-1	3	Solo (1d2)	B X P F A E

Category	Races	**Height**	5”	**Leftover DP**	232
Type	Humanoid	**Length**	1”	**Outlook**	Secretive
Archetype	Spell user	**Weight**	0.1Lbs.	**Treasure**	0

Ag	3	**Co**	-1	**Em**	1	**In**	-1	**Me**	3	**Pr**	6	**Qu**	3	**Re**	1	**SD**	3	**St**	-5

Attack:
Defense:
Form: Wings, diaphanous (5 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP)
Senses: Touch: sensitive antennae/ vibrissae (13 DP) Taste: sensitive taste antennae (10 DP) Eyes: multifaceted [100', 320, None] (25 DP)
Movement: Wing.Fly.Exc.: 49 Walk.Bi.: 0
Skills: Perc.: 69 Fly.: 34 Sci. Mathe.: 64 Attune.: 62 Grace. Spell l.: 68 Spell Trick.: 68
Spells: Men 108 **PP:** 63
Racial:

Stats	**Ag**	1	**Co**	-2	**Em**	0	**Em**	0	**In**	-2	**Pr**	4	**Qu**	1	**Re**	1	**SD**	2	**St**	-5
Base Hits		15		**Base RR**		Ch		0	**Ess**		0		**Me**	-5		**Ph**	0		**Fe**	0
Base Endurance		15		**Healing rate**		x1			**Stride**		5		**AT**	Armor, naked skin (AT 1)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Mist Monster	9E	Mag.Fly. Wind: 41	4	D(2)	V - -	69 (128)	54	AT 1(N)	80 (0)	88M(5)gr[Cold] ;70M(5)we[Cold]5WF	-6	-18	-16	17	1	Solo (1d2)	B P F S - -

Category	Monster	**Height**	180”	**Leftover DP**	129
Type	Land	**Length**	180”	**Outlook**	Hungry
Archetype	Stealth	**Weight**	1Lbs.	**Treasure**	0

Ag	5	**Co**	-3	**Em**	-3	**In**	-1	**Me**	1	**Pr**	-1	**Qu**	4	**Re**	4	**SD**	1	**St**	-3

Attack: Mist tendrils I [5, M] (20 DP) Life drain, touch III [Element, C, 10, Fire ball] (20 DP) Enhanced natural attack III [Grapple, +3 Size] (30 DP) Strength beyond form III [+3 Size] (60 DP)

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Defense: Proof, weapon, except magic (20 DP) Elemental immunity, dragon [5 elements] (80 DP) Elemental vulnerability II [Ice, +2 Size] (-25 DP) Material susceptibility I [Ice, 5] (-10 DP) Dense III [3Size] (52 DP) Regeneration, no (-20 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP)
Form: Body: incorporeal [1, 50] (50 DP) Camouflage, pattern [Mixed, 25] (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, alacritovore [Life energy] (-10 DP) Reproduction: magical reproduction (20 DP) Disturbing voice II [-20] (-20 DP)
Senses: Dead sense deprivement (-30 DP) Heatsense: heat sensor network (20 DP) Special: life sense II [10'R/ lvl] (20 DP)
Movement: Mag.Fly.Wind: 41
Skills: Perc.: 93 Run.: 106 Fly.: 106 Multi. Att.: 92 Hiding: 120 Stalking: 95
Spells: Cha 1 **PP:** 4
Racial:

Stats	**Ag**	2	**Co**	-4	**Em**	-4	**Em**	-4	**In**	-2	**Pr**	-2	**Qu**	3	**Re**	1	**SD**	-2	**St**	-4
Base Hits		15	**Base RR**		Ch		-15	**Ess**		-15	**Me**		-15	**Ph**	20	**Fe**	0			
Base Endurance		0	**Healing rate**		x2			**Stride**		0	**AT**		Armor, insubstantial (AT 1)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Mistraven	3B	Walk.Bi.: 1	4	D(2)	II I@!#-	33 (53)	23	AT 1(N)	28 (0)	17D(2)ra ;17D(2)be	11	-3	-2	0	-2	Party (3d6)	T B P F - -

Category	Monster	**Height**	11”	**Leftover DP**	73
Type	Aerial	**Length**	20”	**Outlook**	Normal
Archetype	Stealth	**Weight**	1.6Lbs.	**Treasure**	0

Ag	5	**Co**	0	**Em**	-3	**In**	1	**Me**	-4	**Pr**	-2	**Qu**	4	**Re**	-4	**SD**	-2	**St**	-3

Attack:
Defense: Proof, critical, critical reduction I [I] (10 DP) Proof, weapon, except magic (20 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Elemental immunity [Water] (20 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, elemental I [Wind, -1Size] (15 DP)
Form: Wings, feathered (20 DP) Shapechange, single form [Vapor] (40 DP) Body: mist [1, 50] (50 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Natural familiar (-10 DP)
Senses: Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP) Smell: rat (10 DP) Special: invisibility sense [5'R/ lvl] (25 DP)
Movement: Walk.Bi.: 1 Awk.move.IV: 0 Wing.Fly.Exc.: 0
Skills: Perc.: 39 Fly.: 33 Acrob.: 37 Surv. Biome: 39
Spells: Cha 0 **PP:** -2
Racial:

Stats	**Ag**	4	**Co**	0	**Em**	-3	**Em**	-3	**In**	1	**Pr**	-2	**Qu**	4	**Re**	-5	**SD**	-3	**St**	-3
Base Hits		15	**Base RR**		Ch		0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0			
Base Endurance		5	**Healing rate**		x1			**Stride**		0	**AT**		Armor, light feather coat (AT 1)							

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Moglath (VI)	25G	Walk.Bi.: 26	0	B(6)	VI - -	149 (264)	119	AT 6(N)	60 (0)	136B(6)cl ;136L(7)as ;87S(4)gr	23	-5	5	-4	2	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	108”	**Leftover DP**	5
Type	Agothu elder	**Length**	14”	**Outlook**	Cruel
Archetype	Semi spell user	**Weight**	750Lbs.	**Treasure**	0

Ag	13	Co	1	Em	0	In	13	Me	3	Pr	5	Qu	0	Re	7	SD	2	St	8

Attack: Strength beyond form I [+1 Size] (20 DP) Swooping (25 DP) Prehensile extension I [Tongue, 2'] (25 DP) Leech, blood I [Tongue, -10] (15 DP)
Defense: Abomination (-20 DP) Proof, weapon, except magic (20 DP) Immunity, realm [Channeling] (50 DP) Immunity, realm [Mentalism] (50 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Wings, membrane (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar VI [VI] (-6 DP) Body condition, fleeting soul (-20 DP) Alien intelligence (40 DP) Diet, sanguinivore (-5 DP) Disturbing voice II [-20] (-20 DP) Interplanar travel (40 DP)
Senses: Hearing: Echolocation (30 DP) Vision: demon vision [50'] (55 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Walk.Bi.: 26 Wing.Fly.Norm.: 0
Skills: Perc.: 119 Fly.: 114 Run.: 114 Multi. Att.: 115 Acrob.: 121
Spells: Cha 150 **PP:** 114
Racial:

Stats	Ag	2	Co	-2	Em	-4	Em	-4	In	2	Pr	1	Qu	0	Re	3	SD	2	St	5
Base Hits		30	**Base RR**		Ch		0	**Ess**		-5		**Me**		0		**Ph**	-5	**Fe**		0
Base Endurance		0	**Healing rate**		x1			**Stride**		-6		**AT**		Armor, reinforced thick hide (AT 6)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Mole	1A	Walk.Quad.: 6	-2	D(2)	II - -	29 (34)	14	AT 1(N)	-4 (0)	4D(2)cl	11	-3	-3	4	1	Yoke (1d3)	P F D S - -

Category	Animal	**Height**	3”	**Leftover DP**	279
Type	Herbivore	**Length**	7”	**Outlook**	Timid
Archetype	Defensive	**Weight**	1Lbs.	**Treasure**	0

Ag	1	Co	4	Em	-3	In	1	Me	-3	Pr	-3	Qu	-2	Re	-3	SD	1	St	2

Attack:
Defense:

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Form: Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, insectovore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Touch: mole (18 DP) Smell: sensitive (5 DP) Poor senses: sight IV [-20] (-16 DP)
Movement: Walk.Quad.: 6 Bur.Tunn.: 13
Skills: Perc.: 1 Run.: 7 Surv. Biome: -1 Prof. Miner: -5
Spells: Cha 0 **PP:** 6
Racial:

Stats	Ag	1	Co	4	Em	-3	Em	-3	In	1	Pr	-3	Qu	-2	Re	-3	SD	1	St	2
Base Hits		15	Base RR		Ch		0	Ess		0		Me	0	Ph	0	Fe	0			
Base Endurance		0	Healing rate		x1			Stride		0		AT	Armor, light fur (AT 1)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Moloch (VI+)	35G	Walk.Bi.: 63	3	H(8)	VIII @ -	173 (308)	143	AT 9(N)	119 (0)	181G(9)we[Heat] ;181G(9)we[Heat] ;181G(9)all[Heat]2WF ;167M(5)elb	0	20	19	15	-2	Solo (1d2)	E U L - - -

Category	Extra planar	Height	198”	Leftover DP	4
Type	Man demon	Length	26”	Outlook	Dominant
Archetype	Semi spell user	Weight	4600Lbs.	Treasure	0

Ag	17	Co	5	Em	15	In	5	Me	0	Pr	14	Qu	3	Re	6	SD	-2	St	9

Attack: Elemental internals V [Fire, Attack, E] (30 DP) Elemental immolation IV [Fire, Ice, 5'R] (40 DP) Strength beyond form I [+1 Size] (20 DP) Adrenal defense VI [30] (30 DP) Aura, fear II [2'R/ lvl] (20 DP) Soul rending [-20] (30 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Abomination (-20 DP) Elemental immunity [Fire] (20 DP) Elemental vulnerability II [Water, +2 Size] (-25 DP) Elemental immunity [Ice] (20 DP) Proof, weapon, except magic (20 DP) Proof, critical, no stun (10 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Wings, membrane (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar VII [VI+] (-7 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP) Innate spell list XXXV [Spell list, Realm, 35] (105 DP)
Senses: Vision: demon vision [50'] (55 DP)
Movement: Walk.Bi.: 63 Wing.Fly.ungr.: 0
Skills: Perc.: 157 Run.: 157 Fly.: 157 Intimidat.: 153 Multi. Att.: 135 Grace. Spell l.: 74
Spells: Ess/Men 210 **PP:** 145
Racial:

Stats	Ag	2	Co	2	Em	0	Em	0	In	-1	Pr	-1	Qu	3	Re	0	SD	-2	St	6
Base Hits		30	Base RR		Ch		-5	Ess		-5		Me	-5	Ph	10	Fe	0			
Base Endurance		0	Healing rate		x1			Stride		0		AT	Armor, stone slab growths (AT 9)							

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Mongoose	2B	Walk.Quad.: 10	4	T(3)	III - -	29 (34)	14	AT 1(N)	13 (0)	15T(3)bi>> ;10T(3)cl	11	-3	1	16	-3	Hungry	- - - - - -

Category	Animal	**Height**	8”	**Leftover DP**	212
Type	Carnivore	**Length**	36”	**Outlook**	Hungry
Archetype	Skill	**Weight**	9Lbs.	**Treasure**	0

Ag	6	Co	1	Em	-3	In	1	Me	-3	Pr	1	Qu	4	Re	-4	SD	-3	St	-1

Attack: Attacks sequence (10 DP)
Defense:
Form: Distinct odor (-10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: dog (20 DP) Hearing: Dog (15 DP) Touch: sensitive antennae/ vibrissae (13 DP)
Movement: Walk.Quad.: 10
Skills: Perc.: 23 Run.: 31 Surv. Biome: 19
Spells: Cha 0 **PP:** 3
Racial:

Stats	Ag	6	Co	1	Em	-3	Em	-3	In	1	Pr	1	Qu	4	Re	-4	SD	-3	St	-1
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	15	**Fe**	0
Base Endurance		10		**Healing rate**		x1			**Stride**		0		**AT**		Armor, light fur (AT 1)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Monkey, carnivorous, flying	4C	Walk.Quad.: 19	0	M(5)	V - -	56 (86)	36	AT 1(N)	18 (0)	71M(5)bi ;71M(5)gr>> ;71S(4)bi ;71M(5)un ;81B(6)grP ;81B(6)grP ;81B(6)grP ;81B(6)grP ;81B(6)grP ;81B(6)grP ;81B(6)grP	16	3	4	2	2	Troop (15d10)	X P F D E U

Category	Monster	**Height**	38”	**Leftover DP**	68
Type	Aerial	**Length**	7”	**Outlook**	Hungry
Archetype	Stealth	**Weight**	85Lbs.	**Treasure**	0

Ag	4	Co	2	Em	-2	In	1	Me	-3	Pr	-1	Qu	0	Re	-2	SD	2	St	4

Attack: Attacks sequence (10 DP) Weak natural attack I [Bite, -1 Size] (-5 DP) Cooperation: pick up and drop I [2, 0Size] (5 DP)
Defense:
Form: Wings, membrane (10 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Group instinct (5 DP) Item, tool (5 DP) Can't speak (-10 DP) Natural familiar (-10 DP)

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Senses: Sight: primate (5 DP) Smell: sensitive (5 DP) Sight: hawk (20 DP) Nose: Uncanny tracking II [20] (20 DP)
Movement: Walk.Quad.: 19 Climb.Grip: 0 Wing.Fly.Norm.: 0
Skills: Perc.: 57 Fly.: 79 Run.: 79 Climb.: 46 Surv. Biome: 59 Track.: 34
Spells: Cha 0 **PP:** 12
Racial:

Stats	Ag	3	Co	2	Em	-2	Em	-2	In	1	Pr	-1	Qu	0	Re	-3	SD	1	St	4
Base Hits		20	**Base RR**		Ch		5	**Ess**		5		**Me**		5	**Ph**		0	**Fe**		0
Base Endurance		0	**Healing rate**		x1			**Stride**		0		**AT**		Armor, light fur (AT 1)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Moose	5C	Walk.Quad.: 31	3	L(7)	VII --	77 (112)	52	AT 1(N)	19 (0)	29L(7)ra ;29L(7)un ;19L(7)tr	11	-2	-1	4	-1	Gaggle (1d12)	T B P F - -

Category	Animal	Height	72”	Leftover DP	148
Type	Herbivore	Length	112”	Outlook	Normal
Archetype	Defensive	Weight	1000Lbs.	Treasure	0

Ag	4	Co	4	Em	-2	In	1	Me	-2	Pr	-1	Qu	3	Re	-2	SD	-1	St	-1

Attack:
Defense:
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: snake (15 DP) Hearing: Cat (10 DP) Sensitivity: Near sighted (-5 DP)
Movement: Walk.Quad.: 31
Skills: Perc.: 36 Run.: 48 Surv. Biome: 36
Spells: Cha 1 **PP:** 11
Racial:

Stats	Ag	3	Co	3	Em	-2	Em	-2	In	0	Pr	-1	Qu	2	Re	-3	SD	-2	St	-1
Base Hits		35	**Base RR**		Ch		0	**Ess**		0		**Me**		0	**Ph**		0	**Fe**		0
Base Endurance		10	**Healing rate**		x1			**Stride**		0		**AT**		Armor, light fur (AT 1)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Morl (I)	1A	Slith.Mone: 5	-4	S(4)	IV @# -	25 (30)	10	AT 2(N)	-10 (0)	17S(4)ra[Acid]	19	6	8	12	1	Streak (1d6)	E U L A - -

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Category	Extra planar	**Height**	6”	**Leftover DP**	125
Type	Pale III	**Length**	24”	**Outlook**	Passive
Archetype	Defensive	**Weight**	19Lbs.	**Treasure**	0

Ag	3	**Co**	2	**Em**	-4	**In**	-1	**Me**	-5	**Pr**	-2	**Qu**	-4	**Re**	-5	**SD**	1	**St**	2

Attack: Acid attack III [Attack, Acid, C] (20 DP)
Defense: Abomination (-20 DP) Acid coating III [Metal, -10] (15 DP) Elemental immunity, natural [Acid] (20 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar I [I] (-1 DP) Body condition, fleeting soul (-20 DP) Item, no item (-15 DP) Diet, omnivore (0 DP) Unsleeping (20 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP)
Senses: Vision: demon vision [50'] (55 DP) Eyes: chameleon (20 DP)
Movement: Slith.Mone: 5 Bur.Acid: 0
Skills: Perc.: 7 Swim.: 16 Surv. Biome: 2
Spells: Cha 0 **PP:** 4
Racial:

Stats	**Ag**	3	**Co**	2	**Em**	-4	**Em**	-4	**In**	-1	**Pr**	-2	**Qu**	-4	**Re**	-5	**SD**	1	**St**	2			
Base Hits		15	**Base RR**		Ch		10	**Ess**		10		**Me**		10		**Ph**	10	**Fe**	0				
Base Endurance		0	**Healing rate**		x2			**Stride**		16		**AT**		Armor, thick skin (AT 2)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Mortal Demons (I)	12H	Walk.Bi.: 25	4	M(5)	VI - -	155 (267)	125	AT 2(5)	36 (0)	114B(6)we ;99B(6)rw ;94M(5)un	12	0	0	12	-1	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	84”	**Leftover DP**	189
Type	Demon	**Length**	13”	**Outlook**	Cruel
Archetype	Offensive	**Weight**	350Lbs.	**Treasure**	0

Ag	6	**Co**	7	**Em**	0	**In**	2	**Me**	2	**Pr**	0	**Qu**	4	**Re**	2	**SD**	-1	**St**	8

Attack: Strength beyond form I [+1 Size] (20 DP)
Defense: Dense I [1Size] (17 DP)
Form: Body: demon flesh [2] (5 DP) Distinct odor (-10 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, omnivore (0 DP)
Senses: Vision: Dark vision I [20'] (15 DP) Vision: nightvision (10 DP) Hearing: Cat (10 DP) Sensitivity: Light sensitivity I [-25] (-10 DP)
Movement: Walk.Bi.: 25
Skills: Perc.: 66 Run.: 75 Climb.: 75 Adr. Str.: 32 Adr. Spe.: 32 Intimidat.: 28
Spells: Cha 1 **PP:** 14
Racial:

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Stats	Ag	2	Co	3	Em	0	Em	0	In	0	Pr	0	Qu	2	Re	0	SD	-3	St	4
Base Hits		30	Base RR		Ch		0	Ess		0	Me		0	Ph	5	Fe		0		
Base Endurance		0	Healing rate		x1			Stride		0	AT		Armor, thick skin (AT 2)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Mrem (III)	6B	Mag.Fly. Cont.: 35	3	L(7)	VII - -	72 (117)	52	AT 2(N)	31 (0)		9	-2	-2	21	5	Solo (1d2)	E U L - - -

Category	Extra planar	Height	54”	Leftover DP	87
Type	Visitor	Length	54”	Outlook	Hungry
Archetype	Stealth	Weight	2885Lbs.	Treasure	0

Ag	-2	Co	1	Em	-2	In	-1	Me	1	Pr	-2	Qu	3	Re	3	SD	5	St	-3

Attack: Leech, blood III [15 hits, -10] (25 DP) Life drain, aura II [Drain Hits, 3 rnds] (25 DP) Decrease time III [-3 rnd] (9 DP) Nonviolent I [-5] (-10 DP)
Defense: Abomination (-20 DP) Proof, weapon, except raw iron (20 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar III [III] (-3 DP) Body condition, fleeting soul (-20 DP) Diet, alacritovore [Life energy] (-10 DP) Unsleeping (20 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Special: radar [5'R/ lvl] (50 DP)
Movement: Mag.Fly.Cont.: 35
Skills: Perc.: 63 Fly.: 75 Acrob.: 69 Hiding: 71 Stalking: 71 Medicine: 9
Spells: Cha 1 **PP:** 4
Racial:

Stats	Ag	-4	Co	0	Em	-3	Em	-3	In	-2	Pr	-3	Qu	2	Re	1	SD	3	St	-4
Base Hits		20	Base RR		Ch		0	Ess		0	Me		0	Ph	20	Fe		0		
Base Endurance		0	Healing rate		x1			Stride		0	AT		Armor, thick skin (AT 2)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Mule	4C	Walk.Quad.: 26	3	B(6)	VI - -	68 (98)	53	AT 1(N)	17 (0)	42B(6)un ;42B(6)bi ;42B(6)ra> ;32B(6)tr	11	-3	-1	4	0	Span (1d8)	T P S - - -

Category	Animal	Height	56”	Leftover DP	98
Type	Domesticated	Length	86”	Outlook	Normal

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Archetype	Defensive	**Weight**	910Lbs.	**Treasure**	0

Ag	3	**Co**	4	**Em**	-3	**In**	1	**Me**	-2	**Pr**	-1	**Qu**	3	**Re**	-1	**SD**	0	**St**	4

Attack: Attacks sequence (10 DP)
Defense:
Form: Beast of burden II [0,3] (20 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Control submission I [5] (-5 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Taste: sensitive palette (5 DP) Smell: sensitive (5 DP)
Movement: Walk.Quad.: 26
Skills: Perc.: 39 Run.: 57 Wei. Trn.: 36 Swim.: 57 Climb.: 57
Spells: Cha 0 **PP:** 8
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-3	**Em**	-3	**In**	0	**Pr**	-1	**Qu**	2	**Re**	-2	**SD**	0	**St**	4
Base Hits		30	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**		0			
Base Endurance		15	**Healing rate**		x1		**Stride**		0	**AT**		Armor, light fur (AT 1)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Multi-spider	11F	Walk.Octo.: 26	2	B(6)	VI I -	116 (200)	96	AT 5(N)	28 (0)	98M(5)si ;98S(4)be ;98M(5)gr	16	1	5	5	2	Solo (1d2)	B X P F E U

Category	Monster	**Height**	29”	**Leftover DP**	27
Type	Land	**Length**	60”	**Outlook**	Secretive
Archetype	Discipline	**Weight**	395Lbs.	**Treasure**	0

Ag	6	**Co**	5	**Em**	-4	**In**	1	**Me**	-1	**Pr**	0	**Qu**	2	**Re**	2	**SD**	2	**St**	5

Attack: Poison sack, injection [Poison: Muscle, Stinger] (20 DP) Poison sack, injection [Poison: Reduction, Stinger] (20 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP)
Defense: Elemental vulnerability I [Vacuum, +1 Size] (-15 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Additional limb pair II [Leg] (40 DP) Distinct odor (-10 DP) Self-multiplication [9, 5'/ lvl] (50 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, insectovore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Silk gland I [Medium, 50'] (10 DP) Disturbing voice I [-10] (-10 DP) Group instinct (5 DP)
Senses: Smell: sensitive (5 DP) Touch: sensitive antennae/ vibrissae (13 DP) Eyes: spider (15 DP) Touch: spider slit sensillae (20 DP)
Movement: Walk.Octo.: 26 Climb.Claw: 0 Surf.Adh.: 0
Skills: Perc.: 91 Run.: 80 Climb.: 80 Hiding: 111 Stalking: 86 Prot.: 84
Spells: Cha 2 **PP:** 8
Racial:

Stats	**Ag**	3	**Co**	2	**Em**	-4	**Em**	-4	**In**	-1	**Pr**	-2	**Qu**	2	**Re**	-1	**SD**	-1	**St**	2
Base Hits		20	**Base RR**		Ch	5	**Ess**		5	**Me**		5	**Ph**	0	**Fe**		0			

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Base Endurance	0	Healing rate	x2		Stride	0	AT	Armor, chitin, full plate (AT 5)

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Mummy, greater (IV)	10H	Walk.Bi.: 18	-1	M(5)	VI @# -	140 (240)	140	AT 3(N)	17 (0)	111M(5)un ;111M(5)gr ;111M(5)we	21	8	10	7	1	Solo (1d2)	L E U - -

Category	Undead	Height	66”	Leftover DP	135
Type	Corporeal	Length	9”	Outlook	Protective
Archetype	Offensive	Weight	110Lbs.	Treasure	0

Ag	1	Co	7	Em	-2	In	1	Me	1	Pr	0	Qu	-1	Re	1	SD	1	St	7

Attack: Enhanced natural attack I [Unarmed Strikes, +1 Size] (10 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Dense I [1Size] (17 DP) Elemental vulnerability II [Fire, +2 Size] (-25 DP) Elemental susceptibility III [Fire, -15] (-9 DP)
Form: Body: dried dead flesh [3] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Dark vision IV [50'] (30 DP) Heatsense: Sensitive temperature sense (10 DP)
Movement: Walk.Bi.: 18
Skills: Perc.: 60 Run.: 71 Prot.: 60 Spell list Spec.: 21 Spell list Spec.: 21 Pow. Dev.: 27
Spells: Cha 0 **PP:** 65
Racial:

Stats	Ag	-2	Co	4	Em	-2	Em	-2	In	0	Pr	0	Qu	-2	Re	0	SD	0	St	4

Base Hits	25	Base RR	Ch	10	Ess	10	Me	10	Ph	0	Fe	0
Base Endurance	25	Healing rate	x0.5		Stride	0	AT	Armor, thick leather skin (AT 3)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Mummy, lesser (III)	6C	Walk.Bi.: 17	-1	M(5)	V I@# -	106 (174)	106	AT 3(N)	9 (0)	84M(5)un ;84M(5)gr ;84M(5)we	21	8	10	6	1	Solo (1d2)	L E U - -

Category	Undead	Height	65”	Leftover DP	98
Type	Corporeal	Length	9”	Outlook	Protective
Archetype	Offensive	Weight	110Lbs.	Treasure	0

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Ag	0	Co	6	Em	-2	In	1	Me	1	Pr	0	Qu	-1	Re	1	SD	1	St	6

Attack: Enhanced natural attack I [Unarmed Strikes, +1 Size] (10 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, critical reduction I [I] (10 DP) Elemental vulnerability II [Fire, +2 Size] (-25 DP) Elemental susceptibility III [Fire, -15] (-9 DP)
Form: Body: dried dead flesh [3] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead II [II] (-2 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Dark vision III [40'] (25 DP) Heatsense: Sensitive temperature sense (10 DP)
Movement: Walk.Bi.: 17
Skills: Perc.: 41 Run.: 52 Prot.: 36
Spells: Cha 0 **PP:** 8
Racial:

Stats	Ag	-2	Co	4	Em	-2	Em	-2	In	0	Pr	0	Qu	-2	Re	0	SD	0	St	4
Base Hits		25	**Base RR**		Ch	10	**Ess**		10	**Me**		10	**Ph**	0	**Fe**	0				
Base Endurance		25	**Healing rate**		x0.5		**Stride**		0	**AT**		Armor, thick leather skin (AT 3)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Murg (I)	2A	Walk.Sext.: 15	2	T(3)	III - -	34 (49)	14	AT 4(N)	10 (0)	33T(3)be[Acid] ;18M(5)wbo	8	-3	-3	11	-3	Streak (1d6)	E U L A - -

Category	Extra planar	Height	7”	Leftover DP	131
Type	Pale VI	Length	22”	Outlook	Normal
Archetype	Stealth	Weight	11Lbs.	Treasure	0

Ag	4	Co	1	Em	-3	In	-2	Me	-4	Pr	-3	Qu	2	Re	-4	SD	-3	St	-2

Attack: Acid mouth I [2'/ lvl, Mwater bolt, 3'R, B] (25 DP) Increase range III [+10'/ lvl] (20 DP)
Defense: Abomination (-20 DP) Elemental immunity, natural [Acid] (20 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Camouflage, pattern [Rocks, 25] (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar I [I] (-1 DP) Body condition, fleeting soul (-20 DP) Item, no item (-15 DP) Diet, omnivore (0 DP) Unsleeping (20 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP)
Senses: Vision: demon vision [50'] (55 DP) Eyes: multifaceted [100', 320, None] (25 DP) Taste: sensitive taste antennae (10 DP) Touch: sensitive antennae/ vibrissae (13 DP)
Movement: Walk.Sext.: 15 Climb.Glue: 0 Leaps: 0
Skills: Perc.: 27 Climb.: 39 Jump.: 31 Surv. Biome: 27
Spells: Cha 0 **PP:** 3
Racial:

Stats	Ag	4	Co	1	Em	-3	Em	-3	In	-2	Pr	-3	Qu	2	Re	-4	SD	-3	St	-2
Base Hits		20	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	10	**Fe**	0				

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Base Endurance	0	Healing rate	x1		Stride	0	AT	Armor, chitin, half plate (AT 4)

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Mustelid/ Civet, puny	1B	Walk.Quad.: 10	4	T(3)	III - -	24 (29)	4	AT 1(N)	14 (0)	17T(3)bi>> ;17T(3)cl	11	-3	1	16	-3	Solo (1d2)	T B X P - -

Category	Animal	Height	7”	Leftover DP	205
Type	Carnivore	Length	20”	Outlook	Jumpy
Archetype	Defensive	Weight	6Lbs.	Treasure	0

Ag	6	Co	1	Em	-3	In	1	Me	-3	Pr	1	Qu	4	Re	-4	SD	-3	St	-1

Attack: Attacks sequence (10 DP)
Defense:
Form: Distinct odor (-10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: dog (20 DP) Hearing: Dog (15 DP) Touch: sensitive antennae/ vibrissae (13 DP)
Movement: Walk.Quad.: 10
Skills: Perc.: 9 Run.: 18 Surv. Biome: 9 Climb.: 18
Spells: Cha 0 **PP:** 3
Racial:

Stats	Ag	6	Co	1	Em	-3	Em	-3	In	1	Pr	1	Qu	4	Re	-4	SD	-3	St	-1
Base Hits		20	Base RR		Ch		0	Ess		0		Me		0		Ph	15	Fe		0
Base Endurance		0	Healing rate		x1			Stride		0		AT		Armor, light fur (AT 1)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Mustelid/ Civet, small	2B	Walk.Quad.: 13	4	S(4)	IV - -	39 (54)	24	AT 1(N)	16 (0)	10S(4)bi>> ;5S(4)cl	11	-3	1	16	-3	Solo (1d2)	T B X P - -

Category	Animal	Height	16”	Leftover DP	171
Type	Carnivore	Length	45”	Outlook	Jumpy
Archetype	Defensive	Weight	44Lbs.	Treasure	0

Ag	6	Co	1	Em	-3	In	1	Me	-3	Pr	1	Qu	4	Re	-4	SD	-3	St	-1

Attack: Attacks sequence (10 DP)

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Defense:
Form: Distinct odor (-10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: dog (20 DP) Hearing: Dog (15 DP) Touch: sensitive antennae/ vibrissae (13 DP)
Movement: Walk.Quad.: 13
Skills: Perc.: 9 Run.: 21 Surv. Biome: 8 Climb.: 21
Spells: Cha 0 **PP:** -3
Racial:

Stats	**Ag**	6	**Co**	1	**Em**	-3	**Em**	-3	**In**	1	**Pr**	1	**Qu**	4	**Re**	-4	**SD**	-3	**St**	-1
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	15		**Fe**	0
Base Endurance		10		**Healing rate**		x1			**Stride**		0		**AT**	Armor, light fur (AT 1)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Naga	5E	Walk.Bi.: 17	3	B(6)	VI - -	67 (102)	37	AT 3(N)	19 (0)	46B(6)bi ;46B(6)gr ;46B(6)we ;53B(6)rw ;46M(5)biP ;46M(5)biP ;46M(5)biP ;46M(5)biP ;46M(5)biP ;46M(5)biP ;46M(5)biP	-2	-10	-9	5	2	Solo (1d2)	L E U - - -

Category	Races	**Height**	60”	**Leftover DP**	17
Type	Reptilian	**Length**	240”	**Outlook**	Dominant
Archetype	Stealth	**Weight**	925Lbs.	**Treasure**	0

Ag	5	**Co**	0	**Em**	0	**In**	-2	**Me**	0	**Pr**	1	**Qu**	3	**Re**	1	**SD**	2	**St**	-1

Attack: Poison sack, injection [Poison: Nerve, Stinger] (20 DP)
Defense:
Form: Shapechange, single form [Human] (40 DP) Additional head III [Size, Type, 3] (45 DP) Methuselah II [Up to 500 years] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Sight: primate (5 DP) Vision: nightvision (10 DP)
Movement: Walk.Bi.: 17 Slith.Belly: 0 Climb.Grip: 0
Skills: Perc.: 54 Run.: 66 Charm: 59 Multi. Att.: 15 Hiding: 64 Stalking: 64
Spells: Cha 0 **PP:** 7
Racial:

Stats	**Ag**	4	**Co**	-1	**Em**	-1	**Em**	-1	**In**	-3	**Pr**	0	**Qu**	2	**Re**	0	**SD**	1	**St**	-2
Base Hits		30		**Base RR**		Ch		-10	**Ess**		-10		**Me**	-10		**Ph**	5		**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**	Armor, small scales (AT 3)						

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Narauk (IV)	11H	Walk.Bi.: 41	2	L(7)	VII - -	100 (168)	75	AT 6(N)	28 (0)	88B(6)cl[Heat] ;88B(6)cl[Heat]2WF ;64M(5)fbo	-3	14	-3	12	3	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	132”	**Leftover DP**	-2
Type	Man demon	**Length**	10”	**Outlook**	Cruel
Archetype	Stealth	**Weight**	1350Lbs.	**Treasure**	0

Ag	5	Co	2	Em	4	In	2	Me	0	Pr	2	Qu	2	Re	3	SD	3	St	2

Attack: Elemental internals V [Fire, Attack, E] (30 DP) Elemental bolt V [Fire Bolt, MFire bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Elemental weave II [Fire, B, 5'/ lvl, 1 rnd] (30 DP)
Defense: Abomination (-20 DP) Elemental immunity [Fire] (20 DP) Elemental vulnerability II [Water, +2 Size] (-25 DP) Proof, elemental I [Ice, -1Size] (15 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar IV [IV] (-4 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP) Innate spell list XI [Spell list, Realm, 11] (33 DP) Innate spell list XI [Spell list, Realm, 11] (33 DP)
Senses: Vision: demon vision [50'] (55 DP)
Movement: Walk.Bi.: 41
Skills: Perc.: 100 Run.: 112
Spells: Ess 2 **PP:** 1
Racial:

Stats	Ag	2	Co	0	Em	2	Em	2	In	0	Pr	0	Qu	0	Re	0	SD	0	St	0
Base Hits		25			**Base RR**		Ch		-5	**Ess**		0			**Me**		-5		**Ph**	10	**Fe**	0
Base Endurance		0			**Healing rate**		x1			**Stride**		0			**AT**		Armor, bone plate (AT 6)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Nasti	2A	Walk.Sext.: 15	3	Mi (1)	I - -	39 (54)	19	AT 4(N)	23 (0)	21D(2)cl ;21T(3)be ;31S(4)beCoop5	8	-4	-2	2	0	Ensemble (5d4)	B X P F U -

Category	Monster	**Height**	7”	**Leftover DP**	90
Type	Aerial	**Length**	18”	**Outlook**	Cruel
Archetype	Stealth	**Weight**	0.5Lbs.	**Treasure**	0

Ag	4	Co	2	Em	-4	In	-2	Me	-2	Pr	-2	Qu	3	Re	-2	SD	0	St	2

Attack: Swooping (25 DP) Enhanced natural attack I [Claw, +1 Size] (10 DP) Disease mouth I [Disease: Bubonic, Touch] (15 DP) Cooperation: flock/ pack attack IV [Attack, 5, 10, 1size] (25 DP) Enhanced natural attack II [Beak, +2 Size] (20 DP)
Defense:
Form: Additional limb pair I [Location] (20 DP) Wings, diaphanous (5 DP)

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Miscellaneous: Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP)
Senses: Smell: snake (15 DP) Touch: sensitive antennae/ vibrissae (13 DP) Eyes: multifaceted [100', 320, None] (25 DP)
Movement: Walk.Sext.: 15 Wing.Fly.Norm.: 0 Surf.Adh.: 0
Skills: Perc.: 25 Run.: 28 Fly.: 28 Surv. Biome: 23 Hiding: 29 Stalking: 29
Spells: Cha 0 **PP:** -2
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-4	**Em**	-4	**In**	-2	**Pr**	-2	**Qu**	3	**Re**	-2	**SD**	0	**St**	2
Base Hits		20	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0							
Base Endurance		0	**Healing rate**	x2		**Stride**	0	**AT**	Armor, chitin, half plate (AT 4)										

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Nator	4D	Swim.Adapt.: 33	3	B(6)	VI --	63 (93)	38	AT 3(N)	17 (0)	29B(6)ho ;19B(6)ra> ;29L(7)ho	1	-12	-10	-7	2	Solo (1d2)	X P F D - -

Category	Monster	**Height**	58”	**Leftover DP**	80
Type	Water	**Length**	84”	**Outlook**	Normal
Archetype	Defensive	**Weight**	850Lbs.	**Treasure**	0

Ag	3	**Co**	3	**Em**	-2	**In**	1	**Me**	-1	**Pr**	0	**Qu**	3	**Re**	0	**SD**	2	**St**	4

Attack: Attacks sequence (10 DP)
Defense:
Form: Beast of burden II [0,3] (20 DP) Adapted form: water (15 DP) Air and water breathing (20 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Taste: sensitive palette (5 DP) Smell: sensitive (5 DP)
Movement: Swim.Adapt.: 33
Skills: Perc.: 44 Swim.: 45 Surv. Biome: 41
Spells: Cha 0 **PP:** 7
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-2	**Em**	-2	**In**	0	**Pr**	0	**Qu**	2	**Re**	-1	**SD**	2	**St**	4
Base Hits		25	**Base RR**	Ch	-10	**Ess**	-10	**Me**	-10	**Ph**	-10	**Fe**	0							
Base Endurance		0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, small scales (AT 3)										

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**

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Necros (I)	2B	Slith.Sidew.: 7	2	T(3)	IV @# PP	37 (52)	37	AT 6(N)	10 (0)	26T(3)bi ;20T(3)gr	10	4	4	3	-4	Team (1d10)	L E U - - -

Category	Undead	**Height**	8”	**Leftover DP**	222
Type	Skeleton	**Length**	32”	**Outlook**	Berserk
Archetype	Stealth	**Weight**	5Lbs.	**Treasure**	0

Ag	2	**Co**	3	**Em**	-6	**In**	-10	**Me**	-6	**Pr**	-6	**Qu**	2	**Re**	-6	**SD**	-4	**St**	2

Attack: Poison sack, injection [Poison: Special, Stinger] (20 DP) Enhanced natural attack I [Bite, +1 Size] (10 DP) Enhanced natural attack I [Grapple, +1 Size] (10 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no puncture (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Dense I [1Size] (17 DP)
Form: Body: skeletonized [6] (0 DP) Breathing, no (20 DP) Lifeless (5 DP) Distinct odor (-10 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Mindless (-25 DP) Unsleeping (20 DP) Can't speak (-10 DP) Item, no item (-15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Dark vision, superior [100'] (50 DP)
Movement: Slith.Sidew.: 7 Climb.Grip: 0
Skills: Perc.: 20 Run.: 32 Climb.: 13
Spells: Cha 0 **PP:** -1
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-6	**Em**	-6	**In**	-10	**Pr**	-6	**Qu**	2	**Re**	-6	**SD**	-4	**St**	2	
Base Hits		20	**Base RR**		Ch	10	**Ess**		10	**Me**		10	**Ph**	0	**Fe**	0					
Base Endurance		20	**Healing rate**		x0.5		**Stride**		0	**AT**		Armor, bone plate (AT 6)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Neng (II)	8F	Walk.Bi.: 21	3	M(5)	V I -	81 (137)	56	AT 6(N)	25 (36)	79M(5)we ;79M(5)sh ;61M(5)all2WF ;51M(5)wbo[Acid]	-8	11	-8	10	0	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	72”	**Leftover DP**	60
Type	Demon	**Length**	10”	**Outlook**	Inconsiderate
Archetype	Stealth	**Weight**	220Lbs.	**Treasure**	0

Ag	4	**Co**	0	**Em**	1	**In**	-3	**Me**	2	**Pr**	-3	**Qu**	3	**Re**	4	**SD**	0	**St**	3

Attack: Acid mouth I [2'/ lvl, Mwater bolt, 3'R, B] (25 DP) Increase range I [+2'/ lvl] (4 DP)
Defense: Abomination (-20 DP) Elemental immunity [Acid] (20 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Elongated appendage I [Tongue, 5'] (5 DP) Methuselah III [1000 yrs or more] (0 DP)

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Miscellaneous: Type, extra planar II [II] (-2 DP) Body condition, fleeting soul (-20 DP) Diet, omnivore, true (15 DP) Unsleeping (20 DP) Touch of invisibility (20 DP) Disturbing voice I [-10] (-10 DP) Innate PP IV [4 PP] (4 DP) Innate spell VII [7- Change Self, Living Change, Closed, Essence] [7- Change Self, Change Living, Closed Essence, 7] (14 DP)
Senses: Vision: demon vision [50'] (55 DP) Taste: snake palette (15 DP) Hearing: Hare (20 DP)
Movement: Walk.Bi.: 21
Skills: Perc.: 87 Run.: 94 Acrob.: 94 Multi. Att.: 84 Fabric Cr. Spec.: 88 Acting: 81
Spells: Ess 1 **PP:** 1
Racial:

Stats	**Ag**	2	**Co**	-1	**Em**	0	**Em**	0	**In**	-4	**Pr**	-4	**Qu**	2	**Re**	2	**SD**	-2	**St**	2
Base Hits		25		**Base RR**		Ch		-5	**Ess**		0		**Me**	-5		**Ph**	10	**Fe**	0	
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**	Armor, keratin plate (AT 6)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Nightgaunt (III)	9E	Walk.Bi.: 5	1	M(5)	VI@#-	91 (150)	91	AT 2(N)	31 (0)	78M(5)cl ;78M(5)be	21	7	9	4	4	Solo (1d2)	L E U - - -

Category	Undead	**Height**	45”	**Leftover DP**	69
Type	Corporeal	**Length**	60”	**Outlook**	Belligerent
Archetype	Stealth	**Weight**	95Lbs.	**Treasure**	0

Ag	5	**Co**	4	**Em**	-3	**In**	1	**Me**	-2	**Pr**	-1	**Qu**	1	**Re**	1	**SD**	4	**St**	4

Attack: Cry, fearing II [20'R] (25 DP) Increase radius III [+15'R] (30 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Wings, feathered (20 DP) Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Unsleeping (20 DP) Diet, carnivore (-5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Caecitas (no vision) (-20 DP) Hearing: Echolocation (30 DP)
Movement: Walk.Bi.: 5 Awk.move.IV: 0 Wing.Fly.Norm.: 0
Skills: Perc.: 72 Fly.: 99
Spells: Cha 1 **PP:** -11
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-2	**Qu**	0	**Re**	-2	**SD**	1	**St**	3
Base Hits		20		**Base RR**		Ch		10	**Ess**		10		**Me**	10		**Ph**	0	**Fe**	0	
Base Endurance		20		**Healing rate**		x0.5			**Stride**		0		**AT**	Armor, thick feather coat (AT 2)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RR**	**RR**	**Encouter**	**Bio**

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															P	F		
Nightwing (II)	5C	Walk.Quad.: 4	4	S(4)	V - -	65 (100)	40	AT 2(N)	32 (0)	52S(4)cl	9	-2	-1	23	-1	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	10”	**Leftover DP**	85
Type	Visitor	**Length**	60”	**Outlook**	Cruel
Archetype	Stealth	**Weight**	50Lbs.	**Treasure**	0

Ag	3	**Co**	3	**Em**	-2	**In**	-1	**Me**	0	**Pr**	-1	**Qu**	4	**Re**	1	**SD**	-1	**St**	1

Attack: Life drain, hunger III [Drain Co, Claw, -10] (15 DP) Swooping (25 DP) Soul rending [-20] (30 DP)
Defense: Abomination (-20 DP) Body condition, intangible [10 min] (20 DP) Dense I [1Size] (17 DP) Proof, weapon, except raw iron (20 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar II [II] (-2 DP) Body condition, fleeting soul (-20 DP) Diet, alacritovore [Life energy] (-10 DP) Unsleeping (20 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Vision: demon vision [50'] (55 DP) Hearing: Echolocation (30 DP)
Movement: Walk.Quad.: 4 Awk.move.IV: 0 Wing.Fly.Norm.: 0
Skills: Perc.: 61 Fly.: 67 Amb. Unarmed: 61 Hiding: 61 Stalking: 61
Spells: Cha 0 **PP:** 2
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	-3	**Em**	-3	**In**	-2	**Pr**	-2	**Qu**	3	**Re**	0	**SD**	-2	**St**	0
Base Hits		25		**Base RR**		Ch	0	**Ess**		0		**Me**	0		**Ph**	20	**Fe**	0		
Base Endurance		0		**Healing rate**		x1		**Stride**		0		**AT**	Armor, thick skin (AT 2)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Nile monitor	4C	Walk.Quad.: 9	0	S(4)	IV - -	81 (129)	56	AT 3(N)	8 (0)	61S(4)bi ;61S(4)ra>> ;49S(4)cl	10	-3	-3	3	2	Streak (1d6)	X S - - - -

Category	Animal	**Height**	10”	**Leftover DP**	253
Type	Reptile	**Length**	72”	**Outlook**	Aggressive
Archetype	Offensive	**Weight**	20Lbs.	**Treasure**	0

Ag	3	**Co**	3	**Em**	-3	**In**	0	**Me**	-4	**Pr**	-3	**Qu**	0	**Re**	-5	**SD**	2	**St**	-1

Attack: Attacks sequence (10 DP)
Defense:
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: egg clutch [0,1, 50, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Sight: gecko (10 DP) Smell: snake (15 DP) Taste: snake palette (15 DP)
Movement: Walk.Quad.: 9 Swim.Web: 0
Skills: Perc.: 30 Run.: 37 Surv. Biome: 24

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Spells: Cha 0 **PP:** 5
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	-3	**Em**	-3	**In**	0	**Pr**	-3	**Qu**	0	**Re**	-5	**SD**	2	**St**	-2
Base Hits		25	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0				
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**		Armor, scaly bumps (AT 3)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Noble Gogonaur (V)	17H	Walk.Bi.: 50	5	L(7)	VIII - -	177 (311)	147	AT 7(N)	49 (0)	139H(8)we[Heat] ;139H(8)we[Heat] ;123H(8)we[Heat]2WF ;115M(5)fbo	-2	13	0	17	-1	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	156”	**Leftover DP**	-29
Type	Man demon	**Length**	20”	**Outlook**	Cruel
Archetype	Offensive	**Weight**	2250Lbs.	**Treasure**	0

Ag	7	**Co**	7	**Em**	3	**In**	-2	**Me**	1	**Pr**	0	**Qu**	5	**Re**	3	**SD**	-1	**St**	9

Attack: Elemental internals V [Fire, Attack, E] (30 DP) Elemental immolation III [Fire, C, 5'R] (30 DP) Strength beyond form I [+1 Size] (20 DP)
Defense: Abomination (-20 DP) Elemental immunity [Fire] (20 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP) Proof, elemental I [Ice, -1Size] (15 DP) Proof, weapon, except magic (20 DP) Dense I [1Size] (17 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar V [V] (-5 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP) Innate spell list XVII [Spell list, Realm, 17] (51 DP) Innate spell list XVII [Spell list, Realm, 17] (51 DP) Innate spell list XVII [Spell list, Realm, 17] (51 DP)
Senses: Vision: demon vision [50'] (55 DP) Sensitivity: Light sensitivity I [-25] (-10 DP)
Movement: Walk.Bi.: 50
Skills: Perc.: 87 Run.: 95 Multi. Att.: 88 Intimidat.: 84 Disarm: 88 Pow. Dev.: 50
Spells: Ess 1 **PP:** 79
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	0	**Em**	0	**In**	-2	**Pr**	0	**Qu**	2	**Re**	0	**SD**	-4	**St**	4
Base Hits		30	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	10	**Fe**	0				
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**		Armor, brittle crystaline skin (AT 7)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Noh-Kef (IV)	12D	Slith.Tenta.: 23	-2	L(7)	VII - -	106 (174)	76	AT 7(N)	28 (0)	93L(7)ra ;93L(7)gr	0	0	15	6	-4	Span (1d8)	E U L - - -

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Category	Extra planar	**Height**	120”	**Leftover DP**	23
Type	Agothu destroyer	**Length**	36”	**Outlook**	Carefree
Archetype	Semi spell user	**Weight**	3000Lbs.	**Treasure**	0

Ag	6	**Co**	6	**Em**	0	**In**	0	**Me**	3	**Pr**	5	**Qu**	-2	**Re**	5	**SD**	-4	**St**	6

Attack: Gaping maw I [-3 Size] (25 DP) Swallow and digest III [Acid, E] (40 DP) Poison sack, contact [Poison: Reduction] (35 DP) Leech, blood I [Beak, -10] (15 DP)
Defense: Abomination (-20 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Elongated appendage II [Grapple, 10'] (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar IV [IV] (-4 DP) Body condition, fleeting soul (-20 DP) Alien intelligence (40 DP) Diet, carnivore (-5 DP) Disturbing voice II [-20] (-20 DP) Item, no weapon (-5 DP) Item, no armor (-5 DP)
Senses: Air: air movement detection (25 DP) Touch: sensitive antennae/ vibrissae (13 DP)
Movement: Slith.Tenta.: 23 Mag.Fly.Drag.: 0
Skills: Perc.: 65 Fly.: 73 Lor. Spell: 55 Acrob.: 32 Multi. Att.: 68 Grace. Spell l.: 68
Spells: Men 72 **PP:** 68
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-2	**Em**	-2	**In**	-2	**Pr**	1	**Qu**	-2	**Re**	3	**SD**	-4	**St**	4
Base Hits		30		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**	Armor, brittle crystaline skin (AT 7)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Nucklelavee	5E	Walk.Quad.: 28	3	L(7)	VII - -	96 (156)	81	AT 1(N)	19 (0)	85L(7)un ;85B(6)bi ;85L(7)ra> ;67L(7)tr ;85M(5)grP ;85M(5)grP ;85M(5)grP ;85M(5)grP ;85M(5)grP ;85M(5)grP	1	-12	-10	-6	3	Solo (1d2)	T B P F - -

Category	Monster	**Height**	64”	**Leftover DP**	44
Type	Water	**Length**	100”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	1700Lbs.	**Treasure**	0

Ag	3	**Co**	4	**Em**	-2	**In**	1	**Me**	0	**Pr**	0	**Qu**	3	**Re**	-3	**SD**	3	**St**	5

Attack: Attacks sequence (10 DP) Grip, unrelenting I (25 DP) Poison sack, spray [Poison: Conversion, 1x/ 60 rnds, 2',1'D/ lvl] (30 DP) Increase cone III [+3', 2'D/ lvl] (15 DP) Weak natural attack I [Bite, -1 Size] (-5 DP) Weak natural attack II [Grapple, -2 Size] (-10 DP)
Defense:
Form: Air and water breathing (20 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Taste: sensitive palette (5 DP) Smell: sensitive (5 DP) Vision: nightvision (10 DP)
Movement: Walk.Quad.: 28 Swim.Flop: 0
Skills: Perc.: 30 Run.: 53 Swim.: 53 Wei. Trn.: 30
Spells: Cha 0 **PP:** 0

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Racial:

Stats	Ag	2	Co	3	Em	-2	Em	-2	In	0	Pr	0	Qu	2	Re	-4	SD	2	St	4
Base Hits		25		**Base RR**		Ch		-10	**Ess**		-10		**Me**		-10		**Ph**	-10	**Fe**	0
Base Endurance		10		**Healing rate**		x1			**Stride**		0		**AT**		Armor, light fur (AT 1)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Nycamerith	2B	Walk.Bi.: 4	2	M(5)	V - -	25 (30)	5	AT 1(N)	7 (0)	28M(5)un	0	11	1	2	-4	Solo (1d2)	T B X P A E

Category	Races	**Height**	52”	**Leftover DP**	138
Type	Humanoid	**Length**	6”	**Outlook**	Altruistic
Archetype	Skill	**Weight**	85Lbs.	**Treasure**	0

Ag	2	Co	2	Em	1	In	0	Me	0	Pr	1	Qu	2	Re	0	SD	-4	St	-2

Attack: Nonviolent I [-5] (-10 DP)
Defense:
Form: Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Perfect pitch I [10] (5 DP) Golden throat I [10] (5 DP)
Senses: Sight: primate (5 DP) Hearing: Hare (20 DP) Acute senses: hearing IV [20] (16 DP)
Movement: Walk.Bi.: 4
Skills: Perc.: 25 Run.: 36 Fabric Cr. Spec.: 29 Spec.: 42 Singing: 32 Comp. Mus. Sco.: 29
Spells: Ess 0 **PP:** 2
Racial:

Stats	Ag	2	Co	2	Em	1	Em	1	In	0	Pr	1	Qu	2	Re	0	SD	-4	St	-2
Base Hits		20		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		-5		**AT**		Armor, naked skin (AT 1)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Nycorac (III)	11F	Ma.Fly.Adapt.: 40	5	B(6)	VI @ -	80 (144)	60	AT 2(N)	47 (0)	88M(5)lbo ;55M(5)gr[Electricity]	-11	3	-10	10	-4	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	98”	**Leftover DP**	126
Type	Visitor	**Length**	12”	**Outlook**	Hungry

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Archetype	Semi spell user	**Weight**	0Lbs.	**Treasure**	0

Ag	5	**Co**	0	**Em**	3	**In**	-1	**Me**	0	**Pr**	0	**Qu**	5	**Re**	2	**SD**	-4	**St**	-1

Attack: Life drain, hunger III [Drain Co, 3, -10] (15 DP) Life drain, hunger III [Drain Em, 3, -10] (15 DP) Life drain, hunger III [Drain In, 3, -10] (15 DP) Life drain, hunger III [Drain Me, 3, -10] (15 DP) Life drain, hunger III [Drain Pr, 3, -10] (15 DP) Life drain, hunger III [Drain Re, 3, -10] (15 DP) Elemental internals I [Lightning, Attack, A] (10 DP) Weak natural attack I [Grapple, -1 Size] (-5 DP)
Defense: Abomination (-20 DP) Proof, weapon, except magic (20 DP) Proof, critical, no stun (10 DP) Regeneration, no (-20 DP)
Form: Body, unknown energy (100 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar III [III] (-3 DP) Body condition, fleeting soul (-20 DP) Diet, alacritovore [Life energy] (-10 DP) Unsleeping (20 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Special: presence sense [5'R/ lvl] (10 DP) Sight: primate (5 DP)
Movement: Ma.Fly.Adapt.: 40
Skills: Perc.: 65 Fly.: 76 Hiding: 71 Stalking: 71
Spells: Ess 66 **PP:** 60
Racial:

Stats	**Ag**	2	**Co**	-2	**Em**	0	**Em**	0	**In**	-3	**Pr**	-2	**Qu**	5	**Re**	0	**SD**	-4	**St**	-3			
Base Hits		20	**Base RR**		Ch		-10	**Ess**		-10		**Me**		-10		**Ph**	10	**Fe**	0			
Base Endurance		0	**Healing rate**		x2			**Stride**		0		**AT**		Armor, thick skin (AT 2)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Nymph	3C	Walk.Bi.: 18	1	M(5)	V - -	29 (49)	14	AT 1(N)	9 (0)	13M(5)we	20	10	12	-22	-2	Solo (1d2)	W E - - - -

Category	Fey	**Height**	66”	**Leftover DP**	76
Type	Rural	**Length**	8”	**Outlook**	Passive
Archetype	Defensive	**Weight**	139Lbs.	**Treasure**	0

Ag	3	**Co**	-2	**Em**	0	**In**	0	**Me**	0	**Pr**	2	**Qu**	1	**Re**	1	**SD**	-2	**St**	-3

Attack: Nonviolent II [-10] (-20 DP)
Defense: Proof, weapon, except raw iron (20 DP) Proof, weapon, except magic (20 DP)
Form: Immortal (10 DP)
Miscellaneous: Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Golden throat II [20] (10 DP) Prodigy V [Skill, 25] (30 DP) Efficient sleeper II [-2 hrs.] (10 DP) Link, inhabit focus [Focus, 100'R, 1 hr] (-50 DP)
Senses: Vision: Dark vision II [30'] (20 DP) Vision: nightvision (10 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Walk.Bi.: 18 Swim.No.Res.: 0
Skills: Perc.: 20 Run.: 26 Swim.: 26 Meditation: 17 Singing: 46 Charm: 46
Spells: Cha 0 **PP:** -2

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Racial:

Stats	Ag	2	Co	-2	Em	0	Em	0	In	-1	Pr	2	Qu	0	Re	0	SD	-2	St	-3
Base Hits		15	**Base RR**		Ch	10	**Ess**		10	**Me**		10	**Ph**	-20	**Fe**	0				
Base Endurance		0	**Healing rate**		x0.5		**Stride**		0	**AT**		Armor, naked skin (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Nysk	3C	Walk.Bi.: 7	3	S(4)	IV - -	31 (41)	11	AT 1(N)	12 (0)	13S(4)we ;39S(4)rw	8	11	22	-19	-1	Yoke (1d3)	X P F S - -

Category	Fey	**Height**	30”	**Leftover DP**	37
Type	Fairy	**Length**	6”	**Outlook**	Inquisitive
Archetype	Spell user	**Weight**	27Lbs.	**Treasure**	0

Ag	3	Co	1	Em	1	In	-2	Me	2	Pr	2	Qu	3	Re	1	SD	-1	St	-2

Attack:
Defense: Proof, weapon, except raw iron (20 DP)
Form: Air and water breathing (20 DP) Adapted form: water (15 DP) Immortal (10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Touch of waterbreathing (20 DP) Efficient sleeper II [-2 hrs.] (10 DP)
Senses: Vision: nightvision (10 DP) Smell: shark (25 DP)
Movement: Walk.Bi.: 7 Swim.Web: 0
Skills: Perc.: 33 Run.: 40 Swim.: 40 Hiding: 36 Stalking: 36
Spells: Men 54 **PP:** 37
Racial:

Stats	Ag	2	Co	1	Em	1	Em	1	In	-2	Pr	1	Qu	2	Re	1	SD	-1	St	-2
Base Hits		20	**Base RR**		Ch	10	**Ess**		10	**Me**		10	**Ph**	-20	**Fe**	0				
Base Endurance		0	**Healing rate**		x0.5		**Stride**		0	**AT**		Armor, naked skin (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Octopus, swamp	5D	Swim.Adapt.: 72	3	S(4)	IV - -	80 (140)	60	AT 1(N)	19 (0)	57S(4)gr>> ;57S(4)be	11	-2	-2	1	-2	Solo (1d2)	P T S J - -

Category	Animal	**Height**	30”	**Leftover DP**	153

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Type	Water	**Length**	200”	**Outlook**	Aggressive
Archetype	Offensive	**Weight**	45Lbs.	**Treasure**	0

Ag	5	**Co**	1	**Em**	-2	**In**	1	**Me**	-2	**Pr**	-2	**Qu**	3	**Re**	-2	**SD**	-2	**St**	3

Attack: Attacks sequence (10 DP)
Defense: Regeneration, body part [1 hour] (30 DP) Ink gland IV [Medium] (10 DP)
Form: Gills (10 DP) Additional limb pair II [Location] (40 DP) Adapted form: water (15 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Sight: gecko (10 DP) Touch: sensitive (5 DP)
Movement: Swim.Adapt.: 72 Slith.Tenta.Suct.: 10
Skills: Perc.: 29 Swim.: 28 Surv. Biome: 31 Hiding: 81 Stalking: 31
Spells: Cha 0 **PP:** 1
Racial:

Stats	**Ag**	4	**Co**	0	**Em**	-2	**Em**	-2	**In**	0	**Pr**	-2	**Qu**	2	**Re**	-3	**SD**	-3	**St**	2
Base Hits			20		**Base RR**		Ch	0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0
Base Endurance			0		**Healing rate**		x0.5		**Stride**		0		**AT**	Armor, naked skin (AT 1)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Octopus/ Squid, big	14D	Swim.Adapt.: 177	4	B(6)	VI - -	151 (275)	131	AT 1(N)	40 (0)	123B(6)gr>> ;123B(6)be	12	-7	-7	4	-1	Solo (1d2)	O - - - - -

Category	Animal	**Height**	66”	**Leftover DP**	156
Type	Water	**Length**	516”	**Outlook**	Hostile
Archetype	Offensive	**Weight**	850Lbs.	**Treasure**	0

Ag	8	**Co**	4	**Em**	-2	**In**	2	**Me**	-1	**Pr**	-2	**Qu**	4	**Re**	-1	**SD**	-1	**St**	6

Attack: Attacks sequence (10 DP)
Defense: Regeneration, body part [1 hour] (30 DP) Ink gland V [Large] (15 DP)
Form: Gills (10 DP) Additional limb pair II [Location] (40 DP) Adapted form: water (15 DP) Camouflage, chameleon [50] (40 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Sight: gecko (10 DP) Touch: sensitive (5 DP)
Movement: Swim.Adapt.: 177 Slith.Tenta.Suct.: 10
Skills: Perc.: 74 Swim.: 78 Surv. Biome: 77 Hiding: 126 Stalking: 76
Spells: Cha 1 **PP:** 5
Racial:

Stats	**Ag**	4	**Co**	0	**Em**	-2	**Em**	-2	**In**	0	**Pr**	-2	**Qu**	2	**Re**	-3	**SD**	-3	**St**	2
Base Hits			20		**Base RR**		Ch	0	**Ess**		-5		**Me**	-5		**Ph**	0	**Fe**	0
Base Endurance			0		**Healing**		x0.5		**Stride**		0		**AT**	Armor, naked skin (AT 1)					

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		rate						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Octopus/ Squid, medium	7B	Swim.Adapt.: 73	3	M(5)	V - -	71 (121)	51	AT 1(N)	23 (0)	71M(5)gr>> ;71M(5)be	11	-6	-6	1	-1	Solo (1d2)	O - - - - -

Category	Animal	**Height**	26”	**Leftover DP**	98
Type	Water	**Length**	204”	**Outlook**	Aggressive
Archetype	Stealth	**Weight**	64Lbs.	**Treasure**	0

Ag	6	**Co**	1	**Em**	-1	**In**	1	**Me**	-3	**Pr**	-1	**Qu**	3	**Re**	-1	**SD**	-1	**St**	3

Attack: Attacks sequence (10 DP)
Defense: Regeneration, body part [1 hour] (30 DP) Ink gland IV [Medium] (10 DP)
Form: Gills (10 DP) Additional limb pair II [Location] (40 DP) Adapted form: water (15 DP) Camouflage, chameleon [50] (40 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Sight: gecko (10 DP) Touch: sensitive (5 DP)
Movement: Swim.Adapt.: 73 Slith.Tenta.Suct.: 10
Skills: Perc.: 73 Swim.: 85 Surv. Biome: 73 Hiding: 130 Stalking: 80
Spells: Cha 1 **PP:** 8
Racial:

Stats	**Ag**	4	**Co**	0	**Em**	-2	**Em**	-2	**In**	0	**Pr**	-2	**Qu**	2	**Re**	-3	**SD**	-3	**St**	2
Base Hits		20	**Base RR**		Ch		0	**Ess**		-5		**Me**	-5		**Ph**	0	**Fe**	0		
Base Endurance		0	**Healing rate**		x0.5			**Stride**		0		**AT**	Armor, naked skin (AT 1)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Octopus/ Squid, small	2A	Swim.Adapt.: 15	2	S(4)	IV - -	32 (47)	12	AT 1(N)	10 (0)	38S(4)gr>> ;32S(4)be	10	-7	-7	0	-3	Solo (1d2)	O - - - - -

Category	Animal	**Height**	7”	**Leftover DP**	85
Type	Water	**Length**	30”	**Outlook**	Normal
Archetype	Stealth	**Weight**	16Lbs.	**Treasure**	0

Ag	4	**Co**	0	**Em**	-2	**In**	0	**Me**	-3	**Pr**	-2	**Qu**	2	**Re**	-3	**SD**	-3	**St**	2

Attack: Attacks sequence (10 DP)
Defense: Regeneration, body part [1 hour] (30 DP) Ink gland III [Small] (8 DP)

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Form: Gills (10 DP) Additional limb pair II [Location] (40 DP) Adapted form: water (15 DP) Camouflage, chameleon [50] (40 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Sight: gecko (10 DP) Touch: sensitive (5 DP)
Movement: Swim.Adapt.: 15 Slith.Tenta.Suct.: 10
Skills: Perc.: 24 Swim.: 42 Surv. Biome: 24 Hiding: 83 Stalking: 33
Spells: Cha 0 **PP:** 4
Racial:

Stats	**Ag**	4	**Co**	0	**Em**	-2	**Em**	-2	**In**	0	**Pr**	-2	**Qu**	2	**Re**	-3	**SD**	-3	**St**	2
Base Hits		20	**Base RR**		Ch	0	**Ess**		-5	**Me**		-5	**Ph**	0	**Fe**	0				
Base Endurance		0	**Healing rate**		x0.5		**Stride**		0	**AT**		Armor, naked skin (AT 1)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Ogre, large	8F	Walk.Bi.: 36	1	L(7)	VII --	122 (206)	107	AT 3(N)	19 (36)	96L(7)ra>> ;96L(7)cl ;96L(7)we	-1	-14	-14	25	-2	Solo (1d2)	T B X P J A

Category	Races	**Height**	120”	**Leftover DP**	174
Type	Giant	**Length**	13”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	1020Lbs.	**Treasure**	0

Ag	3	**Co**	5	**Em**	-4	**In**	-1	**Me**	-1	**Pr**	-4	**Qu**	1	**Re**	-1	**SD**	-2	**St**	6

Attack: Attacks sequence (10 DP)
Defense:
Form: Distinct odor (-10 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Group instinct (5 DP)
Senses: Sight: primate (5 DP) Vision: nightvision (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Bi.: 36
Skills: Perc.: 47 Run.: 58 Surv. Biome: 45 #N/A
Spells: Cha 0 **PP:** 7
Racial:

Stats	**Ag**	1	**Co**	3	**Em**	-4	**Em**	-4	**In**	-2	**Pr**	-4	**Qu**	0	**Re**	-2	**SD**	-3	**St**	4
Base Hits		30	**Base RR**		Ch		-10	**Ess**		-10	**Me**		-10	**Ph**	20	**Fe**	0			
Base Endurance		15	**Healing rate**		x0.5			**Stride**		0	**AT**		Armor, thick leather skin (AT 3)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RR**	**RR**	**Encouter**	**Bio**

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														P	F		
Ogre, big	4D	Walk.Bi.: 28	0	B(6)	VI - -	83 (131)	68	AT 3(N)	8 (28)	56B(6)ra>> ;56B(6)cl ;56B(6)we	-2	-14	-14	24	-3	Solo (1d2)	T B X P J A

Category	Races	**Height**	96”	**Leftover DP**	161
Type	Giant	**Length**	12”	**Outlook**	Greedy
Archetype	Offensive	**Weight**	490Lbs.	**Treasure**	0

Ag	2	**Co**	4	**Em**	-4	**In**	-2	**Me**	-2	**Pr**	-4	**Qu**	0	**Re**	-2	**SD**	-3	**St**	5

Attack: Attacks sequence (10 DP)
Defense:
Form: Distinct odor (-10 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Group instinct (5 DP)
Senses: Sight: primate (5 DP) Vision: nightvision (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Bi.: 28
Skills: Perc.: 18 Run.: 30 Surv. Biome: 18 #N/A
Spells: Cha 0 **PP:** 4
Racial:

Stats	**Ag**	1	**Co**	3	**Em**	-4	**Em**	-4	**In**	-2	**Pr**	-4	**Qu**	0	**Re**	-2	**SD**	-3	**St**	4
Base Hits		30		**Base RR**		Ch		-10	**Ess**		-10		**Me**		-10		**Ph**	20	**Fe**	0
Base Endurance		15		**Healing rate**		x0.5			**Stride**		0		**AT**		Armor, thick leather skin (AT 3)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Ophul (I)	1A	Walk.Bi.: 13	0	S(4)	V - -	39 (44)	9	AT 2(N)	2 (0)	20S(4)un ;17M(5)rt	10	0	0	32	0	Brood (3d4)	E U L - - -

Category	Extra planar	**Height**	60”	**Leftover DP**	198
Type	Pale V	**Length**	10”	**Outlook**	Normal
Archetype	Defensive	**Weight**	190Lbs.	**Treasure**	0

Ag	0	**Co**	2	**Em**	0	**In**	0	**Me**	-3	**Pr**	0	**Qu**	0	**Re**	-3	**SD**	0	**St**	0

Attack: Rock heaving, two handed [5'/ lvl, +1 Size] (20 DP)
Defense: Abomination (-20 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar I [I] (-1 DP) Body condition, fleeting soul (-20 DP) Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Sight: primate (5 DP) Eyes: multifaceted [100', 320, None] (25 DP)
Movement: Walk.Bi.: 13 Awk.move.II: 0

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Skills: Perc.: 2 Run.: 20 Prof. Miner: 0 Mechanics. Spec.: 7
Spells: Cha 0 **PP:** 0
Racial:

Stats	**Ag**	0	**Co**	2	**Em**	0	**Em**	0	**In**	0	**Pr**	0	**Qu**	0	**Re**	-3	**SD**	0	**St**	0
Base Hits		30		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	30	**Fe**	0
Base Endurance		0		**Healing rate**		x0.5			**Stride**		0		**AT**		Armor, thick skin (AT 2)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Opossum	1A	Walk.Quad.: 9	2	T(3)	III - -	30 (35)	10	AT 1(N)	8 (0)	17T(3)bi>> ;17T(3)cl ;17T(3)gr	11	-2	-2	27	1	Solo (1d2)	- F S - - -

Category	Animal	**Height**	6”	**Leftover DP**	185
Type	Carnivore	**Length**	16”	**Outlook**	Hungry
Archetype	Defensive	**Weight**	11.5Lbs.	**Treasure**	0

Ag	3	**Co**	2	**Em**	-2	**In**	1	**Me**	-2	**Pr**	-2	**Qu**	2	**Re**	-4	**SD**	1	**St**	1

Attack: Attacks sequence (10 DP)
Defense:
Form: Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Smell: dog (20 DP) Hearing: Dog (15 DP) Touch: sensitive antennae/ vibrissae (13 DP)
Movement: Walk.Quad.: 9
Skills: Perc.: -1 Run.: 17 Surv. Biome: 0 Climb.: 17 Acting: -5
Spells: Cha 0 **PP:** -2
Racial:

Stats	**Ag**	3	**Co**	2	**Em**	-2	**Em**	-2	**In**	1	**Pr**	-2	**Qu**	2	**Re**	-4	**SD**	1	**St**	1
Base Hits		20		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	25	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, light fur (AT 1)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Oran (II)	8F	Walk.Bi.: 32	1	B(6)	VI - -	121 (205)	91	AT 2(8)	19 (0)	84L(7)we ;68B(6)rt	1	-12	-12	14	-1	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	108”	**Leftover DP**	75

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Type	Visitor	**Length**	15”	**Outlook**	Normal
Archetype	Offensive	**Weight**	745Lbs.	**Treasure**	0

Ag	2	**Co**	4	**Em**	-2	**In**	1	**Me**	0	**Pr**	-2	**Qu**	1	**Re**	0	**SD**	-1	**St**	8

Attack: Rock heaving, two handed [5'/ lvl, +1 Size] (20 DP) Strength beyond form I [+1 Size] (20 DP) Material destruction IV [Stone, 1cu', 1 rnd] (50 DP)
Defense: Regeneration, magical [1 H/ rnd, 10 min.] (30 DP)
Form: Body: demon flesh [2] (5 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar II [II] (-2 DP) Body condition, fleeting soul (-20 DP) Diet, herbivore (-5 DP)
Senses: Vision: demon vision [50'] (55 DP) Smell: rat (10 DP)
Movement: Walk.Bi.: 32
Skills: Perc.: 45 Run.: 50 Disarm: 48 Charm: 20
Spells: Cha 0 **PP:** 4
Racial:

Stats	**Ag**	0	**Co**	2	**Em**	-2	**Em**	-2	**In**	0	**Pr**	-2	**Qu**	0	**Re**	-1	**SD**	-2	**St**	6
Base Hits		30			**Base RR**		Ch		-10	**Ess**		-10		**Me**	-10		**Ph**	10	**Fe**	0
Base Endurance		0			**Healing rate**		x1			**Stride**		0		**AT**	Armor, thick skin (AT 2)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Orc, greater	4D	Walk.Bi.: 20	0	M(5)	V - -	84 (132)	64	AT 1(8)	8 (0)	53S(4)cl ;53M(5)we ;55M(5)rw	10	-2	-2	15	-4	Solo (1d2)	L U - - - -

Category	Races	**Height**	72”	**Leftover DP**	169
Type	Goblinoid	**Length**	11”	**Outlook**	Cruel
Archetype	Offensive	**Weight**	225Lbs.	**Treasure**	0

Ag	1	**Co**	5	**Em**	-2	**In**	0	**Me**	-2	**Pr**	-2	**Qu**	0	**Re**	-2	**SD**	-4	**St**	3

Attack:
Defense:
Form: Distinct odor (-10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Sight: primate (5 DP) Vision: Dark vision II [30'] (20 DP) Vision: nightvision (10 DP)
Movement: Walk.Bi.: 20 Climb.Claw: 0
Skills: Perc.: 22 Run.: 30 Climb.: 30 Leadersh.: 21 Restr. Quar.: 24 Metal Cr. Spec.: 12
Spells: Cha 0 **PP:** 7
Racial:

Stats	**Ag**	0	**Co**	4	**Em**	-2	**Em**	-2	**In**	0	**Pr**	-2	**Qu**	0	**Re**	-2	**SD**	-4	**St**	2
Base Hits		30			**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	10	**Fe**	0

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Base Endurance	10	Healing rate	x0.5		Stride	0	AT	Armor, naked skin (AT 1)

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Orc, grey	8E	Walk.Bi.: 19	2	M(5)	V - -	37 (57)	17	AT 1(2)	14 (0)	38S(4)cl ;67M(5)elb ;38M(5)we	7	7	-9	4	-1	Solo (1d2)	L E U - - -

Category	Races	Height	66”	Leftover DP	222
Type	Goblinoid	Length	9”	Outlook	Inconsiderate
Archetype	Spell user	Weight	160Lbs.	Treasure	0

Ag	2	Co	-1	Em	2	In	2	Me	3	Pr	1	Qu	2	Re	1	SD	-1	St	0

Attack:
Defense:
Form: Distinct odor (-10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Sight: primate (5 DP) Vision: Dark vision II [30'] (20 DP) Vision: nightvision (10 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Walk.Bi.: 19 Climb.Claw: 0
Skills: Perc.: 84 Run.: 98 Climb.: 54 Cheat.: 36 Grace. Spell l.: 84 Attune.: 81
Spells: Cha/Ess 144 **PP:** 82
Racial:

Stats	Ag	0	Co	-2	Em	0	Em	0	In	0	Pr	0	Qu	0	Re	1	SD	-2	St	0
Base Hits		20		Base RR		Ch		-5	Ess		-5		Me		-10		Ph	5	Fe	0
Base Endurance		0		Healing rate		x0.5			Stride		0		AT		Armor, naked skin (AT 1)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Orc, lesser	3B	Walk.Bi.: 16	0	M(5)	V - -	63 (99)	38	AT 1(4)	6 (26)	43S(4)cl ;43M(5)we ;41M(5)rw	10	-3	-3	8	-4	Solo (1d2)	L U - - - -

Category	Races	Height	60”	Leftover DP	221
Type	Goblinoid	Length	10”	Outlook	Cruel
Archetype	Offensive	Weight	150Lbs.	Treasure	0

Ag	1	Co	3	Em	-3	In	0	Me	-2	Pr	-3	Qu	0	Re	-2	SD	-4	St	2

Attack:

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Defense:
Form: Distinct odor (-10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Sight: primate (5 DP) Vision: Dark vision I [20'] (15 DP) Vision: nightvision (10 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Walk.Bi.: 16 Climb.Claw: 0
Skills: Perc.: 12 Run.: 27 Climb.: 19 Hiding: 7 Stalking: 7 Duping: 6
Spells: Cha 0 **PP:** 3
Racial:

Stats	**Ag**	0	**Co**	2	**Em**	-3	**Em**	-3	**In**	0	**Pr**	-3	**Qu**	0	**Re**	-2	**SD**	-4	**St**	1
Base Hits		25	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	5	**Fe**	0				
Base Endurance		0	**Healing rate**		x0.5		**Stride**		0	**AT**		Armor, naked skin (AT 1)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Orc, scrug	4C	Walk.Bi.: 29	0	B(6)	VI - -	89 (137)	64	AT 1(5)	8 (0)	50B(6)cl ;50B(6)we ;40B(6)rw	15	3	3	15	-4	Solo (1d2)	L E U - - -

Category	Races	**Height**	99”	**Leftover DP**	141
Type	Goblinoid	**Length**	14”	**Outlook**	Cruel
Archetype	Offensive	**Weight**	575Lbs.	**Treasure**	0

Ag	1	**Co**	5	**Em**	-2	**In**	0	**Me**	-2	**Pr**	-2	**Qu**	0	**Re**	-2	**SD**	-4	**St**	3

Attack:
Defense:
Form: Distinct odor (-10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Sight: primate (5 DP) Vision: Dark vision I [20'] (15 DP) Vision: nightvision (10 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Walk.Bi.: 29 Climb.Claw: 0
Skills: Perc.: 26 Run.: 25 Climb.: 11 Surv. Biome: 30
Spells: Cha 0 **PP:** 9
Racial:

Stats	**Ag**	0	**Co**	4	**Em**	-2	**Em**	-2	**In**	0	**Pr**	-2	**Qu**	0	**Re**	-2	**SD**	-4	**St**	2
Base Hits		35	**Base RR**		Ch	5	**Ess**		5	**Me**		5	**Ph**	10	**Fe**	0				
Base Endurance		10	**Healing rate**		x0.5		**Stride**		0	**AT**		Armor, naked skin (AT 1)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RR**	**RR**	**Encouter**	**Bio**

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														P	F		
Orc, Vard	5D	Walk.Bi.: 20	1	M(5)	V - -	97 (157)	67	AT 1(7)	13 (40)	65M(5)cl ;65M(5)we ;65M(5)we ;65M(5)we ;65M(5)weP ;65M(5)weP ;65M(5)weP ;65M(5)weP ;65M(5)weP ;65M(5)weP	11	-2	-2	10	-3	Solo (1d2)	L E U - - -

Category	Races	**Height**	72”	**Leftover DP**	122
Type	Goblinoid	**Length**	11”	**Outlook**	Cruel
Archetype	Offensive	**Weight**	250Lbs.	**Treasure**	0

Ag	1	**Co**	5	**Em**	-2	**In**	1	**Me**	-1	**Pr**	-2	**Qu**	1	**Re**	-1	**SD**	-3	**St**	3

Attack:
Defense:
Form: Distinct odor (-10 DP) Additional limb pair I [Arm] (20 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Ambidextrous (10 DP)
Senses: Sight: primate (5 DP) Vision: Dark vision II [30'] (20 DP) Vision: nightvision (10 DP) Sensitivity: Light sensitivity I [-25] (-10 DP)
Movement: Walk.Bi.: 20 Climb.Claw: 0
Skills: Perc.: 24 Run.: 36 Climb.: 21 Multi. Att.: 30 Surv. Biome: 26
Spells: Cha 0 **PP:** 5
Racial:

Stats	**Ag**	0	**Co**	4	**Em**	-2	**Em**	-2	**In**	0	**Pr**	-2	**Qu**	0	**Re**	-2	**SD**	-4	**St**	2
Base Hits		30			**Base RR**		Ch	0	**Ess**		0		**Me**	0		**Ph**	5	**Fe**	0	
Base Endurance		0			**Healing rate**		x0.5		**Stride**		0		**AT**	Armor, naked skin (AT 1)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Orgal (II)	8C	Walk.Multi.: 34	3	M(5)	V - -	81 (137)	61	AT 5(N)	25 (0)	75M(5)be ;75M(5)si	10	-3	-2	21	3	Team (1d10)	E U L S - -

Category	Extra planar	**Height**	38”	**Leftover DP**	81
Type	Pale I	**Length**	60”	**Outlook**	Normal
Archetype	Stealth	**Weight**	100Lbs.	**Treasure**	0

Ag	3	**Co**	1	**Em**	-3	**In**	0	**Me**	-2	**Pr**	-2	**Qu**	3	**Re**	0	**SD**	3	**St**	3

Attack: Poison sack, injection [Poison: Circulatory, Stinger] (20 DP) Poison sack, spray [Poison: Circulatory, 1x/ 60 rnds, 2',1'D/ lvl] (30 DP) Ambush predator IV [Terrain, 68, 16] (24 DP) Nonviolent I [-5] (-10 DP)
Defense: Abomination (-20 DP) Proof, weapon, except raw iron (20 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar II [II] (-2 DP) Body condition, fleeting soul (-20 DP) Item, no item (-15 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Silk gland I [Medium, 50'] (10 DP)

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Senses: Vision: demon vision [50'] (55 DP) Eyes: spider (15 DP) Touch: spider slit sensillae (20 DP)
Movement: Walk.Multi.: 34 Climb.M.Hook.: 0
Skills: Perc.: 78 Climb.: 93 Rev. Str.: 84
Spells: Cha 1 **PP:** 6
Racial:

Stats	**Ag**	1	**Co**	0	**Em**	-4	**Em**	-4	**In**	-1	**Pr**	-3	**Qu**	2	**Re**	-2	**SD**	1	**St**	2
Base Hits		20		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	20	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, chitin, full plate (AT 5)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Oriental dragon, mature	30G	Walk.Quad.: 33	11	H(8)	VIII - -	114 (179)	84	AT 7(N)	73 (0)	137H(8)bi[Electricity] ;137H(8)cl[Electricity] ;72H(8)ra ;137H(8)all3WF ;126D(2)lboP ;126D(2)lboP ;126D(2)lboP ;126D(2)lboP ;126D(2)lboP ;126D(2)lboP ;126D(2)lboP	15	35	35	14	1	Solo (1d2)	L E U - - -

Category	Fell creature	**Height**	70”	**Leftover DP**	18
Type	Great drake	**Length**	258”	**Outlook**	Considerate
Archetype	Spell user	**Weight**	10220Lbs.	**Treasure**	0

Ag	14	**Co**	4	**Em**	15	**In**	5	**Me**	12	**Pr**	15	**Qu**	11	**Re**	4	**SD**	1	**St**	0

Attack: Attacks sequence (10 DP) Elemental internals IV [Lightning, Attack, D] (25 DP) Elemental bolt I [Lightning Bolt, DLightningbolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (20 DP) Increase range III [+10'/ lvl] (20 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Elemental immunity, dragon [5 elements] (80 DP) Immune to disease, greater (30 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial V [Belly, AT 5] (-3 DP) Elemental vulnerability I [Earth, +1 Size] (-15 DP)
Form: Elongated appendage III [Tail, 15'] (15 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: eagle (15 DP) Smell: snake (15 DP) Hearing: Hare (20 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Quad.: 33 Swim.Flop: 0 Ma.Fly.Adapt.: 0
Skills: Perc.: 187 Run.: 199 Fly.: 199 Swim.: 109 Multi. Att.: 100 Grace. Spell l.: 190
Spells: Ess/Men 540 **PP:** 160
Racial:

Stats	**Ag**	4	**Co**	1	**Em**	0	**Em**	0	**In**	0	**Pr**	0	**Qu**	3	**Re**	4	**SD**	-4	**St**	0
Base Hits		40		**Base RR**		Ch		10	**Ess**		10		**Me**		10		**Ph**	10	**Fe**	0
Base Endurance		10		**Healing rate**		x2			**Stride**		-25		**AT**		Armor, dragon scales, light (AT 7)					

Name	**Lvl**	**BMR**	**Ini**	**Siz**	**Crit**	**Hits**	**En**	**AT**	**DB**	**OB**	**RRC**	**RRE**	**RR**	**R**	**R**	**Encouter**	**Bio**

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			t	e			d		(Sh)				M	RP	RF		
Oriental dragon, old	50G	Walk.Quad.: 45	11	G(9)	IX - -	139 (229)	109	AT 8(N)	93 (0)	179G(9)bi[Electricity] ;179G(9)cl[Electricity] ;99G(9)ra ;179G(9)all3WF ;173D(2)lboP ;173D(2)lboP ;173D(2)lboP ;173D(2)lboP ;173D(2)lboP ;173D(2)lboP	15	35	35	14	1	Solo (1d2)	L E U - - -

Category	Fell creature	**Height**	105”	**Leftover DP**	128
Type	Great drake	**Length**	370”	**Outlook**	Considerate
Archetype	Spell user	**Weight**	33000Lbs.	**Treasure**	0

Ag	14	**Co**	4	**Em**	15	**In**	5	**Me**	12	**Pr**	15	**Qu**	11	**Re**	4	**SD**	1	**St**	0

Attack: Attacks sequence (10 DP) Elemental internals V [Lightning, Attack, E] (30 DP) Elemental bolt I [Lightning Bolt, DLightningbolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (20 DP) Increase range III [+10'/ lvl] (20 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Elemental immunity, dragon [5 elements] (80 DP) Immune to disease, greater (30 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial VI [Belly, AT 6] (-3 DP) Elemental vulnerability I [Earth, +1 Size] (-15 DP)
Form: Elongated appendage IV [Tail, 20'] (20 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: eagle (15 DP) Smell: snake (15 DP) Hearing: Hare (20 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Quad.: 45 Swim.Flop: 0 Ma.Fly.Adapt.: 0
Skills: Perc.: 273 Run.: 277 Fly.: 277 Swim.: 127 Multi. Att.: 120 Grace. Spell l.: 270
Spells: Ess/Men 900 **PP:** 199
Racial:

Stats	**Ag**	4	**Co**	1	**Em**	0	**Em**	0	**In**	0	**Pr**	0	**Qu**	3	**Re**	4	**SD**	-4	**St**	0		
Base Hits		40	**Base RR**		Ch	10	**Ess**		10		**Me**		10		**Ph**	10	**Fe**	0				
Base Endurance		10	**Healing rate**		x2		**Stride**		-25		**AT**		Armor, dragon scales, medium (AT 8)									

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Oriental dragon, young	11G	Walk.Quad.: 22	6	L(7)	VII - -	74 (104)	44	AT 5(N)	39 (0)	98L(7)bi[Electricity] ;98L(7)cl[Electricity] ;44L(7)ra ;98L(7)all3WF ;114D(2)lboP ;114D(2)lboP ;114D(2)lboP ;114D(2)lboP ;114D(2)lboP ;114D(2)lboP	12	23	23	13	-2	Solo (1d2)	L E U - - -

Category	Fell creature	**Height**	41”	**Leftover DP**	-68
Type	Great drake	**Length**	156”	**Outlook**	Considerate
Archetype	Spell user	**Weight**	2280Lbs.	**Treasure**	0

Ag	7	**Co**	3	**Em**	3	**In**	2	**Me**	7	**Pr**	3	**Qu**	6	**Re**	4	**SD**	-2	**St**	0

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Attack: Attacks sequence (10 DP) Elemental internals III [Lightning, Attack, C] (20 DP) Elemental bolt I [Lightning Bolt, DLightningbolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (20 DP) Increase range III [+10'/ lvl] (20 DP) Fighting brick I [+1 pace] (-10 DP)
Defense: Elemental immunity, dragon [5 elements] (80 DP) Immune to disease, lesser (10 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial IV [Belly, AT 4] (-4 DP) Elemental vulnerability I [Earth, +1 Size] (-15 DP)
Form: Elongated appendage II [Tail, 10'] (10 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: eagle (15 DP) Smell: snake (15 DP) Hearing: Hare (20 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Quad.: 22 Swim.Flop: 0 Ma.Fly.Adapt.: 0
Skills: Perc.: 116 Run.: 124 Fly.: 124 Swim.: 71 Multi. Att.: 53 Grace. Spell l.: 106
Spells: Ess/Men 198 **PP:** 139
Racial:

Stats	**Ag**	4	**Co**	1	**Em**	0	**Em**	0	**In**	0	**Pr**	0	**Qu**	3	**Re**	4	**SD**	-4	**St**	0
Base Hits		40		**Base RR**		Ch	10	**Ess**		10		**Me**	10		**Ph**	10	**Fe**	0		
Base Endurance		10		**Healing rate**		x2		**Stride**		-25		**AT**	Armor, dragon scales, very light (AT 5)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Ostrich	3C	Walk.Bi.: 52	3	M(5)	V - -	51 (71)	46	AT 2(N)	15 (0)	29M(5)ra ;29B(6)tr ;24M(5)be	10	-5	-4	4	-2	Section (2d6)	X P F D - -

Category	Animal	**Height**	90”	**Leftover DP**	163
Type	Bird	**Length**	26”	**Outlook**	Dominant
Archetype	Defensive	**Weight**	230Lbs.	**Treasure**	0

Ag	3	**Co**	4	**Em**	-5	**In**	0	**Me**	-3	**Pr**	-4	**Qu**	3	**Re**	-3	**SD**	-2	**St**	4

Attack: Enhanced natural attack I [Trample, +1 Size] (10 DP)
Defense:
Form: Wings, vestigial wings (0 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: egg clutch [0,15, 2, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Bi.: 52
Skills: Perc.: 34 Fly.: 42 Surv. Biome: 45
Spells: Cha 0 **PP:** 14
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-5	**Em**	-5	**In**	-1	**Pr**	-4	**Qu**	2	**Re**	-4	**SD**	-2	**St**	4
Base Hits		25		**Base RR**		Ch	0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0		
Base Endurance		20		**Healing rate**		x1		**Stride**		25		**AT**	Armor, thick feather coat (AT 2)							

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Otter	2B	Walk.Quad.: 21	2	M(5)	V - -	36 (41)	11	AT 2(N)	7 (0)	17M(5)bi	10	-2	0	3	0	Team (1d10)	T B P F - -

Category	Animal	**Height**	14”	**Leftover DP**	123
Type	Carnivore	**Length**	47”	**Outlook**	Playful
Archetype	Skill	**Weight**	65Lbs.	**Treasure**	0

Ag	3	Co	3	Em	-2	In	0	Me	-2	Pr	0	Qu	2	Re	-4	SD	0	St	2

Attack: Attacks sequence (10 DP)
Defense:
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Sight: primate (5 DP) Hearing: Dog (15 DP) Touch: sensitive antennae/ vibrissae (13 DP)
Movement: Walk.Quad.: 21 Swim.Web: 0
Skills: Perc.: 28 Run.: 34 Surv. Biome: 37 Swim.: 34
Spells: Cha 0 **PP:** 7
Racial:

Stats	Ag	3	Co	3	Em	-2	Em	-2	In	0	Pr	0	Qu	2	Re	-4	SD	0	St	2
Base Hits		25	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0				
Base Endurance		0	**Healing rate**		x1		**Stride**		10	**AT**		Armor, heavy fur (AT2)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Owl, diminutive	1A	Walk.Bi.: 1	3	D(2)	II - -	26 (31)	26	AT 1(N)	21 (0)	17D(2)cl ;17MI(1)be	11	-2	1	3	0	Yoke (1d3)	B F J - -

Category	Animal	**Height**	7”	**Leftover DP**	158
Type	Bird	**Length**	7”	**Outlook**	Jumpy
Archetype	Stealth	**Weight**	1Lbs.	**Treasure**	0

Ag	4	Co	3	Em	-2	In	1	Me	-2	Pr	1	Qu	3	Re	-4	SD	0	St	2

Attack: Weak natural attack I [Beak, -1 Size] (-5 DP)
Defense:
Form: Wings, feathered (20 DP) Camouflage, pattern [Silence, 25] (10 DP) Stunted lifespan II [25 years or less] (0 DP)

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Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP) Prodigy IV [Skill, 20] (24 DP)
Senses: Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP) Hearing: Hare (20 DP) Vision: nightvision (10 DP)
Movement: Walk.Bi.: 1 Awk.move.IV: 0 Wing.Fly.Exc.: 0
Skills: Perc.: 7 Fly.: 23 Surv. Biome: 6 Hiding: 38 Stalking: 33 Amb. Unarmed: 6
Spells: Cha 0 **PP:** 3
Racial:

Stats	**Ag**	4	**Co**	3	**Em**	-2	**Em**	-2	**In**	1	**Pr**	1	**Qu**	3	**Re**	-4	**SD**	0	**St**	2
Base Hits		15		**Base RR**	Ch	0	**Ess**	0		**Me**	0		**Ph**	0	**Fe**	0				
Base Endurance		15		**Healing rate**	x1		**Stride**	0		**AT**	Armor, light feather coat (AT 1)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Owl, tiny	2B	Walk.Bi.: 3	3	T(3)	III - -	46 (61)	36	AT 2(N)	23 (0)	25T(3)cl ;25D(2)be	11	-2	1	3	0	Solo (1d2)	B F J - - -

Category	Animal	**Height**	26”	**Leftover DP**	122
Type	Bird	**Length**	26”	**Outlook**	Normal
Archetype	Stealth	**Weight**	5.8Lbs.	**Treasure**	0

Ag	4	**Co**	3	**Em**	-2	**In**	1	**Me**	-2	**Pr**	1	**Qu**	3	**Re**	-4	**SD**	0	**St**	2

Attack: Weak natural attack I [Beak, -1 Size] (-5 DP)
Defense:
Form: Wings, feathered (20 DP) Camouflage, pattern [Silence, 25] (10 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 2, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP) Prodigy IV [Skill, 20] (24 DP)
Senses: Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP) Hearing: Hare (20 DP) Vision: nightvision (10 DP)
Movement: Walk.Bi.: 3 Awk.move.IV: 0 Wing.Fly.Exc.: 0
Skills: Perc.: 20 Fly.: 32 Surv. Biome: 18 Hiding: 52 Stalking: 47 Amb. Unarmed: 8
Spells: Cha 0 **PP:** 3
Racial:

Stats	**Ag**	4	**Co**	3	**Em**	-2	**Em**	-2	**In**	1	**Pr**	1	**Qu**	3	**Re**	-4	**SD**	0	**St**	2
Base Hits		25		**Base RR**	Ch	0	**Ess**	0		**Me**	0		**Ph**	0	**Fe**	0				
Base Endurance		15		**Healing rate**	x1		**Stride**	0		**AT**	Armor, thick feather coat (AT 2)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Oxen/ water	3C	Walk.Qu	-1	L(	VII -	61	51	AT	3 (0)	23L(7)ho> ;23L(7)ra>> ;18L(7)tr	12	-2	-2	4	3	Section	F J - - -

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buffalo		ad.: 26		7)	-	(81)		1(N)									(2d6)	-

Category	Animal	**Height**	60”	**Leftover DP**	100
Type	Domesticated	**Length**	107”	**Outlook**	Passive
Archetype	Defensive	**Weight**	2100Lbs.	**Treasure**	0

Ag	2	**Co**	4	**Em**	-2	**In**	2	**Me**	-3	**Pr**	-2	**Qu**	-1	**Re**	-3	**SD**	3	**St**	5

Attack: Attacks sequence (10 DP)
Defense:
Form: Beast of burden II [0,3] (20 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Control submission III [15] (-15 DP) Can't speak (-10 DP)
Senses: Sight: primate (5 DP) Sensitivity: Bright light sensitivity [Daylight, Stun] (-30 DP) Smell: rat (10 DP) Hearing: Hare (20 DP)
Movement: Walk.Quad.: 26
Skills: Perc.: 21 Run.: 33 Wei. Trn.: 10 Swim.: 33
Spells: Cha 0 **PP:** 6
Racial:

Stats	**Ag**	1	**Co**	4	**Em**	-2	**Em**	-2	**In**	1	**Pr**	-2	**Qu**	-2	**Re**	-4	**SD**	3	**St**	5	
Base Hits		30	**Base RR**		Ch	0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0				
Base Endurance		20	**Healing rate**		x1		**Stride**		0		**AT**	Armor, light fur (AT 1)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Panda, giant	5C	Walk.Qu ad.: 18	3	M(5)	V - -	77 (112)	47	AT 2(N)	19 (0)	33M(5)cl ;33M(5)gr> ;33M(5)bi	12	-3	-2	5	2	Yoke (1d3)	J - - - - -

Category	Animal	**Height**	33”	**Leftover DP**	132
Type	Herbivore	**Length**	67”	**Outlook**	Carefree
Archetype	Defensive	**Weight**	205Lbs.	**Treasure**	0

Ag	3	**Co**	5	**Em**	-3	**In**	2	**Me**	-1	**Pr**	-2	**Qu**	3	**Re**	-1	**SD**	2	**St**	6

Attack: Attacks sequence (10 DP)
Defense:
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: grizzly (30 DP) Sight: primate (5 DP) Vision: nightvision (10 DP)
Movement: Walk.Quad.: 18
Skills: Perc.: 39 Run.: 51 Surv. Biome: 37
Spells: Cha 1 **PP:** 12

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Racial:

Stats	Ag	2	Co	4	Em	-3	Em	-3	In	1	Pr	-2	Qu	2	Re	-2	SD	1	St	6
Base Hits		30	**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**		0
Base Endurance		0	**Healing rate**		x1			**Stride**		0		**AT**		Armor, heavy fur (AT2)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Pangolin	2B	Walk.Quad.: 9	0	S(4)	IV - -	44 (59)	19	AT 4(N)	4 (0)	22S(4)cl ;17D(2)gr	10	-3	-3	7	0	Solo (1d2)	F J - - - -

Category	Animal	**Height**	10”	**Leftover DP**	230
Type	Carnivore	**Length**	25”	**Outlook**	Protective
Archetype	Defensive	**Weight**	37Lbs.	**Treasure**	0

Ag	2	Co	2	Em	-3	In	0	Me	-1	Pr	-3	Qu	0	Re	-5	SD	0	St	1

Attack: Prehensile extension I [Tongue, 2'] (25 DP) Weak natural attack II [Grapple, -2 Size] (-10 DP)
Defense:
Form: Distinct odor (-10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Smell: snake (15 DP) Sensitivity: Near sighted (-5 DP)
Movement: Walk.Quad.: 9
Skills: Perc.: 7 Run.: 29 Surv. Biome: 14
Spells: Cha 0 **PP:** 6
Racial:

Stats	Ag	2	Co	2	Em	-3	Em	-3	In	0	Pr	-3	Qu	0	Re	-5	SD	0	St	1
Base Hits		25	**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	5	**Fe**		0
Base Endurance		0	**Healing rate**		x1			**Stride**		0		**AT**		Armor, large scales (AT 4)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Panther, winged, greater	8F	Walk.Quad.: 27	3	B(6)	VI - -	91 (147)	86	AT 2(N)	35 (0)	83B(6)cl ;63B(6)ra> ;83B(6)bi	11	-2	-1	4	2	Streak (1d6)	T B P F - -

Category	Animal	**Height**	60”	**Leftover DP**	103
Type	Aerial	**Length**	124”	**Outlook**	Inquisitive
Archetype	Stealth	**Weight**	500Lbs.	**Treasure**	0

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Ag	5	Co	4	Em	-2	In	1	Me	-4	Pr	-1	Qu	3	Re	-3	SD	2	St	4

Attack: Pounce jump [5'/ lvl, 2'/ lvl] (10 DP)
Defense:
Form: Wings, feathered (20 DP) Camouflage, pattern [Grass, 25] (10 DP) Camouflage, pattern [Snow, 25] (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Group instinct (5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Vision: nightvision (10 DP) Sight: hawk (20 DP) Hearing: cat (10 DP)
Movement: Walk.Quad.: 27 Wing.Fly.Norm.: 0
Skills: Perc.: 87 Fly.: 98 Surv. Biome: 84
Spells: Cha 1 **PP:** 13
Racial:

Stats	Ag	3	Co	3	Em	-3	Em	-3	In	0	Pr	-2	Qu	2	Re	-5	SD	0	St	3
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**		0
Base Endurance		20		**Healing rate**		x1			**Stride**		0		**AT**	Armor, heavy fur (AT2)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Panther, winged, lesser	4D	Walk.Quad.: 18	2	M(5)	V - -	62 (92)	57	AT 2(N)	24 (0)	40M(5)cl ;8M(5)ra> ;40M(5)bi	10	-3	-2	3	1	Streak (1d6)	B P F - -

Category	Animal	Height	35”	Leftover DP	98
Type	Aerial	Length	60”	Outlook	Normal
Archetype	Stealth	Weight	100Lbs.	Treasure	0

Ag	4	Co	3	Em	-3	In	0	Me	-4	Pr	-2	Qu	2	Re	-4	SD	1	St	3

Attack: Pounce jump [5'/ lvl, 2'/ lvl] (10 DP)
Defense:
Form: Wings, feathered (20 DP) Camouflage, pattern [Grass, 25] (10 DP) Camouflage, pattern [Snow, 25] (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Group instinct (5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Vision: nightvision (10 DP) Sight: hawk (20 DP) Hearing: cat (10 DP)
Movement: Walk.Quad.: 18 Wing.Fly.Norm.: 0
Skills: Perc.: 43 Fly.: 53 Surv. Biome: 42
Spells: Cha 0 **PP:** 3
Racial:

Stats	Ag	3	Co	3	Em	-3	Em	-3	In	0	Pr	-2	Qu	2	Re	-5	SD	0	St	3
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**		0
Base Endurance		20		**Healing rate**		x1			**Stride**		0		**AT**	Armor, heavy fur (AT2)						

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Panthershark	8E	Walk.Quad.: 22	5	B(6)	VI - -	129 (213)	94	AT 2(N)	31 (0)	97B(6)cl> ;81B(6)ra> ;97L(7)bi	11	-4	-1	4	2	Solo (1d2)	L E - - - -

Category	Monster	**Height**	44”	**Leftover DP**	96
Type	Land	**Length**	110”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	880Lbs.	**Treasure**	0

Ag	6	Co	4	Em	-4	In	1	Me	-1	Pr	-1	Qu	5	Re	-3	SD	2	St	5

Attack: Attacks sequence (10 DP) Ambush predator IV [Terrain, 68, 16] (24 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP) Enhanced natural attack I [Bite, +1 Size] (10 DP)
Defense:
Form: Camouflage, pattern [Mixed, 25] (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP) Prodigy V [Stalk/ Hide, 25] (30 DP)
Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 22 Swim.Adapt.: 0
Skills: Perc.: 48 Run.: 61 Swim.: 61 Surv. Biome: 42 Hiding: 81 Stalking: 56
Spells: Cha 0 **PP:** 6
Racial:

Stats	Ag	4	Co	2	Em	-4	Em	-4	In	0	Pr	-1	Qu	4	Re	-4	SD	1	St	3
Base Hits		35		**Base RR**		Ch	0		**Ess**	0		**Me**	0		**Ph**	0	**Fe**	0		
Base Endurance		0		**Healing rate**		x1			**Stride**	0		**AT**	Armor, heavy fur (AT2)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Pech	2C	Walk.Bi.: 5	1	S(4)	IV - -	36 (41)	11	AT 1(N)	4 (24)	20S(4)bx ;16S(4)hc	9	20	8	-18	2	Streak (1d6)	T B P F - -

Category	Fey	**Height**	27”	**Leftover DP**	66
Type	Occupational	**Length**	5”	**Outlook**	Considerate
Archetype	Skill	**Weight**	22Lbs.	**Treasure**	0

Ag	3	Co	2	Em	0	In	-1	Me	2	Pr	-2	Qu	1	Re	1	SD	2	St	1

Attack:
Defense: Proof, weapon, except raw iron (20 DP)
Form: Immortal (10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Efficient sleeper II [-2 hrs.] (10 DP)
Senses: Vision: Dark vision II [30'] (20 DP) Vision: nightvision (10 DP) Extra sense: feel-like (10 DP)

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Movement: Walk.Bi.: 5
Skills: Perc.: 21 Run.: 28 Stone Cr. Spec.: 25 Stone Cr. Spec.: 25 Locks: 24 Mechanics. Spec.: 24
Spells: Ess 0 **PP:** -4
Racial:

Stats	Ag	3	Co	2	Em	0	Em	0	In	-1	Pr	-2	Qu	1	Re	1	SD	2	St	1
Base Hits		25	**Base RR**		Ch		10	**Ess**		10		**Me**	10		**Ph**	-20	**Fe**	0		
Base Endurance		0	**Healing rate**		x0.5			**Stride**		0		**AT**	Armor, naked skin (AT 1)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Pegasus, common	6F	Walk.Quad.: 27	4	L(7)	VII --	76 (121)	66	AT 1(N)	34 (0)	46L(7)un ;46B(6)bi ;46L(7)ra> ;31L(7)tr	2	-12	-10	-6	3	Span (1d8)	T B P F - -

Category	Monster	**Height**	58”	**Leftover DP**	52
Type	Aerial	**Length**	92”	**Outlook**	Timid
Archetype	Defensive	**Weight**	1323Lbs.	**Treasure**	0

Ag	4	Co	4	Em	-2	In	2	Me	0	Pr	0	Qu	4	Re	-2	SD	3	St	4

Attack: Attacks sequence (10 DP) Weak natural attack I [Bite, -1 Size] (-5 DP)
Defense: Physical vulnerability I [-5] (-5 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Beast of burden II [0,3] (20 DP) Wings, feathered (20 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Control submission II [10] (-10 DP)
Senses: Hearing: Cat (10 DP) Taste: sensitive palette (5 DP) Smell: sensitive (5 DP) Sight: eagle (15 DP)
Movement: Walk.Quad.: 27 Wing.Fly.Norm.: 0
Skills: Perc.: 54 Run.: 69 Fly.: 69 Swim.: 69 Surv. Biome: 51 Acrob.: 70
Spells: Cha 1 **PP:** 11
Racial:

Stats	Ag	2	Co	3	Em	-2	Em	-2	In	0	Pr	0	Qu	2	Re	-4	SD	2	St	4
Base Hits		20	**Base RR**		Ch		-10	**Ess**		-10		**Me**	-10		**Ph**	-10	**Fe**	0		
Base Endurance		10	**Healing rate**		x1			**Stride**		0		**AT**	Armor, light fur (AT 1)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Pegasus, royal	30G	Walk.Qu	2	L(	VII I	174	16	AT	76	150L(7)un ;150B(6)bi ;150L(7)ra> ;105L(7)tr	25	3	5	21	2	Solo	L E - -

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		ad.: 31		7)	-	(304)	4	1(N)	(0)								(1d2)	- -

Category	Monster	**Height**	74”	**Leftover DP**	150
Type	Aerial	**Length**	112”	**Outlook**	Protective
Archetype	Semi spell user	**Weight**	1900Lbs.	**Treasure**	0

Ag	17	**Co**	6	**Em**	3	**In**	15	**Me**	-1	**Pr**	5	**Qu**	2	**Re**	1	**SD**	2	**St**	7

Attack: Attacks sequence (10 DP) Weak natural attack I [Bite, -1 Size] (-5 DP) Wing buffeting [3'R/ lvl] (25 DP)
Defense: Physical vulnerability II [-10] (-10 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Beast of burden IV [0,5] (40 DP) Wings, feathered (20 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP)
Senses: Hearing: Hare (20 DP) Taste: sensitive palette (5 DP) Smell: dog (20 DP) Sight: eagle (15 DP)
Movement: Walk.Quad.: 31 Wing.Fly.Norm.: 0
Skills: Perc.: 132 Run.: 136 Fly.: 136 Swim.: 136 Surv. Biome: 132 Acrob.: 135
Spells: Cha 180 **PP:** 134
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-2	**Em**	-2	**In**	0	**Pr**	0	**Qu**	2	**Re**	-4	**SD**	2	**St**	4
Base Hits		30		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	15	**Fe**	0
Base Endurance		20		**Healing rate**		x1			**Stride**		0		**AT**		Armor, light fur (AT 1)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Penguin	2B	Walk.Bi.: 3	0	S(4)	IV - -	44 (59)	44	AT 1(N)	4 (0)	22S(4)be	10	-2	-2	4	1	Pack (5d10)	I - - - - -

Category	Animal	**Height**	31”	**Leftover DP**	226
Type	Bird	**Length**	31”	**Outlook**	Timid
Archetype	Defensive	**Weight**	25Lbs.	**Treasure**	0

Ag	0	**Co**	4	**Em**	-2	**In**	0	**Me**	-3	**Pr**	-2	**Qu**	0	**Re**	-5	**SD**	1	**St**	2

Attack:
Defense:
Form: Wings, feathered (20 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 1, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Bi.: 3 Awk.move.IV: 0 Swim.Stream.: 0
Skills: Perc.: 21 Fly.: 30 Surv. Biome: 18
Spells: Cha 0 **PP:** 8
Racial:

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Stats	Ag	0	Co	4	Em	-2	Em	-2	In	0	Pr	-2	Qu	0	Re	-5	SD	1	St	2
Base Hits		20	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		20	Healing rate		x1		Stride		0	AT		Armor, light feather coat (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Phantom (I)	2B	Ma.Fly.Awk.: 21	2	M(5)	VI@!#-	43 (67)	38	AT 1(N)	70 (0)	66D(2)lbo	16	6	6	-2	-2	Yoke (1d3)	L E U - - -

Category	Undead	Height	72”	Leftover DP	83
Type	Incorporeal	Length	9”	Outlook	Inquisitive
Archetype	Offensive	Weight	0Lbs.	Treasure	0

Ag	2	Co	-2	Em	-4	In	-4	Me	-4	Pr	-4	Qu	2	Re	-4	SD	-2	St	-4

Attack: Life drain, hunger I [Drain Co, 1, -10] (5 DP) Elemental bolt I [Lightning Bolt, T, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (20 DP) Aura, fear V [5'R/ lvl] (35 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Proof, critical, critical reduction I [I] (10 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead I [I] (-1 DP) Mindless (-25 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Ma.Fly.Awk.: 21
Skills: Perc.: 30 Fly.: 42
Spells: Cha 0 **PP:** 28
Racial:

Stats	Ag	2	Co	-2	Em	-4	Em	-4	In	-4	Pr	-4	Qu	2	Re	-4	SD	-2	St	-4
Base Hits		25	Base RR		Ch	10	Ess		10	Me		10	Ph	0	Fe	0				
Base Endurance		20	Healing rate		x0.5		Stride		0	AT		Armor, insubstantial (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Phantom Steed (II)	7C	Walk.Quad.: 28	3	L(7)	VI I@!#-	98 (174)	88	AT 1(N)	73 (0)	80L(7)un ;80L(7)bi ;80L(7)ra> ;64L(7)tr ;59M(5)cbaS ;59M(5)cbaS ;59M(5)cbaS ;59M(5)cbaS ;59M(5)cbaS ;59M(5)cbaS	16	5	5	2	-2	Streak (1d6)	L E U - - -

Category	Undead	Height	64”	Leftover DP	0

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Type	Incorporeal	**Length**	100”	**Outlook**	Hostile
Archetype	Offensive	**Weight**	0Lbs.	**Treasure**	0

Ag	4	**Co**	2	**Em**	-5	**In**	-4	**Me**	-4	**Pr**	-5	**Qu**	3	**Re**	-4	**SD**	-2	**St**	0

Attack: Attacks sequence (10 DP) Elemental cone I [Ice, MCold ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Aura, fear V [5'R/ lvl] (35 DP) Increase range II [+5'/ lvl] (10 DP) Phantom touch, large [Unarmed Strikes, Large] (10 DP) Phantom touch, large [Bite, Large] (10 DP) Phantom touch, large [Ram, Large] (10 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Proof, critical, critical reduction I [I] (10 DP) Light boned I [-1 Size] (-17 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP) Beast of burden III [0,4] (30 DP)
Miscellaneous: Type, undead II [II] (-2 DP) Unsleeping (20 DP) Item, no item (-15 DP) Control submission IV [20] (-20 DP) Can't speak (-10 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 28
Skills: Perc.: 38 Run.: 48
Spells: Cha 0 **PP:** 2
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	-5	**Em**	-5	**In**	-5	**Pr**	-5	**Qu**	2	**Re**	-5	**SD**	-3	**St**	-2

Base Hits	20	**Base RR**	Ch	10	**Ess**	10	**Me**	10	**Ph**	0	**Fe**	0
Base Endurance	10	**Healing rate**	x0.5		**Stride**	0	**AT**	Armor, insubstantial (AT 1)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Phoenix	14G	Walk.Bi.: 18	2	L(7)	VII - -	104 (180)	84	AT 2(N)	84 (0)	97L(7)cl ;97L(7)be ;99M(5)fbo	-5	9	-3	-7	2	Solo (1d2)	D A E - - -

Category	Elemental	**Height**	100”	**Leftover DP**	28
Type	Elemental creature	**Length**	152”	**Outlook**	Crusading
Archetype	Semi spell user	**Weight**	1291Lbs.	**Treasure**	0

Ag	6	**Co**	3	**Em**	4	**In**	0	**Me**	0	**Pr**	2	**Qu**	2	**Re**	2	**SD**	2	**St**	4

Attack: Adrenal defense VIII [40] (40 DP) Elemental immolation I [Element, A, 5'R] (20 DP)
Defense: Elemental immunity [Fire] (20 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP) Proof, elemental I [Ice, -1Size] (15 DP) Material susceptibility I [Water, 5] (-10 DP)
Form: Elemental blending [Element] (10 DP) Wings, feathered (20 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Can't speak (-10 DP) Item, no item (-15 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Elemental rebirth [10 hrs] (25 DP)
Senses: Vision: Pentachromatic (Infra vision) [50'] (20 DP) Sight: eagle (15 DP) Heatsense: heat sensor network (20 DP)
Movement: Walk.Bi.: 18 Awk.move.III: 0 Wing.Fly.Exc.: 0
Skills: Perc.: 66 Run.: 31 Fly.: 72 Acrob.: 35 Adr. Spe.: 68 Mag. Rit. Elem.: 23
Spells: Ess 84 **PP:** 71
Racial:

Stats	**Ag**	2	**Co**	1	**Em**	0	**Em**	0	**In**	-2	**Pr**	0	**Qu**	2	**Re**	0	**SD**	2	**St**	2

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Base Hits	20	**Base RR**	Ch	-5	**Ess**	-5	**Me**	-5	**Ph**	-10	**Fe**	0
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, thick feather coat (AT 2)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Pig	4B	Walk.Quad.: 15	0	B(6)	VI - -	69 (99)	54	AT 1(N)	8 (0)	14B(6)ra> ;14B(6)tr>> ;24B(6)bi	13	-1	-1	15	4	Posse (2d10)	T B X P - -

Category	Animal	**Height**	28”	**Leftover DP**	51
Type	Domesticated	**Length**	52”	**Outlook**	Inconsiderate
Archetype	Defensive	**Weight**	440Lbs.	**Treasure**	0

Ag	3	**Co**	5	**Em**	-1	**In**	3	**Me**	-2	**Pr**	-1	**Qu**	0	**Re**	-2	**SD**	4	**St**	6

Attack: Attacks sequence (10 DP)
Defense:
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Sight: primate (5 DP) Smell: shark (25 DP) Touch: mole (18 DP)
Movement: Walk.Quad.: 15
Skills: Perc.: 26 Run.: 42 Track.: 26
Spells: Cha 0 **PP:** -3
Racial:

Stats	**Ag**	2	**Co**	5	**Em**	-1	**Em**	-1	**In**	2	**Pr**	-1	**Qu**	-1	**Re**	-3	**SD**	4	**St**	6	
Base Hits		25	**Base RR**	Ch		0	**Ess**	0		**Me**	0		**Ph**	10	**Fe**	0					
Base Endurance		10	**Healing rate**	x1			**Stride**	0		**AT**	Armor, light fur (AT 1)										

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Piranha	1A	Swim.Stream.: 20	2	T(3)	III - -	30 (42)	15	AT 3(N)	8 (0)	26T(3)bi ;36S(4)bi(Coop10) ;46M(5)bi(Coop20)	9	-4	-2	3	-3	Crew (12d10)	J O - - - -

Category	Animal	**Height**	5”	**Leftover DP**	238
Type	Water	**Length**	10”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	8Lbs.	**Treasure**	0

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Ag	2	Co	3	Em	-4	In	-1	Me	-5	Pr	-2	Qu	2	Re	-5	SD	-3	St	-2

Attack: Cooperation: flock/ pack attack III [Attack, 10, 10, 1Size] (20 DP) Cooperation: flock/ pack attack II [Attack, 20, 15, 1Size] (15 DP)
Defense:
Form: Gills (10 DP) Adapted form: water (15 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Smell: rat (10 DP) Touch: sensitive (5 DP)
Movement: Swim.Stream.: 20
Skills: Perc.: 10 Swim.: 19 Surv. Biome: 8 Jump.: 18 Track.: 9
Spells: Cha 0 **PP:** 3
Racial:

Stats	Ag	2	Co	3	Em	-4	Em	-4	In	-1	Pr	-2	Qu	2	Re	-5	SD	-3	St	-2
Base Hits		15		Base RR		Ch		0	Ess		0		Me		0		Ph		0	Fe	0
Base Endurance		0		Healing rate		x1			Stride		0		AT		Armor, small scales (AT 3)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Plague Demon (II)	8E	Walk.Bi.: 30	1	B(6)	VI - -	118 (202)	98	AT 2(N)	19 (0)	83B(6)ra ;99M(5)un	9	-4	-4	16	2	Solo (1d2)	E U L - - -

Category	Extra planar	Height	102”	Leftover DP	146
Type	Demon	Length	20”	Outlook	Inconsiderate
Archetype	Offensive	Weight	550Lbs.	Treasure	0

Ag	4	Co	6	Em	-4	In	-1	Me	-1	Pr	-4	Qu	1	Re	-1	SD	2	St	4

Attack: Disease touch [Special] (25 DP) Sense weakness (30 DP)
Defense: Abomination (-20 DP) Disease transmission [Disease] (15 DP) Immune to disease, greater (30 DP) Proof, weapon, except magic (20 DP) Sticky [-20] (10 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar II [II] (-2 DP) Body condition, fleeting soul (-20 DP) Diet, omnivore, true (15 DP) Unsleeping (20 DP) Item, no item (-15 DP) Disturbing voice I [-10] (-10 DP)
Senses: Vision: demon vision [50'] (55 DP) Sensitivity: Light sensitivity III [-75] (-30 DP)
Movement: Walk.Bi.: 30
Skills: Perc.: 53 Run.: 62 Lor. Fauna: 14
Spells: Cha 0 **PP:** 12
Racial:

Stats	Ag	2	Co	4	Em	-4	Em	-4	In	-2	Pr	-4	Qu	0	Re	-2	SD	1	St	2
Base Hits		20		Base RR		Ch		0	Ess		0		Me		0		Ph		10	Fe	0
Base Endurance		0		Healing rate		x2			Stride		0		AT		Armor, thick skin (AT 2)						

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Platypus	2B	Walk.Quad.: 9	0	T(3)	III - -	39 (54)	19	AT 1(N)	4 (0)	16T(3)be ;16T(3)cl	9	-2	-4	2	0	Streak (1d6)	F J - - - -

Category	Animal	**Height**	8”	**Leftover DP**	268
Type	Herbivore	**Length**	22”	**Outlook**	Normal
Archetype	Stealth	**Weight**	4Lbs.	**Treasure**	0

Ag	2	Co	2	Em	-2	In	-1	Me	-3	Pr	-4	Qu	0	Re	-3	SD	0	St	0

Attack: Poison sack, injection [Poison: Circulatory, Stinger] (20 DP)
Defense:
Form: Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: egg clutch [0,25, 10, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: shark (25 DP)
Movement: Walk.Quad.: 9 Swim.Web: 15
Skills: Perc.: 15 Run.: 27 Surv. Biome: 13 Swim.: 27
Spells: Cha 0 **PP:** 0
Racial:

Stats	Ag	2	Co	2	Em	-2	Em	-2	In	-1	Pr	-4	Qu	0	Re	-3	SD	0	St	0
Base Hits		20	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0				
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**		Armor, light fur (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Plon	4D	Mag.Fly. Cont.: 49	3	L(7)	VII - -	42 (66)	17	AT 1(N)	67 (0)	30B(6)ra ;38M(5)fbo	-12	1	-12	-7	-3	Streak (1d6)	X D J E - -

Category	Elemental	**Height**	96”	**Leftover DP**	-95
Type	Race	**Length**	96”	**Outlook**	Playful
Archetype	Semi spell user	**Weight**	0Lbs.	**Treasure**	0

Ag	5	Co	-2	Em	1	In	-2	Me	2	Pr	-2	Qu	3	Re	2	SD	-3	St	-4

Attack:
Defense: Elemental immunity [Fire] (20 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP) Proof, elemental I [Ice, -1Size] (15 DP) Material Susceptibility I [Water, 5] (-10 DP)
Form: Body: elemental energy [Fire, 40] (40 DP) Breathing, no (20 DP) Shapechanger, elemental [Phoenix, Fire serpent, Fire dragon] (30 DP) Elemental blending [Element] (10 DP) Elemental explosion [Fire Ball, 1'R/ lvl, 10] (30 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Diet, alacritovore [Life energy] (-10 DP) Item, no item (-15 DP) Reproduction: copy self [0,5, 2] (50 DP) Disturbing voice I [-10] (-10 DP)

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Senses: Vision: Pentachromatic (Infra vision) [50'] (20 DP) Smell: dog (20 DP) Heatsense: heat sensor network (20 DP)
Movement: Mag.Fly.Cont.: 49
Skills: Perc.: 24 Fly.: 24 Charm: 15 Duping: 15 Acrob.: 19 Soc. Aware.: 1
Spells: Ess 24 **PP:** 14
Racial:

Stats	**Ag**	4	**Co**	-2	**Em**	0	**Em**	0	**In**	-2	**Pr**	-2	**Qu**	3	**Re**	2	**SD**	-3	**St**	-4
Base Hits		25	**Base RR**		Ch		-10	**Ess**		-10		**Me**	-10		**Ph**	-5	**Fe**	0		
Base Endurance		0	**Healing rate**		x1			**Stride**		0		**AT**	Armor, insubstantial (AT 1)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Plynos	3C	Walk.Bi.: 20	2	M(5)	IV - -	67 (103)	67	AT 1(8)	12 (0)	38M(5)ho> ;38M(5)ra ;38M(5)we ;28M(5)rw	5	-2	4	14	-2	Solo (1d2)	B P F S - -

Category	Races	**Height**	71”	**Leftover DP**	106
Type	Antropomorph	**Length**	10”	**Outlook**	Normal
Archetype	Offensive	**Weight**	200Lbs.	**Treasure**	0

Ag	4	**Co**	4	**Em**	-2	**In**	0	**Me**	0	**Pr**	-1	**Qu**	2	**Re**	0	**SD**	-2	**St**	0

Attack: Attacks sequence (10 DP)
Defense:
Form:
Miscellaneous: Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Smell: snake (15 DP) Hearing: Cat (10 DP) Sensitivity: Near sighted (-5 DP)
Movement: Walk.Bi.: 20 Leaps: 0
Skills: Perc.: 14 Run.: 22 Jump.: 20 Acrob.: 12 Surv. Biome: 11 Multi. Att.: 18
Spells: Cha 0 **PP:** 2
Racial:

Stats	**Ag**	3	**Co**	3	**Em**	-2	**Em**	-2	**In**	0	**Pr**	-1	**Qu**	2	**Re**	0	**SD**	-2	**St**	-1
Base Hits		25	**Base RR**		Ch		-5	**Ess**		0		**Me**	5		**Ph**	10	**Fe**	0		
Base Endurance		25	**Healing rate**		x1			**Stride**		0		**AT**	Armor, light fur (AT 1)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Pooka	10G	Walk.Qu	5	T(	III	121	10	AT	35	97T(3)bi	8	19	10	-	-1	Solo	L E - -

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		ad.: 10		3)	I@# -	(221)	1	1(N)	(0)					19		(1d2)	- -

Category	Fey	**Height**	7”	**Leftover DP**	118
Type	Rural	**Length**	12”	**Outlook**	Considerate
Archetype	Offensive	**Weight**	4Lbs.	**Treasure**	0

Ag	5	**Co**	1	**Em**	-1	**In**	-2	**Me**	1	**Pr**	0	**Qu**	5	**Re**	1	**SD**	-1	**St**	2

Attack:
Defense: Proof, weapon, except raw iron (20 DP) Proof, weapon, except magic (20 DP) Proof, critical, critical reduction I [I] (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP)
Form: Shapechanger, type [Race, Humanoid] (20 DP) Shapechange, size short duration [M, 1x/ hr, 5 mins.] (15 DP) Immortal (10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Efficient sleeper II [-2 hrs.] (10 DP)
Senses: Vision: Dark vision II [30'] (20 DP) Vision: nightvision (10 DP) Hearing: Cat (10 DP) Smell: rat (10 DP)
Movement: Walk.Quad.: 10 Ma.Fly.Adapt.: 0
Skills: Perc.: 57 Run.: 59 Climb.: 59 Prot.: 60 Hiding: 25 Stalking: 25
Spells: Ess 0 **PP:** 3
Racial:

Stats	**Ag**	2	**Co**	-2	**Em**	-2	**Em**	-2	**In**	-2	**Pr**	0	**Qu**	4	**Re**	0	**SD**	-2	**St**	-1
Base Hits		20		**Base RR**		Ch	10		**Ess**	10		**Me**	10		**Ph**	- 20		**Fe**	0	
Base Endurance		0		**Healing rate**		x0.5			**Stride**	0		**AT**	Armor, naked skin (AT 1)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Porcupine	3A	Walk.Quad.: 10	1	S(4)	IV - -	48 (68)	23	AT 4(N)	9 (0)	28S(4)cl ;28S(4)ra> ;22S(4)si	9	-3	-2	2	-1	Streak (1d6)	X P F S - -

Category	Animal	**Height**	10”	**Leftover DP**	215
Type	Herbivore	**Length**	30”	**Outlook**	Carefree
Archetype	Stealth	**Weight**	45Lbs.	**Treasure**	0

Ag	4	**Co**	2	**Em**	-3	**In**	-1	**Me**	-3	**Pr**	-2	**Qu**	1	**Re**	-2	**SD**	-1	**St**	1

Attack: Attacks sequence (10 DP) Quill bash, small [Sram, 1d10, Tstinger] (5 DP)
Defense: Body covering quills (10 DP)
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: rat (10 DP) Hearing: Cat (10 DP) Taste: sensitive palette (5 DP) Sensitivity: Near sighted (-5 DP)
Movement: Walk.Quad.: 10

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Skills: Perc.: 34 Run.: 44 Surv. Biome: 36 Climb.: 44
Spells: Cha 0 **PP:** 2
Racial:

Stats	**Ag**	3	**Co**	2	**Em**	-3	**Em**	-3	**In**	-1	**Pr**	-2	**Qu**	1	**Re**	-3	**SD**	-2	**St**	1
Base Hits		25	**Base RR**		Ch	0	**Ess**		0	**Me**	0	**Ph**	0	**Fe**	0					
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**	Armor, spines (AT 4)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Porcupine, great	4C	Walk.Quad.: 11	1	M(5)	V - -	77 (125)	52	AT 4(N)	11 (0)	45M(5)bi ;57M(5)ra> ;57S(4)si(1d8) ;45S(4)si	9	-3	-2	3	-2	Streak (1d6)	X P F S - -

Category	Animal	**Height**	15”	**Leftover DP**	159
Type	Omnivore	**Length**	47”	**Outlook**	Aggressive
Archetype	Offensive	**Weight**	173Lbs.	**Treasure**	0

Ag	4	**Co**	3	**Em**	-3	**In**	-1	**Me**	-3	**Pr**	-2	**Qu**	1	**Re**	-3	**SD**	-2	**St**	2

Attack: Quill bash, medium [Mram, 1d8, Sstinger] (5 DP) Quill launch, medium [SStinger, 2'/ lvl] (24 DP)
Defense: Body covering quills (10 DP)
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Frenzy [5, +1 Size] (20 DP) Can't speak (-10 DP)
Senses: Smell: rat (10 DP) Hearing: Cat (10 DP) Taste: sensitive palette (5 DP) Sensitivity: Near sighted (-5 DP)
Movement: Walk.Quad.: 11
Skills: Perc.: 22 Run.: 32 Surv. Biome: 24
Spells: Cha 0 **PP:** -1
Racial:

Stats	**Ag**	3	**Co**	2	**Em**	-3	**Em**	-3	**In**	-1	**Pr**	-2	**Qu**	1	**Re**	-3	**SD**	-2	**St**	1
Base Hits		25	**Base RR**		Ch	0	**Ess**		0	**Me**	0	**Ph**	0	**Fe**	0					
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**	Armor, spines (AT 4)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Portugese Man-o-war	4B	Swim.Bouy.: 3	-3	T(3)	V @!#-	46 (76)	36	AT 1(N)	-1 (0)	26B(6)gr	9	-6	-4	2	2	Yoke (1d3)	O - - - - -

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Category	Animal	**Height**	12”	**Leftover DP**	286
Type	Water	**Length**	360”	**Outlook**	Passive
Archetype	Defensive	**Weight**	5Lbs.	**Treasure**	0

Ag	-3	**Co**	2	**Em**	-6	**In**	-1	**Me**	-6	**Pr**	-4	**Qu**	-3	**Re**	-5	**SD**	2	**St**	-4

Attack: Poison sack, contact [Poison: Muscle] (35 DP) Enhanced natural attack III [Grapple, +3 Size] (30 DP)
Defense: Immunity, Illusion [5'/ lvl] (25 DP) Immunity, gaze (25 DP) Dense II [2Size] (35 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stagger (10 DP) Proof, critical, no stun (10 DP)
Form: Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Mindless (-25 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Touch: sensitive antennae/ vibrissae (13 DP)
Movement: Swim.Bouy.: 3
Skills: Perc.: 11 Surv. Biome: 30
Spells: Cha 0 **PP:** 0
Racial:

Stats	**Ag**	-4	**Co**	2	**Em**	-6	**Em**	-6	**In**	-2	**Pr**	-4	**Qu**	-4	**Re**	-6	**SD**	2	**St**	-4

Base Hits	10	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, naked skin (AT 1)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Praying Mantis	1A	Walk.Sext.: 14	4	Mi (1)	I - -	36 (48)	16	AT 1(N)	24 (0)	20D(2)cl ;20MI(1)(1)be	8	-4	-2	1	2	Solo (1d2)	F S J - - -

Category	Animal	**Height**	3”	**Leftover DP**	237
Type	Invertebrate	**Length**	12”	**Outlook**	Normal
Archetype	Offensive	**Weight**	0.1Lbs.	**Treasure**	0

Ag	3	**Co**	1	**Em**	-4	**In**	-2	**Me**	-3	**Pr**	-2	**Qu**	4	**Re**	-3	**SD**	2	**St**	1

Attack: Pounce jump [5'/ lvl, 2'/ lvl] (10 DP) Enhanced natural attack I [claw, +1 Size] (10 DP)
Defense: Elemental vulnerability I [Vacuum, +1 Size] (-15 DP)
Form: Additional limb pair I [Location] (20 DP) Wings, diaphanous (5 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, insectovore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Smell: sensitive (5 DP) Touch: sensitive antennae/ vibrissae (13 DP) Eyes: multifaceted [100', 320, None] (25 DP)
Movement: Walk.Sext.: 14 Wing.Fly.Norm.: 0 Surf.Adh.: 0
Skills: Perc.: 0 Run.: 15 Surv. Biome: -1 Fly.: 15
Spells: Cha 0 **PP:** -1
Racial:

Stats	**Ag**	3	**Co**	1	**Em**	-4	**Em**	-4	**In**	-2	**Pr**	-2	**Qu**	4	**Re**	-3	**SD**	2	**St**	1

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Base Hits	20	Base RR	Ch	0	Ess	0	Me	0	Ph	0	Fe	0
Base Endurance	0	Healing rate	x2		Stride	0	AT	Armor, naked skin (AT 1)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Primate, gorilla, male	5D	Walk.Quad.: 30	1	B(6)	VI - -	93 (153)	68	AT 2(N)	13 (0)	49B(6)un ;49B(6)gr ;49B(6)bi	17	3	4	3	2	Solo (1d2)	F J - - - -

Category	Animal	Height	70”	Leftover DP	135
Type	Omnivore	Length	13”	Outlook	Normal
Archetype	Offensive	Weight	500Lbs.	Treasure	0

Ag	4	Co	3	Em	-2	In	2	Me	-2	Pr	-1	Qu	1	Re	-2	SD	2	St	5

Attack: Attacks sequence (10 DP)
Defense:
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Group instinct (5 DP) Item, tool (5 DP) Can't speak (-10 DP)
Senses: Sight: primate (5 DP) Smell: sensitive (5 DP)
Movement: Walk.Quad.: 30 Climb.Grip: 0
Skills: Perc.: 26 Run.: 25 Surv. Biome: 18
Spells: Cha 0 **PP:** 1
Racial:

Stats	Ag	3	Co	2	Em	-2	Em	-2	In	1	Pr	-1	Qu	0	Re	-3	SD	1	St	4
Base Hits		25	Base RR		Ch		5	Ess		5		Me		5		Ph	0	Fe		0
Base Endurance		0	Healing rate		x1			Stride		0		AT		Armor, heavy fur (AT2)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Primate, medium	4C	Walk.Quad.: 20	1	M(5)	V - -	46 (61)	21	AT 1(N)	5 (0)	25M(5)bi ;25M(5)gr>> ;25M(5)bi ;25M(5)un	16	3	4	2	2	Brood (3d4)	F S J - - -

Category	Animal	Height	40”	Leftover DP	152
Type	Omnivore	Length	8”	Outlook	Normal
Archetype	Skill	Weight	95Lbs.	Treasure	0

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Ag	4	Co	2	Em	-2	In	1	Me	-2	Pr	-1	Qu	1	Re	-3	SD	2	St	4

Attack: Attacks sequence (10 DP)
Defense:
Form: Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Group instinct (5 DP) Item, tool (5 DP) Can't speak (-10 DP)
Senses: Sight: primate (5 DP) Smell: sensitive (5 DP)
Movement: Walk.Quad.: 20 Climb.Grip: 0
Skills: Perc.: 45 Run.: 53 Surv. Biome: 40 #N/A
Spells: Cha 0 **PP:** -2
Racial:

Stats	Ag	3	Co	2	Em	-2	Em	-2	In	1	Pr	-1	Qu	0	Re	-3	SD	1	St	4
Base Hits		25		Base RR		Ch	5	Ess		5		Me		5		Ph	0	Fe	0	
Base Endurance		0		Healing rate		x1		Stride		0		AT		Armor, light fur (AT 1)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Primate, tiny	2C	Walk.Quad.: 13	0	T(3)	III - -	45 (60)	20	AT 1(N)	4 (0)	32T(3)bi ;32T(3)gr ;26T(3)un	16	3	4	2	1	Parliament (2d12)	F S J - -

Category	Animal	Height	20”	Leftover DP	185
Type	Omnivore	Length	5”	Outlook	Normal
Archetype	Stealth	Weight	14Lbs.	Treasure	0

Ag	3	Co	2	Em	-2	In	1	Me	-3	Pr	-1	Qu	0	Re	-3	SD	1	St	4

Attack: Prehensile extension II [Tail, 5'] (35 DP)
Defense:
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Sight: primate (5 DP) Smell: sensitive (5 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 13 Climb.Grip: 0
Skills: Perc.: 26 Climb.: 36 Surv. Biome: 22 #N/A
Spells: Cha 0 **PP:** 6
Racial:

Stats	Ag	3	Co	2	Em	-2	Em	-2	In	1	Pr	-1	Qu	0	Re	-3	SD	1	St	4
Base Hits		25		Base RR		Ch	5	Ess		5		Me		5		Ph	0	Fe	0	
Base Endurance		0		Healing rate		x1		Stride		0		AT		Armor, light fur (AT 1)						

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Pterosaurs, big	4D	Walk.Quad.: 3	1	B(6)	V - -	55 (85)	35	AT 2(N)	11 (0)	48B(6)ra> ;36B(6)cl>> ;36B(6)gr ;48B(6)bi ;58L(7)biP ;58L(7)biP ;58L(7)biP ;58L(7)biP ;58L(7)biP ;58L(7)biP ;58L(7)biP	7	-6	-4	2	1	Gaggle (1d12)	T B D P - -

Category	Animal	**Height**	80”	**Leftover DP**	150
Type	Dinosaur	**Length**	180”	**Outlook**	Hungry
Archetype	Stealth	**Weight**	500Lbs.	**Treasure**	0

Ag	4	Co	2	Em	-6	In	-3	Me	-6	Pr	-4	Qu	1	Re	-5	SD	1	St	1

Attack: Attacks sequence (10 DP) Swooping (25 DP) Cooperation: flock/ pack attack V [Bite, 3, 10, 1Size] (30 DP)
Defense: Light boned I [-1 Size] (-17 DP)
Form: Third eyelid (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Sight: primate (5 DP) Smell: shark (25 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 3 Awk.move.VI: 0 Wing.Fly.ungr.: 0
Skills: Perc.: 48 Run.: 58 Surv. Biome: 44 Hiding: 55 Stalking: 55
Spells: Cha 0 **PP:** 4
Racial:

Stats	Ag	3	Co	2	Em	-6	Em	-6	In	-3	Pr	-4	Qu	1	Re	-6	SD	0	St	1
Base Hits		20	**Base RR**		Ch	0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**		0	
Base Endurance		0	**Healing rate**		x1		**Stride**		0		**AT**		Armor, heavy fur (AT2)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Pterosaurs, medium	3H	Walk.Quad.: 2	1	M(5)	IV - -	40 (60)	25	AT 1(N)	9 (0)	35M(5)ra> ;29M(5)cl>> ;29M(5)gr ;35M(5)bi ;45B(6)bip ;45B(6)bip ;45B(6)bip ;45B(6)bip ;45B(6)bip ;45B(6)bip ;45B(6)bip	7	-6	-4	2	1	Coterie (4d4)	T B D P - -

Category	Animal	**Height**	32”	**Leftover DP**	188
Type	Dinosaur	**Length**	72”	**Outlook**	Hungry
Archetype	Stealth	**Weight**	75Lbs.	**Treasure**	0

Ag	4	Co	2	Em	-6	In	-3	Me	-6	Pr	-4	Qu	1	Re	-5	SD	1	St	1

Attack: Attacks sequence (10 DP) Swooping (25 DP) Cooperation: flock/ pack attack IV [Bite, 5, 10, 1size] (25 DP)
Defense: Light boned I [-1 Size] (-17 DP)
Form: Third eyelid (10 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Sight: primate (5 DP) Smell: shark (25 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP) Hearing: Cat (10 DP)

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Movement: Walk.Quad.: 2 Awk.move.VI: 0 Wing.Fly.ungr.: 0
Skills: Perc.: 35 Run.: 45 Surv. Biome: 31 Hiding: 41 Stalking: 41
Spells: Cha 0 **PP:** 4
Racial:

Stats	**Ag**	3	**Co**	2	**Em**	-6	**Em**	-6	**In**	-3	**Pr**	-4	**Qu**	1	**Re**	-6	**SD**	0	**St**	1
Base Hits		15	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0				
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**		Armor, light fur (AT 1)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Pysk	3C	Walk.Bi.: 2	2	D(2)	II - -	31 (49)	11	AT 1(N)	12 (0)	30D(2)we ;21D(2)rw	8	23	11	-22	-3	Streak (1d6)	T B P F E U

Category	Fey	**Height**	16”	**Leftover DP**	188
Type	Fairy	**Length**	4”	**Outlook**	Playful
Archetype	Semi spell user	**Weight**	3Lbs.	**Treasure**	0

Ag	2	**Co**	-2	**Em**	3	**In**	-2	**Me**	2	**Pr**	1	**Qu**	2	**Re**	2	**SD**	-3	**St**	-2

Attack:
Defense: Proof, weapon, except raw iron (20 DP)
Form: Immortal (10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Touch of invisibility (20 DP) Efficient sleeper II [-2 hrs.] (10 DP)
Senses: Vision: nightvision (10 DP) Sight: primate (5 DP)
Movement: Walk.Bi.: 2
Skills: Perc.: 11 Run.: 25 Singing: 2 Spec.: 2 Hiding: 20 Stalking: 20
Spells: Ess 18 **PP:** 4
Racial:

Stats	**Ag**	1	**Co**	-2	**Em**	2	**Em**	2	**In**	-2	**Pr**	1	**Qu**	2	**Re**	2	**SD**	-3	**St**	-2
Base Hits		20	**Base RR**		Ch	10	**Ess**		10	**Me**		10	**Ph**	-20	**Fe**	0				
Base Endurance		0	**Healing rate**		x0.5		**Stride**		0	**AT**		Armor, naked skin (AT 1)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Quetzelquatl	16G	Slith.Sidew.: 31	2	M(5)	V I -	66 (106)	46	AT 2(N)	22 (0)	94M(5)bi	0	17	17	0	6	Solo (1d2)	S J E U - -

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Category	Monster	**Height**	6”	**Leftover DP**	111
Type	Aerial	**Length**	102”	**Outlook**	Considerate
Archetype	Hybrid spell user	**Weight**	79Lbs.	**Treasure**	0

Ag	1	**Co**	0	**Em**	7	**In**	0	**Me**	8	**Pr**	7	**Qu**	2	**Re**	8	**SD**	6	**St**	-2

Attack: Poison sack, injection [Poison: Circulatory, Stinger] (20 DP) Gaze, Charm IV [5'/ lvl] (30 DP) Nonviolent II [-10] (-20 DP)
Defense:
Form: Wings, feathered (20 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP)
Senses: Mystical awareness V [50] (50 DP) Smell: snake (15 DP)
Movement: Slith.Sidew.: 31 Wing.Fly.Exc.: 0
Skills: Perc.: 105 Fly.: 119 Swim.: 47 Acrob.: 46 Charm: 99 Grace. Spell l.: 112
Spells: Ess/Men 320 **PP:** 122
Racial:

Stats	**Ag**	1	**Co**	-2	**Em**	2	**Em**	2	**In**	-2	**Pr**	2	**Qu**	0	**Re**	3	**SD**	1	**St**	-2
Base Hits		20		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**	Armor, thick feather coat (AT 2)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Quishad	5E	Walk.Bi.: 25	0	M(5)	V I -	56 (86)	31	AT 1(9)	30 (30)	40M(5)un ;40M(5)we ;20M(5)rw	1	3	13	0	1	Solo (1d2)	L E U - - -

Category	Races	**Height**	73”	**Leftover DP**	45
Type	Humanoid	**Length**	8”	**Outlook**	Considerate
Archetype	Semi spell user	**Weight**	180Lbs.	**Treasure**	0

Ag	2	**Co**	0	**Em**	3	**In**	1	**Me**	2	**Pr**	3	**Qu**	0	**Re**	3	**SD**	1	**St**	2

Attack: Adrenal defense IV [20] (20 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP)
Form:
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Efficient sleeper II [-2 hrs.] (10 DP)
Senses: Vision: Dark vision, superior [100'] (50 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Bi.: 25
Skills: Perc.: 27 Run.: 28 Hiding: 27 Stalking: 27 Intimidat.: 17 Amb. Melee: 12
Spells: Men 30 **PP:** 32
Racial:

Stats	**Ag**	1	**Co**	-1	**Em**	2	**Em**	2	**In**	0	**Pr**	2	**Qu**	0	**Re**	2	**SD**	1	**St**	1

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Base Hits	25	Base RR	Ch	0	Ess	0	Me	0	Ph	0	Fe	0
Base Endurance	0	Healing rate	x2		Stride	5	AT	Armor, naked skin (AT 1)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Rabbit (Hare)	1A	Walk.Quad.: 8	0	D(2)	II - -	16 (21)	11	AT 1(N)	2 (0)	2D(2)bi ;2D(2)un	10	-4	0	-2	0	Pack (5d10)	I T B X A -

Category	Animal	Height	7”	Leftover DP	365
Type	Herbivore	Length	12”	Outlook	Jumpy
Archetype	Defensive	Weight	4Lbs.	Treasure	0

Ag	-2	Co	-2	Em	-4	In	0	Me	-4	Pr	0	Qu	0	Re	-4	SD	0	St	-4

Attack:
Defense:
Form: Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: rat (10 DP) Hearing: Hare (20 DP)
Movement: Walk.Quad.: 8 Leap.gait: 0
Skills: Perc.: 20 Run.: 5 Surv. Biome: 22
Spells: Cha 0 **PP:** -2
Racial:

Stats	Ag	-2	Co	-2	Em	-4	Em	-4	In	0	Pr	0	Qu	0	Re	-4	SD	0	St	-4

Base Hits	15	Base RR	Ch	0	Ess	0	Me	0	Ph	0	Fe	0
Base Endurance	10	Healing rate	x1		Stride	0	AT	Armor, light fur (AT 1)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Raccoon	2B	Walk.Quad.: 11	3	T(3)	III - -	29 (34)	9	AT 2(N)	10 (0)	16T(3)bi ;16T(3)cl	11	-2	-1	3	-2	Solo (1d2)	F S J - - -

Category	Animal	Height	11”	Leftover DP	276
Type	Carnivore	Length	22”	Outlook	Secretive
Archetype	Skill	Weight	14Lbs.	Treasure	0

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Ag	3	Co	3	Em	-2	In	1	Me	-2	Pr	-1	Qu	3	Re	-4	SD	-2	St	2

Attack:
Defense:
Form: Distinct odor (-10 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Touch: sensitive antennae/ vibrissae (13 DP) Sensitivity: Near sighted (-5 DP)
Movement: Walk.Quad.: 11
Skills: Perc.: 29 Run.: 28 Surv. Biome: 30 Climb.: 28
Spells: Cha 0 **PP:** 5
Racial:

Stats	Ag	3	Co	3	Em	-2	Em	-2	In	1	Pr	-1	Qu	3	Re	-4	SD	-2	St	2
Base Hits		20	**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0	
Base Endurance		0	**Healing rate**		x1			**Stride**		0		**AT**		Armor, heavy fur (AT2)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Rancid	4E	Slith.Mone: 1	3	M(5)	IV @! -	30 (40)	10	AT 2(N)	13 (0)	30M(5)gr ;30M(5)un ;30M(5)un5WF	-9	-10	11	12	-4	Solo (1d2)	X F S J - -

Category	Races	Height	12”	Leftover DP	54
Type	Antropomorph	Length	36”	Outlook	Aggressive
Archetype	Spell user	Weight	100Lbs.	Treasure	0

Ag	3	Co	2	Em	-5	In	-4	Me	3	Pr	1	Qu	3	Re	2	SD	-4	St	0

Attack:
Defense: Proof, critical, no stagger (10 DP) Proof, critical, no stun (10 DP) Elemental vulnerability II [Fire, +2 Size] (-25 DP) Elemental vulnerability II [Ice, +2 Size] (-25 DP) Elemental immunity, total [All elements] (100 DP) Proof, critical, no krush (10 DP) Proof, critical, no impact (10 DP)
Form: Body: slime [2] (0 DP) Additional limb spawn III [1] (30 DP) Methuselah II [Up to 500 years] (0 DP)
Miscellaneous: Alien intelligence (40 DP) Diet, omnivore (0 DP) Reproduction: copy self [0,5, 2] (50 DP) Item, no item (-15 DP) Alien communication [Extra planar, visitor, Own variety] (-10 DP)
Senses: Sensitivity: Light sensitivity IV [-100] (-40 DP) Heatsense: heat sensor network (20 DP) Dead sense deprivement (-30 DP)
Movement: Slith.Mone: 1 Slith.Flat (water): 0 Climb.No.Grav.: 0
Skills: Perc.: 44 Run.: 12 Climb.: 40 Multi. Att.: 20 Contor.: 64 Meditation: 48
Spells: Men 72 **PP:** 50
Racial:

Stats	Ag	2	Co	2	Em	-5	Em	-5	In	-4	Pr	0	Qu	2	Re	2	SD	-4	St	0
Base Hits		20	**Base RR**		Ch		-5	**Ess**		-5		**Me**		0		**Ph**	10	**Fe**	0	
Base Endurance		0	**Healing rate**		x1			**Stride**		0		**AT**		Armor, light blubber (AT 2)						

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Rashtar (II)	6C	Walk.Quad.: 31	4	M(5)	V I -	104 (172)	74	AT 6(N)	24 (0)	85M(5)we ;85M(5)we ;85M(5)we ;85M(5)we ;6M(5)weP ;6M(5)weP ;6M(5)weP ;6M(5)weP ;6M(5)weP ;6M(5)weP	16	5	5	14	-2	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	70”	**Leftover DP**	50
Type	Demon	**Length**	11”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	210Lbs.	**Treasure**	0

Ag	7	Co	4	Em	-5	In	-4	Me	-4	Pr	-5	Qu	4	Re	-4	SD	-2	St	7

Attack: Pressing the advantage II [10] (20 DP) Quickdraw/ quickload (7 DP) Accurate attacks II [Attack, 10] (30 DP) Fast attack II [10] (20 DP) Foiler II [+2 Fumble] (14 DP)
Defense: Abomination (-20 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Additional limb pair II [Location] (40 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar II [II] (-2 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Item, no item (-15 DP) Mindless (-25 DP) Ambidextrous (10 DP) Frenzy [5, +1 Size] (20 DP)
Senses: Vision: demon vision [50'] (55 DP) Hearing: Dog (15 DP) Smell: sensitive (5 DP)
Movement: Walk.Quad.: 31
Skills: Perc.: 31 Run.: 44 Multi. Att.: 36 Metal Cr. Spec.: 35 Metal Cr. Spec.: 35 Adr. Foc.: 18
Spells: Cha 0 **PP:** 6
Racial:

Stats	Ag	5	Co	2	Em	-5	Em	-5	In	-5	Pr	-5	Qu	3	Re	-5	SD	-3	St	5
Base Hits		30			**Base RR**		Ch		10	**Ess**		10			**Me**		10		**Ph**	10	**Fe**	0
Base Endurance		0			**Healing rate**		x1			**Stride**		0			**AT**		Armor, reinforced thick hide (AT 6)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Rat	1A	Walk.Quad.: 8	4	D(2)	II - -	16 (21)	1	AT 1(N)	14 (0)	9D(2)bi ;19T(3)bi(Coop10)	10	-4	0	18	0	Pack (5d10)	T B X P - -

Category	Animal	**Height**	3”	**Leftover DP**	276
Type	Omnivore	**Length**	25”	**Outlook**	Hungry
Archetype	Stealth	**Weight**	1Lbs.	**Treasure**	0

Ag	4	Co	-2	Em	-4	In	0	Me	-4	Pr	0	Qu	4	Re	-4	SD	0	St	-4

Attack: Disease mouth I [Disease: Septic, Touch] (15 DP) Disease touch [Disease: Bubonic] (25 DP) Cooperation: flock/ pack attack III [Attack, 10, 10, 1Size] (20 DP)

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Defense:
Form: Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: rat (10 DP) Sensitivity: Near sighted (-5 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Walk.Quad.: 8 Climb.Claw: 2 Swim.Flop: 6
Skills: Perc.: 6 Run.: 17 Surv. Biome: 13 Climb.: 17
Spells: Cha 0 **PP:** -10
Racial:

Stats	**Ag**	4	**Co**	-2	**Em**	-4	**Em**	-4	**In**	0	**Pr**	0	**Qu**	4	**Re**	-4	**SD**	0	**St**	-4
Base Hits		15	**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	20	**Fe**	0		
Base Endurance		0	**Healing rate**		x1			**Stride**		0		**AT**	Armor, light fur (AT 1)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Rath	5D	Walk.Quad.: 12	-1	L(7)	VII I -	98 (158)	68	AT 9(N)	7 (50)	81L(7)bi ;63L(7)ra	12	-3	-2	8	2	Solo (1d2)	X D S J - -

Category	Monster	**Height**	41”	**Leftover DP**	74
Type	Water	**Length**	96”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	1763Lbs.	**Treasure**	0

Ag	1	**Co**	3	**Em**	-3	**In**	2	**Me**	-1	**Pr**	-2	**Qu**	-1	**Re**	-1	**SD**	2	**St**	2

Attack: Gaping maw I [-3 Size] (25 DP)
Defense: Natural armor, partial VI [Belly, AT 6] (-3 DP) Natural armor, partial III [Limbs, AT 3] (-4 DP) Natural armor, partial II [Neck, AT 2] (-5 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Breathing, long breath [1 min/ lvl] (10 DP) Amphibious [23 hrs] (10 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Smell: dog (20 DP) Sight: primate (5 DP) Smell: shark (25 DP)
Movement: Walk.Quad.: 12 Awk.move.III: 0 Swim.Web: 0
Skills: Perc.: 20 Swim.: 48 Surv. Biome: 18 Shield: 51
Spells: Cha 0 **PP:** -5
Racial:

Stats	**Ag**	0	**Co**	2	**Em**	-3	**Em**	-3	**In**	1	**Pr**	-2	**Qu**	-2	**Re**	-2	**SD**	1	**St**	1
Base Hits		30	**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	5	**Fe**	0		
Base Endurance		0	**Healing rate**		x1			**Stride**		0		**AT**	Armor, bone, improved (AT 9)							

Name	**Lvl**	**BMR**	**Ini**	**Siz**	**Crit**	**Hits**	**En**	**AT**	**DB**	**OB**	**RRC**	**RRE**	**RR**	**R**	**R**	**Encouter**	**Bio**

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			t	e			d		(Sh)				M	RP	RF		
Raukamar (VI)	24G	Walk.Bi.: 51	2	L(7)	VIII - -	149 (261)	11 9	AT 9(N)	124 (0)	132H(8)we[Heat] ;132H(8)we[Heat] ;132H(8)we[Heat]2WF ;84M(5)fbo	-3	14	14	15	-3	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	162”	**Leftover DP**	-28
Type	Man demon	**Length**	18”	**Outlook**	Dominant
Archetype	Semi spell user	**Weight**	2500Lbs.	**Treasure**	0

Ag	12	Co	5	Em	9	In	2	Me	-2	Pr	9	Qu	2	Re	4	SD	-3	St	8

Attack: Elemental internals V [Fire, Ice, E] (30 DP) Elemental immolation III [Fire, Ice, 5'R] (30 DP) Strength beyond form I [+1 Size] (20 DP) Adrenal defense II [10] (10 DP) Aura, fear II [2'R/ lvl] (20 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Abomination (-20 DP) Elemental immunity [Fire] (20 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP) Proof, elemental I [Ice, -1Size] (15 DP) Proof, weapon, except magic (20 DP) Dense I [1Size] (17 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Wings, membrane (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar VI [VI] (-6 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP) Innate spell list XXIV [Spell list, Realm, 24] (72 DP) Innate spell list XXIV [Spell list, Realm, 24] (72 DP)
Senses: Vision: demon vision [50'] (55 DP)
Movement: Walk.Bi.: 51 Wing.Fly.ungr.: 0
Skills: Perc.: 108 Run.: 110 Multi. Att.: 112 Intimidat.: 108 Hiding: 116 Stalking: 116
Spells: Ess/Men 144 **PP:** 113
Racial:

Stats	Ag	2	Co	2	Em	-1	Em	-1	In	-2	Pr	-1	Qu	2	Re	0	SD	-3	St	5
Base Hits		30			**Base RR**		Ch		-5	**Ess**		-5			**Me**		-5	**Ph**	10	**Fe**	0
Base Endurance		0			**Healing rate**		x1			**Stride**		0			**AT**		Armor, stone slab growths (AT 9)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Ray, electric	4B	Swim.Stream.: 41	2	M(5)	V - -	55 (85)	30	AT 2(N)	14 (0)	41M(5)ra ;36D(2)lbo	11	-3	-2	11	-2	Yoke (1d3)	O - - - - -

Category	Animal	**Height**	15”	**Leftover DP**	150
Type	Water	**Length**	72”	**Outlook**	Dominant
Archetype	Stealth	**Weight**	100Lbs.	**Treasure**	0

Ag	4	Co	1	Em	-3	In	1	Me	-4	Pr	-2	Qu	2	Re	-3	SD	-2	St	0

Attack: Elemental bolt I [Lightning Bolt, T, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (20 DP)
Defense:
Form: Gills (10 DP) Adapted form: water (15 DP) Stunted lifespan II [25 years or less] (0 DP)

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Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: shark (25 DP) Electrosense: Electroreception (15 DP) Taste: sensitive palette (5 DP)
Movement: Swim.Stream.: 41
Skills: Perc.: 51 Swim.: 54 Surv. Biome: 48
Spells: Cha 0 **PP:** 5
Racial:

Stats	**Ag**	3	**Co**	1	**Em**	-3	**Em**	-3	**In**	1	**Pr**	-2	**Qu**	2	**Re**	-4	**SD**	-3	**St**	0
Base Hits		25		**Base RR**	Ch	0	**Ess**	0		**Me**	0		**Ph**	10	**Fe**	0				
Base Endurance		0		**Healing rate**	x1		**Stride**	0		**AT**	Armor, thick skin (AT 2)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Ray, manta	3C	Swim.Stream.: 58	2	L(7)	VII - -	45 (65)	20	AT 2(N)	12 (0)	52L(7)ra	11	-3	-2	11	-2	Gaggle (1d12)	O - - - - -

Category	Animal	**Height**	20”	**Leftover DP**	90
Type	Water	**Length**	123”	**Outlook**	Aggressive
Archetype	Stealth	**Weight**	2000Lbs.	**Treasure**	0

Ag	4	**Co**	1	**Em**	-3	**In**	1	**Me**	-4	**Pr**	-2	**Qu**	2	**Re**	-3	**SD**	-2	**St**	0

Attack:
Defense:
Form: Gills (10 DP) Adapted form: water (15 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: shark (25 DP) Electrosense: Electroreception (15 DP) Taste: sensitive palette (5 DP)
Movement: Swim.Stream.: 58
Skills: Perc.: 39 Swim.: 61 Surv. Biome: 40
Spells: Cha 0 **PP:** 5
Racial:

Stats	**Ag**	3	**Co**	1	**Em**	-3	**Em**	-3	**In**	1	**Pr**	-2	**Qu**	2	**Re**	-4	**SD**	-3	**St**	0
Base Hits		25		**Base RR**	Ch	0	**Ess**	0		**Me**	0		**Ph**	10	**Fe**	0				
Base Endurance		0		**Healing rate**	x1		**Stride**	0		**AT**	Armor, thick skin (AT 2)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Ray, sawfish	5D	Swim.Str	3	L(	VII -	62	37	AT	19	46L(7)ra> ;46L(7)cl	12	-2	-1	12	-2	Solo	O - - - -

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		eam.: 105		7)	-	(97)		2(N)	(0)								(1d2)	-

Category	Animal	**Height**	25”	**Leftover DP**	100
Type	Water	**Length**	264”	**Outlook**	Normal
Archetype	Stealth	**Weight**	3000Lbs.	**Treasure**	0

Ag	4	**Co**	2	**Em**	-2	**In**	2	**Me**	-4	**Pr**	-1	**Qu**	3	**Re**	-3	**SD**	-2	**St**	1

Attack: Attacks sequence (10 DP)
Defense:
Form: Gills (10 DP) Adapted form: water (15 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: shark (25 DP) Electrosense: Electroreception (15 DP) Taste: sensitive palette (5 DP)
Movement: Swim.Stream.: 105
Skills: Perc.: 56 Swim.: 65 Surv. Biome: 54
Spells: Cha 0 **PP:** 9
Racial:

Stats	**Ag**	3	**Co**	1	**Em**	-3	**Em**	-3	**In**	1	**Pr**	-2	**Qu**	2	**Re**	-4	**SD**	-3	**St**	0			
Base Hits		25	**Base RR**		Ch	0	**Ess**		0		**Me**	0		**Ph**	10	**Fe**	0						
Base Endurance		0	**Healing rate**		x1		**Stride**		0		**AT**	Armor, thick skin (AT 2)											

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Ray, sting	3C	Swim.Stream.: 43	2	B(6)	VI - -	45 (65)	20	AT 2(N)	12 (0)	28B(6)si ;22M(5)ra	11	-3	-2	11	-2	Yoke (1d3)	O - - - - -

Category	Animal	**Height**	9”	**Leftover DP**	105
Type	Water	**Length**	79”	**Outlook**	Aggressive
Archetype	Stealth	**Weight**	700Lbs.	**Treasure**	0

Ag	4	**Co**	1	**Em**	-3	**In**	1	**Me**	-4	**Pr**	-2	**Qu**	2	**Re**	-3	**SD**	-2	**St**	0

Attack: Poison sack, injection [Circulatory poison, Stinger] (20 DP)
Defense:
Form: Gills (10 DP) Adapted form: water (15 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: shark (25 DP) Electrosense: Electroreception (15 DP) Taste: sensitive palette (5 DP)
Movement: Swim.Stream.: 43
Skills: Perc.: 32 Swim.: 41 Surv. Biome: 30
Spells: Cha 0 **PP:** 3
Racial:

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Stats	Ag	3	Co	1	Em	-3	Em	-3	In	1	Pr	-2	Qu	2	Re	-4	SD	-3	St	0
Base Hits		25	Base RR		Ch		0	Ess		0		Me		0	Ph	10	Fe		0	
Base Endurance		0	Healing rate		x1			Stride		0		AT		Armor, thick skin (AT 2)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Red Feeder	9F	Swim.Stream.: 277	3	E(10)	X - -	97 (156)	67	AT 5(N)	27 (0)	78E(10)bi> ;60E(10)gr>> ;78E(10)bi	10	-3	-1	4	0	Streak (1d6)	X P F D - -

Category	Monster	Height	113”	Leftover DP	17
Type	Water	Length	780”	Outlook	Belligerent
Archetype	Stealth	Weight	128650Lbs.	Treasure	0

Ag	5	Co	4	Em	-3	In	0	Me	-5	Pr	-1	Qu	3	Re	-2	SD	0	St	-1

Attack: Gaping maw I [-3 Size] (25 DP) Attacks sequence (10 DP)
Defense: Light emitting organs II [100'R, Glow, -25] (15 DP)
Form: Gills (10 DP) Adapted form: water (15 DP) Flattened body [15'] (5 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Smell: rat (10 DP) Touch: sensitive (5 DP) Other: Water current detection [20'R] (20 DP)
Movement: Swim.Stream.: 277
Skills: Perc.: 89 Swim.: 99 Surv. Biome: 87 Hiding: 96 Stalking: 96 Amb. Unarmed: 96
Spells: Cha 1 **PP:** 13
Racial:

Stats	Ag	2	Co	3	Em	-4	Em	-4	In	-1	Pr	-2	Qu	2	Re	-5	SD	-3	St	-2
Base Hits		30	Base RR		Ch		0	Ess		0		Me		0	Ph	0	Fe		0	
Base Endurance		0	Healing rate		x1			Stride		0		AT		Armor, large plates (AT 5)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Red Jaw	3C	Swim.Stream.: 37	2	M(5)	V - -	61 (97)	41	AT 3(N)	12 (0)	40M(5)be ;55B(6)beCoop20	9	-4	-2	4	-3	Streak (1d6)	X F S U - -

Category	Monster	Height	20”	Leftover DP	221
Type	Water	Length	60”	Outlook	Belligerent
Archetype	Offensive	Weight	155Lbs.	Treasure	0

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Ag	3	Co	4	Em	-4	In	-1	Me	-5	Pr	-2	Qu	2	Re	-5	SD	-3	St	-1

Attack: Cooperation: flock/ pack attack II [Attack, 20, 15, 1Size] (15 DP)
Defense:
Form: Gills (10 DP) Adapted form: water (15 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Smell: rat (10 DP) Touch: sensitive (5 DP) Poor senses: sight III [-15] (-12 DP)
Movement: Swim.Stream.: 37
Skills: Perc.: 14 Swim.: 23 Surv. Biome: 12
Spells: Cha 0 **PP:** 6
Racial:

Stats	Ag	2	Co	3	Em	-4	Em	-4	In	-1	Pr	-2	Qu	2	Re	-5	SD	-3	St	-2
Base Hits		20		**Base RR**		Ch	0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0		
Base Endurance		0		**Healing rate**		x1		**Stride**		0		**AT**	Armor, small scales (AT 3)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Reindeer/ caribou	2B	Walk.Quad.: 27	2	B(6)	VI - -	46 (61)	31	AT 1(N)	10 (0)	13B(6)ho> ;13B(6)ra ;8B(6)tr	5	-7	-6	3	0	Herd (2d100)	I T B - - -

Category	Animal	Height	60”	Leftover DP	114
Type	Domesticated	Length	84”	Outlook	Jumpy
Archetype	Defensive	Weight	300Lbs.	Treasure	0

Ag	2	Co	3	Em	-2	In	0	Me	-2	Pr	-1	Qu	2	Re	-2	SD	0	St	2

Attack: Attacks sequence (10 DP)
Defense:
Form: Beast of burden I [0,2] (10 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Control difficulty II [-10] (10 DP) Can't speak (-10 DP)
Senses: Smell: snake (15 DP) Hearing: Cat (10 DP) Sensitivity: Near sighted (-5 DP)
Movement: Walk.Quad.: 27
Skills: Perc.: 16 Run.: 26 Wei. Trn.: 5 Swim.: 26
Spells: Cha 0 **PP:** 3
Racial:

Stats	Ag	2	Co	3	Em	-2	Em	-2	In	0	Pr	-1	Qu	2	Re	-2	SD	0	St	2
Base Hits		25		**Base RR**		Ch	-5	**Ess**		-5		**Me**	-5		**Ph**	0	**Fe**	0		
Base Endurance		10		**Healing rate**		x1		**Stride**		0		**AT**	Armor, light fur (AT 1)							

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Revenant (I)	3C	Ma.Fly.Awk.: 21	2	M(5)	V I@!#-	39 (57)	34	AT 1(N)	72 (0)	13M(5)un[Cold] ;25M(5)we[Cold]	19	19	8	0	-4	Solo (1d2)	L E U - - -

Category	Undead	**Height**	74”	**Leftover DP**	24
Type	Incorporeal	**Length**	9”	**Outlook**	Berserk
Archetype	Semi spell user	**Weight**	0Lbs.	**Treasure**	0

Ag	3	Co	0	Em	-1	In	-1	Me	-1	Pr	-2	Qu	2	Re	-1	SD	-4	St	0

Attack: Phantom touch, medium [Unarmed Strikes, Medium] (10 DP) Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, touch III [Cold, C, 10, Fire ball] (20 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Proof, critical, critical reduction I [I] (10 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Body condition, partial incorporeality (10 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead I [I] (-1 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP) Item, suicide weapon [Weapon] (10 DP) Link, bound spirit [Focus, 100'R] (-35 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Ma.Fly.Awk.: 21
Skills: Perc.: 9 Fly.: 24
Spells: Cha/Ess 18 **PP:** 13
Racial:

Stats	Ag	2	Co	0	Em	-2	Em	-2	In	-2	Pr	-2	Qu	2	Re	-1	SD	-4	St	0
Base Hits		25			**Base RR**		Ch	10		**Ess**		10		**Me**	10		**Ph**	0	**Fe**	0
Base Endurance		20			**Healing rate**		x0.5			**Stride**		0		**AT**	Armor, insubstantial (AT 1)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Rhinoceros	7F	Walk.Quad.: 32	2	H(8)	VIII - -	121 (197)	86	AT 5(N)	20 (0)	82H(8)ho> ;66H(8)ra>> ;66H(8)tr	10	-3	-3	6	-2	Streak (1d6)	P S - - - -

Category	Animal	**Height**	75”	**Leftover DP**	123
Type	Herbivore	**Length**	156”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	7700Lbs.	**Treasure**	0

Ag	2	Co	6	Em	-3	In	0	Me	-2	Pr	-3	Qu	2	Re	-3	SD	-2	St	4

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Attack: Attacks sequence (10 DP)
Defense:
Form: Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Frenzy [5, +1 Size] (20 DP) Can't speak (-10 DP)
Senses: Smell: snake (15 DP) Hearing: Dog (15 DP) Taste: sensitive palette (5 DP) Sensitivity: Near sighted (-5 DP)
Movement: Walk.Quad.: 32
Skills: Perc.: 40 Run.: 49 Surv. Biome: 38
Spells: Cha 0 **PP:** 6
Racial:

Stats	**Ag**	0	**Co**	4	**Em**	-3	**Em**	-3	**In**	-1	**Pr**	-3	**Qu**	1	**Re**	-4	**SD**	-3	**St**	2
Base Hits		35	**Base RR**		Ch	0	**Ess**		0		**Me**	0	**Ph**	0	**Fe**	0				
Base Endurance		0	**Healing rate**		x1		**Stride**		0		**AT**	Armor, large plates (AT 5)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Rhodintor (VI)	24G	Walk.Bi.: 26	3	B(6)	VI I -	86 (142)	66	AT 2(N)	17 (0)	104D(2)lbo ;59B(6)we ;59B(6)un	10	31	26	23	4	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	86”	**Leftover DP**	112
Type	Demon	**Length**	12”	**Outlook**	Dominant
Archetype	Hybrid spell user	**Weight**	375Lbs.	**Treasure**	0

Ag	1	**Co**	3	**Em**	11	**In**	5	**Me**	10	**Pr**	11	**Qu**	3	**Re**	10	**SD**	4	**St**	-3

Attack: Life drain, hunger III [Drain Co, 3, -10] (15 DP)
Defense: Abomination (-20 DP) Proof, critical, critical reduction I [I] (10 DP) Elemental blood III [Acid, C] (15 DP) Proof, weapon, except raw iron (20 DP) Proof, weapon, except magic (20 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar VI [VI] (-6 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Item, signature weapon [Weapon] (10 DP) Quick-caster II [-2 AP] (20 DP) Graceful recovery III [-15] (24 DP) Disturbing voice II [-20] (-20 DP)
Senses: Vision: demon vision [50'] (55 DP) Touch: sensitive (5 DP) Smell: rat (10 DP)
Movement: Walk.Bi.: 26
Skills: Perc.: 130 Run.: 59 Grace. Spell l.: 136 Spell Trick.: 136 Leadersh.: 52 Mag. Rit. Summ.: 133
Spells: Ess/Men 480 **PP:** 148
Racial:

Stats	**Ag**	1	**Co**	0	**Em**	2	**Em**	2	**In**	2	**Pr**	2	**Qu**	0	**Re**	3	**SD**	-3	**St**	-3
Base Hits		20	**Base RR**		Ch	5	**Ess**		10		**Me**	5	**Ph**	20	**Fe**	0				
Base Endurance		0	**Healing rate**		x1		**Stride**		0		**AT**	Armor, heavy fur (AT2)								

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Roaming Hand (II)	5C	Walk.Quad.: 9	5	Mi (1)	II I@# -	76 (136)	76	AT 1(N)	25 (0)	70T(3)gr[Cold] ;80S(4)gr[Cold]Coop10	14	1	3	2	-3	Team (1d10)	L E U - - -

Category	Undead	**Height**	3”	**Leftover DP**	176
Type	Corporeal	**Length**	7”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	2Lbs.	**Treasure**	0

Ag	4	Co	2	Em	-4	In	-1	Me	0	Pr	-2	Qu	5	Re	0	SD	-3	St	3

Attack: Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, touch I [Element, A, 10, Cold ball] (10 DP) Grip, unrelenting I (25 DP) Enhanced natural attack II [Grapple, +2 Size] (20 DP) Cooperation: flock/ pack attack III [Attack, 10, 10, 1Size] (20 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, critical reduction I [I] (10 DP) Dense I [1Size] (17 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead I [I] (-1 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Item, no item (-15 DP) Can't speak (-10 DP) Group instinct (5 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Special: radar [5'R/ lvl] (50 DP) Surditas (no hearing) (-15 DP)
Movement: Walk.Quad.: 9 Climb.Grip: 0
Skills: Perc.: 25 Run.: 42 Climb.: 42
Spells: Cha 0 **PP:** 2
Racial:

Stats	Ag	3	Co	1	Em	-4	Em	-4	In	-2	Pr	-2	Qu	4	Re	-1	SD	-4	St	2
Base Hits		15			**Base RR**		Ch		5	**Ess**		5			**Me**		5	**Ph**	0	**Fe**	0
Base Endurance		15			**Healing rate**		x0.5			**Stride**		0			**AT**		Armor, naked skin (AT 1)			

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Roc	10G	Walk.Bi.: 79	1	I(11)	XI - -	165 (265)	115	AT 7(N)	33 (0)	95I(11)cl> ;95I(11)be ;95I(11)gr	11	-3	-2	9	-3	Solo (1d2)	S J A E - -

Category	Monster	**Height**	901”	**Leftover DP**	55
Type	Aerial	**Length**	1248”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	708250Lbs.	**Treasure**	0

Ag	5	Co	9	Em	-3	In	1	Me	-2	Pr	-2	Qu	1	Re	-2	SD	-3	St	13

Attack: Swooping (25 DP) Fighting brick II [+2 pace] (-20 DP) Accurate attacks, slaying I [Claw, Hit Huge or Gigantic, 5] (10 DP) Attacks sequence (10 DP) Wing buffeting [3'R/ lvl] (25 DP)
Defense: Proof, weapon, except magic (20 DP)

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Form: Wings, feathered (20 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP) Control difficulty V [-25] (25 DP)
Senses: Sight: eagle (15 DP) Vision: nightvision (10 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP) Smell: dog (20 DP)
Movement: Walk.Bi.: 79 Awk.move.IV: 0 Wing.Fly.Norm.: -200
Skills: Perc.: 79 Fly.: 61 Surv. Biome: 85 Multi. Att.: 60
Spells: Cha 0 **PP:** 19
Racial:

Stats	**Ag**	2	**Co**	6	**Em**	-3	**Em**	-3	**In**	0	**Pr**	-2	**Qu**	0	**Re**	-3	**SD**	-4	**St**	10
Base Hits		50	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0							
Base Endurance		0	**Healing rate**	x1		**Stride**	-100	**AT**	Armor, giant feather coat (AT 7)											

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Rodent, diminutive	1A	Walk.Quad.: 7	0	D(2)	II - -	16 (21)	1	AT 1(N)	2 (0)	15D(2)bi ;21T(3)bi(Coop10)	10	-4	0	-2	0	Company (3d100)	T B X P J U

Category	Animal	**Height**	2”	**Leftover DP**	346
Type	Herbivore	**Length**	5”	**Outlook**	Jumpy
Archetype	Defensive	**Weight**	1Lbs.	**Treasure**	0

Ag	-2	**Co**	-2	**Em**	-4	**In**	0	**Me**	-4	**Pr**	0	**Qu**	0	**Re**	-4	**SD**	0	**St**	-4

Attack: Cooperation: flock/ pack attack III [Attack, 10, 10, 1Size] (20 DP)
Defense:
Form: Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: rat (10 DP) Hearing: Hare (20 DP)
Movement: Walk.Quad.: 7 Climb.Claw: 10
Skills: Perc.: 2 Run.: 15 Surv. Biome: 5 Hiding: 6 Stalking: 6
Spells: Cha 0 **PP:** -4
Racial:

Stats	**Ag**	-2	**Co**	-2	**Em**	-4	**Em**	-4	**In**	0	**Pr**	0	**Qu**	0	**Re**	-4	**SD**	0	**St**	-4
Base Hits		15	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0							
Base Endurance		0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, light fur (AT 1)											

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RR**	**RR**	**Encouter**	**Bio**

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														P	F		
Rodent, small	2A	Walk.Quad.: 11	0	S(4)	IV - -	31 (46)	11	AT 1(N)	4 (0)	41S(4)bi	10	-4	0	-2	0	Flight (8d10)	X P F D - -

Category	Animal	**Height**	15”	**Leftover DP**	303
Type	Herbivore	**Length**	26”	**Outlook**	Timid
Archetype	Defensive	**Weight**	63Lbs.	**Treasure**	0

Ag	-2	**Co**	-2	**Em**	-4	**In**	0	**Me**	-4	**Pr**	0	**Qu**	0	**Re**	-4	**SD**	0	**St**	-4

Attack:
Defense:
Form: Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: rat (10 DP) Hearing: Hare (20 DP)
Movement: Walk.Quad.: 11 Climb.Claw: 10
Skills: Perc.: 14 Run.: 45 Surv. Biome: 15 Hiding: 8 Stalking: 8
Spells: Cha 0 **PP:** 0
Racial:

Stats	**Ag**	-2	**Co**	-2	**Em**	-4	**Em**	-4	**In**	0	**Pr**	0	**Qu**	0	**Re**	-4	**SD**	0	**St**	-4

Base Hits	20	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, light fur (AT 1)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Rotting Corpse (II)	5C	Walk.Bi.: 19	-3	M(5)	V I@# -	97 (157)	87	AT 1(N)	1 (0)	50M(5)un> ;50M(5)cl	11	0	0	5	-3	Band (3d10)	L E U - - -

Category	Undead	**Height**	72”	**Leftover DP**	317
Type	Corporeal	**Length**	12”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	220Lbs.	**Treasure**	0

Ag	-3	**Co**	5	**Em**	-10	**In**	-9	**Me**	-9	**Pr**	-10	**Qu**	-3	**Re**	-9	**SD**	-3	**St**	5

Attack: Attacks sequence (10 DP) Disease touch [Disease: GM choice] (25 DP)
Defense: Abomination (-20 DP) Regeneration, magical, accelerated [8H/ rnd, 1 min.] (40 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead II [II] (-2 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP) Reproduction, spawn [0,3, 2] (25 DP)

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Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 19
Skills: Perc.: 26 Run.: 7
Spells: Cha 0 **PP:** 5
Racial:

Stats	Ag	-4	Co	4	Em	-10	Em	-10	In	-10	Pr	-10	Qu	-4	Re	-10	SD	-4	St	4

Base Hits	30	Base RR	Ch	10	Ess	10	Me	10	Ph	0	Fe	0
Base Endurance	20	Healing rate	x0.5		Stride	0	AT	Armor, naked skin (AT 1)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Rumtifusel	3C	Slith.Worm: 6	-1	M(5)	V - -	52 (72)	7	AT 2(N)	3 (0)	14M(5)gr	19	6	8	7	3	Solo (1d2)	T B P F - -

Category	Animal	Height	4”	Leftover DP	112
Type	Carnivore	Length	60”	Outlook	Inconsiderate
Archetype	Stealth	Weight	80Lbs.	Treasure	0

Ag	2	Co	2	Em	-4	In	-1	Me	-1	Pr	-2	Qu	-1	Re	-4	SD	3	St	-2

Attack: Poison sack, contact [Poison: Paralytic] (35 DP) Leech, blood II [10 hits, -10] (20 DP) Ambush predator V [Terrain, 74, 18] (27 DP)
Defense:
Form: Camouflage, pattern [Grass, 25] (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Caecitas (no vision) (-20 DP) Touch: sensitive antennae/ vibrissae (13 DP) Air: air movement detection (25 DP) Taste: sensitive taste antennae (10 DP)
Movement: Slith.Worm: 6 Surf.Adh.: 0
Skills: Perc.: 32 Climb.: 28 Surv. Biome: 28 Hiding: 59 Stalking: 34
Spells: Cha 0 **PP:** 2
Racial:

Stats	Ag	1	Co	2	Em	-4	Em	-4	In	-1	Pr	-2	Qu	-1	Re	-5	SD	2	St	-2

Base Hits	25	Base RR	Ch	10	Ess	10	Me	10	Ph	5	Fe	0
Base Endurance	-20	Healing rate	x1		Stride	0	AT	Armor, heavy fur (AT2)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio

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Salamander, giant	3C	Walk.Quad.: 9	1	M(5)	V - -	62 (98)	42	AT 1(N)	9 (0)	43M(5)bi ;31S(4)cl	10	-3	-5	4	-2	Solo (1d2)	P F D J - -

Category	Animal	**Height**	7”	**Leftover DP**	159
Type	Amphibean	**Length**	48”	**Outlook**	Timid
Archetype	Offensive	**Weight**	80Lbs.	**Treasure**	0

Ag	3	**Co**	4	**Em**	-3	**In**	0	**Me**	-3	**Pr**	-5	**Qu**	1	**Re**	-4	**SD**	-2	**St**	1

Attack: Poison sack, contact [Poison Respiratory] (35 DP) Weak natural attack I [Claw, -1 Size] (-5 DP)
Defense: Regeneration, body part [1 hour] (30 DP)
Form: Amphibious [23 hrs] (10 DP) Air and water breathing (20 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 500, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Quad.: 9 Swim.Web: 0
Skills: Perc.: -11 Swim.: 25 Surv. Biome: -9
Spells: Cha 0 **PP:** -14
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-3	**Em**	-3	**In**	0	**Pr**	-5	**Qu**	1	**Re**	-4	**SD**	-2	**St**	0
Base Hits		20	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0				
Base Endurance		0	**Healing rate**		x0.5		**Stride**		0	**AT**		Armor, naked skin (AT 1)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Salamander/ newt	1A	Walk.Quad.: 7	1	T(3)	III - -	29 (34)	9	AT 1(N)	5 (0)	3T(3)bi	10	-3	-5	3	-2	Streak (1d6)	P F D J - -

Category	Animal	**Height**	3”	**Leftover DP**	198
Type	Amphibean	**Length**	16”	**Outlook**	Jumpy
Archetype	Defensive	**Weight**	8Lbs.	**Treasure**	0

Ag	2	**Co**	3	**Em**	-3	**In**	0	**Me**	-3	**Pr**	-5	**Qu**	1	**Re**	-4	**SD**	-2	**St**	0

Attack: Poison sack, contact [Poison Respiratory] (35 DP)
Defense: Regeneration, body part [1 hour] (30 DP)
Form: Amphibious [23 hrs] (10 DP) Air and water breathing (20 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 20, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Quad.: 7 Swim.Web: 0
Skills: Perc.: 3 Swim.: 8 Surv. Biome: 0
Spells: Cha 0 **PP:** 1

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Racial:

Stats	Ag	2	Co	3	Em	-3	Em	-3	In	0	Pr	-5	Qu	1	Re	-4	SD	-2	St	0
Base Hits		20	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x0.5		Stride		0	AT		Armor, naked skin (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Sasquatch/Yeti	6E	Walk.Quad.: 31	1	B(6)	VI - -	108 (176)	78	AT 2(N)	15 (0)	73M(5)bi ;73B(6)gr>> ;73B(6)bi ;59B(6)cu	17	3	4	4	2	Yoke (1d3)	I T B A - -

Category	Monster	Height	75”	Leftover DP	84
Type	Land	Length	15”	Outlook	Aggressive
Archetype	Offensive	Weight	615Lbs.	Treasure	0

Ag	4	Co	4	Em	-2	In	2	Me	0	Pr	-1	Qu	1	Re	0	SD	2	St	7

Attack: Attacks sequence (10 DP)
Defense:
Form: Camouflage, pattern [Mixed, 25] (10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Group instinct (5 DP)
Senses: Sight: primate (5 DP) Smell: sensitive (5 DP)
Movement: Walk.Quad.: 31 Climb.Grip: 0
Skills: Perc.: 30 Run.: 44 Surv. Biome: 29
Spells: Cha 0 **PP:** 4
Racial:

Stats	Ag	2	Co	2	Em	-2	Em	-2	In	1	Pr	-1	Qu	0	Re	-1	SD	1	St	5
Base Hits		30	Base RR		Ch	5	Ess		5	Me		5	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x1		Stride		0	AT		Armor, heavy fur (AT2)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Satyr	3C	Walk.Bi.: 19	0	M(5)	V - -	41 (59)	16	AT 2(N)	6 (0)	26M(5)we ;16M(5)rw	8	23	12	-20	-2	Streak (1d6)	B X F J - -

Category	Fey	Height	68”	Leftover DP	60
Type	Rural	Length	9”	Outlook	Playful
Archetype	Semi spell user	Weight	152Lbs.	Treasure	0

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Ag	1	Co	0	Em	3	In	-2	Me	0	Pr	2	Qu	0	Re	0	SD	-2	St	2

Attack:
Defense: Proof, weapon, except raw iron (20 DP)
Form: Immortal (10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Perfect pitch III [30] (15 DP) Efficient sleeper II [-2 hrs.] (10 DP)
Senses: Vision: Dark vision II [30'] (20 DP) Vision: nightvision (10 DP)
Movement: Walk.Bi.: 19
Skills: Perc.: 12 Run.: 23 Spec.: 7 Flutes: 37 Acrob.: 13 Hiding: 18
Spells: Ess 18 **PP:** 12
Racial:

Stats	Ag	0	Co	0	Em	2	Em	2	In	-2	Pr	2	Qu	0	Re	0	SD	-2	St	2
Base Hits		25		**Base RR**		Ch	10	**Ess**		10		**Me**		10		**Ph**	-20	**Fe**		0
Base Endurance		0		**Healing rate**		x0.5		**Stride**		0		**AT**		Armor, heavy fur (AT2)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Scorpion	1A	Walk.Octo.: 17	1	Mi (1)	I - -	19 (24)	4	AT 1(N)	5 (0)	24MI(1)be ;24D(2)si	8	-4	-4	1	-3	Section (2d6)	X D S J - -

Category	Animal	Height	2”	Leftover DP	308
Type	Invertebrate	Length	7”	Outlook	Aggressive
Archetype	Stealth	Weight	0.125Lbs.	Treasure	0

Ag	3	Co	1	Em	-4	In	-2	Me	-4	Pr	-4	Qu	1	Re	-4	SD	-3	St	1

Attack: Poison sack, injection [Poison: Paralytic, Stinger] (20 DP) Enhanced natural attack I [Stinger, +1 Size] (10 DP)
Defense: Elemental vulnerability I [Vacuum, +1 Size] (-15 DP)
Form: Additional limb pair II [Location] (40 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Smell: sensitive (5 DP) Touch: sensitive antennae/ vibrissae (13 DP) Eyes: spider (15 DP) Touch: spider slit sensillae (20 DP)
Movement: Walk.Octo.: 17
Skills: Perc.: 16 Run.: 27 Surv. Biome: 14 Climb.: 20 Hiding: 20 Stalking: 20
Spells: Cha 0 **PP:** 5
Racial:

Stats	Ag	3	Co	1	Em	-4	Em	-4	In	-2	Pr	-4	Qu	1	Re	-4	SD	-3	St	1
Base Hits		15		**Base RR**		Ch	0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**		0
Base Endurance		0		**Healing rate**		x2		**Stride**		0		**AT**		Armor, naked skin (AT 1)						

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Scra Pren	7C	Slith.Belly: 34	3	M(5)	V - -	113 (189)	83	AT 3(N)	23 (0)	81M(5)bi ;65M(5)gr ;65M(5)cr	10	-5	-3	4	-1	Solo (1d2)	X D S J - -

Category	Animal	**Height**	6”	**Leftover DP**	196
Type	Reptile	**Length**	140”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	140Lbs.	**Treasure**	0

Ag	6	Co	4	Em	-5	In	0	Me	-3	Pr	-3	Qu	3	Re	-3	SD	-1	St	3

Attack: Poison sack, injection [Poison: Circulatory, Stinger] (20 DP) Strike reflex [20] (5 DP)
Defense:
Form: Additional head II [Size, Type, 2] (35 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 2, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Smell: snake (15 DP) Taste: snake palette (15 DP) Touch: sensitive (5 DP) Heatsense: heat sensor network (20 DP)
Movement: Slith.Belly: 34 Slith.Tail (water): 0
Skills: Perc.: 38 Run.: 45 Surv. Biome: 40
Spells: Cha 0 **PP:** 0
Racial:

Stats	Ag	4	Co	2	Em	-5	Em	-5	In	-1	Pr	-3	Qu	2	Re	-4	SD	-2	St	1
Base Hits		30		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, small scales (AT 3)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Scrav	4D	Walk.Quad.: 33	2	M(5)	V - -	69 (117)	49	AT 5(N)	14 (28)	53M(5)si ;41M(5)be ;41M(5)we	8	-4	0	11	-1	Solo (1d2)	B X P F A E

Category	Races	**Height**	78”	**Leftover DP**	63
Type	Insectoid	**Length**	11”	**Outlook**	Cruel
Archetype	Offensive	**Weight**	200Lbs.	**Treasure**	0

Ag	3	Co	1	Em	-4	In	-2	Me	-2	Pr	0	Qu	2	Re	0	SD	-1	St	3

Attack: Poison mastery [Poison] (20 DP)
Defense: Elemental vulnerability I [Vacuum, +1 Size] (-15 DP)
Form: Additional limb pair I [Arm] (20 DP) Wings, diaphanous (5 DP) Stunted lifespan II [25 years or less] (0 DP)

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Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Silk gland I [Medium, 50'] (10 DP)
Senses: Eyes: multifaceted [100', 320, None] (25 DP) Taste: sensitive taste antennae (10 DP) Touch: sensitive antennae/ vibrissae (13 DP)
Movement: Walk.Quad.: 33 Climb.Claw: 0 Wing.Fly.Norm.: 0
Skills: Perc.: 15 Run.: 29 Fly.: 29 Surv. Biome: 0
Spells: Cha 0 **PP:** -3
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	-4	**Em**	-4	**In**	-2	**Pr**	0	**Qu**	2	**Re**	0	**SD**	-1	**St**	2
Base Hits		20	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	10	**Fe**	0							
Base Endurance		0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, chitin, full plate (AT 5)											

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Scylla	5E	Slith.Belly: 7	1	M(5)	V - -	38 (53)	18	AT 3(N)	8 (0)	62M(5)gr2WF ;27M(5)we	8	12	1	-4	1	Streak (1d6)	X F S J - -

Category	Monster	**Height**	62”	**Leftover DP**	73
Type	Land	**Length**	10”	**Outlook**	Greedy
Archetype	Spell user	**Weight**	150Lbs.	**Treasure**	0

Ag	3	**Co**	1	**Em**	2	**In**	-2	**Me**	4	**Pr**	1	**Qu**	1	**Re**	3	**SD**	1	**St**	0

Attack:
Defense: Immune to disease, lesser (10 DP)
Form: Additional limb pair I [Leg, Snake] (20 DP) Elongated appendage I [Leg, 5'] (5 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Golden throat I [10] (5 DP)
Senses: Smell: shark (25 DP) Sight: gecko (10 DP)
Movement: Slith.Belly: 7 Swim.Bouy.: 0
Skills: Perc.: 56 Swim.: 73 Run.: 38 Surv. Biome: 19 Hiding: 30 Stalking: 30
Spells: Ess 90 **PP:** 51
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	1	**Em**	1	**In**	-3	**Pr**	0	**Qu**	0	**Re**	3	**SD**	0	**St**	0
Base Hits		20	**Base RR**	Ch	10	**Ess**	0	**Me**	0	**Ph**	-5	**Fe**	0							
Base Endurance		0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, small scales (AT 3)											

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Sea anemone	1A	Root.Roo	-4	D(	II	21	11	AT	-10	14D(2)gr	8	-6	-4	2	2	Coterie	O - - - -

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		ted: 0		2)	@!#-	(26)		1(N)	(0)							(4d4)	-

Category	Animal	**Height**	6”	**Leftover DP**	301
Type	Water	**Length**	4”	**Outlook**	Passive
Archetype	Defensive	**Weight**	2Lbs.	**Treasure**	0

Ag	-4	**Co**	2	**Em**	-6	**In**	-2	**Me**	-6	**Pr**	-4	**Qu**	-4	**Re**	-6	**SD**	2	**St**	-4

Attack: Poison sack, contact [Poison: Paralytic] (35 DP)
Defense: Immunity, Illusion [5'/ lvl] (25 DP) Immunity, gaze (25 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stagger (10 DP) Proof, critical, no stun (10 DP)
Form: Gills (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Mindless (-25 DP) Diet, carnivore (-5 DP) Reproduction: copy self [0,5, 2] (50 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Touch: sensitive antennae/ vibrissae (13 DP)
Movement: Root.Rooted: 0
Skills: Perc.: 3 Surv. Biome: 2
Spells: Cha 0 **PP:** -2
Racial:

Stats	**Ag**	-4	**Co**	2	**Em**	-6	**Em**	-6	**In**	-2	**Pr**	-4	**Qu**	-4	**Re**	-6	**SD**	2	**St**	-4
Base Hits		10	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0							
Base Endurance		0	**Healing rate**	x0.5		**Stride**	0	**AT**	Armor, naked skin (AT 1)										

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Sea drake, mature	25G	Walk.Quad.: 48	4	G(9)	IX - -	226 (376)	196	AT 8(N)	72 (0)	153G(9)bi ;153G(9)cl ;140G(9)ra ;153G(9)all3WF ;156M(5)wboP ;156M(5)wboP ;156M(5)wboP ;156M(5)wboP ;156M(5)wboP ;156M(5)wboP ;156M(5)wboP	8	24	24	23	0	Solo (1d2)	W E U - - -

Category	Fell creature	**Height**	123”	**Leftover DP**	-54
Type	Great drake	**Length**	360”	**Outlook**	Aggressive
Archetype	Offensive	**Weight**	30500Lbs.	**Treasure**	0

Ag	10	**Co**	13	**Em**	4	**In**	-2	**Me**	4	**Pr**	4	**Qu**	4	**Re**	5	**SD**	0	**St**	15

Attack: Attacks sequence (10 DP) Elemental bolt II [Water Bolt, MWater bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (25 DP) Increase range III [+10'/ lvl] (20 DP) Wreck ships (20 DP) Gaping maw I [-3 Size] (25 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP)
Defense: Elemental immunity, dragon [5 elements] (80 DP) Immune to disease, greater (30 DP) Elemental blood III [Water, C] (15 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial V [Belly, AT 5] (-3 DP) Elemental vulnerability I [Ice, +1 Size] (-15 DP)
Form: Wings, membrane (10 DP) Elongated appendage III [Neck, 15'] (15 DP) Elongated appendage IV [Tail, 20'] (20 DP) Distinct odor (-10 DP) Breathing, long breath [1 min/ lvl] (10 DP) Methuselah III [1000 yrs or more] (0 DP)

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Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: gecko (10 DP) Smell: shark (25 DP) Hearing: Hare (20 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Walk.Quad.: 48 Swim.Stream.: 0 Wing.Fly.Glider: 0
Skills: Perc.: 117 Run.: 63 Fly.: 63 Swim.: 119 Multi. Att.: 115 Pow. Dev.: 66
Spells: Ess/Men 1 **PP:** 101
Racial:

Stats	**Ag**	3	**Co**	4	**Em**	0	**Em**	0	**In**	-2	**Pr**	0	**Qu**	1	**Re**	1	**SD**	-4	**St**	4
Base Hits		50		**Base RR**	Ch	10	**Ess**	10		**Me**	10		**Ph**	10	**Fe**	0				
Base Endurance		20		**Healing rate**	x2		**Stride**	-25		**AT**	Armor, dragon scales, medium (AT 8)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Sea drake, old	40G	Walk.Quad.: 73	4	E(10)	X - -	259 (439)	229	AT 9(N)	102 (0)	168E(10)bi ;168E(10)cl ;148E(10)ra ;168E(10)all3WF ;172M(5)wboP ;172M(5)wboP ;172M(5)wboP ;172M(5)wboP ;172M(5)wboP ;172M(5)wboP	8	25	25	24	1	Solo (1d2)	W E U - - -

Category	Fell creature	**Height**	197”	**Leftover DP**	61
Type	Great drake	**Length**	540”	**Outlook**	Aggressive
Archetype	Offensive	**Weight**	93700Lbs.	**Treasure**	0

Ag	11	**Co**	14	**Em**	5	**In**	-2	**Me**	4	**Pr**	5	**Qu**	4	**Re**	8	**SD**	1	**St**	19

Attack: Attacks sequence (10 DP) Elemental bolt II [Water Bolt, MWater bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (25 DP) Increase range III [+10'/ lvl] (20 DP) Wreck ships (20 DP) Gaping maw II [-2 Size] (35 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP)
Defense: Elemental immunity, dragon [5 elements] (80 DP) Immune to disease, greater (30 DP) Elemental blood IV [Water, D] (20 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial VI [Belly, AT 6] (-3 DP) Elemental vulnerability I [Ice, +1 Size] (-15 DP)
Form: Wings, membrane (10 DP) Elongated appendage IV [Neck, 20'] (20 DP) Elongated appendage V [Tail, 25'] (25 DP) Distinct odor (-10 DP) Breathing, long breath [1 min/ lvl] (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: gecko (10 DP) Smell: shark (25 DP) Hearing: Hare (20 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Walk.Quad.: 73 Swim.Stream.: 0 Wing.Fly.Glider: 0
Skills: Perc.: 134 Run.: 74 Fly.: 74 Swim.: 134 Multi. Att.: 140 Pow. Dev.: 70
Spells: Ess/Men 3 **PP:** 104
Racial:

Stats	**Ag**	3	**Co**	4	**Em**	0	**Em**	0	**In**	-2	**Pr**	0	**Qu**	1	**Re**	1	**SD**	-4	**St**	4
Base Hits		50		**Base RR**	Ch	10	**Ess**	10		**Me**	10		**Ph**	10	**Fe**	0				
Base Endurance		20		**Healing rate**	x2		**Stride**	-25		**AT**	Armor, dragon scales, heavy (AT 9)									

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Sea drake, young	12F	Walk.Quad.: 30	3	L(7)	VII --	176 (288)	146	AT 7(N)	43 (0)	152L(7)bi ;152L(7)cl ;132L(7)ra ;152L(7)all3WF ;126M(5)wboP ;126M(5)wboP ;126M(5)wboP ;126M(5)wboP ;126M(5)wboP ;126M(5)wboP ;126M(5)wboP	8	22	22	18	-2	Solo (1d2)	W E U - - -

Category	Fell creature	**Height**	69”	**Leftover DP**	-69
Type	Great drake	**Length**	180”	**Outlook**	Aggressive
Archetype	Offensive	**Weight**	3900Lbs.	**Treasure**	0

Ag	7	Co	8	Em	2	In	-2	Me	3	Pr	2	Qu	3	Re	3	SD	-2	St	8

Attack: Attacks sequence (10 DP) Elemental bolt II [Water Bolt, MWater bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (25 DP) Increase range III [+10'/ lvl] (20 DP) Wreck ships (20 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP)
Defense: Elemental immunity, dragon [5 elements] (80 DP) Immune to disease, lesser (10 DP) Elemental blood II [Water, B] (10 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial IV [Belly, AT 4] (-4 DP) Elemental vulnerability I [Ice, +1 Size] (-15 DP)
Form: Wings, membrane (10 DP) Elongated appendage II [Neck, 10'] (10 DP) Elongated appendage II [Tail, 10'] (10 DP) Distinct odor (-10 DP) Breathing, long breath [1 min/ lvl] (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: gecko (10 DP) Smell: shark (25 DP) Hearing: Hare (20 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Walk.Quad.: 30 Swim.Stream.: 0 Wing.Fly.Glider: 0
Skills: Perc.: 71 Run.: 68 Fly.: 68 Swim.: 106 Multi. Att.: 68 Pow. Dev.: 53
Spells: Ess/Men 1 **PP:** 77
Racial:

Stats	Ag	3	Co	4	Em	0	Em	0	In	-2	Pr	0	Qu	1	Re	1	SD	-4	St	4
Base Hits		50	**Base RR**		Ch		10	**Ess**		10		**Me**		10		**Ph**	10	**Fe**	0	
Base Endurance		20	**Healing rate**		x2			**Stride**		-25		**AT**		Armor, dragon scales, light (AT 7)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Sea serpent	15G	Slith.Tail (water): 64	6	G(9)	IX --	172 (302)	142	AT 8(N)	58 (0)	179G(9)gr>> ;179G(9)cr ;179G(9)bi	10	-2	-2	7	-2	Solo (1d2)	W E U - - -

Category	Fell creature	**Height**	45”	**Leftover DP**	32
Type	Wyrm	**Length**	648”	**Outlook**	Hostile

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Archetype	Offensive	Weight	32900Lbs.	Treasure	0

Ag	9	Co	7	Em	-2	In	0	Me	0	Pr	-2	Qu	6	Re	0	SD	-2	St	7

Attack: Attacks sequence (10 DP) Elemental cone I [Cold Ball, MCold ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Gaping maw III [-1 Size] (45 DP) Wreck ships (20 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP) Prehensile extension III [Extension, 10'] (45 DP)
Defense: Elemental immunity [Water] (20 DP) Proof, elemental I [Fire, -1Size] (15 DP) Elemental vulnerability I [Ice, +1 Size] (-15 DP)
Form: Distinct odor (-10 DP) Gills (10 DP) Methuselah II [Up to 500 years] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP) Hibernation II [1 season, Every year] (-10 DP)
Senses: Vision: Dark vision I [20'] (15 DP) Smell: shark (25 DP) Nose: Uncanny tracking III [30] (30 DP)
Movement: Slith.Tail (water): 64 Wing.Fly.Glider: -100
Skills: Perc.: 87 Swim.: 124 Surv. Biome: 90 Multi. Att.: 80 Hiding: 50 Track.: 77
Spells: Cha 1 **PP:** 8
Racial:

Stats	Ag	4	Co	2	Em	-2	Em	-2	In	-2	Pr	-2	Qu	4	Re	-2	SD	-4	St	2
Base Hits			30		Base RR		Ch		0	Ess		0		Me		0	Ph	0	Fe	0
Base Endurance			0		Healing rate		x1			Stride		-50		AT		Armor, dragon scales, medium (AT 8)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Sea-Kral	2B	Walk.Bi.: 14	0	M(5)	IV --	54 (78)	39	AT 2(4)	4 (0)	47M(5)cl ;47M(5)we ;46M(5)rw	21	3	4	12	1	Solo (1d2)	X D S O - -

Category	Races	Height	54”	Leftover DP	73
Type	Antropomorph	Length	9”	Outlook	Belligerent
Archetype	Offensive	Weight	95Lbs.	Treasure	0

Ag	3	Co	2	Em	-2	In	1	Me	-1	Pr	-1	Qu	0	Re	-1	SD	1	St	4

Attack:
Defense:
Form: Extra joints [Arm, 20] (20 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Sight: primate (5 DP)
Movement: Walk.Bi.: 14 Climb.Claw: 0
Skills: Perc.: 11 Run.: 35 Climb.: 55 Pilot. Sail.: 16 Wood Cr. Spec.: 13 Acrob.: 43
Spells: Cha 0 **PP:** -2
Racial:

Stats	Ag	3	Co	2	Em	-2	Em	-2	In	1	Pr	-1	Qu	0	Re	-1	SD	1	St	4
Base Hits			25		Base RR		Ch		10	Ess		5		Me		5	Ph	10	Fe	0
Base Endurance			10		Healing		x1			Stride		0		AT		Armor, thick skin (AT 2)				

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		rate						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Seal/ sea lion	3C	Walk.Quad.: 8	1	B(6)	VI - -	52 (72)	37	AT 2(N)	9 (0)	38B(6)ra ;38B(6)bi	12	-2	-3	3	1	Posse (2d10)	I T O - - -

Category	Animal	**Height**	20”	**Leftover DP**	139
Type	Carnivore	**Length**	72”	**Outlook**	Timid
Archetype	Defensive	**Weight**	300Lbs.	**Treasure**	0

Ag	1	**Co**	3	**Em**	-2	**In**	2	**Me**	-2	**Pr**	-3	**Qu**	1	**Re**	-4	**SD**	1	**St**	2

Attack:
Defense:
Form: Breathing, long breath [1 min/ lvl] (10 DP) Adapted form: water (15 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Hearing: Dog (15 DP) Touch: sensitive antennae/ vibrissae (13 DP) Poor senses: sight II [-10] (-8 DP) Vision: nightvision (10 DP)
Movement: Walk.Quad.: 8 Awk.move.III: 0 Swim.Adapt.: 0
Skills: Perc.: 8 Run.: 47 Surv. Biome: 24
Spells: Cha 0 **PP:** 3
Racial:

Stats	**Ag**	0	**Co**	3	**Em**	-2	**Em**	-2	**In**	1	**Pr**	-3	**Qu**	0	**Re**	-5	**SD**	1	**St**	2
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		10		**Healing rate**		x1			**Stride**		0		**AT**		Armor, light blubber (AT 2)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Seftuau	3C	Walk.Quad.: 23	3	B(6)	VI - -	73 (109)	63	AT 1(N)	15 (0)	47M(5)cl> ;35M(5)gr>> ;47M(5)bi	10	-4	-1	3	1	Harem (3d8)	F S J E - -

Category	Monster	**Height**	48”	**Leftover DP**	50
Type	Land	**Length**	80”	**Outlook**	Normal
Archetype	Offensive	**Weight**	330Lbs.	**Treasure**	0

Ag	5	**Co**	3	**Em**	-4	**In**	0	**Me**	-1	**Pr**	-1	**Qu**	3	**Re**	-1	**SD**	1	**St**	4

Attack: Attacks sequence (10 DP) Ambush predator III [Terrain, 62, 14] (21 DP)
Defense:

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Form: Camouflage, pattern [Grass, 25] (10 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP)
Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 23
Skills: Perc.: 19 Run.: 27 Surv. Biome: 17 Hiding: 23 Stalking: 23
Spells: Cha 0 **PP:** 5
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-1	**Qu**	3	**Re**	-1	**SD**	1	**St**	3
Base Hits		30		**Base RR**		Ch		0	**Ess**	0		**Me**	0		**Ph**	0	**Fe**	0		
Base Endurance		20		**Healing rate**		x1			**Stride**	0		**AT**	Armor, light fur (AT 1)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Sentinel (IV)	15G	Walk.Bi.: 21	6	M(5)	VI @# -	176 (306)	161	AT 3(9)	58 (0)	150M(5)px ;135M(5)sw ;125M(5)we2WF ;149M(5)hc	20	7	8	27	2	Streak (1d6)	E U L - - -

Category	Extra planar	**Height**	69”	**Leftover DP**	112
Type	Warrior	**Length**	10”	**Outlook**	Obsessive
Archetype	Offensive	**Weight**	195Lbs.	**Treasure**	0

Ag	9	**Co**	7	**Em**	-3	**In**	0	**Me**	3	**Pr**	-2	**Qu**	6	**Re**	3	**SD**	2	**St**	9

Attack: Pressing the advantage II [10] (20 DP) Fast attack II [10] (20 DP) Foiler III [+3 Fumble] (21 DP) Quickdraw/ quickload (7 DP)
Defense: Abomination (-20 DP) Dense I [1Size] (17 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar IV [IV] (-4 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP) Ambidextrous (10 DP)
Senses: Vision: demon vision [50'] (55 DP) Smell: shark (25 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Walk.Bi.: 21
Skills: Perc.: 79 Run.: 86 Acrob.: 84 Multi. Att.: 80 Disarm: 80 Restr. Quar.: 80
Spells: Cha 1 **PP:** 16
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-3	**Em**	-3	**In**	-2	**Pr**	-2	**Qu**	4	**Re**	1	**SD**	0	**St**	4
Base Hits		30		**Base RR**		Ch		10	**Ess**	10		**Me**	10		**Ph**	20	**Fe**	0		
Base Endurance		15		**Healing rate**		x1			**Stride**	0		**AT**	Armor, thick leather skin (AT 3)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**

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Serpentus	30	Walk.Quad.: 26	1	L(7)	VII - -	51 (71)	36	AT 2(N)	9 (0)	37L(7)un ;37L(7)bi ;31L(7)ra> ;31L(7)tr	10	-2	0	2	2	Team (1d10)	X P D S - -

Category	Animal	**Height**	60”	**Leftover DP**	54
Type	Domesticated	**Length**	100”	**Outlook**	Normal
Archetype	Stealth	**Weight**	1200Lbs.	**Treasure**	0

Ag	3	**Co**	2	**Em**	-2	**In**	0	**Me**	-2	**Pr**	0	**Qu**	1	**Re**	-1	**SD**	2	**St**	3

Attack: Attacks sequence (10 DP)
Defense:
Form: Beast of burden II [0,3] (20 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Control submission II [10] (-10 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Taste: sensitive palette (5 DP) Smell: snake (15 DP) Sensitivity: Near sighted (-5 DP)
Movement: Walk.Quad.: 26
Skills: Perc.: 36 Run.: 48 Wei. Trn.: 10 Swim.: 22 Climb.: 48
Spells: Cha 0 **PP:** 2
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	-2	**Em**	-2	**In**	0	**Pr**	0	**Qu**	1	**Re**	-2	**SD**	1	**St**	3
Base Hits		25		**Base RR**		Ch	0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**		0
Base Endurance		10		**Healing rate**		x1		**Stride**		0		**AT**		Armor, thick skin (AT 2)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Elemental Servant	1H	Mag.Fly. Cont.: 20	0	D(2)	II @# -	27 (39)	12	AT 1(N)	52 (0)	39S(4)ra[Element]	6	-4	-4	0	0	Yoke (1d3)	E U W - - -

Category	Elemental	**Height**	12”	**Leftover DP**	159
Type	Servant	**Length**	12”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	0Lbs.	**Treasure**	0

Ag	0	**Co**	0	**Em**	-4	**In**	-4	**Me**	-4	**Pr**	-4	**Qu**	0	**Re**	-4	**SD**	0	**St**	0

Attack: Elemental internals I [Element, Attack, A] (10 DP) Elemental volatility I [Element, +0 Size] (10 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Element, 1 H/ rnd] (25 DP) Elemental immunity [Element] (20 DP) Proof, elemental I [Opposed element, -1Size] (15 DP) Elemental vulnerability I [Opposed element, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material Susceptibility II [Opposed element, 10] (-20 DP)
Form: Body: elemental energy [Element, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP)
Miscellaneous: Elemental spirit, tiny [Tiny] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental I [I] (-1 DP) Link, controlled [5'/ lvl] (-20 DP)

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Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Mag.Fly.Cont.: 20
Skills: Perc.: 10 Fly.: 31
Spells: Cha 0 **PP:** 0
Racial:

Stats	Ag	0	Co	0	Em	-4	Em	-4	In	-4	Pr	-4	Qu	0	Re	-4	SD	0	St	0
Base Hits		15	Base RR		Ch		0	Ess		0	Me		0	Ph		0	Fe		0	
Base Endurance		0	Healing rate		x1			Stride		0	AT		Armor, insubstantial (AT 1)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Shaan (I)	3A	Bur.Hide: -19	2	B(6)	VI - -	45 (65)	20	AT 2(N)	12 (0)	33B(6)gr ;33B(6)bi	11	-3	-2	21	-2	Solo (1d2)	E U L S - -

Category	Extra planar	Height	13”	Leftover DP	76
Type	Pale I	Length	77”	Outlook	Normal
Archetype	Stealth	Weight	490Lbs.	Treasure	0

Ag	4	Co	1	Em	-3	In	1	Me	-4	Pr	-2	Qu	2	Re	-3	SD	-2	St	0

Attack: Poison sack, injection [Poison: Reduction, Stinger] (20 DP) Leech, blood I [Bite, -10] (15 DP)
Defense: Abomination (-20 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, elemental I [Water, -1Size] (15 DP) Proof, elemental I [Lightning, -1Size] (15 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar I [I] (-1 DP) Body condition, fleeting soul (-20 DP) Item, no item (-15 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP)
Senses: Vision: demon vision [50'] (55 DP) Touch: sensitive (5 DP)
Movement: Bur.Hide: -19 Wing.Fly.ungr.: 0
Skills: Perc.: 37 Fly.: 18 Amb. Unarmed: 41 Hiding: 41 Stalking: 41
Spells: Cha 0 **PP:** 1
Racial:

Stats	Ag	3	Co	1	Em	-3	Em	-3	In	1	Pr	-2	Qu	2	Re	-4	SD	-3	St	0
Base Hits		25	Base RR		Ch		0	Ess		0	Me		0	Ph		20	Fe		0	
Base Endurance		0	Healing rate		x1			Stride		0	AT		Armor, thick skin (AT 2)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Shade Demon	14E	Walk.Bi.:	6	M(	VI -	71	41	AT	32	96M(5)cl ;86M(5)cl ;83M(5)all2WF	2	19	7	16	4	Solo	E U L -

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(IV)		21		5)	-	(106)		1(N)	(0)								(1d2)	- -

Category	Extra planar	**Height**	70”	**Leftover DP**	133
Type	Demon	**Length**	10”	**Outlook**	Cruel
Archetype	Spell user	**Weight**	210Lbs.	**Treasure**	0

Ag	5	**Co**	1	**Em**	4	**In**	2	**Me**	6	**Pr**	2	**Qu**	6	**Re**	2	**SD**	4	**St**	1

Attack: Ambush predator VII [Darkness, 84, 22] (33 DP)
Defense: Abomination (-20 DP) Dense I [1Size] (17 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Body condition, shadow [Darkness] (25 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar IV [IV] (-4 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Golden throat II [20] (10 DP)
Senses: Vision: demon vision [50'] (55 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Walk.Bi.: 21
Skills: Perc.: 116 Run.: 62 Multi. Att.: 62 Hiding: 170 Stalking: 120
Spells: Ess 252 **PP:** 117
Racial:

Stats	**Ag**	1	**Co**	-1	**Em**	0	**Em**	0	**In**	0	**Pr**	0	**Qu**	2	**Re**	2	**SD**	2	**St**	1	
Base Hits		30	**Base RR**		Ch	0	**Ess**		5		**Me**	5	**Ph**	15	**Fe**	0					
Base Endurance		0	**Healing rate**		x1		**Stride**		0		**AT**	Armor, naked skin (AT 1)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Shadow assassin, greater (VI)	24H	Ma.Fly.Awk.: 20	3	M(5)	VI @!#-	136 (248)	131	AT 1(N)	167 (0)	140M(5)we	12	9	32	3	-2	Solo (1d2)	L E U - -

Category	Undead	**Height**	69”	**Leftover DP**	68
Type	Incorporeal	**Length**	9”	**Outlook**	Obsessive
Archetype	Semi spell user	**Weight**	0Lbs.	**Treasure**	0

Ag	14	**Co**	3	**Em**	-1	**In**	2	**Me**	1	**Pr**	12	**Qu**	3	**Re**	5	**SD**	-2	**St**	4

Attack: Adrenal defense X [50] (50 DP) Phantom touch, medium [Weapon, Medium] (10 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Dense I [1Size] (17 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP) Camouflage, pattern [Darkness, 25] (10 DP)
Miscellaneous: Type, undead VI [VI] (-6 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Sight: primate (5 DP) Vision: Dark vision, superior [100'] (50 DP)
Movement: Ma.Fly.Awk.: 20
Skills: Perc.: 108 Fly.: 117 Hiding: 140 Stalking: 115 Amb. Melee: 59 Grace. Spell l.: 56

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Spells: Men 144 **PP:** 111
Racial:

Stats	**Ag**	4	**Co**	0	**Em**	-5	**Em**	-5	**In**	-2	**Pr**	2	**Qu**	3	**Re**	1	**SD**	-2	**St**	1
Base Hits		20		**Base RR**		Ch		10	**Ess**		10		**Me**	10		**Ph**	0	**Fe**	0	
Base Endurance		15		**Healing rate**		x0.5			**Stride**		0		**AT**	Armor, insubstantial (AT 1)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Shadow assassin, lesser (IV)	13F	Ma.Fly.Awk.: 20	3	M(5)	VI@!#-	94 (166)	89	AT 1(N)	110 (0)	103M(5)we	10	7	26	2	-2	Solo (1d2)	L E U - - -

Category	Undead	**Height**	69”	**Leftover DP**	-2
Type	Incorporeal	**Length**	9”	**Outlook**	Obsessive
Archetype	Semi spell user	**Weight**	0Lbs.	**Treasure**	0

Ag	8	**Co**	2	**Em**	-3	**In**	0	**Me**	1	**Pr**	6	**Qu**	3	**Re**	3	**SD**	-2	**St**	3

Attack: Adrenal defense III [15] (15 DP) Phantom touch, medium [Weapon, Medium] (10 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Proof, critical, critical reduction I [I] (10 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP) Camouflage, pattern [Darkness, 25] (10 DP)
Miscellaneous: Type, undead IV [IV] (-4 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Sight: primate (5 DP) Vision: Dark vision, superior [100'] (50 DP)
Movement: Ma.Fly.Awk.: 20
Skills: Perc.: 80 Fly.: 79 Hiding: 108 Stalking: 83 Amb. Melee: 46 Grace. Spell l.: 35
Spells: Men 78 **PP:** 78
Racial:

Stats	**Ag**	4	**Co**	0	**Em**	-5	**Em**	-5	**In**	-2	**Pr**	2	**Qu**	3	**Re**	1	**SD**	-2	**St**	1
Base Hits		20		**Base RR**		Ch		10	**Ess**		10		**Me**	10		**Ph**	0	**Fe**	0	
Base Endurance		15		**Healing rate**		x0.5			**Stride**		0		**AT**	Armor, insubstantial (AT 1)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Shadow assassin, major (V)	18G	Ma.Fly.Awk.: 20	3	M(5)	VI@!#-	116 (208)	111	AT 1(N)	150 (0)	143M(5)we	11	8	28	3	-2	Solo (1d2)	L E U - - -

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Category	Undead	**Height**	69”	**Leftover DP**	12
Type	Incorporeal	**Length**	9”	**Outlook**	Obsessive
Archetype	Semi spell user	**Weight**	0Lbs.	**Treasure**	0

Ag	10	**Co**	3	**Em**	-2	**In**	1	**Me**	1	**Pr**	8	**Qu**	3	**Re**	4	**SD**	-2	**St**	4

Attack: Adrenal defense IX [45] (45 DP) Phantom touch, medium [Weapon, Medium] (10 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Dense I [1Size] (17 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP) Camouflage, pattern [Darkness, 25] (10 DP)
Miscellaneous: Type, undead V [V] (-5 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Sight: primate (5 DP) Vision: Dark vision, superior [100'] (50 DP)
Movement: Ma.Fly.Awk.: 20
Skills: Perc.: 97 Fly.: 113 Hiding: 131 Stalking: 106 Amb. Melee: 59 Grace. Spell l.: 45
Spells: Men 108 **PP:** 119
Racial:

Stats	**Ag**	4	**Co**	0	**Em**	-5	**Em**	-5	**In**	-2	**Pr**	2	**Qu**	3	**Re**	1	**SD**	-2	**St**	1
Base Hits		20	**Base RR**		Ch	10	**Ess**		10	**Me**		10	**Ph**	0	**Fe**	0			
Base Endurance		15	**Healing rate**		x0.5		**Stride**		0	**AT**		Armor, insubstantial (AT 1)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Shadow Demon (VI+)	30G	Walk.Bi.: 34	4	B(6)	VI I@!#-	168 (298)	138	AT 2(10)	82 (0)	159B(6)we ;159B(6)wi[Grapple] ;159B(6)un ;159B(6)all3WF	37	37	17	25	-2	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	110”	**Leftover DP**	144
Type	Demon	**Length**	14”	**Outlook**	Cruel
Archetype	Semi spell user	**Weight**	0Lbs.	**Treasure**	0

Ag	19	**Co**	5	**Em**	17	**In**	17	**Me**	4	**Pr**	7	**Qu**	4	**Re**	9	**SD**	-2	**St**	3

Attack: Strength beyond form I [+1 Size] (20 DP)
Defense: Abomination (-20 DP) Proof, weapon, except magic (20 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stagger (10 DP) Proof, critical, no stun (10 DP) Proof, critical, critical reduction I [I] (10 DP) Elemental vulnerability II [Lightning, +2 Size] (-25 DP) Material Susceptibility III [Lightning, 15] (-30 DP)
Form: Body: incorporeal [1, 50] (50 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Body condition, shadow [50] (25 DP) Wings, vestigial wings (0 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar VII [VI+] (-7 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP) Ambidextrous (10 DP)
Senses: Vision: demon vision [50'] (55 DP) Sensitivity: Light sensitivity III [-75] (-30 DP)
Movement: Walk.Bi.: 34 Mag.Fly.Cont.: 0

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Skills: Perc.: 131 Run.: 143 Fly.: 143 Multi. Att.: 130 Grace. Spell l.: 130 #N/A
Spells: Cha/Ess 180 **PP:** 132
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	2	**Em**	2	**In**	2	**Pr**	2	**Qu**	4	**Re**	4	**SD**	-2	**St**	0		
Base Hits			30		**Base RR**		Ch		10	**Ess**		10			**Me**		10		**Ph**	20	**Fe**	0
Base Endurance			0		**Healing rate**		x1			**Stride**		0			**AT**		Armor, thick skin (AT 2)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Shadow, greater (III)	9H	Ma.Fly.Adapt.: 31	3	M(5)	V I@!#-	80 (139)	80	AT 1(N)	87 (0)	90M(5)bi	19	7	9	1	-1	Solo (1d2)	L E U - - -

Category	Undead	**Height**	71”	**Leftover DP**	56
Type	Incorporeal	**Length**	9”	**Outlook**	Hungry
Archetype	Stealth	**Weight**	0Lbs.	**Treasure**	0

Ag	6	**Co**	1	**Em**	-3	**In**	-1	**Me**	-2	**Pr**	-1	**Qu**	3	**Re**	1	**SD**	-1	**St**	1

Attack: Leech, blood II [10 hits, -10] (20 DP) Aura, paralytic [10'R, -10, 1x/ hr] (30 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Proof, critical, critical reduction I [I] (10 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Body condition, shadow [50] (25 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead V [V] (-5 DP) Unsleeping (20 DP) Diet, sanguinivore (-5 DP) Disturbing voice II [-20] (-20 DP) Eternal hunger [Blood, 1 day] (-20 DP) Link, blood (-10 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP) Sensitivity: Light sensitivity I [-25] (-10 DP)
Movement: Ma.Fly.Adapt.: 31
Skills: Perc.: 95 Fly.: 109 Hiding: 126 Stalking: 101 Acrob.: 109
Spells: Cha 1 **PP:** 8
Racial:

Stats	**Ag**	3	**Co**	0	**Em**	-4	**Em**	-4	**In**	-2	**Pr**	-2	**Qu**	2	**Re**	-2	**SD**	-4	**St**	0		
Base Hits			20		**Base RR**		Ch		10	**Ess**		10			**Me**		10		**Ph**	0	**Fe**	0
Base Endurance			20		**Healing rate**		x0.5			**Stride**		0			**AT**		Armor, insubstantial (AT 1)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Shadow, lesser (II)	5H	Ma.Fly.Adapt.: 31	3	M(5)	V I@!#	54 (89)	54	AT 1(N)	79 (0)	67M(5)bi	19	7	9	1	-3	Solo (1d2)	L E U - - -

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Category	Undead	**Height**	71”	**Leftover DP**	16
Type	Incorporeal	**Length**	9”	**Outlook**	Hungry
Archetype	Stealth	**Weight**	0Lbs.	**Treasure**	0

Ag	4	**Co**	1	**Em**	-3	**In**	-1	**Me**	-2	**Pr**	-1	**Qu**	3	**Re**	-1	**SD**	-3	**St**	1

Attack: Leech, blood II [10 hits, -10] (20 DP) Aura, paralytic [10'R, -10, 1x/ hr] (30 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Proof, critical, critical reduction I [I] (10 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Body condition, shadow [50] (25 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead V [V] (-5 DP) Unsleeping (20 DP) Diet, sanguinivore (-5 DP) Disturbing voice II [-20] (-20 DP) Eternal hunger [Blood, 1 day] (-20 DP) Link, blood (-10 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP) Sensitivity: Light sensitivity I [-25] (-10 DP)
Movement: Ma.Fly.Adapt.: 31
Skills: Perc.: 84 Fly.: 87 Hiding: 119 Stalking: 94 Acrob.: 86
Spells: Cha 0 **PP:** 40
Racial:

Stats	**Ag**	3	**Co**	0	**Em**	-4	**Em**	-4	**In**	-2	**Pr**	-2	**Qu**	2	**Re**	-2	**SD**	-4	**St**	0			
Base Hits		20	**Base RR**		Ch		10	**Ess**		10		**Me**		10		**Ph**	0	**Fe**		0			
Base Endurance		20	**Healing rate**		x0.5			**Stride**		0		**AT**		Armor, insubstantial (AT 1)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Shaitan (III)	10G	Ma.Fly.Awk.: 34	5	B(6)	VI - -	44 (69)	24	AT 2(N)	35 (0)	88B(6)un ;88B(6)sw	-11	3	3	-2	3	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	108”	**Leftover DP**	81
Type	Genie	**Length**	14”	**Outlook**	Hidden agenda
Archetype	Spell user	**Weight**	500Lbs.	**Treasure**	0

Ag	3	**Co**	-2	**Em**	3	**In**	-1	**Me**	3	**Pr**	3	**Qu**	5	**Re**	2	**SD**	3	**St**	-3

Attack:
Defense: Proof, weapon, except magic (20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP)
Form: Body: demon flesh [2] (5 DP) Body condition, partial incorporeality (10 DP) Shapechange, true (50 DP) Twisted form (-25 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar III [III] (-3 DP) Body condition, fleeting soul (-20 DP) Diet, nihilovore (20 DP) Disturbing voice I [-10] (-10 DP) Link, bound spirit [Focus, 100'R] (-35 DP) Wish grant, greater (50 DP)
Senses: Vision: demon vision [50'] (55 DP) Poor senses: taste V [-25] (-5 DP) Poor senses: touch V [-25] (-5 DP) Poor senses: smell V [-25] (-10 DP)
Movement: Ma.Fly.Awk.: 34
Skills: Perc.: 99 Fly.: 108 Acrob.: 110 Charm: 95 Duping: 95

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Spells: Ess/Men 180 **PP:** 94
Racial:

Stats	**Ag**	0	**Co**	-3	**Em**	0	**Em**	0	**In**	-2	**Pr**	0	**Qu**	2	**Re**	2	**SD**	2	**St**	-3
Base Hits		20		**Base RR**		Ch		-10	**Ess**		-10		**Me**		-10		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, thick skin (AT 2)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Shard, greater	20H	Walk.Shard.: 407	10	M(5)	VI I -	143 (243)	138	AT 3(N)	70 (0)	139M(5)ta[Slash] ;139M(5)ta[Slash](Left) ;139M(5)ta[Slash](2WF) ;128M(5)lbo	2	-12	-12	5	3	Solo (1d2)	B F J - -

Category	Artificial	**Height**	84”	**Leftover DP**	1
Type	Cultivated	**Length**	10”	**Outlook**	Cruel
Archetype	Semi spell user	**Weight**	190Lbs.	**Treasure**	0

Ag	11	**Co**	5	**Em**	-2	**In**	2	**Me**	-2	**Pr**	-2	**Qu**	10	**Re**	1	**SD**	3	**St**	5

Attack: Bone discus thrower [Hand axe, Poison, 5'/ lvl] (20 DP) Bone discus thrower [Hand axe, Poison, 5'/ lvl] (20 DP) Poison sack, injection [Poison: Circulatory, Stinger] (20 DP) Elemental bolt VI [Fire, MLightning bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (45 DP)
Defense: Dense I [1Size] (17 DP) Proof, critical, critical reduction I [I] (10 DP) Poison blood (35 DP) Elemental immunity, natural [Natural element] (20 DP)
Form: Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Sensitivity: Light sensitivity II [-50] (-20 DP) Vision: demon vision [50'] (55 DP) Smell: grizzly (30 DP)
Movement: Walk.Shard.: 407 Climb.Grip: 0 #N/A
Skills: Perc.: 95 Run.: 106 Climb.: 106 Multi. Att.: 100 Lor. Regio. Spec.: 95 Jump.: 108
Spells: Cha 120 **PP:** 103
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-5	**Em**	-5	**In**	-5	**Pr**	-5	**Qu**	10	**Re**	-2	**SD**	3	**St**	2
Base Hits		30		**Base RR**		Ch		-10	**Ess**		-10		**Me**		-10		**Ph**	0	**Fe**	0
Base Endurance		25		**Healing rate**		x2			**Stride**		0		**AT**		Armor, thick leather skin (AT 3)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Shard, lesser	15H	Walk.Shard.: 404	12	M(5)	V I -	179 (309)	174	AT 3(N)	66 (0)	133M(5)ta[Slash] ;133M(5)ta[Slash](Left) ;133M(5)ta[Slash](2WF)	-3	-15	-15	7	5	Streak (1d6)	B F J - -

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Category	Artificial	**Height**	72”	**Leftover DP**	73
Type	Cultivated	**Length**	9”	**Outlook**	Cruel
Archetype	Offensive	**Weight**	175Lbs.	**Treasure**	0

Ag	9	**Co**	7	**Em**	-5	**In**	-3	**Me**	0	**Pr**	-5	**Qu**	12	**Re**	0	**SD**	5	**St**	7

Attack: Bone discus thrower [Hand axe, Poison, 5'/ lvl] (20 DP) Bone discus thrower [Hand axe, Poison, 5'/ lvl] (20 DP) Poison sack, injection [Poison: Circulatory, Stinger] (20 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP) Poison blood (35 DP) Elemental immunity, natural [Natural element] (20 DP)
Form: Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Sensitivity: Light sensitivity IV [-100] (-40 DP) Vision: demon vision [50'] (55 DP) Smell: grizzly (30 DP)
Movement: Walk.Shard.: 404 Climb.Grip: 0 #N/A
Skills: Perc.: 84 Run.: 78 Climb.: 78 Multi. Att.: 80 Lor. Regio. Spec.: 88 Jump.: 85
Spells: Cha 1 **PP:** 10
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-5	**Em**	-5	**In**	-5	**Pr**	-5	**Qu**	10	**Re**	-2	**SD**	3	**St**	2

Base Hits	30	**Base RR**	Ch	-10	**Ess**	-10	**Me**	-10	**Ph**	0	**Fe**	0
Base Endurance	25	**Healing rate**	x2		**Stride**	0	**AT**	Armor, thick leather skin (AT 3)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Shark, large	7E	Swim.Stream.: 97	4	L(7)	VII - -	108 (184)	78	AT 3(N)	26 (0)	97L(7)bi	9	-5	-3	2	-2	Solo (1d2)	I O - - - -

Category	Animal	**Height**	65”	**Leftover DP**	86
Type	Water	**Length**	240”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	4000Lbs.	**Treasure**	0

Ag	6	**Co**	2	**Em**	-5	**In**	-1	**Me**	-3	**Pr**	-3	**Qu**	4	**Re**	-3	**SD**	-2	**St**	6

Attack:
Defense: Elemental vulnerability I [Sonic, +1 Size] (-15 DP) Ink gland V [Large] (15 DP)
Form: Gills (10 DP) Adapted form: water (15 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: shark (25 DP) Nose: Uncanny tracking V [50] (50 DP) Electrosense: Electroreception (15 DP) Vision: nightvision (10 DP)
Movement: Swim.Stream.: 97
Skills: Perc.: 48 Swim.: 63 Surv. Biome: 43 Track.: 76
Spells: Cha 0 **PP:** 6
Racial:

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Stats	Ag	4	Co	0	Em	-5	Em	-5	In	-2	Pr	-3	Qu	3	Re	-4	SD	-3	St	4
Base Hits		30	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x0.5		Stride		0	AT		Armor, small scales (AT 3)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Shark, medium	4D	Swim.Stream.: 47	4	M(5)	V - -	77 (125)	47	AT 3(N)	20 (0)	71M(5)bi	8	-5	-3	1	-3	Streak (1d6)	I O - - - -

Category	Animal	Height	20”	Leftover DP	120
Type	Water	Length	89”	Outlook	Hungry
Archetype	Offensive	Weight	210Lbs.	Treasure	0

Ag	5	Co	1	Em	-5	In	-2	Me	-4	Pr	-3	Qu	4	Re	-4	SD	-3	St	5

Attack:
Defense: Elemental vulnerability I [Sonic, +1 Size] (-15 DP) Ink gland IV [Medium] (10 DP)
Form: Gills (10 DP) Adapted form: water (15 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: shark (25 DP) Nose: Uncanny tracking V [50] (50 DP) Electrosense: Electroreception (15 DP) Vision: nightvision (10 DP)
Movement: Swim.Stream.: 47
Skills: Perc.: 26 Swim.: 47 Surv. Biome: 21 Track.: 62
Spells: Cha 0 **PP:** -5
Racial:

Stats	Ag	4	Co	0	Em	-5	Em	-5	In	-2	Pr	-3	Qu	4	Re	-4	SD	-3	St	4
Base Hits		30	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x0.5		Stride		0	AT		Armor, small scales (AT 3)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Shark, small	2B	Swim.Stream.: 25	4	S(4)	IV - -	51 (75)	21	AT 3(N)	16 (0)	42S(4)bi	8	-5	-3	0	-3	Section (2d6)	I O - - - -

Category	Animal	Height	4”	Leftover DP	133
Type	Water	Length	23”	Outlook	Carefree
Archetype	Offensive	Weight	16Lbs.	Treasure	0

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Ag	4	Co	0	Em	-5	In	-2	Me	-4	Pr	-3	Qu	4	Re	-4	SD	-3	St	4

Attack:
Defense: Elemental vulnerability I [Sonic, +1 Size] (-15 DP) Ink gland III [Small] (8 DP)
Form: Gills (10 DP) Adapted form: water (15 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: shark (25 DP) Nose: Uncanny tracking V [50] (50 DP) Electrosense: Electroreception (15 DP) Vision: nightvision (10 DP)
Movement: Swim.Stream.: 25
Skills: Perc.: 6 Swim.: 26 Surv. Biome: 5 Track.: 49
Spells: Cha 0 **PP:** -2
Racial:

Stats	Ag	4	Co	0	Em	-5	Em	-5	In	-2	Pr	-3	Qu	4	Re	-4	SD	-3	St	4
Base Hits		30		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0	
Base Endurance		0		**Healing rate**		x0.5			**Stride**		0		**AT**	Armor, small scales (AT 3)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Shark, spine	5E	Swim.Stream.: 89	4	L(7)	VII - -	90 (150)	60	AT 6(N)	22 (0)	75L(7)bi ;75H(8)cl> ;57L(7)ra	9	-5	-3	1	-2	Streak (1d6)	X F D S - -

Category	Monster	Height	59”	Leftover DP	31
Type	Water	Length	216”	Outlook	Hungry
Archetype	Offensive	Weight	3300Lbs.	Treasure	0

Ag	5	Co	1	Em	-5	In	-1	Me	-3	Pr	-3	Qu	4	Re	-3	SD	-2	St	5

Attack: Enhanced natural attack I [Claw, +1 Size] (10 DP) Attacks sequence (10 DP)
Defense: Elemental vulnerability I [Sonic, +1 Size] (-15 DP) Ink gland V [Large] (15 DP) Natural armor, partial III [Belly, AT 3] (-4 DP)
Form: Gills (10 DP) Adapted form: water (15 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: shark (25 DP) Nose: Uncanny tracking V [50] (50 DP) Electrosense: Electroreception (15 DP) Vision: nightvision (10 DP)
Movement: Swim.Stream.: 89
Skills: Perc.: 21 Swim.: 41 Surv. Biome: 20 Track.: 56
Spells: Cha 0 **PP:** -3
Racial:

Stats	Ag	4	Co	0	Em	-5	Em	-5	In	-2	Pr	-3	Qu	3	Re	-4	SD	-3	St	4
Base Hits		30		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0	
Base Endurance		0		**Healing rate**		x0.5			**Stride**		0		**AT**	Armor, keratin plate (AT 6)						

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Sheep	2B	Walk.Quad.: 14	-1	S(4)	IV - -	44 (59)	19	AT 2(N)	1 (0)	22S(4)ra ;22S(4)ho ;17M(5)tr	10	-2	-2	2	0	Group (6d10)	T X S A - -

Category	Animal	**Height**	24”	**Leftover DP**	215
Type	Herbivore	**Length**	60”	**Outlook**	Passive
Archetype	Defensive	**Weight**	247Lbs.	**Treasure**	0

Ag	1	Co	2	Em	-2	In	0	Me	-3	Pr	-2	Qu	-1	Re	-3	SD	0	St	2

Attack: Attacks sequence (10 DP)
Defense:
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Sight: primate (5 DP) Hearing: Hare (20 DP) Smell: rat (10 DP)
Movement: Walk.Quad.: 14
Skills: Perc.: 9 Run.: 26 Surv. Biome: 8
Spells: Cha 0 **PP:** -2
Racial:

Stats	Ag	1	Co	2	Em	-2	Em	-2	In	0	Pr	-2	Qu	-1	Re	-3	SD	0	St	2
Base Hits		25	**Base RR**		Ch	0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**		0	
Base Endurance		0	**Healing rate**		x1		**Stride**		0		**AT**		Armor, heavy fur (AT2)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Shrew	1A	Walk.Quad.: 8	4	Mi (1)	I - -	26 (38)	11	AT 1(N)	14 (0)	27MI(1)bi	11	-3	1	1	-3	Streak (1d6)	I B X P - -

Category	Animal	**Height**	1”	**Leftover DP**	285
Type	Carnivore	**Length**	4”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	0.1Lbs.	**Treasure**	0

Ag	6	Co	1	Em	-3	In	1	Me	-3	Pr	1	Qu	4	Re	-4	SD	-3	St	-1

Attack: Poison sack, injection [Poison: Circulatory, Stinger] (20 DP) Stink gland I [1'/ lvl, 3'R, -20, -5, Day] (15 DP)
Defense:
Form: Distinct odor (-10 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Sensitivity: Near sighted (-5 DP) Smell: dog (20 DP) Hearing: Cat (10 DP) Touch: sensitive antennae/ vibrissae (13 DP)

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Movement: Walk.Quad.: 8
Skills: Perc.: 0 Run.: 17 Surv. Biome: -1
Spells: Cha 0 **PP:** -1
Racial:

Stats	Ag	6	Co	1	Em	-3	Em	-3	In	1	Pr	1	Qu	4	Re	-4	SD	-3	St	-1
Base Hits		15	**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**		0
Base Endurance		0	**Healing rate**		x1			**Stride**		0		**AT**		Armor, light fur (AT 1)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Shuikmar	4D	Swim.Adapt.: 30	2	M(5)	IV - -	46 (70)	21	AT 3(N)	14 (0)	41M(5)bi ;41M(5)we ;22M(5)rw	6	-12	-13	5	-3	Solo (1d2)	W - - - - -

Category	Races	Height	75”	Leftover DP	30
Type	Antropomorph	Length	15”	Outlook	Cruel
Archetype	Semi spell user	Weight	280Lbs.	Treasure	0

Ag	3	Co	0	Em	-2	In	1	Me	0	Pr	-3	Qu	2	Re	0	SD	-3	St	2

Attack:
Defense:
Form: Air and water breathing (20 DP) Adapted form: water (15 DP) Amphibious [23 hrs] (10 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Frenzy [5, +1 Size] (20 DP)
Senses: Smell: shark (25 DP) Nose: Uncanny tracking V [50] (50 DP) Electrosense: Electroreception (15 DP) Vision: nightvision (10 DP)
Movement: Swim.Adapt.: 30 Walk.Bi.: 0
Skills: Perc.: 21 Swim.: 29 Run.: 15 Track.: 71 Surv. Biome: 18 Adr. Foc.: 14
Spells: Cha 24 **PP:** 24
Racial:

Stats	Ag	2	Co	0	Em	-2	Em	-2	In	0	Pr	-3	Qu	2	Re	0	SD	-3	St	2
Base Hits		25	**Base RR**		Ch		-5	**Ess**		-10		**Me**		-10		**Ph**	5	**Fe**		0
Base Endurance		0	**Healing rate**		x0.5			**Stride**		0		**AT**		Armor, small scales (AT 3)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Sibbicai	3C	Walk.Bi.: 21	2	M(5)	IV - -	61 (85)	41	AT 2(N)	27 (0)	40M(5)bi ;40S(4)cl ;28M(5)we ;47M(5)rw ;5M(5)biP ;5M(5)biP ;5M(5)biP ;5M(5)biP ;5M(5)biP ;5M(5)biP	11	-3	0	4	-1	Solo (1d2)	T B P F - -

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Category	Races	**Height**	74”	**Leftover DP**	32
Type	Antropomorph	**Length**	10”	**Outlook**	Belligerent
Archetype	Discipline	**Weight**	200Lbs.	**Treasure**	0

Ag	3	**Co**	4	**Em**	-3	**In**	1	**Me**	1	**Pr**	0	**Qu**	2	**Re**	2	**SD**	-1	**St**	3

Attack: Adrenal defense III [15] (15 DP) Weak natural attack I [Claw, -1 Size] (-5 DP)
Defense:
Form:
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Frenzy [5, +1 Size] (20 DP)
Senses: Smell: dog (20 DP) Hearing: Dog (15 DP) Nose: Uncanny tracking II [20] (20 DP)
Movement: Walk.Bi.: 21
Skills: Perc.: 18 Run.: 30 Track.: 24 Adr. Foc.: 21 Acrob.: 33 Multi. Att.: 24
Spells: Cha 0 **PP:** 6
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-3	**Em**	-3	**In**	1	**Pr**	0	**Qu**	2	**Re**	1	**SD**	-2	**St**	2
Base Hits		30		**Base RR**		Ch	0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0	
Base Endurance		10		**Healing rate**		x1		**Stride**		0		**AT**	Armor, heavy fur (AT2)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Silverscale, dragon form	20G	Walk.Quad.: 82	4	G(9)	IX - -	134 (234)	114	AT 7(N)	62 (0)	137G(9)bi ;137G(9)cl ;79G(9)ra ;137G(9)all3WF	13	27	27	13	-2	Solo (1d2)	X P F D E U

Category	Fell creature	**Height**	148”	**Leftover DP**	-161
Type	Great drake	**Length**	360”	**Outlook**	Belligerent
Archetype	Semi spell user	**Weight**	27760Lbs.	**Treasure**	0

Ag	10	**Co**	3	**Em**	7	**In**	3	**Me**	2	**Pr**	7	**Qu**	4	**Re**	5	**SD**	-2	**St**	3

Attack: Attacks sequence (10 DP) Elemental cone I [Cold Ball, MCold ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Elemental bolt III [Ice Bolt, MiIe bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (30 DP) Wing buffeting [3'R/ lvl] (25 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Elemental immunity, dragon [5 elements] (80 DP) Immune to disease, greater (30 DP) Elemental blood II [Ice, B] (10 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial V [Belly, AT 5] (-3 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP)
Form: Wings, membrane (10 DP) Elongated appendage III [Neck, 15'] (15 DP) Elongated appendage IV [Tail, 20'] (20 DP) Distinct odor (-10 DP) Shapechange, single form [Vapor] (40 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Changing outlook [100 Years, Helpful, Dominant] (0 DP) Sleep requirement, dragon (-50 DP) Heavy sleeper (-5 DP)
Senses: Sight: eagle (15 DP) Smell: snake (15 DP) Hearing: Hare (20 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Quad.: 82 Wing.Fly.ungr.: 0
Skills: Perc.: 98 Run.: 105 Fly.: 105 Charm: 96 Multi. Att.: 100 Singing: 95

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Spells: Ess/Men 120 **PP:** 98
Racial:

Stats	**Ag**	3	**Co**	0	**Em**	0	**Em**	0	**In**	0	**Pr**	0	**Qu**	4	**Re**	2	**SD**	-2	**St**	0
Base Hits		30		**Base RR**		Ch	10	**Ess**		10		**Me**	10		**Ph**	10	**Fe**	0		
Base Endurance		10		**Healing rate**		x2		**Stride**		0		**AT**	Armor, dragon scales, light (AT 7)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Silverscale, human form	20G	Walk.Quad.: 31	4	M(5)	V - -	134 (234)	114	AT 3(N)	62 (0)	139M(5)we ;139M(5)rw	13	27	27	13	-2	Solo (1d2)	X P F D E U

Category	Fell creature	**Height**	72”	**Leftover DP**	9
Type	Great drake	**Length**	11”	**Outlook**	Considerate
Archetype	Semi spell user	**Weight**	225Lbs.	**Treasure**	0

Ag	10	**Co**	3	**Em**	7	**In**	3	**Me**	2	**Pr**	7	**Qu**	4	**Re**	5	**SD**	-2	**St**	3

Attack: Attacks sequence (10 DP) Elemental cone I [Cold Ball, MCold ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Elemental bolt III [Ice Bolt, MIe bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (30 DP) Wing buffeting [3'R/ lvl] (25 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Elemental immunity, dragon [5 elements] (80 DP) Immune to disease, greater (30 DP) Elemental blood II [Ice, B] (10 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial V [Belly, AT 5] (-3 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP)
Form: Wings, membrane (10 DP) Elongated appendage III [Neck, 15'] (15 DP) Elongated appendage IV [Tail, 20'] (20 DP) Distinct odor (-10 DP) Shapechange, single form [Vapor] (40 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Changing outlook [100 Years, Helpful, Dominant] (0 DP) Sleep requirement, dragon (-50 DP) Heavy sleeper (-5 DP)
Senses: Sight: eagle (15 DP) Smell: snake (15 DP) Hearing: Hare (20 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Quad.: 31 Wing.Fly.ungr.: 0
Skills: Perc.: 102 Run.: 110 Fly.: 110 Charm: 98 Multi. Att.: 100 Singing: 98
Spells: Ess/Men 120 **PP:** 100
Racial:

Stats	**Ag**	3	**Co**	0	**Em**	0	**Em**	0	**In**	0	**Pr**	0	**Qu**	4	**Re**	2	**SD**	-2	**St**	0
Base Hits		30		**Base RR**		Ch	10	**Ess**		10		**Me**	10		**Ph**	10	**Fe**	0		
Base Endurance		10		**Healing rate**		x2		**Stride**		0		**AT**	Armor, small scales (AT 3)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Siren	6E	Walk.Bi.:	1	L(	VII -	65	40	AT	25	70L(7)cl ;70L(7)cl ;70L(7)we	0	-2	4	-3	0	Gaggle	X P F

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		12		7)	-	(101)		2(N)	(0)								(1d12)	D O -

Category	Monster	**Height**	104”	**Leftover DP**	90
Type	Aerial	**Length**	144”	**Outlook**	Playful
Archetype	Semi spell user	**Weight**	1088Lbs.	**Treasure**	0

Ag	5	**Co**	2	**Em**	-2	**In**	0	**Me**	2	**Pr**	4	**Qu**	1	**Re**	3	**SD**	0	**St**	-1

Attack: Nonviolent II [-10] (-20 DP)
Defense:
Form: Wings, feathered (20 DP) Additional limb pair I [Location] (20 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Heavy sleeper (-5 DP) Golden throat II [20] (10 DP) Perfect pitch II [20] (10 DP)
Senses: Sensitivity: Far sighted (-5 DP) Hearing: Cat (10 DP)
Movement: Walk.Bi.: 12 Awk.move.IV: 0 Wing.Fly.ungr.: 0
Skills: Perc.: 42 Fly.: 52 Charm: 93 Singing: 92 Spec.: 52 Spec.: 52
Spells: Cha 36 **PP:** 44
Racial:

Stats	**Ag**	3	**Co**	1	**Em**	-3	**Em**	-3	**In**	-2	**Pr**	3	**Qu**	1	**Re**	2	**SD**	0	**St**	-2
Base Hits		25			**Base RR**		Ch		-10	**Ess**		0			**Me**	0		**Ph**	-5	**Fe**	0
Base Endurance		0			**Healing rate**		x1			**Stride**		0			**AT**	Armor, thick feather coat (AT 2)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Sirrush	12G	Walk.Quad.: 42	3	G(9)	IX --	63 (93)	33	AT 7(N)	21 (0)	104G(9)cl ;46L(7)gr>> ;104G(9)bi ;103D(2)lbo	-11	6	-8	-8	-1	Solo (1d2)	P F E - - -

Category	Fell creature	**Height**	106”	**Leftover DP**	68
Type	Dragonkin	**Length**	252”	**Outlook**	Inconsiderate
Archetype	Spell user	**Weight**	24000Lbs.	**Treasure**	0

Ag	6	**Co**	2	**Em**	6	**In**	-1	**Me**	6	**Pr**	2	**Qu**	3	**Re**	2	**SD**	-1	**St**	1

Attack: Elemental bolt I [Lightning Bolt, DLightningbolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (20 DP) Increase range III [+10'/ lvl] (20 DP) Prehensile extension III [Tongue, 10'] (45 DP) Fighting brick II [+2 pace] (-20 DP) Weak natural attack II [Grapple, -2 Size] (-10 DP)
Defense: Weak spot [Location, -25] (-10 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Elemental vulnerability I [Earth, +1 Size] (-15 DP)
Form: Elongated appendage I [Neck, 5'] (5 DP) Elongated appendage I [Tail, 5'] (5 DP) Distinct odor (-10 DP) Methuselah II [Up to 500 years] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP)
Senses: Sight: gecko (10 DP) Smell: snake (15 DP) Hearing: Hare (20 DP)
Movement: Walk.Quad.: 42 Climb.Claw: 0
Skills: Perc.: 118 Run.: 128 Fly.: 128 Hiding: 123 Stalking: 123 Amb. Dir. Spell: 123

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Spells: Ess 216 **PP:** 128
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	2	**Em**	2	**In**	-3	**Pr**	0	**Qu**	-1	**Re**	2	**SD**	-3	**St**	1
Base Hits		30		**Base RR**		Ch		-10	**Ess**		-10		**Me**	-10		**Ph**	-10	**Fe**	0	
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**	Armor, dragon scales, light (AT 7)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Sith (VI+)	750	Ma.Fly.Adapt.: 68	5	H(8)	VIII @ -	170 (278)	145	AT 1(N)	150 (0)	111H(8)un	12	12	12	3	6	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	180”	**Leftover DP**	82
Type	Lord	**Length**	60”	**Outlook**	Cruel
Archetype	Hybrid spell user	**Weight**	5000Lbs.	**Treasure**	0

Ag	7	**Co**	3	**Em**	12	**In**	12	**Me**	11	**Pr**	12	**Qu**	5	**Re**	11	**SD**	6	**St**	2

Attack: Aura, fear V [5'R/ lvl] (35 DP) Adrenal defense X [50] (50 DP) Aura of Sith [50'R, C, 20'R, Drain 50% Hits and PP, 5'R, 20- Absolution Pure] (125 DP)
Defense: Abomination (-20 DP) Proof, weapon, except magic (20 DP) Proof, critical, no stun (10 DP) Elemental immunity, total [All elements] (100 DP)
Form: Body: incorporeal [1, 50] (50 DP) Twisted form (-25 DP) Shapechange, true (50 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar VII [VI+] (-7 DP) Body condition, fleeting soul (-20 DP) Diet, nihilovore (20 DP) Disturbing voice II [-20] (-20 DP)
Senses: Vision: demon vision [50'] (55 DP) Special: life sense II [10'R/ lvl] (20 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Ma.Fly.Adapt.: 68
Skills: Perc.: 217 Fly.: 220 Leadersh.: 216 Grace. Spell l.: 214 Attune.: 216 Runes: 216
Spells: Cha/Ess/Men 1500 **PP:** 255
Racial:

Stats	**Ag**	7	**Co**	0	**Em**	2	**Em**	2	**In**	2	**Pr**	2	**Qu**	2	**Re**	3	**SD**	-2	**St**	2
Base Hits		50		**Base RR**		Ch		-10	**Ess**		-10		**Me**	-10		**Ph**	0	**Fe**	0	
Base Endurance		25		**Healing rate**		x1			**Stride**		0		**AT**	Armor, insubstantial (AT 1)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Skeletal tyrannosaur.(IV)	14H	Walk.Bi.: 62	2	L(7)	VIII @# PP	170 (294)	155	AT 6(N)	34 (0)	132L(7)bi ;132L(7)cl	21	4	4	8	0	Solo (1d2)	L E U - - -

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Category	Undead	**Height**	165”	**Leftover DP**	154
Type	Skeleton	**Length**	200”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	2025Lbs.	**Treasure**	0

Ag	4	**Co**	8	**Em**	-6	**In**	1	**Me**	-4	**Pr**	-6	**Qu**	2	**Re**	-4	**SD**	0	**St**	12

Attack: Enhanced natural attack I [Bite, +1 Size] (10 DP) Enhanced natural attack I [Claw, +1 Size] (10 DP) Life drain, hunger II [Drain Co, 2, -10] (10 DP) Life drain, aura II [10'R, 3 rnds] (25 DP) Decrease time III [-3 rnd] (9 DP) Fighting brick I [+1 pace] (-10 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no puncture (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Dense I [1Size] (17 DP)
Form: Body: skeletonized [6] (0 DP) Breathing, no (20 DP) Lifeless (5 DP) Distinct odor (-10 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead IV [IV] (-4 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Can't speak (-10 DP) Item, no item (-15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Sensitivity: Near sighted (-5 DP) Hearing: Cat (10 DP)
Movement: Walk.Bi.: 62
Skills: Perc.: 76 Run.: 85
Spells: Cha 1 **PP:** 11
Racial:

Stats	**Ag**	0	**Co**	4	**Em**	-6	**Em**	-6	**In**	-1	**Pr**	-6	**Qu**	0	**Re**	-6	**SD**	-2	**St**	8
Base Hits		30		**Base RR**		Ch		10	**Ess**		10		**Me**	10		**Ph**	0	**Fe**	0
Base Endurance		15		**Healing rate**		x0.5			**Stride**		10		**AT**	Armor, bone plate (AT 6)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Skeleton, giant, greater (III)	12F	Walk.Bi.: 69	2	B(6)	VIII @# PP	158 (270)	153	AT 6(N)	30 (0)	123H(8)un ;123H(8)we	21	5	5	7	2	Solo (1d2)	L E U - - -

Category	Undead	**Height**	216”	**Leftover DP**	114
Type	Skeleton	**Length**	15”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	300Lbs.	**Treasure**	0

Ag	4	**Co**	7	**Em**	-5	**In**	1	**Me**	-3	**Pr**	-5	**Qu**	2	**Re**	-3	**SD**	2	**St**	9

Attack: Life drain, hunger II [Drain Co, 2, -10] (10 DP) Life drain, aura II [10'R, 3 rnds] (25 DP) Strength beyond form II [+2 Size] (40 DP) Enhanced natural attack II [Unarmed Strikes, +2 Size] (20 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no puncture (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, weapon, except magic (20 DP) Dense II [2Size] (35 DP)
Form: Body: skeletonized [6] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Mindless (-25 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)

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Movement: Walk.Bi.: 69
Skills: Perc.: 97 Run.: 80 Multi. Att.: 30 Spell list Spec.: 63 Spell list Spec.: 63 Pow. Dev.: 55
Spells: Cha 1 **PP:** 92
Racial:

Stats	**Ag**	0	**Co**	3	**Em**	-5	**Em**	-5	**In**	-1	**Pr**	-5	**Qu**	0	**Re**	-5	**SD**	0	**St**	5
Base Hits		30		**Base RR**		Ch		10	**Ess**		10		**Me**		10		**Ph**	0	**Fe**	0
Base Endurance		25		**Healing rate**		x0.5			**Stride**		0		**AT**		Armor, bone plate (AT 6)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Skeleton, giant, lesser (II)	8D	Walk.Bi.: 44	1	M(5)	VII @# PP	125 (209)	120	AT 6(N)	19 (36)	112B(6)un ;112L(7)we	20	5	5	5	1	Streak (1d6)	L E U - - -

Category	Undead	**Height**	144”	**Leftover DP**	116
Type	Skeleton	**Length**	13”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	90Lbs.	**Treasure**	0

Ag	2	**Co**	5	**Em**	-5	**In**	0	**Me**	-4	**Pr**	-5	**Qu**	1	**Re**	-4	**SD**	1	**St**	7

Attack: Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, aura II [10'R, 3 rnds] (25 DP) Strength beyond form II [+2 Size] (40 DP) Enhanced natural attack I [Unarmed Strikes, +1 Size] (10 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no puncture (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, weapon, except magic (20 DP) Dense II [2Size] (35 DP)
Form: Body: skeletonized [6] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Mindless (-25 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 44
Skills: Perc.: 45 Run.: 72 Multi. Att.: 20
Spells: Cha 0 **PP:** 7
Racial:

Stats	**Ag**	0	**Co**	3	**Em**	-5	**Em**	-5	**In**	-1	**Pr**	-5	**Qu**	0	**Re**	-5	**SD**	0	**St**	5
Base Hits		30		**Base RR**		Ch		10	**Ess**		10		**Me**		10		**Ph**	0	**Fe**	0
Base Endurance		25		**Healing rate**		x0.5			**Stride**		0		**AT**		Armor, bone plate (AT 6)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**

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Skeleton, greater (II)	5H	Walk.Bi.: 19	1	T(3)	V @# PP	87 (147)	87	AT 6(N)	13 (30)	82M(5)un ;82S(4)we	20	5	5	3	1	Streak (1d6)	L E U - - -

Category	Undead	**Height**	69”	**Leftover DP**	198
Type	Skeleton	**Length**	8”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	11Lbs.	**Treasure**	0

Ag	1	**Co**	3	**Em**	-5	**In**	0	**Me**	-4	**Pr**	-5	**Qu**	1	**Re**	-4	**SD**	1	**St**	5

Attack: Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, aura II [10'R, 3 rnds] (25 DP) Strength beyond form I [+1 Size] (20 DP) Enhanced natural attack II [Unarmed Strikes, +2 Size] (20 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no puncture (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Dense II [2Size] (35 DP)
Form: Body: skeletonized [6] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead II [II] (-2 DP) Mindless (-25 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 19
Skills: Perc.: 30 Run.: 50 Multi. Att.: 15
Spells: Cha 0 **PP:** 5
Racial:

Stats	**Ag**	0	**Co**	2	**Em**	-5	**Em**	-5	**In**	-1	**Pr**	-5	**Qu**	0	**Re**	-5	**SD**	0	**St**	4	
Base Hits		20			**Base RR**		Ch	10	**Ess**		10			**Me**	10		**Ph**	0	**Fe**	0	
Base Endurance		20			**Healing rate**		x0.5		**Stride**		0			**AT**	Armor, bone plate (AT 6)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Skeleton, ice (I)	3B	Walk.Bi.: 19	0	T(3)	V @# PP	62 (98)	62	AT 4(N)	6 (26)	52M(5)un[Cold]	19	10	10	3	0	Solo (1d2)	L E U - - -

Category	Undead	**Height**	69”	**Leftover DP**	28
Type	Skeleton	**Length**	8”	**Outlook**	Hostile
Archetype	Offensive	**Weight**	11Lbs.	**Treasure**	0

Ag	1	**Co**	3	**Em**	0	**In**	-1	**Me**	-2	**Pr**	0	**Qu**	0	**Re**	-2	**SD**	0	**St**	5

Attack: Aura, fear V [5'R/ lvl] (35 DP) Elemental internals V [Element, Attack, E] (30 DP) Enhanced natural attack II [Unarmed Strikes, +2 Size] (20 DP) Life drain, hunger II [Drain Co, 2, -10] (10 DP) Life drain, aura II [10'R, 3 rnds] (25 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no puncture (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Dense II [2Size] (35 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Proof, elemental I [Water, -1Size] (15 DP)

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Form: Body: skeletonized [6] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead I [I] (-1 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 19
Skills: Perc.: 15 Run.: 32 Multi. Att.: 10
Spells: Cha 0 **PP:** 3
Racial:

Stats	**Ag**	0	**Co**	2	**Em**	0	**Em**	0	**In**	-1	**Pr**	0	**Qu**	0	**Re**	-2	**SD**	0	**St**	4
Base Hits		20		**Base RR**		Ch		10	**Ess**		10		**Me**		10		**Ph**	0	**Fe**	0
Base Endurance		20		**Healing rate**		x0.5			**Stride**		0		**AT**		Armor, brittle soft crystaline (AT 4)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Skeleton, iron (II)	8E	Walk.Bi.: 9	1	M(5)	VI @# PP	118 (202)	113	AT 9(N)	39 (36)	95L(7)un ;95B(6)we	20	5	5	4	1	Coterie (4d4)	L E U - - -

Category	Undead	**Height**	69”	**Leftover DP**	149
Type	Skeleton	**Length**	8”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	85Lbs.	**Treasure**	0

Ag	2	**Co**	4	**Em**	-5	**In**	0	**Me**	-4	**Pr**	-5	**Qu**	1	**Re**	-4	**SD**	1	**St**	6

Attack: Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, aura III [15'R, 3 rnds] (30 DP) Strength beyond form I [+1 Size] (20 DP) Enhanced natural attack II [Unarmed Strikes, +2 Size] (20 DP) Fighting brick I [+1 pace] (-10 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no puncture (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, weapon, except magic (20 DP) Dense I [1Size] (17 DP)
Form: Body: skeletonized [6] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Body: iron [9, 20] (20 DP)
Miscellaneous: Type, undead II [II] (-2 DP) Mindless (-25 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 9
Skills: Perc.: 45 Run.: 57 Multi. Att.: 20
Spells: Cha 0 **PP:** 4
Racial:

Stats	**Ag**	0	**Co**	2	**Em**	-5	**Em**	-5	**In**	-1	**Pr**	-5	**Qu**	0	**Re**	-5	**SD**	0	**St**	4
Base Hits		25		**Base RR**		Ch		10	**Ess**		10		**Me**		10		**Ph**	0	**Fe**	0
Base Endurance		20		**Healing rate**		x0.5			**Stride**		-10		**AT**		Armor, iron-like large plates (AT 9)					

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Skeleton, joker (III)	11A	Walk.Bi.: 20	2	T(3)	V I@# PP	138 (244)	138	AT 6(N)	28 (42)	117M(5)un ;117S(4)we ;113S(4)ro	21	10	10	5	2	Solo (1d2)	L E U - - -

Category	Undead	**Height**	69”	**Leftover DP**	126
Type	Skeleton	**Length**	8”	**Outlook**	Playful
Archetype	Offensive	**Weight**	11Lbs.	**Treasure**	0

Ag	5	Co	5	Em	0	In	1	Me	1	Pr	0	Qu	2	Re	1	SD	2	St	7

Attack: Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, aura II [10'R, 3 rnds] (25 DP) Strength beyond form I [+1 Size] (20 DP) Enhanced natural attack II [Unarmed Strikes, +2 Size] (20 DP) Rock heaving, one handed [5'/ lvl, +0 Size] (10 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no puncture (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Dense II [2Size] (35 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body: skeletonized [6] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 20
Skills: Perc.: 61 Run.: 73 Multi. Att.: 30 Spec.: 62 Duping: 63 Soc. Aware.: 63
Spells: Cha 0 **PP:** 8
Racial:

Stats	Ag	2	Co	2	Em	0	Em	0	In	-1	Pr	0	Qu	0	Re	-1	SD	0	St	4
Base Hits		20			**Base RR**		Ch	10		**Ess**		10		**Me**	10		**Ph**	0	**Fe**	0
Base Endurance		20			**Healing rate**		x0.5			**Stride**		0		**AT**	Armor, bone plate (AT 6)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Skeleton, lesser (I)	1A	Walk.Bi.: 19	0	T(3)	IV @# PP	36 (48)	36	AT 6(N)	2 (22)	26S(4)un ;26S(4)we	19	5	5	2	0	Posse (2d10)	L E U - - -

Category	Undead	**Height**	69”	**Leftover DP**	207
Type	Skeleton	**Length**	8”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	11Lbs.	**Treasure**	0

Ag	0	Co	2	Em	-5	In	-1	Me	-5	Pr	-5	Qu	0	Re	-5	SD	0	St	4

Attack: Strength beyond form I [+1 Size] (20 DP) Enhanced natural attack I [Unarmed Strikes, +1 Size] (10 DP)

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Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no puncture (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Dense I [1Size] (17 DP)
Form: Body: skeletonized [6] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead I [I] (-1 DP) Mindless (-25 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 19
Skills: Perc.: 3 Run.: 18 Multi. Att.: 5
Spells: Cha 0 **PP:** 2
Racial:

Stats	**Ag**	0	**Co**	2	**Em**	-5	**Em**	-5	**In**	-1	**Pr**	-5	**Qu**	0	**Re**	-5	**SD**	0	**St**	4
Base Hits		20		**Base RR**	Ch	10	**Ess**	10		**Me**	10		**Ph**	0	**Fe**	0				
Base Endurance		20		**Healing rate**	x0.5		**Stride**	0		**AT**	Armor, bone plate (AT 6)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Skeleton, lord (III)	10H	Walk.Bi.: 20	1	T(3)	VI@#PP	131 (231)	131	AT 6(N)	23 (0)	119M(5)un[Cold] ;119M(5)we[Cold]	20	10	10	5	1	Solo (1d2)	L E U - - -

Category	Undead	**Height**	72”	**Leftover DP**	68
Type	Skeleton	**Length**	8”	**Outlook**	Dominant
Archetype	Offensive	**Weight**	12Lbs.	**Treasure**	0

Ag	3	**Co**	5	**Em**	0	**In**	0	**Me**	2	**Pr**	0	**Qu**	1	**Re**	2	**SD**	1	**St**	7

Attack: Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, aura III [15'R, 3 rnds] (30 DP) Strength beyond form II [+2 Size] (40 DP) Enhanced natural attack II [Unarmed Strikes, +2 Size] (20 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no puncture (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Dense II [2Size] (35 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body: skeletonized [6] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead II [II] (-2 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP) Hierarchy, undead II [V] (20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 20
Skills: Perc.: 64 Run.: 77 Multi. Att.: 25 Leadersh.: 61 Soc. Aware.: 61 Org. Officer: 62
Spells: Cha 0 **PP:** 7
Racial:

Stats	**Ag**	0	**Co**	2	**Em**	0	**Em**	0	**In**	-1	**Pr**	0	**Qu**	0	**Re**	1	**SD**	0	**St**	4
Base Hits		20		**Base RR**	Ch	10	**Ess**	10		**Me**	10		**Ph**	0	**Fe**	0				
Base Endurance		20		**Healing rate**	x0.5		**Stride**	0		**AT**	Armor, bone plate (AT 6)									

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Skeleton, minor (I)	3H	Walk.Bi.: 19	0	T(3)	V @# PP	62 (98)	62	AT 6(N)	6 (26)	44S(4)un ;44S(4)we	19	5	5	3	0	Gaggle (1d12)	L E U - - -

Category	Undead	**Height**	69”	**Leftover DP**	188
Type	Skeleton	**Length**	8”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	11Lbs.	**Treasure**	0

Ag	1	Co	3	Em	-5	In	-1	Me	-5	Pr	-5	Qu	0	Re	-5	SD	0	St	5

Attack: Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, aura I [5'R, 3 rnds] (20 DP) Strength beyond form I [+1 Size] (20 DP) Enhanced natural attack I [Unarmed Strikes, +1 Size] (10 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no puncture (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Dense II [2Size] (35 DP)
Form: Body: skeletonized [6] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead I [I] (-1 DP) Mindless (-25 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 19
Skills: Perc.: 12 Run.: 24 Multi. Att.: 10
Spells: Cha 0 **PP:** 1
Racial:

Stats	Ag	0	Co	2	Em	-5	Em	-5	In	-1	Pr	-5	Qu	0	Re	-5	SD	0	St	4
Base Hits		20		**Base RR**		Ch	10		**Ess**		10		**Me**		10		**Ph**	0	**Fe**	0
Base Endurance		20		**Healing rate**		x0.5			**Stride**		0		**AT**		Armor, bone plate (AT 6)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Skeleton, red (V)	20G	Walk.Bi.: 20	0	T(3)	VI @# PP	135 (235)	130	AT 6(N)	40 (0)	147M(5)un ;143M(5)ro	26	13	13	5	0	Solo (1d2)	L E U - - -

Category	Undead	**Height**	72”	**Leftover DP**	123
Type	Skeleton	**Length**	8”	**Outlook**	Playful
Archetype	Semi spell user	**Weight**	12Lbs.	**Treasure**	0

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Ag	9	Co	5	Em	3	In	6	Me	2	Pr	3	Qu	0	Re	5	SD	0	St	8

Attack: Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, aura III [15'R, 3 rnds] (30 DP) Strength beyond form II [+2 Size] (40 DP) Enhanced natural attack II [Unarmed Strikes, +2 Size] (20 DP) Rock heaving, one handed [5'/ lvl, +0 Size] (10 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no puncture (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Dense III [3Size] (52 DP)
Form: Body: skeletonized [6] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead II [II] (-2 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 20
Skills: Perc.: 103 Run.: 115 Multi. Att.: 50 Spec.: 102 Duping: 100 Soc. Aware.: 100
Spells: Cha 120 **PP:** 105
Racial:

Stats	Ag	2	Co	2	Em	0	Em	0	In	-1	Pr	0	Qu	0	Re	2	SD	0	St	5
Base Hits		25	Base RR		Ch	10	Ess		10		Me		10		Ph	0	Fe		0	
Base Endurance		20	Healing rate		x0.5		Stride		0		AT		Armor, bone plate (AT 6)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Skeleton, sovereign (IV)	13F	Walk.Bi.: 21	4	T(3)	V I@# PP	70 (105)	65	AT 6(N)	25 (0)	103M(5)un[Cold] ;103M(5)we[Cold]	23	12	12	4	2	Solo (1d2)	L E U - - -

Category	Undead	Height	72”	Leftover DP	34
Type	Skeleton	Length	8”	Outlook	Dominant
Archetype	Spell user	Weight	12Lbs.	Treasure	0

Ag	4	Co	4	Em	2	In	3	Me	6	Pr	2	Qu	4	Re	2	SD	2	St	4

Attack: Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, aura III [15'R, 3 rnds] (30 DP) Strength beyond form II [+2 Size] (40 DP) Enhanced natural attack II [Unarmed Strikes, +2 Size] (20 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no puncture (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Dense II [2Size] (35 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body: skeletonized [6] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead II [II] (-2 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP) Hierarchy, undead III [VI] (25 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 21
Skills: Perc.: 112 Run.: 127 Multi. Att.: 59 Leadersh.: 107 Soc. Aware.: 107 Org. Officer: 103
Spells: Cha 234 **PP:** 120
Racial:

Stats	Ag	0	Co	2	Em	0	Em	0	In	-1	Pr	0	Qu	0	Re	2	SD	0	St	4

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Base Hits	25	**Base RR**	Ch	10	**Ess**	10	**Me**	10	**Ph**	0	**Fe**	0
Base Endurance	20	**Healing rate**	x0.5		**Stride**	0	**AT**	Armor, bone plate (AT 6)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Skull, bat, greater (III)	9D	Wing.Fly .Norm.: 30	-4	M(5)	VII @# PP	128 (220)	11 8	AT 6(N)	16 (0)	97M(5)ra> ;117M(5)bi ;84M(5)elb	16	5	5	7	-3	Solo (1d2)	L E U - - -

Category	Undead	**Height**	27”	**Leftover DP**	97
Type	Skeleton	**Length**	45”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	75Lbs.	**Treasure**	0

Ag	5	**Co**	7	**Em**	-5	**In**	-4	**Me**	-1	**Pr**	-5	**Qu**	-4	**Re**	-1	**SD**	-3	**St**	4

Attack: Attacks sequence (10 DP) Swooping (25 DP) Life drain, hunger II [Drain Co, 2, -10] (10 DP) Elemental bolt III [Ice, MiIe bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (30 DP) Increase range II [+5'/ lvl] (10 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no puncture (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Dense II [2Size] (35 DP)
Form: Body: skeletonized [6] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Wings, membrane (10 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP) Hierarchy, undead I [IV] (15 DP) Item, no item (-15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Hearing: Echolocation (30 DP)
Movement: Wing.Fly.Norm.: 30
Skills: Perc.: 65 Fly.: 76
Spells: Cha 0 **PP:** 19
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-5	**Em**	-5	**In**	-5	**Pr**	-5	**Qu**	-5	**Re**	-2	**SD**	-4	**St**	1
Base Hits		25	**Base RR**		Ch		10	**Ess**		10		**Me**		10		**Ph**	0	**Fe**	0
Base Endurance		15	**Healing rate**		x0.5			**Stride**		0		**AT**		Armor, bone plate (AT 6)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Skull, bat, major (II)	6C	Wing.Fly .Norm.: 19	-4	T(3)	V @# PP	102 (170)	92	AT 6(N)	10 (0)	66T(3)ra> ;80T(3)bi	16	5	5	6	-3	Span (1d8)	L E U - - -

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Category	Undead	**Height**	19”	**Leftover DP**	245
Type	Skeleton	**Length**	13”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	12Lbs.	**Treasure**	0

Ag	4	**Co**	6	**Em**	-5	**In**	-4	**Me**	-4	**Pr**	-5	**Qu**	-4	**Re**	-4	**SD**	-3	**St**	3

Attack: Attacks sequence (10 DP) Swooping (25 DP) Life drain, hunger I [Drain Co, 1, -10] (5 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no puncture (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Dense II [2Size] (35 DP)
Form: Body: skeletonized [6] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Wings, membrane (10 DP)
Miscellaneous: Type, undead II [II] (-2 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP) Mindless (-25 DP) Item, no item (-15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Hearing: Echolocation (30 DP)
Movement: Wing.Fly.Norm.: 19
Skills: Perc.: 43 Fly.: 48
Spells: Cha 0 **PP:** 12
Racial:

Stats	**Ag**	2	**Co**	4	**Em**	-5	**Em**	-5	**In**	-5	**Pr**	-5	**Qu**	-5	**Re**	-5	**SD**	-4	**St**	1	
Base Hits		25		**Base RR**		Ch		10	**Ess**		10		**Me**		10		**Ph**	0	**Fe**	0	
Base Endurance		15		**Healing rate**		x0.5			**Stride**		0		**AT**		Armor, bone plate (AT 6)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Skull, bat, minor (I)	3A	Wing.Fly.Norm.: 17	-5	D(2)	IV @# PP	67 (103)	57	AT 6(N)	1 (0)	37D(2)ra> ;49D(2)bi	15	5	5	5	-4	Section (2d6)	L E U - - -

Category	Undead	**Height**	10”	**Leftover DP**	243
Type	Skeleton	**Length**	7”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	3Lbs.	**Treasure**	0

Ag	3	**Co**	5	**Em**	-5	**In**	-5	**Me**	-5	**Pr**	-5	**Qu**	-5	**Re**	-5	**SD**	-4	**St**	2

Attack: Attacks sequence (10 DP) Swooping (25 DP) Life drain, hunger I [Drain Co, 1, -10] (5 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no puncture (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Dense II [2Size] (35 DP)
Form: Body: skeletonized [6] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Wings, membrane (10 DP)
Miscellaneous: Type, undead I [I] (-1 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP) Mindless (-25 DP) Item, no item (-15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Hearing: Echolocation (30 DP)
Movement: Wing.Fly.Norm.: 17
Skills: Perc.: 10 Fly.: 34
Spells: Cha 0 **PP:** -3

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Racial:

Stats	Ag	2	Co	4	Em	-5	Em	-5	In	-5	Pr	-5	Qu	-5	Re	-5	SD	-4	St	1
Base Hits		25			Base RR		Ch		10	Ess		10			Me		10		Ph	0	Fe	0
Base Endurance		15			Healing rate		x0.5			Stride		0			AT		Armor, bone plate (AT 6)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Skull, giant (IV)	15G	Ma.Fly.Awk.: 17	-3	S(4)	VII @# PP	171 (301)	166	AT 6(N)	31 (0)	140L(7)bi	17	5	5	9	-2	Solo (1d2)	L E U - - -

Category	Undead	Height	20”	Leftover DP	95
Type	Skeleton	Length	14”	Outlook	Berserk
Archetype	Offensive	Weight	20Lbs.	Treasure	0

Ag	7	Co	9	Em	-5	In	-3	Me	2	Pr	-5	Qu	-3	Re	2	SD	-2	St	7

Attack: Gaping maw III [-1 Size] (45 DP) Elemental immolation I [Ice, A, 5'R] (20 DP) Elemental immolation I [Wind, A, 5'R] (20 DP) Increase radius I [+5'R] (10 DP) Life drain, hunger II [Drain Co, 2, -10] (10 DP) Aura, nausea [50'R, -25, -10] (20 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no puncture (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Dense III [3Size] (52 DP)
Form: Body: skeletonized [6] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead IV [IV] (-4 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP) Item, no item (-15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Dark vision, superior [100'] (50 DP)
Movement: Ma.Fly.Awk.: 17
Skills: Perc.: 69 Fly.: 93 Acrob.: 43
Spells: Cha 1 **PP:** 6
Racial:

Stats	Ag	2	Co	4	Em	-5	Em	-5	In	-5	Pr	-5	Qu	-5	Re	0	SD	-4	St	2
Base Hits		25			Base RR		Ch		10	Ess		10			Me		10		Ph	0	Fe	0
Base Endurance		20			Healing rate		x0.5			Stride		15			AT		Armor, bone plate (AT 6)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Skull, pack (III)	11D	Ma.Fly.Awk.: 35	-3	S(4)	VI @# PP	137 (243)	122	AT 6(N)	23 (0)	91S(4)ra> ;113S(4)bi ;28M(5)biCoop 3 ;100M(5)elb	17	5	5	3	0	Solo (1d2)	L E U - - -

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Category	Undead	**Height**	120”	**Leftover DP**	-1
Type	Skeleton	**Length**	120”	**Outlook**	Hostile
Archetype	Offensive	**Weight**	22Lbs.	**Treasure**	0

Ag	7	**Co**	3	**Em**	-5	**In**	-3	**Me**	1	**Pr**	-5	**Qu**	-3	**Re**	1	**SD**	0	**St**	3

Attack: Cooperation: flock/ pack attack V [Bite, 3, 10, 1Size] (30 DP) Life drain, hunger I [Drain Co, 1, -10] (5 DP) Elemental bolt III [Ice, MiIe bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (30 DP) Increase range II [+5'/ lvl] (10 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no puncture (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Dense II [2Size] (35 DP)
Form: Body: skeletonized [6] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Body condition: colony (50 DP) Additional head IV [Size, Type, 4] (55 DP) Additional head X [Size, Type, 10] (115 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP) Item, no item (-15 DP) Group instinct (5 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Poor senses: hearing V [-25] (-15 DP)
Movement: Ma.Fly.Awk.: 35
Skills: Perc.: 50 Fly.: 74 Acrob.: 64 Multi. Att.: 64
Spells: Cha 0 **PP:** -2
Racial:

Stats	**Ag**	4	**Co**	0	**Em**	-5	**Em**	-5	**In**	-5	**Pr**	-5	**Qu**	-5	**Re**	-1	**SD**	-2	**St**	0
Base Hits		25	**Base RR**	Ch	10	**Ess**	10	**Me**	10	**Ph**	0	**Fe**	0						
Base Endurance		10	**Healing rate**	x0.5		**Stride**	0	**AT**	Armor, bone plate (AT 6)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Skullbeast (IV)	15G	Slith.Mone: 16	0	L(7)	VII @# -	176 (306)	156	AT 2(N)	30 (0)	127L(7)ra> ;151S(4)bi ;161M(5)biCoop3	15	6	10	9	-2	Solo (1d2)	L E U - - -

Category	Undead	**Height**	102”	**Leftover DP**	0
Type	Corporeal	**Length**	25”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	1260Lbs.	**Treasure**	0

Ag	5	**Co**	9	**Em**	-4	**In**	0	**Me**	2	**Pr**	0	**Qu**	0	**Re**	2	**SD**	-2	**St**	10

Attack: Attacks sequence (10 DP) Cooperation: flock/ pack attack V [Attack, 3, 10, 1Size] (30 DP) Leech, blood I [5 hits, -10] (15 DP) Disease touch [Disease: GM choice] (25 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Additional head X [Size, Type, 10] (115 DP)
Miscellaneous: Type, undead IV [IV] (-4 DP) Unsleeping (20 DP) Diet, carnivore (-5 DP) Disturbing voice II [-20] (-20 DP) Item, no item (-15 DP) Group instinct (5 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: demon vision [50'] (55 DP)
Movement: Slith.Mone: 16 Slith.Tail (water): 0 Climb.Suct.: 0
Skills: Perc.: 77 Run.: 103 Climb.: 103 Swim.: 63 Multi. Att.: 80 Contor.: 91

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Spells: Cha 1 **PP:** 8
Racial:

Stats	Ag	0	Co	4	Em	-4	Em	-4	In	-2	Pr	0	Qu	-2	Re	0	SD	-4	St	5
Base Hits			30		**Base RR**		Ch		5	**Ess**		10			**Me**		10		**Ph**	0	**Fe**	0
Base Endurance			10		**Healing rate**		x0.5			**Stride**		0			**AT**		Armor, light blubber (AT 2)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Skunk	2B	Walk.Quad.: 11	3	T(3)	III - -	39 (54)	19	AT 2(N)	13 (0)	23T(3)bi ;18T(3)cl	11	-2	-1	3	-2	Solo (1d2)	X F D S - -

Category	Animal	**Height**	12”	**Leftover DP**	228
Type	Carnivore	**Length**	26”	**Outlook**	Carefree
Archetype	Defensive	**Weight**	14Lbs.	**Treasure**	0

Ag	3	Co	3	Em	-2	In	1	Me	-2	Pr	-1	Qu	3	Re	-5	SD	-2	St	2

Attack: Stink gland III [1'/ lvl, 9'R, -20, -15, Day] (30 DP)
Defense:
Form: Distinct odor (-10 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Sensitivity: Near sighted (-5 DP) Smell: dog (20 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 11
Skills: Perc.: 3 Run.: 31 Surv. Biome: 17
Spells: Cha 0 **PP:** -3
Racial:

Stats	Ag	3	Co	3	Em	-2	Em	-2	In	1	Pr	-1	Qu	3	Re	-5	SD	-2	St	2
Base Hits			20		**Base RR**		Ch		0	**Ess**		0			**Me**		0		**Ph**	0	**Fe**	0
Base Endurance			0		**Healing rate**		x1			**Stride**		0			**AT**		Armor, heavy fur (AT2)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Sky Manta	6B	Ma.Fly.Awk.: 70	1	H(8)	VIII - -	97 (165)	72	AT 2(N)	25 (0)	93H(8)ra ;93H(8)bi ;53D(2)lbo	2	7	-12	13	-2	Yoke (1d3)	B X P F A E

Category	Monster	**Height**	36”	**Leftover DP**	75
Type	Aerial	**Length**	222”	**Outlook**	Normal

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Archetype	Offensive	**Weight**	11760Lbs.	**Treasure**	0

Ag	4	**Co**	3	**Em**	-3	**In**	2	**Me**	-3	**Pr**	-2	**Qu**	1	**Re**	-3	**SD**	-2	**St**	2

Attack: Swooping (25 DP) Elemental bolt I [Lightning Bolt, DLightningbolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (20 DP) Fighting brick II [+2 pace] (-20 DP) Wing buffeting [3'R/ lvl] (25 DP)
Defense: Elemental susceptibility I [Earth, -5] (-3 DP)
Form: Wings, vestigial wings (0 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP) Control difficulty II [-10] (10 DP)
Senses: Smell: shark (25 DP) Electrosense: Electroreception (15 DP) Taste: sensitive palette (5 DP)
Movement: Ma.Fly.Awk.: 70
Skills: Perc.: 36 Fly.: 60 Acrob.: 51 Surv. Biome: 40
Spells: Cha 0 **PP:** 3
Racial:

Stats	**Ag**	2	**Co**	1	**Em**	-3	**Em**	-3	**In**	1	**Pr**	-2	**Qu**	0	**Re**	-4	**SD**	-3	**St**	0

Base Hits	25	**Base RR**	Ch	-10	**Ess**	10	**Me**	-10	**Ph**	10	**Fe**	0
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, thick skin (AT 2)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Sky Shark	7B	Ma.Fly.Adapt.: 50	4	B(6)	VI - -	108 (184)	78	AT 3(N)	26 (0)	83B(6)bi ;83B(6)ra	-1	-15	-13	2	-2	Team (1d10)	D S J A - -

Category	Monster	**Height**	35”	**Leftover DP**	56
Type	Aerial	**Length**	128”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	683Lbs.	**Treasure**	0

Ag	6	**Co**	2	**Em**	-5	**In**	-1	**Me**	-3	**Pr**	-3	**Qu**	4	**Re**	-3	**SD**	-2	**St**	6

Attack: Swooping (25 DP) Pressing the advantage II [10] (20 DP) Wing buffeting [3'R/ lvl] (25 DP)
Defense: Elemental vulnerability I [Sonic, +1 Size] (-15 DP)
Form: Wings, membrane (10 DP) Beast of burden III [0,4] (30 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: shark (25 DP) Nose: Uncanny tracking V [50] (50 DP) Electrosense: Electroreception (15 DP) Vision: nightvision (10 DP)
Movement: Ma.Fly.Adapt.: 50
Skills: Perc.: 36 Fly.: 50 Acrob.: 50 Surv. Biome: 36 Track.: 64
Spells: Cha 0 **PP:** 4
Racial:

Stats	**Ag**	4	**Co**	0	**Em**	-5	**Em**	-5	**In**	-2	**Pr**	-3	**Qu**	3	**Re**	-4	**SD**	-3	**St**	4

Base Hits	30	**Base RR**	Ch	-	**Ess**	-10	**Me**	-10	**Ph**	0	**Fe**	0

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				10								
Base Endurance	0	**Healing rate**	x0.5		**Stride**	0	**AT**	Armor, small scales (AT 3)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Sky Whale	8C	Ma.Fly.Adapt.: 157	3	E(10)	X - -	93 (149)	63	AT 3(N)	25 (0)	48E(10)gr ;28E(10)ra ;28E(10)ho	13	-3	1	4	-1	Solo (1d2)	T B X P J A

Category	Monster	**Height**	84”	**Leftover DP**	187
Type	Aerial	**Length**	750”	**Outlook**	Timid
Archetype	Defensive	**Weight**	97000Lbs.	**Treasure**	0

Ag	3	**Co**	4	**Em**	-3	**In**	3	**Me**	-2	**Pr**	1	**Qu**	3	**Re**	-1	**SD**	-1	**St**	3

Attack: Swallow and digest III [Acid, E] (40 DP) Nonviolent II [-10] (-20 DP) Fighting brick II [+2 pace] (-20 DP)
Defense:
Form: Wings, vestigial wings (0 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP) Control difficulty III [-15] (15 DP)
Senses: Hearing: Echolocation (30 DP) Sight: primate (5 DP)
Movement: Ma.Fly.Adapt.: 157
Skills: Perc.: 65 Fly.: 77 Surv. Biome: 64
Spells: Cha 1 **PP:** 13
Racial:

Stats	**Ag**	1	**Co**	3	**Em**	-3	**Em**	-3	**In**	1	**Pr**	1	**Qu**	1	**Re**	-3	**SD**	-2	**St**	3
Base Hits			30		**Base RR**		Ch		0	**Ess**		0		**Me**		0	**Ph**	0	**Fe**	0
Base Endurance			0		**Healing rate**		x1			**Stride**		-100		**AT**		Armor, thick blubber (AT 3)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Skyrider (IV)	15H	Mag.Fly. Cont.: 51	9	S(4)	IV @# -	110 (194)	90	AT 1(N)	193 (0)		11	-4	-4	2	2	Solo (1d2)	T X P D O -

Category	Elemental	**Height**	96”	**Leftover DP**	162
Type	Transport elemental	**Length**	32”	**Outlook**	Helpful
Archetype	Defensive	**Weight**	17Lbs.	**Treasure**	0

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Ag	11	Co	2	Em	-4	In	1	Me	-2	Pr	-4	Qu	9	Re	1	SD	2	St	-4

Attack: Elemental internals V [Element, Attack, E] (30 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Wind, 1 H/ rnd] (25 DP) Elemental immunity [Wind] (20 DP) Proof, elemental I [Earth, -1Size] (15 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material Susceptibility II [Lightning, 10] (-20 DP)
Form: Body: elemental energy [Wind, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP)
Miscellaneous: Elemental spirit, medium [Medium] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental IV [IV] (-4 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Air: air movement detection (25 DP)
Movement: Mag.Fly.Cont.: 51
Skills: Perc.: 100 Fly.: 120
Spells: Cha 3 **PP:** 5
Racial:

Stats	Ag	6	Co	0	Em	-4	Em	-4	In	-4	Pr	-4	Qu	4	Re	-4	SD	0	St	-4
Base Hits		20	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x1		Stride		0	AT		Armor, insubstantial (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Sligguth (III)	12D	Slith.Mone: 26	2	H(8)	VIII @ -	146 (258)	121	AT 3(N)	30 (54)	121H(8)gr[Acid]1WF ;114H(8)gr[Acid]2WF ;44H(8)gr[Acid]4WF ;14H(8)gr[Acid]6WF ;101M(5)weS ;101M(5)weS ;101M(5)weS ;101M(5)weS ;101M(5)weS ;101M(5)weS	10	-4	-2	15	-1	Solo (1d2)	E U L - - -

Category	Extra planar	Height	130”	Leftover DP	34
Type	Visitor	Length	130”	Outlook	Secretive
Archetype	Offensive	Weight	7700Lbs.	Treasure	0

Ag	6	Co	5	Em	-4	In	0	Me	3	Pr	-2	Qu	2	Re	3	SD	-1	St	7

Attack: Acid attack V [Grapple, Acid, E] (30 DP) Decrease attack size II [Weapon, -2 Size] (-20 DP)
Defense: Abomination (-20 DP) Proof, weapon, except magic (20 DP) Proof, critical, no stun (10 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Shapechange, mutable form [1'R/ lvl] (20 DP) Additional limb spawn IV [1] (40 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar III [III] (-3 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP) Ambidextrous (10 DP) Reproduction, spawn [0,3, 2] (25 DP)
Senses: Vision: demon vision [50'] (55 DP) Taste: sensitive palette (5 DP) Touch: mole (18 DP)
Movement: Slith.Mone: 26
Skills: Perc.: 69 Run.: 40 Multi. Att.: 68

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Spells: Cha 1 **PP:** 16
Racial:

Stats	**Ag**	2	**Co**	1	**Em**	-4	**Em**	-4	**In**	-2	**Pr**	-2	**Qu**	0	**Re**	1	**SD**	-3	**St**	3
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	10	**Fe**		0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**	Armor, thick blubber (AT 3)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Sloth	3B	Walk.Quad.: 1	-3	T(3)	III - -	60 (80)	20	AT 2(N)	-3 (0)	18M(5)cl	13	-3	-3	3	4	Solo (1d2)	F J - - - -

Category	Animal	**Height**	8”	**Leftover DP**	283
Type	Herbivore	**Length**	24”	**Outlook**	Aloof
Archetype	Defensive	**Weight**	12Lbs.	**Treasure**	0

Ag	-1	**Co**	3	**Em**	-3	**In**	3	**Me**	-4	**Pr**	-3	**Qu**	-3	**Re**	-3	**SD**	4	**St**	4

Attack: Enhanced natural attack I [Claw, +1 Size] (10 DP)
Defense:
Form: Camouflage, pattern [Woods, 25] (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Sight: primate (5 DP) Hearing: Cat (10 DP) Smell: snake (15 DP) Vision: nightvision (10 DP)
Movement: Walk.Quad.: 1 Awk.move.VI: 0 Climb.Claw: 5
Skills: Perc.: 28 Climb.: 33 Surv. Biome: 24 Hiding: 63 Stalking: 38
Spells: Cha 0 **PP:** 5
Racial:

Stats	**Ag**	-2	**Co**	3	**Em**	-3	**Em**	-3	**In**	2	**Pr**	-3	**Qu**	-4	**Re**	-4	**SD**	4	**St**	4
Base Hits		30		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**		0
Base Endurance		-10		**Healing rate**		x1			**Stride**		0		**AT**	Armor, heavy fur (AT2)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Slug, giant, carnivorous	7F	Slith.Mone: 26	-2	L(7)	VII - -	105 (181)	85	AT 2(N)	8 (0)	96L(7)bi ;80L(7)ra> ;80L(7)cr	9	-4	-4	5	-1	Solo (1d2)	P F S J - -

Category	Animal	**Height**	30”	**Leftover DP**	210

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Type	Invertebrate	**Length**	180”	**Outlook**	Aggressive
Archetype	Offensive	**Weight**	1460Lbs.	**Treasure**	0

Ag	0	**Co**	5	**Em**	-4	**In**	-1	**Me**	-3	**Pr**	-4	**Qu**	-2	**Re**	-3	**SD**	-1	**St**	4

Attack: Attacks sequence (10 DP) Swallow and digest I [Acid, C] (30 DP) Gaping maw I [-3 Size] (25 DP) Poison sack, contact [Poison: Muscle] (35 DP)
Defense: Material susceptibility IV [Salt, 20] (-40 DP)
Form: Eyestalks I [2] (4 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: sensitive (5 DP) Touch: sensitive antennae/ vibrissae (13 DP) Eyes: chameleon (20 DP) Surditas (no hearing) (-15 DP)
Movement: Slith.Mone: 26 Surf.Adh.: 0
Skills: Perc.: 44 Run.: 60 Surv. Biome: 48
Spells: Cha 0 **PP:** 5
Racial:

Stats	**Ag**	-2	**Co**	3	**Em**	-4	**Em**	-4	**In**	-2	**Pr**	-4	**Qu**	-3	**Re**	-4	**SD**	-2	**St**	2

Base Hits	20	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0
Base Endurance	0	**Healing rate**	x2		**Stride**	0	**AT**	Armor, thick skin (AT 2)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Slug, giant, spined	6E	Slith.Mone: 17	-1	B(6)	VI - -	72 (117)	52	AT 2(N)	9 (0)	37B(6)ra> ;22B(6)ho	10	-4	-4	4	-1	Yoke (1d3)	P F S J - -

Category	Animal	**Height**	24”	**Leftover DP**	306
Type	Invertebrate	**Length**	150”	**Outlook**	Belligerent
Archetype	Defensive	**Weight**	845Lbs.	**Treasure**	0

Ag	0	**Co**	4	**Em**	-4	**In**	0	**Me**	-3	**Pr**	-4	**Qu**	-1	**Re**	-2	**SD**	-1	**St**	2

Attack: Attacks sequence (10 DP)
Defense: Material susceptibility IV [Salt, 20] (-40 DP)
Form: Eyestalks I [2] (4 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: sensitive (5 DP) Touch: sensitive antennae/ vibrissae (13 DP) Eyes: chameleon (20 DP) Surditas (no hearing) (-15 DP)
Movement: Slith.Mone: 17 Surf.Adh.: 0
Skills: Perc.: 58 Run.: 60 Surv. Biome: 50
Spells: Cha 1 **PP:** 15
Racial:

Stats	**Ag**	-2	**Co**	3	**Em**	-4	**Em**	-4	**In**	-2	**Pr**	-4	**Qu**	-3	**Re**	-4	**SD**	-2	**St**	2

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Base Hits	20	Base RR	Ch	0	Ess	0	Me	0	Ph	0	Fe	0
Base Endurance	0	Healing rate	x2		Stride	0	AT	Armor, thick skin (AT 2)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Slug, giant, suggram	4C	Slith.Mone: 10	-2	B(6)	VI - -	54 (84)	34	AT 2(N)	2 (0)	28B(6)ra> ;28B(6)cr	9	-4	-4	3	-2	Team (1d10)	X P F S - -

Category	Animal	Height	35”	Leftover DP	236
Type	Invertebrate	Length	130”	Outlook	Timid
Archetype	Defensive	Weight	550Lbs.	Treasure	0

Ag	-1	Co	3	Em	-4	In	-1	Me	-4	Pr	-4	Qu	-2	Re	-3	SD	-2	St	2

Attack: Attacks sequence (10 DP)
Defense: Material susceptibility IV [Salt, 20] (-40 DP)
Form: Eyestalks I [2] (4 DP) Beast of burden V [0,6] (50 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: sensitive (5 DP) Touch: sensitive antennae/ vibrissae (13 DP) Eyes: chameleon (20 DP) Surditas (no hearing) (-15 DP)
Movement: Slith.Mone: 10 Surf.Adh.: 0
Skills: Perc.: 31 Run.: 45 Surv. Biome: 29
Spells: Cha 0 **PP:** 1
Racial:

Stats	Ag	-2	Co	3	Em	-4	Em	-4	In	-2	Pr	-4	Qu	-3	Re	-4	SD	-2	St	2

Base Hits	20	Base RR	Ch	0	Ess	0	Me	0	Ph	0	Fe	0
Base Endurance	0	Healing rate	x2		Stride	0	AT	Armor, thick skin (AT 2)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Smilodon (Sabertooth Tiger)	7F	Walk.Quad.: 38	5	B(6)	VI - -	94 (144)	59	AT 2(N)	29 (0)	64L(7)ho> ;64B(6)bi ;64B(6)cl> ;64B(6)gr	11	-3	0	3	3	Solo (1d2)	X S J - -

Category	Animal	Height	45”	Leftover DP	72
Type	Megafauna	Length	78”	Outlook	Hungry
Archetype	Stealth	Weight	850Lbs.	Treasure	0

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Ag	6	Co	3	Em	-3	In	1	Me	-2	Pr	0	Qu	5	Re	-2	SD	3	St	4

Attack: Attacks sequence (10 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP) Ambush predator V [Terrain, 74, 18] (27 DP) Enhanced natural attack I [Horn, +1 Size] (10 DP)
Defense:
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP) Smell: sensitive (5 DP)
Movement: Walk.Quad.: 38
Skills: Perc.: 73 Run.: 82 Surv. Biome: 71 Jump.: 77 Amb. Unarmed: 75
Spells: Cha 1 **PP:** 8
Racial:

Stats	Ag	4	Co	2	Em	-4	Em	-4	In	0	Pr	-1	Qu	4	Re	-4	SD	1	St	3
Base Hits		35		Base RR		Ch		0	Ess		0		Me		0		Ph	0	Fe	0
Base Endurance		0		Healing rate		x1			Stride		15		AT		Armor, heavy fur (AT2)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Smoke Demon (II)	5D	Walk.Bi.: 21	3	M(5)	V - -	69 (104)	44	AT 2(N)	19 (30)	18M(5)ho> ;18M(5)ra ;28M(5)we	11	-2	-1	23	3	Solo (1d2)	E U L - - -

Category	Extra planar	Height	72”	Leftover DP	123
Type	Demon	Length	10”	Outlook	Hostile
Archetype	Defensive	Weight	210Lbs.	Treasure	0

Ag	1	Co	3	Em	-2	In	1	Me	1	Pr	-1	Qu	3	Re	1	SD	3	St	0

Attack:
Defense: Abomination (-20 DP) Proof, critical, critical reduction I [I] (10 DP) Elemental immunity [Fire] (20 DP) Elemental immunity [Earth] (20 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Body condition: smoke [10 mins, 1x/ hr] (15 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar III [III] (-3 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP)
Senses: Vision: demon vision [50'] (55 DP)
Movement: Walk.Bi.: 21
Skills: Perc.: 36 Run.: 46 Climb.: 46 Acrob.: 41 Hiding: 88 Stalking: 38
Spells: Cha 1 **PP:** 6
Racial:

Stats	Ag	0	Co	2	Em	-2	Em	-2	In	0	Pr	-1	Qu	2	Re	0	SD	2	St	0
Base Hits		25		Base RR		Ch		0	Ess		0		Me		0		Ph	20	Fe	0
Base Endurance		0		Healing rate		x1			Stride		0		AT		Armor, thick skin (AT 2)					

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Snail, war	3C	Slith.Mone: 26	-3	H(8)	VIII - -	67 (103)	42	AT 7(N)	-3 (0)	50H(8)ra> ;50H(8)cr	8	-4	-4	4	-2	Solo (1d2)	T B P F U -

Category	Animal	**Height**	40”	**Leftover DP**	179
Type	Invertebrate	**Length**	210”	**Outlook**	Carefree
Archetype	Offensive	**Weight**	5490Lbs.	**Treasure**	0

Ag	-1	Co	4	Em	-4	In	-2	Me	-4	Pr	-4	Qu	-3	Re	-4	SD	-2	St	3

Attack: Attacks sequence (10 DP)
Defense: Natural armor, partial II [Body, AT 2] (-5 DP) Material susceptibility IV [Salt, 20] (-40 DP)
Form: Eyestalks I [2] (4 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: sensitive (5 DP) Touch: sensitive antennae/ vibrissae (13 DP) Eyes: chameleon (20 DP)
Movement: Slith.Mone: 26 Surf.Adh.: 0
Skills: Perc.: 20 Run.: 31 Surv. Biome: 15
Spells: Cha 0 **PP:** 6
Racial:

Stats	Ag	-2	Co	3	Em	-4	Em	-4	In	-2	Pr	-4	Qu	-3	Re	-4	SD	-2	St	2

Base Hits	25	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0
Base Endurance	0	**Healing rate**	x2		**Stride**	0	**AT**	Armor, giant snail shell (AT 7)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Snake, boa/ python	3A	Slith.Belly: 63	2	M(5)	V - -	43 (63)	23	AT 3(N)	12 (0)	25M(5)gr>> ;25M(5)cr ;19M(5)bi	9	-5	-3	2	-1	Solo (1d2)	X P F S - -

Category	Animal	**Height**	6”	**Leftover DP**	188
Type	Reptile	**Length**	228”	**Outlook**	Inquisitive
Archetype	Stealth	**Weight**	200Lbs.	**Treasure**	0

Ag	5	Co	2	Em	-5	In	-1	Me	-4	Pr	-3	Qu	2	Re	-3	SD	-1	St	1

Attack: Attacks sequence (10 DP)
Defense:
Form: Camouflage, pattern [Woods, 25] (10 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 10, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)

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Senses: Smell: snake (15 DP) Taste: snake palette (15 DP) Touch: sensitive (5 DP) Heatsense: heat sensor network (20 DP)
Movement: Slith.Belly: 63 Slith.Tail (water): 0
Skills: Perc.: 41 Run.: 40 Surv. Biome: 39 Hiding: 66 Stalking: 41
Spells: Cha 0 **PP:** 4
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-5	**Em**	-5	**In**	-1	**Pr**	-3	**Qu**	2	**Re**	-4	**SD**	-2	**St**	1
Base Hits		20	**Base RR**		Ch		0	**Ess**		0		**Me**		0	**Ph**		0	**Fe**		0
Base Endurance		0	**Healing rate**		x1			**Stride**		0		**AT**		Armor, small scales (AT 3)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Snake, cobra	3B	Slith.Belly: 51	2	S(4)	IV - -	43 (63)	23	AT 3(N)	12 (0)	29S(4)si	9	-5	-3	2	-1	Solo (1d2)	X F D S - -

Category	Animal	**Height**	3”	**Leftover DP**	188
Type	Reptile	**Length**	192”	**Outlook**	Aggressive
Archetype	Stealth	**Weight**	35Lbs.	**Treasure**	0

Ag	5	**Co**	2	**Em**	-5	**In**	-1	**Me**	-4	**Pr**	-3	**Qu**	2	**Re**	-3	**SD**	-1	**St**	1

Attack: Poison sack, injection [Poison: Nerve, Stinger] (20 DP) Poison sack, spray [Poison: Nerve, 1x/ 60 rnds, 2',1'D/ lvl] (30 DP) Strike reflex [20] (5 DP)
Defense:
Form: Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Smell: snake (15 DP) Taste: snake palette (15 DP) Touch: sensitive (5 DP) Heatsense: heat sensor network (20 DP)
Movement: Slith.Belly: 51
Skills: Perc.: 28 Run.: 42 Surv. Biome: 26 Hiding: 56 Stalking: 31
Spells: Cha 0 **PP:** -2
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-5	**Em**	-5	**In**	-1	**Pr**	-3	**Qu**	2	**Re**	-4	**SD**	-2	**St**	1
Base Hits		20	**Base RR**		Ch		0	**Ess**		0		**Me**		0	**Ph**		0	**Fe**		0
Base Endurance		0	**Healing rate**		x1			**Stride**		0		**AT**		Armor, small scales (AT 3)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Snake, furred	4C	Slith.Sidew.: 33	2	S(4)	IV - -	58 (88)	33	AT 2(N)	14 (0)	43S(4)si> ;43S(4)bi	9	-5	-3	2	-1	Solo (1d2)	I T B U - -

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Category	Animal	**Height**	3”	**Leftover DP**	220
Type	Reptile	**Length**	108”	**Outlook**	Hungry
Archetype	Stealth	**Weight**	30Lbs.	**Treasure**	0

Ag	5	**Co**	2	**Em**	-5	**In**	-1	**Me**	-4	**Pr**	-3	**Qu**	2	**Re**	-3	**SD**	-1	**St**	1

Attack: Attacks sequence (10 DP) Poison sack, injection [Poison: Circulatory, Stinger] (20 DP) Strike reflex [20] (5 DP)
Defense:
Form: Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Smell: snake (15 DP) Taste: snake palette (15 DP) Touch: sensitive (5 DP) Heatsense: heat sensor network (20 DP)
Movement: Slith.Sidew.: 33 Slith.Tail (water): 0
Skills: Perc.: 43 Run.: 56 Surv. Biome: 40 Hiding: 76 Stalking: 51
Spells: Cha 0 **PP:** 0
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-5	**Em**	-5	**In**	-1	**Pr**	-3	**Qu**	2	**Re**	-4	**SD**	-2	**St**	1
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**	Armor, heavy fur (AT2)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Snake, horned	5E	Slith.Belly: 39	3	S(4)	IV --	65 (100)	40	AT 3(N)	19 (0)	49S(4)ho	10	-4	-2	3	-1	Solo (1d2)	X P F S - -

Category	Animal	**Height**	4”	**Leftover DP**	198
Type	Reptile	**Length**	156”	**Outlook**	Aggressive
Archetype	Stealth	**Weight**	28Lbs.	**Treasure**	0

Ag	5	**Co**	3	**Em**	-4	**In**	0	**Me**	-4	**Pr**	-2	**Qu**	3	**Re**	-3	**SD**	-1	**St**	2

Attack: Poison sack, injection [Poison: Conversion, Stinger] (20 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP) Ambush predator V [Terrain, 74, 18] (27 DP) Strike reflex [20] (5 DP)
Defense:
Form: Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 20, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Smell: snake (15 DP) Taste: snake palette (15 DP) Touch: sensitive (5 DP) Heatsense: heat sensor network (20 DP)
Movement: Slith.Belly: 39 Slith.Tail (water): 0
Skills: Perc.: 55 Run.: 68 Surv. Biome: 52 Hiding: 88 Stalking: 63 Amb. Unarmed: 63
Spells: Cha 0 **PP:** 6
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-5	**Em**	-5	**In**	-1	**Pr**	-3	**Qu**	2	**Re**	-4	**SD**	-2	**St**	1

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Base Hits	25	Base RR	Ch	0	Ess	0	Me	0	Ph	0	Fe	0
Base Endurance	0	Healing rate	x1		Stride	0	AT	Armor, small scales (AT 3)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Snake, non-poisonous	1A	Slith.Belly: 23	2	S(4)	IV - -	27 (32)	7	AT 3(N)	8 (0)	13S(4)gr>> ;13M(5)cr ;13S(4)bi	9	-5	-3	2	-2	Gaggle (1d12)	P F D S - -

Category	Animal	Height	2”	Leftover DP	203
Type	Reptile	Length	110”	Outlook	Timid
Archetype	Stealth	Weight	22Lbs.	Treasure	0

Ag	4	Co	2	Em	-5	In	-1	Me	-4	Pr	-3	Qu	2	Re	-4	SD	-2	St	1

Attack: Attacks sequence (10 DP) Enhanced natural attack I [Crush, +1 Size] (10 DP)
Defense:
Form: Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 100, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Smell: snake (15 DP) Taste: snake palette (15 DP) Touch: sensitive (5 DP) Heatsense: heat sensor network (20 DP)
Movement: Slith.Belly: 23 Slith.Tail (water): 0
Skills: Perc.: 7 Run.: 20 Surv. Biome: 4 Hiding: 40 Stalking: 15
Spells: Cha 0 **PP:** 0
Racial:

Stats	Ag	4	Co	2	Em	-5	Em	-5	In	-1	Pr	-3	Qu	2	Re	-4	SD	-2	St	1
Base Hits		20	Base RR		Ch		0	Ess		0		Me		0		Ph	0	Fe		0
Base Endurance		0	Healing rate		x1			Stride		0		AT		Armor, small scales (AT 3)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Snake, sea	4A	Slith.Belly: 3	2	T(3)	III - -	53 (83)	33	AT 3(N)	14 (0)	45T(3)si	9	-5	-3	2	-1	Solo (1d2)	J O - - - -

Category	Animal	Height	3”	Leftover DP	257
Type	Reptile	Length	50”	Outlook	Aggressive
Archetype	Stealth	Weight	10Lbs.	Treasure	0

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Ag	5	Co	2	Em	-5	In	-1	Me	-4	Pr	-3	Qu	2	Re	-3	SD	-1	St	1

Attack: Poison sack, injection [Poison: Nerve, Stinger] (20 DP) Strike reflex [20] (5 DP)
Defense:
Form: Flattened body [15'] (5 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 100, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Smell: snake (15 DP) Taste: snake palette (15 DP) Touch: sensitive (5 DP) Heatsense: heat sensor network (20 DP)
Movement: Slith.Belly: 3 Slith.Flat (water): 0
Skills: Perc.: 44 Swim.: 58 Surv. Biome: 41 Hiding: 77 Stalking: 52
Spells: Cha 0 **PP:** 2
Racial:

Stats	Ag	4	Co	2	Em	-5	Em	-5	In	-1	Pr	-3	Qu	2	Re	-4	SD	-2	St	1
Base Hits			20		Base RR		Ch		0	Ess		0			Me		0		Ph	0	Fe	0
Base Endurance			0		Healing rate		x1			Stride		0			AT		Armor, small scales (AT 3)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Snake, tree	3B	Slith.Belly: 5	2	T(3)	III - -	43 (63)	23	AT 3(N)	12 (0)	30T(3)si	9	-5	-3	2	-1	Solo (1d2)	X F S J - -

Category	Animal	Height	2”	Leftover DP	237
Type	Reptile	Length	55”	Outlook	Normal
Archetype	Stealth	Weight	10Lbs.	Treasure	0

Ag	5	Co	2	Em	-5	In	-1	Me	-4	Pr	-3	Qu	2	Re	-3	SD	-1	St	1

Attack: Poison sack, injection [Poison: Reduction, Stinger] (20 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP) Strike reflex [20] (5 DP)
Defense:
Form: Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 100, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Smell: snake (15 DP) Taste: snake palette (15 DP) Sight: gecko (10 DP) Heatsense: heat sensor network (20 DP)
Movement: Slith.Belly: 5 Slith.Flat (water): 0
Skills: Perc.: 29 Run.: 43 Surv. Biome: 27 Hiding: 62 Stalking: 37
Spells: Cha 0 **PP:** 0
Racial:

Stats	Ag	4	Co	2	Em	-5	Em	-5	In	-1	Pr	-3	Qu	2	Re	-4	SD	-2	St	1
Base Hits			20		Base RR		Ch		0	Ess		0			Me		0		Ph	0	Fe	0
Base Endurance			0		Healing rate		x1			Stride		0			AT		Armor, small scales (AT 3)					

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Snake, viper	2B	Slith.Belly: 5	2	S(4)	IV - -	37 (52)	17	AT 3(N)	10 (0)	25S(4)si	9	-5	-3	2	-2	Solo (1d2)	X P F S - -

Category	Animal	**Height**	2”	**Leftover DP**	203
Type	Reptile	**Length**	54”	**Outlook**	Timid
Archetype	Stealth	**Weight**	18Lbs.	**Treasure**	0

Ag	4	Co	2	Em	-5	In	-1	Me	-4	Pr	-3	Qu	2	Re	-4	SD	-2	St	1

Attack: Poison sack, injection [Poison: Muscle, Stinger] (20 DP) Strike reflex [20] (5 DP)
Defense:
Form: Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 100, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: snake (15 DP) Taste: snake palette (15 DP) Touch: sensitive (5 DP) Heatsense: heat sensor network (20 DP)
Movement: Slith.Belly: 5 Slith.Tail (water): 0
Skills: Perc.: 19 Run.: 32 Surv. Biome: 16 Hiding: 52 Stalking: 27
Spells: Cha 0 **PP:** 0
Racial:

Stats	Ag	4	Co	2	Em	-5	Em	-5	In	-1	Pr	-3	Qu	2	Re	-4	SD	-2	St	1
Base Hits		20	**Base RR**		Ch	0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**		0	
Base Endurance		0	**Healing rate**		x1		**Stride**		0		**AT**		Armor, small scales (AT 3)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Snake, viper, horse	8F	Slith.Belly: 69	3	B(6)	VI - -	87 (143)	62	AT 4(N)	25 (0)	75B(6)gr ;75M(5)bi	10	-4	-2	3	0	Solo (1d2)	X P F S - -

Category	Animal	**Height**	10”	**Leftover DP**	190
Type	Reptile	**Length**	246”	**Outlook**	Aggressive
Archetype	Stealth	**Weight**	450Lbs.	**Treasure**	0

Ag	6	Co	3	Em	-4	In	0	Me	-4	Pr	-2	Qu	3	Re	-2	SD	0	St	2

Attack: Poison sack, injection [Poison: Muscle, Stinger] (20 DP) Strike reflex [20] (5 DP)
Defense:
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 10, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Smell: snake (15 DP) Taste: snake palette (15 DP) Touch: sensitive (5 DP) Heatsense: heat sensor network (20 DP)

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Movement: Slith.Belly: 69 Slith.Tail (water): 0
Skills: Perc.: 79 Run.: 92 Surv. Biome: 76 Hiding: 112 Stalking: 87
Spells: Cha 1 **PP:** 6
Racial:

Stats	Ag	4	Co	2	Em	-5	Em	-5	In	-1	Pr	-3	Qu	2	Re	-4	SD	-2	St	1
Base Hits	25	Base RR	Ch	0	Ess	0	Me	0	Ph	0	Fe	0								
Base Endurance	0	Healing rate	x1		Stride	0	AT	Armor, large scales (AT 4)												

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Snake, viper, pit	3A	Slith.Belly: 11	2	S(4)	IV - -	60 (96)	40	AT 3(N)	12 (0)	42S(4)si	9	-5	-3	3	-2	Solo (1d2)	X P F S - -

Category	Animal	Height	2”	Leftover DP	219
Type	Reptile	Length	72”	Outlook	Aggressive
Archetype	Offensive	Weight	20Lbs.	Treasure	0

Ag	5	Co	3	Em	-5	In	-1	Me	-4	Pr	-3	Qu	2	Re	-4	SD	-2	St	2

Attack: Poison sack, injection [Poison: Muscle, Stinger] (20 DP) Strike reflex [20] (5 DP)
Defense:
Form: Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 100, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: snake (15 DP) Taste: snake palette (15 DP) Touch: sensitive (5 DP) Heatsense: heat sensor network (20 DP)
Movement: Slith.Belly: 11 Slith.Tail (water): 0
Skills: Perc.: 11 Run.: 25 Surv. Biome: 9 Hiding: 44 Stalking: 19
Spells: Cha 0 **PP:** 1
Racial:

Stats	Ag	4	Co	2	Em	-5	Em	-5	In	-1	Pr	-3	Qu	2	Re	-4	SD	-2	St	1
Base Hits	20	Base RR	Ch	0	Ess	0	Me	0	Ph	0	Fe	0								
Base Endurance	0	Healing rate	x1		Stride	0	AT	Armor, small scales (AT 3)												

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Sohleugir	3C	Walk.Bi.: 21	1	M(5)	V - -	65 (101)	55	AT 4(N)	9 (26)	46M(5)cl ;46M(5)we ;50M(5)rw	9	0	0	3	-2	Solo (1d2)	X P F D U O

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Category	Races	**Height**	75”	**Leftover DP**	107
Type	Reptilian	**Length**	12”	**Outlook**	Aggressive
Archetype	Offensive	**Weight**	200Lbs.	**Treasure**	0

Ag	2	**Co**	3	**Em**	0	**In**	-1	**Me**	-1	**Pr**	0	**Qu**	1	**Re**	0	**SD**	-2	**St**	3

Attack:
Defense:
Form: Third eyelid (10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP)
Senses: Sight: gecko (10 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP) Hearing: Cat (10 DP)
Movement: Walk.Bi.: 21 Swim.Flop: 0
Skills: Perc.: 16 Run.: 29 Swim.: 29 Track.: 8 Prof. Farmer: 0 Restr. Quar.: 18
Spells: Cha 0 **PP:** 3
Racial:

Stats	**Ag**	1	**Co**	2	**Em**	0	**Em**	0	**In**	-1	**Pr**	0	**Qu**	1	**Re**	0	**SD**	-2	**St**	2			
Base Hits		25	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0							
Base Endurance		15	**Healing rate**		x1		**Stride**		0	**AT**		Armor, large scales (AT 4)											

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Solaar	25H	Walk.Bi.: 34	5	B(6)	VI I@#-	131 (246)	111	AT 7(N)	75 (0)	146B(6)un[Heat] ;146B(6)sw[Heat] ;135H(8)fbo	13	1	-4	1	-6	Solo (1d2)	E U W - - -

Category	Artificial	**Height**	108”	**Leftover DP**	6
Type	Cultivated	**Length**	20”	**Outlook**	Dominant
Archetype	Semi spell user	**Weight**	675Lbs.	**Treasure**	0

Ag	16	**Co**	1	**Em**	1	**In**	8	**Me**	-2	**Pr**	1	**Qu**	5	**Re**	2	**SD**	-6	**St**	1

Attack: Increase attack size I [Unarmed Strikes, +1 Size] (10 DP) Increase attack size I [Sweeps & throws, +1 Size] (10 DP) Elemental internals V [Element, Attack, E] (30 DP) Elemental bolt V [Fire Bolt, MFire bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Increase range II [+5'/ lvl] (10 DP) Increase attack size II [Attack, +2 Size] (20 DP) Elemental immolation IV [Fire, D, 5'R] (40 DP)
Defense: Regeneration, conditional [Energy, 1 H/ rnd] (25 DP) Elemental blood III [Fire, C] (15 DP) Increase radius II [Fire] (20 DP) Elemental susceptibility III [Water, -15] (-9 DP) Elemental susceptibility III [Earth, -15] (-9 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body, unknown energy (100 DP) Wings, folding (30 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, alacritovore [Life energy] (-10 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Link, controlled [5'/ lvl] (-20 DP) Energy gathering I [1 PP/ Min] (15 DP) Energy reserve (10 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Special: radar [5'R/ lvl] (50 DP)
Movement: Walk.Bi.: 34 Wing.Fly.Norm.: 0
Skills: Perc.: 108 Run.: 145 Fly.: 125 Multi. Att.: 115 Lor. Elem.: 47 Lor. Spell: 47

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Spells: Cha 150 **PP:** 114
Racial:

Stats	**Ag**	5	**Co**	-2	**Em**	-3	**Em**	-3	**In**	-3	**Pr**	-3	**Qu**	5	**Re**	-2	**SD**	-6	**St**	-2
Base Hits		20		**Base RR**		Ch		-5	**Ess**		0		**Me**	-5		**Ph**	0	**Fe**	0	
Base Endurance		0		**Healing rate**		x2			**Stride**		0		**AT**	Armor, iron-like scales (AT 7)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Spajlen-Tier (VI+)	37G	Ma.Fly.Adapt.: 169	10	G(9)	IX @!#-	112 (189)	92	AT 9(N)	127 (0)	152G(9)bi[Cold] ;152G(9)cl[Cold] ;85G(9)ra[Cold] ;142G(9)all[Cold]3WF ;77M(5)iboS ;77M(5)iboS ;77M(5)iboS ;77M(5)iboS ;77M(5)iboS ;77M(5)iboS	8	26	8	5	0	Solo (1d2)	L E U - - -

Category	Undead	**Height**	197”	**Leftover DP**	-100
Type	Incorporeal	**Length**	480”	**Outlook**	Cruel
Archetype	Spell user	**Weight**	0Lbs.	**Treasure**	0

Ag	12	**Co**	5	**Em**	11	**In**	3	**Me**	10	**Pr**	3	**Qu**	10	**Re**	2	**SD**	0	**St**	0

Attack: Aura, fear V [5'R/ lvl] (35 DP) Elemental bolt III [Ice, MIe bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (30 DP) Increase cone II [+2', 1'D/ lvl] (10 DP) Elemental cone I [Ice, MCold ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Life drain, hunger I [Stat, 1, -10] (5 DP) Life drain, aura II [10'R, 3 rnds] (25 DP) Phantom touch, gigantic [Ram, Gigantic] (10 DP) Elemental internals V [Ice, Attack, E] (30 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Proof, weapon, except magic (20 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP)
Form: Wings, vestigial wings (0 DP) Elongated appendage V [Neck, 25'] (25 DP) Elongated appendage VIII [Tail, 40'] (40 DP) Distinct odor (-10 DP) Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead VII [VI+] (-7 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Ma.Fly.Adapt.: 169
Skills: Perc.: 215 Run.: 226 Fly.: 226 Intimidat.: 217 Multi. Att.: 218
Spells: Ess 666 **PP:** 179
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	-4	**Em**	-4	**In**	-2	**Pr**	0	**Qu**	2	**Re**	2	**SD**	-5	**St**	0
Base Hits		25		**Base RR**		Ch		5	**Ess**		5		**Me**	5		**Ph**	0	**Fe**	0	
Base Endurance		5		**Healing rate**		x0.5			**Stride**		0		**AT**	Armor, dragon scales, heavy (AT 9)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**

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Spear Demon (III)	10G	Walk.Bi.: 24	4	M(5)	VI @# -	139 (239)	12 4	AT 2(N)	82 (0)	118M(5)sp ;133M(5)tp	9	-3	-2	14	1	Section (2d6)	E U L - - -

Category	Extra planar	**Height**	80”	**Leftover DP**	117
Type	Warrior	**Length**	23”	**Outlook**	Playful
Archetype	Offensive	**Weight**	200Lbs.	**Treasure**	0

Ag	7	**Co**	4	**Em**	-3	**In**	-1	**Me**	1	**Pr**	-2	**Qu**	4	**Re**	1	**SD**	1	**St**	7

Attack: Pressing the advantage II [10] (20 DP) Adrenal defense II [10] (10 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP) Quickdraw/ quickload (7 DP) Dead eye/ Great arm V [50] (35 DP)
Defense: Abomination (-20 DP) Dense I [1Size] (17 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Wings, folding (30 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar III [III] (-3 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP)
Senses: Vision: demon vision [50'] (55 DP) Sensitivity: Light sensitivity III [-75] (-30 DP)
Movement: Walk.Bi.: 24 Wing.Fly.Glider: 0
Skills: Perc.: 64 Run.: 78 Acrob.: 82 Multi. Att.: 60 Fly.: 78 Jump.: 82
Spells: Cha 0 **PP:** 20
Racial:

Stats	**Ag**	4	**Co**	1	**Em**	-3	**Em**	-3	**In**	-2	**Pr**	-2	**Qu**	3	**Re**	0	**SD**	0	**St**	4
Base Hits		30	**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	10	**Fe**		0
Base Endurance		15	**Healing rate**		x1			**Stride**		0		**AT**		Armor, heavy fur (AT2)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Specter, lesser (II)	7H	Ma.Fly.Awk.: 20	5	M(5)	V I@!# -	99 (175)	89	AT 1(N)	89 (0)	88M(5)un[Electricity] ;99D(2)lbo	14	1	6	2	-1	Solo (1d2)	L E U - - -

Category	Undead	**Height**	68”	**Leftover DP**	78
Type	Incorporeal	**Length**	9”	**Outlook**	Cruel
Archetype	Offensive	**Weight**	0Lbs.	**Treasure**	0

Ag	4	**Co**	2	**Em**	-4	**In**	-1	**Me**	-1	**Pr**	1	**Qu**	5	**Re**	-1	**SD**	-1	**St**	-2

Attack: Aura, fear V [5'R/ lvl] (35 DP) Increase range II [+5'/ lvl] (10 DP) Elemental bolt I [Element, DLightningbolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (20 DP) Life drain, hunger III [Drain Co, 3, -10] (15 DP) Life drain, touch I [Electricity, A, 10, Cold ball] (10 DP) Phantom touch, medium [Unarmed Strikes, Medium] (10 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Proof, critical, critical reduction I [I] (10 DP) Proof, weapon, except magic (20 DP) Elemental vulnerability I [Earth, +1 Size] (-15 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead II [II] (-2 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP) Item, no item (-15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)

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Movement: Ma.Fly.Awk.: 20
Skills: Perc.: 47 Fly.: 59
Spells: Cha 0 **PP:** 8
Racial:

Stats	Ag	2	Co	0	Em	-4	Em	-4	In	-2	Pr	1	Qu	4	Re	-2	SD	-2	St	-4
Base Hits			20		Base RR		Ch		5	Ess		5			Me	5			Ph	0	Fe	0
Base Endurance			10		Healing rate		x0.5			Stride		0			AT	Armor, insubstantial (AT 1)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Specter, major (V)	17H	Ma.Fly.Awk.: 21	7	M(5)	VI @!#-	72 (117)	62	AT 1(N)	98 (0)	125M(5)un[Electricity] ;109M(5)lbo	18	4	9	3	1	Solo (1d2)	L E U - - -

Category	Undead	**Height**	68”	**Leftover DP**	56
Type	Incorporeal	**Length**	9”	**Outlook**	Cruel
Archetype	Spell user	**Weight**	0Lbs.	**Treasure**	0

Ag	7	Co	3	Em	-1	In	3	Me	6	Pr	4	Qu	7	Re	1	SD	1	St	-4

Attack: Aura, fear V [5'R/ lvl] (35 DP) Increase range II [+5'/ lvl] (10 DP) Elemental bolt VI [Element, MLightning bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (45 DP) Life drain, hunger IV [Drain Co, 4, -10] (20 DP) Life drain, touch V [Electricity, E, 10, Lightning ball] (30 DP) Phantom touch, medium [Unarmed Strikes, Medium] (10 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Dense I [1Size] (17 DP) Proof, weapon, except magic (20 DP) Elemental vulnerability I [Earth, +1 Size] (-15 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead V [V] (-5 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP) Item, no item (-15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Ma.Fly.Awk.: 21
Skills: Perc.: 139 Fly.: 156
Spells: Cha 306 **PP:** 135
Racial:

Stats	Ag	2	Co	0	Em	-4	Em	-4	In	-2	Pr	1	Qu	2	Re	1	SD	-2	St	-4
Base Hits			20		Base RR		Ch		5	Ess		5			Me	5			Ph	0	Fe	0
Base Endurance			10		Healing rate		x0.5			Stride		0			AT	Armor, insubstantial (AT 1)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio

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Specter, minor (III)	11H	Ma.Fly.Awk.: 21	6	M(5)	VI @!#-	132 (238)	12 2	AT 1(N)	100 (0)	106M(5)un[Electricity] ;105M(5)lbo	15	1	6	3	0	Solo (1d2)	L E U - - -

Category	Undead	**Height**	68”	**Leftover DP**	65
Type	Incorporeal	**Length**	9”	**Outlook**	Cruel
Archetype	Offensive	**Weight**	0Lbs.	**Treasure**	0

Ag	5	**Co**	3	**Em**	-4	**In**	0	**Me**	2	**Pr**	1	**Qu**	6	**Re**	2	**SD**	0	**St**	-1

Attack: Aura, fear V [5'R/ lvl] (35 DP) Increase range II [+5'/ lvl] (10 DP) Elemental bolt VI [Element, MLightning bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (45 DP) Life drain, hunger III [Drain Co, 3, -10] (15 DP) Life drain, touch III [Electricity, C, 10, Fire ball] (20 DP) Phantom touch, medium [Unarmed Strikes, Medium] (10 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Dense I [1Size] (17 DP) Proof, weapon, except magic (20 DP) Elemental vulnerability I [Earth, +1 Size] (-15 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP) Item, no item (-15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Ma.Fly.Awk.: 21
Skills: Perc.: 61 Fly.: 68
Spells: Cha 0 **PP:** 6
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	-4	**Em**	-4	**In**	-2	**Pr**	1	**Qu**	4	**Re**	0	**SD**	-2	**St**	-4	
Base Hits		20	**Base RR**		Ch	5	**Ess**		5		**Me**	5		**Ph**	0	**Fe**	0				
Base Endurance		10	**Healing rate**		x0.5		**Stride**		0		**AT**	Armor, insubstantial (AT 1)									

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Spectral Tyrannosaur (V)	20H	Ma.Fly.Awk.: 74	5	H(8)	VIII @!#-	177 (317)	167	AT 3(N)	115 (0)	139H(8)bi> ;129M(5)cl>> ;139H(8)cl	14	-1	0	8	1	Solo (1d2)	L E U - - -

Category	Undead	**Height**	165”	**Leftover DP**	17
Type	Incorporeal	**Length**	200”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	0Lbs.	**Treasure**	0

Ag	9	**Co**	8	**Em**	-6	**In**	-1	**Me**	-3	**Pr**	-5	**Qu**	5	**Re**	-3	**SD**	1	**St**	7

Attack: Attacks sequence (10 DP) Fast attack II [10] (20 DP) Gaping maw II [-2 Size] (35 DP) Swallow and digest I [Acid, C] (30 DP) Aura, fear V [5'R/ lvl] (35 DP) Elemental immolation II [Cold, B, 5'R] (25 DP) Increase radius II [+10'R] (20 DP) Life drain, hunger II [Drain Co, 2, -10] (10 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Proof, weapon, except magic (20 DP)

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Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Animalistic (-10 DP) Type, undead V [V] (-5 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Can't speak (-10 DP) Item, no item (-15 DP) Frenzy [5, +1 Size] (20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP) Hearing: Cat (10 DP)
Movement: Ma.Fly.Awk.: 74
Skills: Perc.: 55 Fly.: 106 Amb. Unarmed: 111 Hiding: 61 Stalking: 61 Adr. Foc.: 50
Spells: Cha 1 **PP:** 19
Racial:

Stats	**Ag**	3	**Co**	1	**Em**	-6	**Em**	-6	**In**	-4	**Pr**	-5	**Qu**	2	**Re**	-6	**SD**	-2	**St**	0
Base Hits		20	**Base RR**		Ch	5	**Ess**		5	**Me**		5	**Ph**	0	**Fe**	0				
Base Endurance		10	**Healing rate**		x0.5		**Stride**		10	**AT**		Armor, small scales (AT 3)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Sphinx	12C	Walk.Quad.: 26	4	B(6)	VI - -	63 (93)	38	AT 2(N)	34 (0)	91B(6)cl ;91B(6)cl ;91B(6)all2WF ;91B(6)ra	-2	-5	7	4	0	Solo (1d2)	X D S A - -

Category	Monster	**Height**	57”	**Leftover DP**	87
Type	Aerial	**Length**	88”	**Outlook**	Playful
Archetype	Spell user	**Weight**	510Lbs.	**Treasure**	0

Ag	5	**Co**	4	**Em**	0	**In**	3	**Me**	6	**Pr**	2	**Qu**	4	**Re**	2	**SD**	0	**St**	2

Attack: Pounce jump [5'/ lvl, 2'/ lvl] (10 DP) Swooping (25 DP) Nonviolent I [-5] (-10 DP)
Defense: Elemental susceptibility II [Ice, -10] (-6 DP)
Form: Wings, feathered (20 DP) Camouflage, pattern [Grass, 25] (10 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Efficient sleeper II [-2 hrs.] (10 DP)
Senses: Vision: nightvision (10 DP) Sight: primate (5 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 26 Wing.Fly.ungr.: 0
Skills: Perc.: 114 Run.: 119 Fly.: 119 Hiding: 117 Stalking: 117 Multi. Att.: 112
Spells: Men 216 **PP:** 118
Racial:

Stats	**Ag**	1	**Co**	2	**Em**	-2	**Em**	-2	**In**	1	**Pr**	-2	**Qu**	0	**Re**	2	**SD**	-2	**St**	2
Base Hits		25	**Base RR**		Ch	-5	**Ess**		-5	**Me**		-5	**Ph**	0	**Fe**	0				
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**		Armor, heavy fur (AT2)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RR**	**RR**	**Encouter**	**Bio**

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														P	F		
Spider, non-Poisonous	1A	Walk.Octo.: 17	2	Mi (1)	I - -	24 (29)	9	AT 1(N)	8 (0)	28MI(1)be ;38D(2)be(Coop100)	9	-3	-3	2	0	Solo (1d2)	T B X P J A

Category	Animal	**Height**	1”	**Leftover DP**	233
Type	Invertebrate	**Length**	1”	**Outlook**	Timid
Archetype	Defensive	**Weight**	0.1Lbs.	**Treasure**	0

Ag	4	**Co**	2	**Em**	-3	**In**	-1	**Me**	-3	**Pr**	-3	**Qu**	2	**Re**	-3	**SD**	0	**St**	2

Attack: Cooperation: flock/ pack attack I [Attack, 100, 20, 1Size] (10 DP)
Defense: Elemental vulnerability I [Vacuum, +1 Size] (-15 DP)
Form: Additional limb pair II [Location] (40 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, insectovore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Silk gland I [Medium, 50'] (10 DP) Can't speak (-10 DP)
Senses: Smell: sensitive (5 DP) Touch: sensitive antennae/ vibrissae (13 DP) Eyes: spider (15 DP) Touch: spider slit sensillae (20 DP)
Movement: Walk.Octo.: 17 Surf.Adh.: 0
Skills: Perc.: 3 Run.: 30 Surv. Biome: -1 Climb.: 30 Hiding: 15 Stalking: 15
Spells: Cha 0 **PP:** 0
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-3	**Em**	-3	**In**	-1	**Pr**	-3	**Qu**	2	**Re**	-3	**SD**	0	**St**	2
Base Hits		15			**Base RR**		Ch		0	**Ess**		0			**Me**		0	**Ph**	0	**Fe**	0
Base Endurance		0			**Healing rate**		x2			**Stride**		0			**AT**		Armor, naked skin (AT 1)			

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Spider, poisonous	1A	Walk.Octo.: 17	2	Mi (1)	I - -	29 (34)	9	AT 1(N)	8 (0)	15D(2)si ;15MI(1)be	9	-3	-3	2	0	Solo (1d2)	T B X P J A

Category	Animal	**Height**	1”	**Leftover DP**	185
Type	Invertebrate	**Length**	6”	**Outlook**	Carefree
Archetype	Stealth	**Weight**	0.1Lbs.	**Treasure**	0

Ag	4	**Co**	2	**Em**	-3	**In**	-1	**Me**	-3	**Pr**	-3	**Qu**	2	**Re**	-3	**SD**	0	**St**	2

Attack: Poison sack, injection [Poison: Nerve, Stinger] (20 DP) Poison sack, injection [Poison: Conversion, Stinger] (20 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP) enhanced natural attack I [Stinger, +1 Size] (10 DP)
Defense: Elemental vulnerability I [Vacuum, +1 Size] (-15 DP)
Form: Additional limb pair II [Location] (40 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, insectovore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Silk gland I [Medium, 50'] (10 DP) Can't speak (-10 DP)
Senses: Smell: sensitive (5 DP) Touch: sensitive antennae/ vibrissae (13 DP) Eyes: spider (15 DP) Touch: spider slit sensillae (20 DP)

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Movement: Walk.Octo.: 17 Surf.Adh.: 0
Skills: Perc.: 17 Run.: 23 Surv. Biome: 23 Climb.: 23 Hiding: 20 Stalking: 20
Spells: Cha 0 **PP:** 8
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-3	**Em**	-3	**In**	-1	**Pr**	-3	**Qu**	2	**Re**	-3	**SD**	0	**St**	2
Base Hits		20	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0				
Base Endurance		0	**Healing rate**		x2		**Stride**		0	**AT**		Armor, naked skin (AT 1)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Spiderbat, medium	8C	Walk.Octo.: 23	2	M(5)	V I -	70 (118)	50	AT 5(N)	32 (0)	76M(5)si ;76M(5)be	-1	-12	-13	2	-2	Solo (1d2)	X P F D U -

Category	Monster	**Height**	19”	**Leftover DP**	63
Type	Aerial	**Length**	78”	**Outlook**	Cruel
Archetype	Semi spell user	**Weight**	177Lbs.	**Treasure**	0

Ag	4	**Co**	2	**Em**	-2	**In**	-1	**Me**	2	**Pr**	-3	**Qu**	2	**Re**	3	**SD**	-2	**St**	1

Attack: Poison sack, injection [Poison: Circulatory, Stinger] (20 DP) Poison sack, injection [Poison: Conversion, Stinger] (20 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP) Elemental vulnerability I [Wind, +1 Size] (-15 DP)
Form: Additional limb pair II [Location] (40 DP) Wings, membrane (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Silk gland I [Medium, 50'] (10 DP)
Senses: Hearing: Echolocation (30 DP) Eyes: spider (15 DP) Touch: spider slit sensillae (20 DP)
Movement: Walk.Octo.: 23 Surf.Adh.: 0 Wing.Fly.ungr.: 0
Skills: Perc.: 44 Fly.: 56 Run.: 56 Climb.: 56 Hiding: 51 Stalking: 51
Spells: Cha 48 **PP:** 48
Racial:

Stats	**Ag**	2	**Co**	1	**Em**	-3	**Em**	-3	**In**	-3	**Pr**	-4	**Qu**	2	**Re**	2	**SD**	-2	**St**	0
Base Hits		20	**Base RR**		Ch		-10	**Ess**		-10	**Me**		-10	**Ph**	0	**Fe**	0			
Base Endurance		0	**Healing rate**		x2			**Stride**		0	**AT**		Armor, chitin, full plate (AT 5)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Spiderbat, tiny	2B	Walk.Octo.: 39	3	T(3)	III I -	44 (68)	24	AT 5(N)	23 (0)	32T(3)si ;32T(3)be	-3	-13	-14	1	-2	Posse (2d10)	X P F D U -

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Category	Monster	**Height**	8”	**Leftover DP**	137
Type	Aerial	**Length**	31”	**Outlook**	Aggressive
Archetype	Offensive	**Weight**	11Lbs.	**Treasure**	0

Ag	3	**Co**	1	**Em**	-3	**In**	-3	**Me**	-3	**Pr**	-4	**Qu**	3	**Re**	-3	**SD**	-2	**St**	0

Attack: Poison sack, injection [Poison: Circulatory, Stinger] (20 DP) Poison sack, injection [Poison: Conversion, Stinger] (20 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP) Elemental vulnerability I [Wind, +1 Size] (-15 DP)
Form: Additional limb pair II [Location] (40 DP) Wings, membrane (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Silk gland I [Medium, 50'] (10 DP) Can't speak (-10 DP)
Senses: Hearing: Echolocation (30 DP) Eyes: spider (15 DP) Touch: spider slit sensillae (20 DP)
Movement: Walk.Octo.: 39 Surf.Adh.: 0 Wing.Fly.ungr.: 0
Skills: Perc.: 8 Fly.: 20 Run.: 20 Climb.: 20 Hiding: 15 Stalking: 15
Spells: Cha 0 **PP:** -1
Racial:

Stats	**Ag**	3	**Co**	1	**Em**	-3	**Em**	-3	**In**	-3	**Pr**	-4	**Qu**	3	**Re**	-3	**SD**	-2	**St**	0
Base Hits			20		**Base RR**		Ch		-10	**Ess**		-10		**Me**		-10		**Ph**	0	**Fe**	0
Base Endurance			0		**Healing rate**		x2			**Stride**		0		**AT**		Armor, chitin, full plate (AT 5)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Spiderskull (I)	2A	Walk.Octo.: 22	2	D(2)	IV @# PP	39 (54)	29	AT 6(N)	10 (0)	24S(4)bi	19	7	8	2	0	Solo (1d2)	L E U - - -

Category	Undead	**Height**	15”	**Leftover DP**	20
Type	Skeleton	**Length**	7”	**Outlook**	Berserk
Archetype	Stealth	**Weight**	3Lbs.	**Treasure**	0

Ag	4	**Co**	2	**Em**	-3	**In**	-1	**Me**	-2	**Pr**	-2	**Qu**	2	**Re**	-2	**SD**	0	**St**	2

Attack: Poison sack, injection [Poison: Special, Stinger] (20 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no puncture (10 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Dense II [2Size] (35 DP)
Form: Body: skeletonized [6] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Additional limb pair II [Location] (40 DP) Camouflage, pattern [Darkness, 25] (10 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Unsleeping (20 DP) Can't speak (-10 DP) Item, no item (-15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Dark vision, superior [100'] (50 DP)
Movement: Walk.Octo.: 22 Climb.M.Hook.: 0

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Skills: Perc.: 24 Run.: 31 Climb.: 31
Spells: Cha 0 **PP:** 0
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-3	**Em**	-3	**In**	-1	**Pr**	-2	**Qu**	2	**Re**	-2	**SD**	0	**St**	2
Base Hits			20		**Base RR**		Ch		10	**Ess**		10			**Me**		10		**Ph**	0	**Fe**	0
Base Endurance			10		**Healing rate**		x0.5			**Stride**		0			**AT**		Armor, bone plate (AT 6)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Squirrel, flying	1A	Walk.Quad.: 8	3	D(2)	II - -	28 (33)	8	AT 1(N)	21 (0)	9D(2)ra ;9D(2)cl ;19T(3)ra(Coop100)	9	-3	-2	17	-1	Team (1d10)	B F J - - -

Category	Animal	**Height**	2”	**Leftover DP**	283
Type	Aerial	**Length**	9”	**Outlook**	Jumpy
Archetype	Stealth	**Weight**	1Lbs.	**Treasure**	0

Ag	3	**Co**	2	**Em**	-3	**In**	-1	**Me**	-4	**Pr**	-2	**Qu**	3	**Re**	-4	**SD**	-1	**St**	1

Attack: Cooperation: flock/ pack attack I [Ram, 100, 20, 1Size] (10 DP)
Defense:
Form: Wings, membrane (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Group instinct (5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Smell: rat (10 DP) Hearing: Hare (20 DP) Sensitivity: Bright light sensitivity [Daylight, Stun] (-30 DP)
Movement: Walk.Quad.: 8 Wing.Fly.Glider: 0
Skills: Perc.: 4 Fly.: 16 Surv. Biome: 3
Spells: Cha 0 **PP:** -4
Racial:

Stats	**Ag**	3	**Co**	2	**Em**	-3	**Em**	-3	**In**	-1	**Pr**	-2	**Qu**	3	**Re**	-4	**SD**	-1	**St**	1
Base Hits			20		**Base RR**		Ch		0	**Ess**		0			**Me**		0		**Ph**	15	**Fe**	0
Base Endurance			0		**Healing rate**		x1			**Stride**		0			**AT**		Armor, light fur (AT 1)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Squirrel, flying, carnivorous	2A	Walk.Quad.: 8	2	T(3)	III - -	51 (75)	26	AT 1(N)	20 (0)	32T(3)ra ;32T(3)bi ;42S(4)bi(Coop10)	8	-4	-3	17	-2	Flock (4d100)	B P F S - -

Category	Animal	**Height**	4”	**Leftover DP**	264

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Type	Aerial	**Length**	15”	**Outlook**	Inquisitive
Archetype	Offensive	**Weight**	10Lbs.	**Treasure**	0

Ag	2	**Co**	2	**Em**	-4	**In**	-2	**Me**	-4	**Pr**	-3	**Qu**	2	**Re**	-3	**SD**	-2	**St**	1

Attack: Cooperation: flock/ pack attack III [Bite, 10, 10, 1Size] (20 DP)
Defense:
Form: Wings, membrane (10 DP) Camouflage, pattern [Woods, 25] (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Group instinct (5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Smell: rat (10 DP) Hearing: Hare (20 DP) Sensitivity: Bright light sensitivity [Daylight, Stun] (-30 DP)
Movement: Walk.Quad.: 8 Wing.Fly.Glider: 0
Skills: Perc.: 9 Fly.: 20 Surv. Biome: 7 Hiding: 33 Stalking: 8
Spells: Cha 0 **PP:** 0
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	-4	**Em**	-4	**In**	-2	**Pr**	-3	**Qu**	2	**Re**	-3	**SD**	-2	**St**	1
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	15	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, light fur (AT 1)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Sstoi’issl璨楨(ㄱ)	3C	Slith.Belly: 19	3	M(5)	V - -	39 (59)	19	AT 3(N)	15 (0)	29M(5)si ;29M(5)we ;31M(5)rw	9	1	1	0	-1	Solo (1d2)	X P F D - -

Category	Races	**Height**	67”	**Leftover DP**	53
Type	Reptilian	**Length**	8”	**Outlook**	Normal
Archetype	Stealth	**Weight**	120Lbs.	**Treasure**	0

Ag	3	**Co**	0	**Em**	1	**In**	-1	**Me**	0	**Pr**	1	**Qu**	3	**Re**	1	**SD**	-1	**St**	-1

Attack: Strike reflex [20] (5 DP) Poison sack, injection [Poison: Muscle, Stinger] (20 DP)
Defense:
Form:
Miscellaneous: Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Efficient sleeper II [-2 hrs.] (10 DP)
Senses: Heatsense: heat sensor network (20 DP) Smell: snake (15 DP) Taste: snake palette (15 DP)
Movement: Slith.Belly: 19 Slith.Tail (water): 0 Climb.Grip: 0
Skills: Perc.: 30 Run.: 42 Hiding: 37 Stalking: 37 Soc. Aware.: 30 Adr. Foc.: 12
Spells: Cha 0 **PP:** -2
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	1	**Em**	1	**In**	-1	**Pr**	1	**Qu**	3	**Re**	0	**SD**	-2	**St**	-1
Base Hits		20		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0

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Base Endurance	0	Healing rate	x1		Stride	10	AT	Armor, small scales (AT 3)

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Stag, regal	5B	Walk.Quad.: 25	3	B(6)	VI - -	92 (152)	77	AT 1(N)	29 (0)	64B(6)ho> ;64B(6)ra	11	-7	-1	-1	-1	Solo (1d2)	P F S J - -

Category	Animal	Height	54”	Leftover DP	99
Type	Aerial	Length	83”	Outlook	Carefree
Archetype	Offensive	Weight	607Lbs.	Treasure	0

Ag	4	Co	4	Em	-2	In	1	Me	-2	Pr	-1	Qu	3	Re	-2	SD	-1	St	0

Attack: Attacks sequence (10 DP)
Defense:
Form: Wings, feathered (20 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Control difficulty V [-25] (25 DP) Can't speak (-10 DP)
Senses: Smell: snake (15 DP) Hearing: Cat (10 DP) Sight: hawk (20 DP)
Movement: Walk.Quad.: 25 Wing.Fly.Norm.: 0
Skills: Perc.: 23 Fly.: 35 Surv. Biome: 21 Run.: 20
Spells: Cha 0 **PP:** 0
Racial:

Stats	Ag	3	Co	3	Em	-2	Em	-2	In	0	Pr	-1	Qu	2	Re	-3	SD	-2	St	-1
Base Hits		25		Base RR		Ch		0	Ess		-5		Me		0		Ph	-5	Fe	0
Base Endurance		10		Healing rate		x1			Stride		0		AT		Armor, light fur (AT 1)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Standard created undead, class I	2H	Walk.Bi.: 18	-4	M(5)	V I@# -	53 (77)	48	AT 1(N)	-8 (0)	25M(5)un ;25M(5)we	10	0	0	4	-4	Solo (1d2)	L E U - - -

Category	Undead	Height	69”	Leftover DP	378
Type	Corporeal	Length	9”	Outlook	Berserk
Archetype	Offensive	Weight	180Lbs.	Treasure	0

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Ag	-4	Co	4	Em	-10	In	-10	Me	-10	Pr	-10	Qu	-4	Re	-10	SD	-4	St	4

Attack:
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead I [I] (-1 DP) Mindless (-25 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 18
Skills: Perc.: 11 Run.: 7
Spells: Cha 0 **PP:** 2
Racial:

Stats	Ag	-4	Co	4	Em	-10	Em	-10	In	-10	Pr	-10	Qu	-4	Re	-10	SD	-4	St	4

Base Hits	25	Base RR	Ch	10	Ess	10	Me	10	Ph	0	Fe	0
Base Endurance	20	Healing rate	x0.5		Stride	0	AT	Armor, naked skin (AT 1)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Standard created undead, class II	5H	Walk.Bi.: 18	-3	M(5)	VI@#-	92 (152)	87	AT 1(N)	1 (0)	64M(5)un ;64M(5)we	11	0	0	5	-3	Solo (1d2)	L E U - - -

Category	Undead	Height	69”	Leftover DP	415
Type	Corporeal	Length	9”	Outlook	Berserk
Archetype	Offensive	Weight	180Lbs.	Treasure	0

Ag	-3	Co	5	Em	-10	In	-9	Me	-9	Pr	-10	Qu	-3	Re	-9	SD	-3	St	5

Attack:
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead II [II] (-2 DP) Mindless (-25 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 18
Skills: Perc.: 28 Run.: 23
Spells: Cha 0 **PP:** 7
Racial:

Stats	Ag	-4	Co	4	Em	-10	Em	-10	In	-10	Pr	-10	Qu	-4	Re	-10	SD	-4	St	4

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Base Hits	25	Base RR	Ch	10	Ess	10	Me	10	Ph	0	Fe	0
Base Endurance	20	Healing rate	x0.5		Stride	0	AT	Armor, naked skin (AT 1)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Standard created undead, class III	9H	Walk.Bi.: 18	-3	M(5)	VI@#-	128 (220)	123	AT 1(N)	9 (0)	96M(5)un ;96M(5)we	11	0	0	7	-3	Solo (1d2)	L E U - - -

Category	Undead	Height	69”	Leftover DP	464
Type	Corporeal	Length	9”	Outlook	Berserk
Archetype	Offensive	Weight	180Lbs.	Treasure	0

Ag	-1	Co	7	Em	-10	In	-9	Me	-9	Pr	-10	Qu	-3	Re	-9	SD	-3	St	7

Attack:
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Mindless (-25 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 18
Skills: Perc.: 30 Run.: 29
Spells: Cha 0 **PP:** -13
Racial:

Stats	Ag	-4	Co	4	Em	-10	Em	-10	In	-10	Pr	-10	Qu	-4	Re	-10	SD	-4	St	4

Base Hits	25	Base RR	Ch	10	Ess	10	Me	10	Ph	0	Fe	0
Base Endurance	20	Healing rate	x0.5		Stride	0	AT	Armor, naked skin (AT 1)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Standard created undead, class IV	13H	Walk.Bi.: 18	-2	M(5)	VI@#-	157 (275)	152	AT 1(N)	20 (0)	125M(5)un ;125M(5)we	12	0	0	8	-2	Solo (1d2)	L E U - - -

Category	Undead	Height	69”	Leftover DP	513

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Type	Corporeal	**Length**	9”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	180Lbs.	**Treasure**	0

Ag	0	**Co**	8	**Em**	-10	**In**	-8	**Me**	-8	**Pr**	-10	**Qu**	-2	**Re**	-8	**SD**	-2	**St**	8

Attack:
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead IV [IV] (-4 DP) Mindless (-25 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 18
Skills: Perc.: 51 Run.: 42
Spells: Cha 1 **PP:** -5
Racial:

Stats	**Ag**	-4	**Co**	4	**Em**	-10	**Em**	-10	**In**	-10	**Pr**	-10	**Qu**	-4	**Re**	-10	**SD**	-4	**St**	4

Base Hits	25	**Base RR**	Ch	10	**Ess**	10	**Me**	10	**Ph**	0	**Fe**	0
Base Endurance	20	**Healing rate**	x0.5		**Stride**	0	**AT**	Armor, naked skin (AT 1)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Standard created undead, class V	16H	Walk.Bi.: 18	-2	M(5)	V I@#-	173 (305)	168	AT 1(N)	26 (0)	145M(5)un ;145M(5)we	12	0	0	9	-2	Solo (1d2)	L E U - - -

Category	Undead	**Height**	69”	**Leftover DP**	550
Type	Corporeal	**Length**	9”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	180Lbs.	**Treasure**	0

Ag	1	**Co**	9	**Em**	-10	**In**	-8	**Me**	-8	**Pr**	-10	**Qu**	-2	**Re**	-8	**SD**	-2	**St**	9

Attack:
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead V [V] (-5 DP) Mindless (-25 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 18
Skills: Perc.: 63 Run.: 53
Spells: Cha 1 **PP:** -4
Racial:

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Stats	Ag	-4	Co	4	Em	-10	Em	-10	In	-10	Pr	-10	Qu	-4	Re	-10	SD	-4	St	4
Base Hits	25	**Base RR**	Ch	10	**Ess**	10	**Me**	10	**Ph**	0	**Fe**	0								
Base Endurance	20	**Healing rate**	x0.5		**Stride**	0	**AT**	Armor, naked skin (AT 1)												

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Standard created undead, class VI	21H	Walk.Bi.: 19	-1	M(5)	VI@#-	190 (332)	185	AT 1(N)	39 (0)	158M(5)un ;158M(5)we	13	0	0	12	-1	Solo (1d2)	L E U - - -

Category	Undead	**Height**	69”	**Leftover DP**	611
Type	Corporeal	**Length**	9”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	180Lbs.	**Treasure**	0

Ag	2	Co	12	Em	-10	In	-7	Me	-7	Pr	-10	Qu	-1	Re	-7	SD	-1	St	12

Attack:
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead VI [VI] (-6 DP) Mindless (-25 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 19
Skills: Perc.: 85 Run.: 69
Spells: Cha 1 **PP:** 1
Racial:

Stats	Ag	-4	Co	4	Em	-10	Em	-10	In	-10	Pr	-10	Qu	-4	Re	-10	SD	-4	St	4
Base Hits	25	**Base RR**	Ch	10	**Ess**	10	**Me**	10	**Ph**	0	**Fe**	0								
Base Endurance	20	**Healing rate**	x0.5		**Stride**	0	**AT**	Armor, naked skin (AT 1)												

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Starfish	1A	Swim.Flop: -12	0	T(3)	III #-	27 (32)	7	AT 3(N)	2 (0)	25T(3)gr ;25D(2)be	10	-4	-2	2	-2	Array (2d8)	O - - - - -

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Category	Animal	**Height**	2”	**Leftover DP**	225
Type	Water	**Length**	6”	**Outlook**	Aloof
Archetype	Stealth	**Weight**	9Lbs.	**Treasure**	0

Ag	1	**Co**	2	**Em**	-4	**In**	0	**Me**	-5	**Pr**	-2	**Qu**	0	**Re**	-5	**SD**	-2	**St**	1

Attack: Weak natural attack I [Beak, -1 Size] (-5 DP)
Defense: Regeneration, natural [1 H/ min, 1 Hour] (20 DP) Immunity, Illusion [5'/ lvl] (25 DP) Immunity, gaze (25 DP) Proof, critical, no bleed (10 DP)
Form: Gills (10 DP) Additional limb pair I [Location] (20 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Mindless (-25 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Touch: sensitive antennae/ vibrissae (13 DP) Smell: rat (10 DP) Sensitivity: Near sighted (-5 DP) Surditas (no hearing) (-15 DP)
Movement: Swim.Flop: -12 Climb.Suct.: 0
Skills: Perc.: -6 Swim.: 24 Surv. Biome: -12 Climb.: 24
Spells: Cha 0 **PP:** -14
Racial:

Stats	**Ag**	1	**Co**	2	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-2	**Qu**	0	**Re**	-5	**SD**	-2	**St**	1			
Base Hits			20		**Base RR**		Ch		0	**Ess**		0			**Me**		0		**Ph**	0	**Fe**		0
Base Endurance			0		**Healing rate**		x0.5			**Stride**		0			**AT**		Armor, scaly bumps (AT 3)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Steardan	5E	Walk.Quad.: 27	3	L(7)	VII I -	96 (156)	81	AT 1(N)	29 (0)	86L(7)un ;86L(7)bi ;86L(7)ra> ;68L(7)tr	0	-12	-10	-6	3	Streak (1d6)	T B P F - -

Category	Monster	**Height**	61”	**Leftover DP**	9
Type	Aerial	**Length**	94”	**Outlook**	Normal
Archetype	Offensive	**Weight**	1450Lbs.	**Treasure**	0

Ag	3	**Co**	4	**Em**	-2	**In**	0	**Me**	0	**Pr**	0	**Qu**	3	**Re**	-3	**SD**	3	**St**	5

Attack: Attacks sequence (10 DP) Specific training [Creature, Archetype, 1] (50 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP)
Form: Beast of burden II [0,3] (20 DP) Wings, feathered (20 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Control submission II [10] (-10 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Taste: sensitive palette (5 DP) Sight: eagle (15 DP)
Movement: Walk.Quad.: 27 Wing.Fly.Norm.: 0
Skills: Perc.: 15 Run.: 56 Fly.: 56 Swim.: 56 Multi. Att.: 30 Acrob.: 28
Spells: Cha 0 **PP:** -10
Racial:

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Stats	Ag	2	Co	3	Em	-2	Em	-2	In	-1	Pr	0	Qu	2	Re	-4	SD	2	St	4
Base Hits		25	Base RR		Ch		-10	Ess		-10	Me		-10	Ph	-10	Fe	0				
Base Endurance		10	Healing rate		x1			Stride		0	AT		Armor, light fur (AT 1)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Stegosaur	4D	Walk.Quad.: 42	0	H(8)	VIII - -	83 (131)	53	AT 4(N)	8 (0)	51H(8)ra> ;51B(6)ho	7	-5	-5	3	-1	Posse (2d10)	P F A - -

Category	Animal	Height	108”	Leftover DP	125
Type	Dinosaur	Length	240”	Outlook	Protective
Archetype	Offensive	Weight	6800Lbs.	Treasure	0

Ag	3	Co	3	Em	-5	In	-3	Me	-6	Pr	-5	Qu	0	Re	-6	SD	-1	St	4

Attack: Attacks sequence (10 DP) Weak natural attack II [Horn, -2 Size] (-10 DP)
Defense:
Form: Third eyelid (10 DP) Elongated appendage III [Tail, 15'] (15 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: snake (15 DP) Hearing: Hare (20 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Quad.: 42
Skills: Perc.: 17 Run.: 28 Surv. Biome: 14
Spells: Cha 0 **PP:** 3
Racial:

Stats	Ag	2	Co	2	Em	-5	Em	-5	In	-3	Pr	-5	Qu	0	Re	-6	SD	-1	St	3
Base Hits		30	Base RR		Ch		0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x1			Stride		0	AT		Armor, large scales (AT 4)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Storm Demon (V)	26G	Walk.Bi.: 28	11	B(6)	VI - -	98 (157)	78	AT 2(N)	109 (0)	72B(6)we[Electricity] ;72B(6)we[Electricity] ;72B(6)we2WF ;126M(5)lbo	9	-13	-10	14	1	Solo (1d2)	E U L - -

Category	Extra planar	Height	84”	Leftover DP	134
Type	Demon	Length	12”	Outlook	Cruel
Archetype	Spell user	Weight	350Lbs.	Treasure	0

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Ag	12	Co	4	Em	2	In	14	Me	11	Pr	5	Qu	11	Re	3	SD	1	St	0

Attack: Elemental internals V [Lightning, Attack, E] (30 DP) Elemental bolt VI [Lightning Bolt, MLightning bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (45 DP) Adrenal defense VIII [40] (40 DP)
Defense: Abomination (-20 DP) Elemental immunity [Lightning] (20 DP) Elemental immunity [Water] (20 DP) Elemental immunity [Wind] (20 DP) Elemental vulnerability II [Earth, +2 Size] (-25 DP) Elemental vulnerability I [Ice, +1 Size] (-15 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar V [V] (-5 DP) Body condition, fleeting soul (-20 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP)
Senses: Vision: demon vision [50'] (55 DP)
Movement: Walk.Bi.: 28 Mag.Fly.Cont.: 0
Skills: Perc.: 174 Fly.: 186 Multi. Att.: 92 Sci. Phys.: 168 Intimidat.: 172
Spells: Cha 468 **PP:** 156
Racial:

Stats	Ag	2	Co	1	Em	-1	Em	-1	In	2	Pr	1	Qu	3	Re	3	SD	-3	St	0
Base Hits			30		**Base RR**		Ch		-15	**Ess**		-15		**Me**	-15		**Ph**	10	**Fe**	0
Base Endurance			10		**Healing rate**		x1			**Stride**		0		**AT**	Armor, thick skin (AT 2)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Strige	5E	Walk.Bi.: 20	1	M(5)	V @ -	59 (89)	34	AT 2(N)	13 (30)	29M(5)un ;53M(5)be ;53M(5)cl ;53M(5)we	-6	1	-6	23	-2	Solo (1d2)	T B P F - -

Category	Races	Height	72”	Leftover DP	30
Type	Humanoid	Length	11”	Outlook	Greedy
Archetype	Semi spell user	Weight	200Lbs.	Treasure	0

Ag	2	Co	3	Em	1	In	-1	Me	1	Pr	-1	Qu	1	Re	2	SD	-2	St	2

Attack:
Defense: Proof, critical, no stun (10 DP)
Form: Shapechange, single form [Raven] (40 DP) Wings, feathered (20 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Vision: Dark vision II [30'] (20 DP) Vision: nightvision (10 DP) Smell: dog (20 DP)
Movement: Walk.Bi.: 20 Wing.Fly.Norm.: 0
Skills: Perc.: 20 Run.: 40 Fly.: 40 Hiding: 29 Stalking: 29 Mechanics. Spec.: 9
Spells: Ess 30 **PP:** 23
Racial:

Stats	Ag	1	Co	2	Em	0	Em	0	In	-2	Pr	-2	Qu	1	Re	1	SD	-2	St	1
Base Hits			25		**Base RR**		Ch		-5	**Ess**		-10		**Me**	-5		**Ph**	20	**Fe**	0
Base Endurance			0		**Healing**		x1			**Stride**		0		**AT**	Armor, thick feather coat (AT 2)					

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		rate						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Su	2B	Walk.Quad.: 11	2	S(4)	IV - -	57 (81)	42	AT 3(N)	10 (0)	36S(4)bi ;36S(4)cl	8	-4	-3	13	-3	Solo (1d2)	X P F S - -

Category	Monster	**Height**	12”	**Leftover DP**	207
Type	Land	**Length**	34”	**Outlook**	Aggressive
Archetype	Offensive	**Weight**	45Lbs.	**Treasure**	0

Ag	3	**Co**	3	**Em**	-4	**In**	-2	**Me**	-3	**Pr**	-3	**Qu**	2	**Re**	-4	**SD**	-3	**St**	4

Attack:
Defense:
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Sensitivity: Near sighted (-5 DP) Smell: grizzly (30 DP) Hearing: Dog (15 DP)
Movement: Walk.Quad.: 11 Swim.Flop: 0
Skills: Perc.: 30 Run.: 28 Surv. Biome: 40 Hiding: 39 Stalking: 39 Restr. Quar.: 12
Spells: Cha 0 **PP:** 31
Racial:

Stats	**Ag**	3	**Co**	3	**Em**	-4	**Em**	-4	**In**	-2	**Pr**	-3	**Qu**	2	**Re**	-4	**SD**	-3	**St**	4
Base Hits		30		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	10	**Fe**	0
Base Endurance		15		**Healing rate**		x1			**Stride**		0		**AT**		Armor, thick leather skin (AT 3)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Succubus/Incubus (III)	12G	Walk.Bi.: 24	4	M(5)	V - -	100 (174)	80	AT 2(N)	46 (44)	74M(5)we	-6	-7	10	11	4	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	66”	**Leftover DP**	60
Type	Demon	**Length**	9”	**Outlook**	Playful
Archetype	Stealth	**Weight**	155Lbs.	**Treasure**	0

Ag	7	**Co**	1	**Em**	-2	**In**	-1	**Me**	4	**Pr**	5	**Qu**	4	**Re**	8	**SD**	4	**St**	2

Attack: Gaze, Charm IV [5'/ lvl] (30 DP)
Defense: Abomination (-20 DP) Elemental susceptibility III [Earth, -15] (-9 DP)

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Form: Body: demon flesh [2] (5 DP) Distinct odor (-10 DP) Shapechanger, type [Race, Humanoid] (20 DP) Shapechange, single form [Vapor] (40 DP) Deformed feature [Location] (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar III [III] (-3 DP) Body condition, fleeting soul (-20 DP) Diet, omnivore (0 DP) Unsleeping (20 DP) Interplanar travel (40 DP)
Senses: Vision: demon vision [50'] (55 DP)
Movement: Walk.Bi.: 24 Ma.Fly.Awk.: 0
Skills: Perc.: 111 Run.: 119 Fly.: 119 Charm: 111 Duping: 111
Spells: Men 2 **PP:** 4
Racial:

Stats	**Ag**	3	**Co**	-1	**Em**	-4	**Em**	-4	**In**	-3	**Pr**	3	**Qu**	2	**Re**	4	**SD**	0	**St**	0
Base Hits		20		**Base RR**		Ch		-5	**Ess**		-5		**Me**		-5		**Ph**	10	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		5		**AT**		Armor, thick skin (AT 2)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Swamp Star (III)	9H	Ma.Fly.Adapt.: 7	3	D(2)	V @!#-	77 (136)	77	AT 1(N)	87 (0)	83M(5)un	19	9	9	1	1	Solo (1d2)	L E U - - -

Category	Undead	**Height**	1”	**Leftover DP**	77
Type	Incorporeal	**Length**	1”	**Outlook**	Inquisitive
Archetype	Stealth	**Weight**	0Lbs.	**Treasure**	0

Ag	5	**Co**	1	**Em**	-1	**In**	-1	**Me**	2	**Pr**	-1	**Qu**	3	**Re**	5	**SD**	1	**St**	-3

Attack: Hypnotic II [5'/ lvl] (26 DP) Life drain, hunger II [Stat, 2, -10] (10 DP) Phantom touch, medium [Unarmed Strikes, Medium] (10 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Proof, weapon, except magic (20 DP) Dense III [3Size] (52 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Can't speak (-10 DP) Item, no item (-15 DP)
Senses: Special: life sense IV [20'R/ lvl] (30 DP) Dead sense deprivement (-30 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Ma.Fly.Adapt.: 7
Skills: Perc.: 83 Fly.: 102 Stage Mag.: 20
Spells: Cha 1 **PP:** 2
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	-2	**Em**	-2	**In**	-2	**Pr**	-2	**Qu**	2	**Re**	2	**SD**	-2	**St**	-4
Base Hits		15		**Base RR**		Ch		10	**Ess**		10		**Me**		10		**Ph**	0	**Fe**	0
Base Endurance		15		**Healing rate**		x0.5			**Stride**		0		**AT**		Armor, insubstantial (AT 1)					

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Sword Demon(V)	20G	Walk.Bi.: 22	9	M(5)	VI @# -	193 (333)	178	AT 6(N)	82 (0)	171L(7)as ;171L(7)as ;151L(7)sw ;171L(7)all3WF	21	7	8	30	3	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	69”	**Leftover DP**	61
Type	Warrior	**Length**	10”	**Outlook**	Cruel
Archetype	Offensive	**Weight**	195Lbs.	**Treasure**	0

Ag	11	Co	10	Em	-3	In	1	Me	4	Pr	-2	Qu	9	Re	4	SD	3	St	12

Attack: Strength beyond form II [+2 Size] (40 DP) Fast attack II [10] (20 DP) Adrenal defense III [15] (15 DP) Pressing the advantage II [10] (20 DP) Material destruction IV [Stone, 1cu', 1 rnd] (50 DP)
Defense: Abomination (-20 DP) Dense I [1Size] (17 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Recurved musculature (30 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar V [V] (-5 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP) Ambidextrous (10 DP)
Senses: Vision: demon vision [50'] (55 DP) Poor senses: smell V [-25] (-10 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Walk.Bi.: 22
Skills: Perc.: 111 Run.: 110 Acrob.: 113 Multi. Att.: 100 Disarm: 100 Restr. Quar.: 100
Spells: Cha 1 **PP:** 13
Racial:

Stats	Ag	5	Co	3	Em	-3	Em	-3	In	-2	Pr	-2	Qu	6	Re	1	SD	0	St	5				
Base Hits		30			**Base RR**		Ch		10	**Ess**		10			**Me**		10		**Ph**	20	**Fe**		0	
Base Endurance		15			**Healing rate**		x1			**Stride**		0			**AT**		Armor, reinforced thick hide (AT 6)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Swordfish/Sailfish	5C	Swim.Stream.: 49	3	B(6)	VI - -	100 (160)	90	AT 3(N)	19 (0)	59B(6)ls ;41B(6)ra	11	-3	-1	5	0	Yoke (1d3)	O - - - - -

Category	Animal	**Height**	20”	**Leftover DP**	125
Type	Water	**Length**	95”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	500Lbs.	**Treasure**	0

Ag	4	Co	5	Em	-3	In	1	Me	-3	Pr	-1	Qu	3	Re	-3	SD	0	St	3

Attack: Weaponized appendage [Longsword] (5 DP)
Defense:
Form: Gills (10 DP) Adapted form: water (15 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)

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Senses: Hearing: Cat (10 DP) Smell: rat (10 DP) Touch: sensitive (5 DP)
Movement: Swim.Stream.: 49
Skills: Perc.: 35 Swim.: 33 Surv. Biome: 36 Jump.: 35
Spells: Cha 0 **PP:** 3
Racial:

Stats	**Ag**	3	**Co**	4	**Em**	-3	**Em**	-3	**In**	0	**Pr**	-1	**Qu**	2	**Re**	-4	**SD**	-1	**St**	2
Base Hits		30	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0				
Base Endurance		20	**Healing rate**		x1		**Stride**		0	**AT**		Armor, small scales (AT 3)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Sylph	3C	Walk.Bi.: 2	4	D(2)	II - -	22 (32)	2	AT 1(N)	15 (0)	45D(2)we ;44D(2)rw ;41M(5)elb	23	10	10	- 23	-2	Gaggle (1d12)	B X F J - -

Category	Fey	**Height**	15”	**Leftover DP**	132
Type	Fairy	**Length**	3”	**Outlook**	Carefree
Archetype	Spell user	**Weight**	2Lbs.	**Treasure**	0

Ag	3	**Co**	-3	**Em**	0	**In**	3	**Me**	3	**Pr**	0	**Qu**	4	**Re**	2	**SD**	-2	**St**	-3

Attack:
Defense: Proof, weapon, except raw iron (20 DP)
Form: Immortal (10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Efficient sleeper II [-2 hrs.] (10 DP)
Senses: Vision: nightvision (10 DP) Sight: primate (5 DP) Hearing: Hare (20 DP)
Movement: Walk.Bi.: 2 Wing.Fly.Exc.: 0
Skills: Perc.: 44 Fly.: 69 Run.: 69 Surv. Biome: 45 Lor. Flora: 48 Acrob.: 47
Spells: Cha 54 **PP:** 35
Racial:

Stats	**Ag**	2	**Co**	-3	**Em**	0	**Em**	0	**In**	2	**Pr**	0	**Qu**	3	**Re**	2	**SD**	-2	**St**	-3
Base Hits		20	**Base RR**		Ch	10	**Ess**		10	**Me**		10	**Ph**	- 20	**Fe**	0				
Base Endurance		0	**Healing rate**		x0.5		**Stride**		0	**AT**		Armor, naked skin (AT 1)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Tapir	3A	Walk.Qu	2	B(	VI -	48	23	AT	12	25B(6)ra> ;25B(6)tr>> ;20B(6)cr	10	-3	-2	2	-1	Streak	P F S J

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		ad.: 19		6)	-	(68)		1(N)	(0)								(1d6)	- -

Category	Animal	**Height**	36”	**Leftover DP**	200
Type	Herbivore	**Length**	80”	**Outlook**	Passive
Archetype	Defensive	**Weight**	450Lbs.	**Treasure**	0

Ag	2	**Co**	2	**Em**	-3	**In**	0	**Me**	-4	**Pr**	-2	**Qu**	2	**Re**	-3	**SD**	-1	**St**	0

Attack: Attacks sequence (10 DP)
Defense:
Form: Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: rat (10 DP) Hearing: Cat (10 DP) Touch: sensitive (5 DP) Sensitivity: Near sighted (-5 DP)
Movement: Walk.Quad.: 19
Skills: Perc.: 22 Run.: 36 Surv. Biome: 19
Spells: Cha 0 **PP:** 4
Racial:

Stats	**Ag**	1	**Co**	2	**Em**	-3	**Em**	-3	**In**	-1	**Pr**	-2	**Qu**	1	**Re**	-4	**SD**	-1	**St**	0
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, light fur (AT 1)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Tasmanian devil	3C	Walk.Quad.: 12	3	T(3)	III - -	74 (110)	44	AT 2(N)	15 (0)	33S(4)bi> ;21T(3)cl	10	-4	-3	5	-2	Solo (1d2)	X F S - -

Category	Animal	**Height**	15”	**Leftover DP**	253
Type	Carnivore	**Length**	26”	**Outlook**	Aggressive
Archetype	Offensive	**Weight**	13Lbs.	**Treasure**	0

Ag	4	**Co**	5	**Em**	-4	**In**	0	**Me**	-3	**Pr**	-3	**Qu**	3	**Re**	-4	**SD**	-2	**St**	4

Attack: Attacks sequence (10 DP) Enhanced natural attack I [Bite, +1 Size] (10 DP)
Defense:
Form: Distinct odor (-10 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Smell: shark (25 DP) Nose: Uncanny tracking I [10] (10 DP)
Movement: Walk.Quad.: 12
Skills: Perc.: 21 Run.: 15 Surv. Biome: 26
Spells: Cha 0 **PP:** 11
Racial:

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Stats	Ag	3	Co	4	Em	-4	Em	-4	In	0	Pr	-3	Qu	3	Re	-4	SD	-2	St	3
Base Hits		30	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x1		Stride		0	AT		Armor, heavy fur (AT2)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Tatzelwurm	4D	Walk.Bi.: 4	2	S(4)	IV - -	77 (125)	52	AT 3(N)	14 (0)	50S(4)bi ;38S(4)ra> ;50S(4)cl	9	-5	-3	3	-2	Solo (1d2)	P F A U - -

Category	Animal	Height	8”	Leftover DP	248
Type	Reptile	Length	72”	Outlook	Belligerent
Archetype	Offensive	Weight	30Lbs.	Treasure	0

Ag	5	Co	3	Em	-5	In	-1	Me	-4	Pr	-3	Qu	2	Re	-4	SD	-2	St	2

Attack: Attacks sequence (10 DP)
Defense:
Form: Camouflage, pattern [Rocks, 25] (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 10, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Sight: gecko (10 DP) Smell: snake (15 DP) Taste: snake palette (15 DP)
Movement: Walk.Bi.: 4 Slith.Belly: 0
Skills: Perc.: 20 Run.: 28 Surv. Biome: 17
Spells: Cha 0 **PP:** 3
Racial:

Stats	Ag	4	Co	2	Em	-5	Em	-5	In	-1	Pr	-3	Qu	2	Re	-4	SD	-2	St	1
Base Hits		25	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x1		Stride		0	AT		Armor, scaly bumps (AT 3)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Tentmorse	4B	Climb.No.Grav.: 27	1	B(6)	VI - -	71 (119)	51	AT 2(N)	11 (0)	60B(6)gr> ;60B(6)un	7	-4	-2	3	-3	Solo (1d2)	F J - - - -

Category	Animal	Height	32”	Leftover DP	101
Type	Omnivore	Length	96”	Outlook	Hungry
Archetype	Offensive	Weight	300Lbs.	Treasure	0

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Ag	5	Co	3	Em	-4	In	-3	Me	-4	Pr	-2	Qu	1	Re	-4	SD	-3	St	3

Attack: Attacks sequence (10 DP) Poison sack, contact [Poison: Muscle] (35 DP)
Defense:
Form: Additional limb pair III [Location] (60 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Sight: hawk (20 DP) Smell: rat (10 DP) Asgeusia (no taste) (-5 DP)
Movement: Climb.No.Grav.: 27
Skills: Perc.: 18 Climb.: 37 Surv. Biome: 17
Spells: Cha 0 **PP:** 3
Racial:

Stats	Ag	4	Co	2	Em	-4	Em	-4	In	-3	Pr	-2	Qu	1	Re	-4	SD	-3	St	2
Base Hits			20		Base RR		Ch		0	Ess		0			Me		0		Ph	0	Fe	0
Base Endurance			0		Healing rate		x1			Stride		0			AT		Armor, thick skin (AT 2)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Terrorite (VI+)	32F	Slith.Sidew.: 25	7	B(6)	VII @# -	221 (385)	196	AT 5(N)	145 (0)	198B(6)we ;182B(6)we ;157B(6)gr ;198B(6)we2WF	16	16	2	33	6	Solo (1d2)	E U L - - -

Category	Extra planar	Height	50”	Leftover DP	105
Type	Demon	Length	80”	Outlook	Dominant
Archetype	Offensive	Weight	600Lbs.	Treasure	0

Ag	12	Co	13	Em	6	In	6	Me	6	Pr	2	Qu	7	Re	8	SD	6	St	19

Attack: Magical secretion [2- Sleep (Mentalist Base, Mentalism, Mind Contol), 2] (14 DP) Leech, blood III [15 hits, -10] (25 DP) Aura, fear III [3'R/ lvl] (25 DP) Adrenal defense X [50] (50 DP)
Defense: Abomination (-20 DP) Dense I [1Size] (17 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Elemental immunity [Fire] (20 DP) Elemental immunity [Ice] (20 DP) Elemental vulnerability II [Water, +2 Size] (-25 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Wings, membrane (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar VII [VI+] (-7 DP) Body condition, fleeting soul (-20 DP) Diet, sanguinivore (-5 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP) Ambidextrous (10 DP)
Senses: Vision: demon vision [50'] (55 DP) Smell: snake (15 DP) Taste: snake palette (15 DP)
Movement: Slith.Sidew.: 25 Wing.Fly.Norm.: 0
Skills: Perc.: 125 Run.: 142 Fly.: 142 Multi. Att.: 132 Pow. Dev.: 63
Spells: Cha/Ess 2 **PP:** 97
Racial:

Stats	Ag	4	Co	3	Em	1	Em	1	In	1	Pr	2	Qu	4	Re	3	SD	1	St	4
Base Hits			25		Base RR		Ch		0	Ess		0			Me		0		Ph	20	Fe	0
Base Endurance			0		Healing		x1			Stride		0			AT		Armor, dragon scales, very light (AT 5)					

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		rate						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Thauredhel (IV)	13H	Walk.Bi.: 24	6	M(5)	VI --	57 (92)	47	AT 3(N)	31 (0)	103M(5)we	-3	-1	11	12	-2	Solo (1d2)	E U L -- -

Category	Extra planar	**Height**	78”	**Leftover DP**	104
Type	Elf demon	**Length**	9”	**Outlook**	Cruel
Archetype	Spell user	**Weight**	180Lbs.	**Treasure**	0

Ag	6	**Co**	2	**Em**	4	**In**	2	**Me**	6	**Pr**	6	**Qu**	6	**Re**	0	**SD**	-2	**St**	-2

Attack: Aura, fear III [3'R/ lvl] (25 DP)
Defense: Abomination (-20 DP) Dense I [1Size] (17 DP) Proof, weapon, except raw iron (20 DP) Proof, weapon, except magic (20 DP) Immune to disease, greater (30 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar IV [IV] (-4 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP) Quick-caster I [-1 AP] (10 DP) Innate spell list XIII [Spell list, Realm, 13] (39 DP)
Senses: Vision: demon vision [50'] (55 DP)
Movement: Walk.Bi.: 24
Skills: Perc.: 108 Run.: 129 Soc. Aware.: 109 Grace. Spell l.: 118 Spell Trick.: 118 Lor. Extr. Planar: 106
Spells: Men 234 **PP:** 116
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	2	**Em**	2	**In**	0	**Pr**	2	**Qu**	2	**Re**	0	**SD**	-4	**St**	-2
Base Hits			20		**Base RR**		Ch		-5	**Ess**		-5			**Me**		-5		**Ph**	10	**Fe**	0
Base Endurance			10		**Healing rate**		x2			**Stride**		0			**AT**		Armor, thick leather skin (AT 3)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Thonis (VI+)	25F	Walk.Quad.: 44	7	B(6)	VI @# -	93 (152)	63	AT 2(N)	46 (70)	170L(7)un> ;170B(6)sw>> ;170B(6)tr ;129B(6)we	-8	15	-9	11	2	Solo (1d2)	E U L -- -

Category	Extra planar	**Height**	108”	**Leftover DP**	164
Type	Demon	**Length**	14”	**Outlook**	Dominant
Archetype	Spell user	**Weight**	820Lbs.	**Treasure**	0

Ag	11	**Co**	1	**Em**	15	**In**	2	**Me**	10	**Pr**	1	**Qu**	7	**Re**	3	**SD**	2	**St**	2

Attack: Pounce jump [5'/ lvl, 2'/ lvl] (10 DP) Enhanced natural attack I [Unarmed Strikes, +1 Size] (10 DP)

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Defense: Abomination (-20 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, weapon, except raw iron (20 DP) Elemental immunity [Fire] (20 DP) Elemental immunity [Acid] (20 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Additional limb pair II [Location] (40 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar VII [VI+] (-7 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP) Ambidextrous (10 DP)
Senses: Vision: demon vision [50'] (55 DP)
Movement: Walk.Quad.: 44
Skills: Perc.: 190 Run.: 214 Multi. Att.: 170
Spells: Ess 450 **PP:** 163
Racial:

Stats	**Ag**	2	**Co**	-2	**Em**	4	**Em**	4	**In**	-2	**Pr**	-2	**Qu**	0	**Re**	3	**SD**	-2	**St**	2
Base Hits		30		**Base RR**		Ch		-10	**Ess**		-10		**Me**		-10		**Ph**	10	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, thick skin (AT 2)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Thorn Demon (II)	6C	Walk.Bi.: 26	1	B(6)	VI I IP	104 (172)	79	AT 4(N)	15 (0)	70B(6)ra> ;56M(5)si1d6 ;70M(5)siRanged	20	8	8	27	-3	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	90”	**Leftover DP**	65
Type	Demon	**Length**	12”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	430Lbs.	**Treasure**	0

Ag	4	**Co**	7	**Em**	-2	**In**	0	**Me**	0	**Pr**	-2	**Qu**	1	**Re**	0	**SD**	-3	**St**	4

Attack: Quill bash, big [Bram, 1d6, Mstinger] (5 DP) Quill launch, big [Mstinger, 3'/ lvl] (46 DP)
Defense: Abomination (-20 DP) Proof, weapon, except magic (20 DP) Proof, critical, no puncture (10 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar II [II] (-2 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP) Mindless (-25 DP)
Senses: Vision: demon vision [50'] (55 DP) Hearing: Dog (15 DP) Touch: sensitive antennae/ vibrissae (13 DP)
Movement: Walk.Bi.: 26
Skills: Perc.: 36 Run.: 42 Intimidat.: 27
Spells: Cha 0 **PP:** 11
Racial:

Stats	**Ag**	2	**Co**	5	**Em**	-2	**Em**	-2	**In**	-1	**Pr**	-2	**Qu**	0	**Re**	-1	**SD**	-4	**St**	2
Base Hits		25		**Base RR**		Ch		10	**Ess**		10		**Me**		10		**Ph**	20	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, spines (AT 4)					

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Thraxx	8D	Swim.Bouy.: 9	3	B(6)	VI I -	87 (143)	62	AT 4(N)	25 (0)	83B(6)cl ;83B(6)cl2WF ;83M(5)bi	10	-2	0	2	2	Solo (1d2)	P F S J - -

Category	Monster	**Height**	84”	**Leftover DP**	80
Type	Land	**Length**	12”	**Outlook**	Hungry
Archetype	Stealth	**Weight**	410Lbs.	**Treasure**	0

Ag	5	Co	2	Em	-2	In	0	Me	0	Pr	0	Qu	3	Re	2	SD	2	St	3

Attack: Enhanced natural attack I [Claw, +1 Size] (10 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP)
Form: Adapted form: water (15 DP) Air and water breathing (20 DP) Amphibious [23 hrs] (10 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP)
Senses: Sight: primate (5 DP) Vision: Dark vision V [60'] (35 DP)
Movement: Swim.Bouy.: 9 Walk.Bi.: 0
Skills: Perc.: 91 Run.: 98 Run.: 98 Surv. Biome: 99 Multi. Att.: 25 Restr. Quar.: 25
Spells: Cha 1 **PP:** 11
Racial:

Stats	Ag	3	Co	1	Em	-3	Em	-3	In	-1	Pr	-1	Qu	2	Re	0	SD	0	St	2
Base Hits		25			**Base RR**		Ch		0	**Ess**		0			**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		0			**Healing rate**		x1			**Stride**		0			**AT**		Armor, large scales (AT 4)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Three tailed bavolorus	4D	Walk.Bi.: 37	2	L(7)	VII - -	71 (119)	61	AT 2(N)	14 (0)	60B(6)ho ;60M(5)ra> ;60M(5)si ;48M(5)bi	9	-2	1	1	1	Solo (1d2)	P S E - - -

Category	Monster	**Height**	120”	**Leftover DP**	121
Type	Land	**Length**	22”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	1020Lbs.	**Treasure**	0

Ag	2	Co	1	Em	-2	In	-1	Me	-3	Pr	1	Qu	2	Re	-3	SD	1	St	1

Attack: Weak natural attack I [Bite, -1 Size] (-5 DP) Quill bash, large [Lram, 1d5, Bstinger] (5 DP)
Defense:
Form: Additional limb pair I [Tail] (20 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Sight: gecko (10 DP) Smell: dog (20 DP) Poor senses: hearing II [-10] (-6 DP)

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Movement: Walk.Bi.: 37 Swim.Flop: 0
Skills: Perc.: 21 Run.: 39 Swim.: 39 Surv. Biome: 10
Spells: Cha 0 **PP:** 1
Racial:

Stats	**Ag**	1	**Co**	0	**Em**	-2	**Em**	-2	**In**	-1	**Pr**	1	**Qu**	2	**Re**	-3	**SD**	1	**St**	0
Base Hits			20		**Base RR**		Ch		0	**Ess**		0			**Me**		0		**Ph**	0	**Fe**	0
Base Endurance			10		**Healing rate**		x1			**Stride**		0			**AT**		Armor, thick skin (AT 2)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Thyfur	10G	Walk.Bi.: 9	4	B(6)	VI - -	142 (242)	132	AT 2(N)	42 (0)	111B(6)cl ;111B(6)be	12	-2	0	5	2	Yoke (1d3)	I T B P - -

Category	Monster	**Height**	76”	**Leftover DP**	65
Type	Aerial	**Length**	105”	**Outlook**	Aggressive
Archetype	Offensive	**Weight**	426Lbs.	**Treasure**	0

Ag	7	**Co**	5	**Em**	-2	**In**	2	**Me**	3	**Pr**	0	**Qu**	4	**Re**	3	**SD**	2	**St**	6

Attack: Swooping (25 DP)
Defense:
Form: Wings, feathered (20 DP) Beast of burden II [0,3] (20 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Control submission III [15] (-15 DP) Can't speak (-10 DP)
Senses: Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP) Sight: eagle (15 DP) Vision: nightvision (10 DP)
Movement: Walk.Bi.: 9 Awk.move.IV: 0 Wing.Fly.Exc.: 0
Skills: Perc.: 64 Fly.: 70 Acrob.: 71 Multi. Att.: 60
Spells: Cha 0 **PP:** 5
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-2	**Em**	-2	**In**	1	**Pr**	0	**Qu**	3	**Re**	2	**SD**	1	**St**	3
Base Hits			30		**Base RR**		Ch		0	**Ess**		0			**Me**		0		**Ph**	0	**Fe**	0
Base Endurance			20		**Healing rate**		x1			**Stride**		0			**AT**		Armor, thick feather coat (AT 2)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Tick	1A	Walk.Octo.: 17	2	Mi (1)	II - -	34 (39)	9	AT 1(N)	8 (0)	9MI(1)si	9	-3	-3	2	0	Tribe 8d100)	T B X P A -

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Category	Animal	**Height**	1”	**Leftover DP**	230
Type	Invertebrate	**Length**	1”	**Outlook**	Hungry
Archetype	Defensive	**Weight**	0.1Lbs.	**Treasure**	0

Ag	4	**Co**	2	**Em**	-3	**In**	-1	**Me**	-3	**Pr**	-3	**Qu**	2	**Re**	-3	**SD**	0	**St**	2

Attack:
Defense: Dense I [1Size] (17 DP)
Form: Additional limb pair I [Location] (20 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Smell: sensitive (5 DP) Touch: sensitive antennae/ vibrissae (13 DP) Eyes: multifaceted [100', 320, None] (25 DP)
Movement: Walk.Octo.: 17 Surf.Adh.: 0
Skills: Perc.: 3 Run.: 10 Surv. Biome: -1 Climb.: 10 Hiding: 8 Stalking: 8
Spells: Cha 0 **PP:** 0
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-3	**Em**	-3	**In**	-1	**Pr**	-3	**Qu**	2	**Re**	-3	**SD**	0	**St**	2
Base Hits			25		**Base RR**		Ch		0	**Ess**		0			**Me**		0	**Ph**	0	**Fe**	0
Base Endurance			0		**Healing rate**		x0.5			**Stride**		0			**AT**		Armor, naked skin (AT 1)			

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Tiger	9E	Walk.Quad.: 36	5	B(6)	VI - -	139 (231)	104	AT 2(N)	33 (0)	111B(6)cl> ;91B(6)ra> ;111B(6)bi	11	-4	-1	5	2	Solo (1d2)	S J - - - -

Category	Animal	**Height**	40”	**Leftover DP**	138
Type	Carnivore	**Length**	100”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	670Lbs.	**Treasure**	0

Ag	7	**Co**	5	**Em**	-4	**In**	1	**Me**	-1	**Pr**	-1	**Qu**	5	**Re**	-3	**SD**	2	**St**	6

Attack: Attacks sequence (10 DP) Ambush predator IV [Terrain, 68, 16] (24 DP)
Defense:
Form: Camouflage, pattern [Grass, 25] (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 36
Skills: Perc.: 61 Run.: 72 Surv. Biome: 62 Hiding: 90 Stalking: 65
Spells: Cha 0 **PP:** 9
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-1	**Qu**	4	**Re**	-4	**SD**	1	**St**	3
Base Hits			35		**Base RR**		Ch		0	**Ess**		0			**Me**		0	**Ph**	0	**Fe**	0

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Base Endurance	0	Healing rate	x1		Stride	15	AT	Armor, heavy fur (AT2)

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Titan	15G	Walk.Bi.: 80	1	H(8)	VIII - -	108 (148)	68	AT 2(10)	18 (70)	108H(8)gr> ;48H(8)cr ;108H(8)we ;110H(8)rw	2	2	15	8	2	Solo (1d2)	B X P F - -

Category	Races	Height	252”	Leftover DP	54
Type	Giant	Length	36”	Outlook	Carefree
Archetype	Spell user	Weight	10000Lbs.	Treasure	0

Ag	3	Co	8	Em	2	In	2	Me	8	Pr	5	Qu	1	Re	3	SD	2	St	7

Attack: Attacks sequence (10 DP) Fighting brick II [+2 pace] (-20 DP)
Defense:
Form: Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Sight: eagle (15 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Bi.: 80
Skills: Perc.: 126 Run.: 138 Surv. Biome: 123 Grace. Spell l.: 130 Intimidat.: 123 Meditation: 127
Spells: Men 270 **PP:** 132
Racial:

Stats	Ag	-2	Co	6	Em	0	Em	0	In	0	Pr	0	Qu	-4	Re	3	SD	0	St	7

Base Hits	50	Base RR	Ch	0	Ess	0	Me	0	Ph	0	Fe	0
Base Endurance	10	Healing rate	x2		Stride	0	AT	Armor, thick skin (AT 2)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Tlaque (I)	3B	Walk.Bi.: 22	3	M(5)	V I -	46 (66)	21	AT 2(N)	25 (0)	43B(6)cl> ;43M(5)bi	9	-2	-2	21	-1	Posse (2d10)	E U L - - -

Category	Extra planar	Height	75”	Leftover DP	86
Type	Demon	Length	8”	Outlook	Hostile
Archetype	Stealth	Weight	120Lbs.	Treasure	0

Ag	3	Co	1	Em	-2	In	-1	Me	-2	Pr	-2	Qu	3	Re	-1	SD	-1	St	2

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Attack: Swooping (25 DP) Enhanced natural attack I [Claw, +1 Size] (10 DP) Cry, stunning III [20'R] (30 DP) Decrease radius II [-10'R] (-20 DP)
Defense: Abomination (-20 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Wings, membrane (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar I [I] (-1 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Vision: demon vision [50'] (55 DP) Hearing: Hare (20 DP)
Movement: Walk.Bi.: 22 Wing.Fly.Norm.: 0
Skills: Perc.: 36 Run.: 54 Hiding: 20 Stalking: 20
Spells: Cha 0 **PP:** 3
Racial:

Stats	Ag	2	Co	1	Em	-2	Em	-2	In	-1	Pr	-2	Qu	3	Re	-2	SD	-2	St	2
Base Hits			25		Base RR		Ch		0	Ess		0			Me		0		Ph	20	Fe	0
Base Endurance			0		Healing rate		x1			Stride		0			AT		Armor, thick skin (AT 2)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Toad	1A	Walk.Quad.: 6	1	D(2)	II - -	30 (35)	10	AT 1(N)	5 (0)	22D(2)gr	9	-4	-4	3	-1	Posse (2d10)	P F D S - -

Category	Animal	Height	5”	Leftover DP	328
Type	Amphibean	Length	6”	Outlook	Timid
Archetype	Defensive	Weight	3Lbs.	Treasure	0

Ag	1	Co	3	Em	-4	In	-1	Me	-4	Pr	-4	Qu	1	Re	-5	SD	-1	St	1

Attack: Poison sack, contact [Poison Respiratory] (35 DP)
Defense:
Form: Amphibious [23 hrs] (10 DP) Camouflage, pattern [Waters, 25] (10 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,25, 40000, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP) Hibernation II [1 season, Every year] (-10 DP)
Senses: Sight: primate (5 DP)
Movement: Walk.Quad.: 6 Awk.move.II: 0
Skills: Perc.: 12 Swim.: 24 Surv. Biome: 19
Spells: Cha 0 **PP:** 7
Racial:

Stats	Ag	1	Co	3	Em	-4	Em	-4	In	-1	Pr	-4	Qu	1	Re	-5	SD	-1	St	1
Base Hits			20		Base RR		Ch		0	Ess		0			Me		0		Ph	0	Fe	0
Base Endurance			0		Healing rate		x1			Stride		0			AT		Armor, naked skin (AT 1)					

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Tortoise, big	3B	Walk.Quad.: 6	-2	B(6)	VI - -	55 (75)	25	AT 6(N)	0 (0)	22B(6)be	12	-4	-2	7	1	Solo (1d2)	X S D - - -

Category	Animal	**Height**	32”	**Leftover DP**	172
Type	Reptile	**Length**	48”	**Outlook**	Passive
Archetype	Defensive	**Weight**	475Lbs.	**Treasure**	0

Ag	0	Co	2	Em	-4	In	2	Me	-2	Pr	-2	Qu	-2	Re	-1	SD	1	St	3

Attack:
Defense: Natural armor, partial II [Limbs, AT 2] (-5 DP) Natural armor, partial I [Neck, AT 1] (-5 DP)
Form: Third eyelid (10 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 150, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: dog (20 DP) Sight: primate (5 DP)
Movement: Walk.Quad.: 6 Awk.move.IV: 0
Skills: Perc.: 21 Swim.: 30 Surv. Biome: 20
Spells: Cha 0 **PP:** 0
Racial:

Stats	Ag	-1	Co	2	Em	-4	Em	-4	In	1	Pr	-2	Qu	-3	Re	-2	SD	1	St	3

Base Hits	30	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	5	**Fe**	0
Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, bone plate (AT 6)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Tortoise, small	2A	Walk.Quad.: 4	-3	S(4)	IV - -	50 (65)	20	AT 6(N)	-5 (0)	13S(4)be	11	-4	-2	7	1	Streak (1d6)	X S D J - -

Category	Animal	**Height**	12”	**Leftover DP**	232
Type	Reptile	**Length**	18”	**Outlook**	Passive
Archetype	Defensive	**Weight**	25Lbs.	**Treasure**	0

Ag	-1	Co	2	Em	-4	In	1	Me	-2	Pr	-2	Qu	-3	Re	-2	SD	1	St	3

Attack:
Defense: Natural armor, partial II [Limbs, AT 2] (-5 DP) Natural armor, partial I [Neck, AT 1] (-5 DP)
Form: Third eyelid (10 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 50, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)

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Senses: Smell: dog (20 DP) Sight: primate (5 DP)
Movement: Walk.Quad.: 4 Awk.move.IV: 0
Skills: Perc.: 11 Swim.: 23 Surv. Biome: 8
Spells: Cha 0 **PP:** 0
Racial:

Stats	Ag	-1	Co	2	Em	-4	Em	-4	In	1	Pr	-2	Qu	-3	Re	-2	SD	1	St	3

Base Hits	30	Base RR	Ch	0	Ess	0	Me	0	Ph	5	Fe	0
Base Endurance	0	Healing rate	x1		Stride	0	AT	Armor, bone plate (AT 6)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Tove	1A	Walk.Quad.: 11	3	T(3)	III - -	29 (34)	9	AT 2(N)	11 (0)	12S(4)bi ;12S(4)cl	11	-2	-1	3	-2	Solo (1d2)	X F S J - -

Category	Monster	Height	11”	Leftover DP	220
Type	Land	Length	22”	Outlook	Hungry
Archetype	Stealth	Weight	14Lbs.	Treasure	0

Ag	3	Co	3	Em	-2	In	1	Me	-2	Pr	-1	Qu	3	Re	-4	SD	-2	St	2

Attack:
Defense:
Form: Distinct odor (-10 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Touch: sensitive antennae/ vibrissae (13 DP) Sensitivity: Near sighted (-5 DP)
Movement: Walk.Quad.: 11 Bur.Tunn.: 10
Skills: Perc.: 14 Run.: 17 Climb.: 17 Surv. Biome: 11
Spells: Cha 0 **PP:** 7
Racial:

Stats	Ag	3	Co	3	Em	-2	Em	-2	In	1	Pr	-1	Qu	3	Re	-4	SD	-2	St	2

Base Hits	20	Base RR	Ch	0	Ess	0	Me	0	Ph	0	Fe	0
Base Endurance	0	Healing rate	x1		Stride	0	AT	Armor, heavy fur (AT2)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Traag (II)	7C	Walk.Qu	5	L(	VII I	120	85	AT	29	81L(7)ho> ;65L(7)ra> ;81L(7)gr ;81L(7)cl ;81H(8)biP	4	2	-6	14	1	Solo	E U L -

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		ad.: 34		7)	-	(196)		2(N)	(0)	;81H(8)biP ;81H(8)biP ;81H(8)biP ;81H(8)biP ;81H(8)biP						(1d2)	- -

Category	Extra planar	**Height**	80”	**Leftover DP**	39
Type	Visitor	**Length**	120”	**Outlook**	Cruel
Archetype	Offensive	**Weight**	1185Lbs.	**Treasure**	0

Ag	6	**Co**	4	**Em**	-3	**In**	-1	**Me**	1	**Pr**	-1	**Qu**	5	**Re**	1	**SD**	1	**St**	5

Attack: Enhanced natural attack I [Bite, +1 Size] (10 DP) Poison sack, injection [Poison: Conversion, Bite] (20 DP) Poison sack, injection [Poison: Conversion, Claw] (20 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP)
Defense: Abomination (-20 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar II [II] (-2 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Innate spell VI [6- Demonic Possession II, Soul Destruction, Sorcerer Base, Hybrid] [6- Demonic Possession II, Soul Destruction, Sorcerer Base Hybrid, 6] (12 DP) Innate PP IV [4 PP] (4 DP)
Senses: Vision: demon vision [50'] (55 DP) Hearing: Cat (10 DP) Smell: sensitive (5 DP)
Movement: Walk.Quad.: 34 Climb.Claw: 0
Skills: Perc.: 42 Run.: 46 Jump.: 41 Amb. Unarmed: 43 Hiding: 43 Stalking: 43
Spells: Cha/Ess 0 **PP:** 1
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-4	**Em**	-4	**In**	-2	**Pr**	-1	**Qu**	4	**Re**	0	**SD**	0	**St**	3
Base Hits		35			**Base RR**		Ch		-5	**Ess**		-5			**Me**		-5		**Ph**	10	**Fe**	0
Base Endurance		0			**Healing rate**		x1			**Stride**		0			**AT**		Armor, heavy fur (AT2)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Tracha	12F	Walk.Sext.: 25	2	L(7)	VII I -	58 (88)	58	AT 5(N)	28 (0)	95L(7)be[Acid] ;37L(7)tr ;95M(5)we	-17	-17	17	9	0	Solo (1d2)	X P F S - -

Category	Monster	**Height**	36”	**Leftover DP**	54
Type	Aerial	**Length**	78”	**Outlook**	Hostile
Archetype	Spell user	**Weight**	3500Lbs.	**Treasure**	0

Ag	4	**Co**	4	**Em**	-2	**In**	-2	**Me**	6	**Pr**	7	**Qu**	2	**Re**	2	**SD**	0	**St**	1

Attack: Acid mouth II [Acid, Lwater bolt, 4'R, C] (40 DP) Nonviolent II [-10] (-20 DP)
Defense: Proof, critical, critical reduction I [I] (10 DP)
Form: Wings, folding (30 DP) Additional limb pair I [M, Arm] (20 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, herbivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP)
Senses: Smell: sensitive (5 DP) Touch: sensitive antennae/ vibrissae (13 DP) Eyes: multifaceted [100', 320, None] (25 DP)
Movement: Walk.Sext.: 25 Wing.Fly.ungr.: 0

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Skills: Perc.: 107 Fly.: 120 Run.: 64 Surv. Biome: 107 Grace. Spell l.: 112 Charm: 110
Spells: Men 216 **PP:** 114
Racial:

Stats	**Ag**	0	**Co**	2	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	3	**Qu**	-2	**Re**	2	**SD**	-2	**St**	1
Base Hits		20		**Base RR**		Ch		-15	**Ess**		-15		**Me**	0		**Ph**	5	**Fe**	0	
Base Endurance		20		**Healing rate**		x2			**Stride**		0		**AT**	Armor, Chitin, full plate (AT 5)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Trapping Plants	2B	Root.Rooted: 0	1	M(5)	V @# PK	42 (57)	17	AT 3(N)	7 (0)	26M(5)gr	10	-4	-3	1	0	Ensemble (5d4)	T B X P J E

Category	Plant	**Height**	60”	**Leftover DP**	209
Type	Trap	**Length**	30”	**Outlook**	Hungry
Archetype	Defensive	**Weight**	200Lbs.	**Treasure**	0

Ag	1	**Co**	1	**Em**	-4	**In**	0	**Me**	-8	**Pr**	-3	**Qu**	1	**Re**	-8	**SD**	0	**St**	1

Attack: Trapping pods, large [Attack, Large] (40 DP) Swallow and digest I [Acid, C] (30 DP)
Defense: Proof, critical, no krush (10 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, elemental I [Wind, -1Size] (15 DP) Elemental susceptibility IV [Lightning, -20] (-12 DP)
Form: Body: herbaceaous [3] (0 DP) Distinct odor (-10 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Unsleeping (20 DP) Diet, carnivore (-5 DP) Can't speak (-10 DP) Item, no item (-15 DP) Reproduction: buds or seeds (5 DP)
Senses: Electrosense: Electroreception (15 DP) Dead sense deprivement (-30 DP) Touch: sensitive antennae/ vibrissae (13 DP) Sensitivity: Light sensitivity I [-25] (-10 DP)
Movement: Root.Rooted: 0
Skills: Perc.: 19
Spells: Cha 0 **PP:** -1
Racial:

Stats	**Ag**	1	**Co**	1	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-3	**Qu**	1	**Re**	-8	**SD**	0	**St**	1
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0	
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**	Armor, herbaceous fibrous structure (AT 3)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Tree Frog	1A	Walk.Qu	2	Mi	I - -	25	10	AT	8 (0)	11MI(1)ra ;11MI(1)gr	9	-5	-5	3	-1	Team	F J - - -

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		ad.: 8		(1)		(30)		1(N)									(1d10)	-

Category	Animal	**Height**	3”	**Leftover DP**	356
Type	Amphibean	**Length**	3”	**Outlook**	Jumpy
Archetype	Defensive	**Weight**	0.1Lbs.	**Treasure**	0

Ag	2	**Co**	3	**Em**	-5	**In**	-1	**Me**	-4	**Pr**	-5	**Qu**	2	**Re**	-5	**SD**	-1	**St**	1

Attack: Poison sack, contact [Poison: Muscle] (35 DP)
Defense:
Form: Amphibious [23 hrs] (10 DP) Camouflage, pattern [Woods, 25] (10 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 1000, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP) Hibernation II [1 season, Every year] (-10 DP)
Senses: Sight: primate (5 DP)
Movement: Walk.Quad.: 8
Skills: Perc.: 6 Swim.: 15 Surv. Biome: 12
Spells: Cha 0 **PP:** -1
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-5	**Em**	-5	**In**	-1	**Pr**	-5	**Qu**	2	**Re**	-5	**SD**	-1	**St**	1
Base Hits		15	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0				
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**		Armor, naked skin (AT 1)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Tree, awakened	5E	Root.Wrig.: 103	-4	G(9)	IX @# PK	118 (178)	73	AT 5(N)	8 (0)	63G(9)ra>> ;63G(9)gr>> ;45G(9)cr ;18G(9)ra2WF	11	-3	0	-5	3	Pack (5d10)	B X F J - -

Category	Plant	**Height**	960”	**Leftover DP**	295
Type	Animated	**Length**	720”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	22000Lbs.	**Treasure**	0

Ag	2	**Co**	5	**Em**	-3	**In**	1	**Me**	0	**Pr**	0	**Qu**	-4	**Re**	0	**SD**	3	**St**	5

Attack: Attacks sequence (10 DP) Material destruction IV [Stone, 1cu', 1 rnd] (50 DP) Fighting brick II [+2 pace] (-20 DP) Aura, gloom [20'R, -10, 1 hr] (40 DP)
Defense: Proof, critical, no krush (10 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, elemental I [Wind, -1Size] (15 DP) Elemental susceptibility IV [Lightning, -20] (-12 DP)
Form: Body: ligneous [5, 10] (10 DP) Distinct odor (-10 DP) Elongated appendage VIII [Location, 40'] (40 DP) Additional limb pair IV [Location] (80 DP) Twisted form (-25 DP)
Miscellaneous: Diet, carnivore (-5 DP) Can't speak (-10 DP) Item, no item (-15 DP) Control submission III [15] (-15 DP) Group instinct (5 DP) Heavy sleeper (-5 DP)
Senses: Vision: nightvision (10 DP) Electrosense: Electroreception (15 DP) Anosmia (no smell) (-10 DP) Anesthesia (no feel) (-10 DP)
Movement: Root.Wrig.: 103

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Skills: Perc.: 22 Run.: 18 Surv. Biome: -1 Multi. Att.: 30 Intimidat.: 23 Lor. Regio. Spec.: 6
Spells: Cha 0 **PP:** 5
Racial:

Stats	**Ag**	1	**Co**	4	**Em**	-3	**Em**	-3	**In**	0	**Pr**	0	**Qu**	-5	**Re**	-1	**SD**	2	**St**	4
Base Hits		45	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	-10	**Fe**		0			
Base Endurance		0	**Healing rate**		x2		**Stride**		-200	**AT**		Armor, arborescent fibrous structure (AT 5)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Tree, lamb	1A	Root.Rooted: 0	-2	B(6)	VI @# PK	45 (50)	15	AT 5(N)	-4 (0)	9S(4)ra	10	-3	0	4	2	Team (1d10)	X P F S - -

Category	Plant	**Height**	180”	**Leftover DP**	14
Type	Animated	**Length**	135”	**Outlook**	Passive
Archetype	Defensive	**Weight**	800Lbs.	**Treasure**	0

Ag	1	**Co**	4	**Em**	-3	**In**	0	**Me**	-1	**Pr**	0	**Qu**	-2	**Re**	-1	**SD**	2	**St**	3

Attack: Mobile pods I [Lamb, 50'R] (10 DP)
Defense: Proof, critical, no krush (10 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, elemental I [Wind, -1Size] (15 DP) Elemental susceptibility IV [Lightning, -20] (-12 DP)
Form: Body: ligneous [5, 10] (10 DP) Distinct odor (-10 DP) Elongated appendage III [Location, 15'] (15 DP) Additional limb pair I [Location] (20 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Unsleeping (20 DP) Diet, herbivore (-5 DP) Can't speak (-10 DP) Item, no item (-15 DP) Reproduction: buds or seeds (5 DP) Group instinct (5 DP)
Senses: Sight: primate (5 DP) Hearing: Hare (20 DP) Smell: rat (10 DP)
Movement: Root.Rooted: 0
Skills: Perc.: -1
Spells: Cha 0 **PP:** 2
Racial:

Stats	**Ag**	1	**Co**	4	**Em**	-3	**Em**	-3	**In**	0	**Pr**	0	**Qu**	-2	**Re**	-1	**SD**	2	**St**	3
Base Hits		30	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**		0			
Base Endurance		0	**Healing rate**		x2		**Stride**		0	**AT**		Armor, arborescent fibrous structure (AT 5)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Tree, slowroot	10G	Root.Gli	-3	G(	IX	164	11	AT	11	112G(9)ra>> ;112G(9)gr>> ;92G(9)cr ;72G(9)ra3WF	11	-4	0	-7	3	Team	B X F

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		de: 115		9)	@# PK	(264)	9	5(N)	(0)							(1d10)	J - -

Category	Plant	**Height**	960”	**Leftover DP**	300
Type	Animated	**Length**	720”	**Outlook**	Aloof
Archetype	Offensive	**Weight**	22000Lbs.	**Treasure**	0

Ag	4	**Co**	8	**Em**	-4	**In**	1	**Me**	0	**Pr**	0	**Qu**	-3	**Re**	0	**SD**	3	**St**	8

Attack: Attacks sequence (10 DP) Material destruction IV [Stone, 1cu', 1 rnd] (50 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Proof, critical, no krush (10 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, elemental I [Wind, -1Size] (15 DP) Elemental susceptibility IV [Lightning, -20] (-12 DP) Shadow shroud [20'R] (25 DP)
Form: Body: ligneous [5, 10] (10 DP) Distinct odor (-10 DP) Elongated appendage VIII [Location, 40'] (40 DP) Additional limb pair IV [Location] (80 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, herbivore (-5 DP) Reproduction: buds or seeds (5 DP) Group instinct (5 DP) Heavy sleeper (-5 DP) Disturbing voice I [-10] (-10 DP)
Senses: Vision: nightvision (10 DP) Electrosense: Electroreception (15 DP) Anosmia (no smell) (-10 DP) Anesthesia (no feel) (-10 DP)
Movement: Root.Glide: 115
Skills: Perc.: 64 Run.: 37 Surv. Biome: 26 Multi. Att.: 60 Intimidat.: 58 Lor. Regio. Spec.: 60
Spells: Cha 0 **PP:** 10
Racial:

Stats	**Ag**	1	**Co**	5	**Em**	-4	**Em**	-4	**In**	0	**Pr**	0	**Qu**	-4	**Re**	-1	**SD**	2	**St**	5
Base Hits		45		**Base RR**		Ch	0	**Ess**		0		**Me**	0		**Ph**	-15	**Fe**	0		
Base Endurance		0		**Healing rate**		x2		**Stride**		-200		**AT**	Armor, arborescent fibrous structure (AT 5)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Tree, Tiger	8E	Root.Rooted: 0	-1	G(9)	IX @# PK	129 (213)	99	AT 5(N)	13 (0)	91B(6)cl> ;75B(6)ra> ;91B(6)bi	6	-8	-5	-4	3	Streak (1d6)	X D S - - -

Category	Plant	**Height**	84”	**Leftover DP**	-48
Type	Animated	**Length**	120”	**Outlook**	Aggressive
Archetype	Offensive	**Weight**	10350Lbs.	**Treasure**	0

Ag	3	**Co**	6	**Em**	-3	**In**	1	**Me**	0	**Pr**	0	**Qu**	-1	**Re**	0	**SD**	3	**St**	6

Attack: Mobile pods II [Tiger, 50'R] (30 DP)
Defense: Proof, critical, no krush (10 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, elemental I [Wind, -1Size] (15 DP) Elemental susceptibility IV [Lightning, -20] (-12 DP)
Form: Body: ligneous [5, 10] (10 DP) Distinct odor (-10 DP) Elongated appendage VIII [Location, 40'] (40 DP) Additional limb pair III [Location] (60 DP) Stunted lifespan I [50 years or less] (0 DP)

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Miscellaneous: Unsleeping (20 DP) Diet, omnivore (0 DP) Can't speak (-10 DP) Item, no item (-15 DP) Reproduction: buds or seeds (5 DP) Group instinct (5 DP)
Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP) Poor senses: smell IV [-20] (-8 DP) Poor senses: taste IV [-20] (-4 DP)
Movement: Root.Rooted: 0
Skills: Perc.: 49
Spells: Cha 0 **PP:** 6
Racial:

Stats	**Ag**	1	**Co**	4	**Em**	-3	**Em**	-3	**In**	0	**Pr**	0	**Qu**	-2	**Re**	-1	**SD**	2	**St**	4
Base Hits			30		**Base RR**		Ch		-5	**Ess**		-5		**Me**		-5		**Ph**	-10	**Fe**	0
Base Endurance			0		**Healing rate**		x2			**Stride**		0		**AT**	Armor, arborescent fibrous structure (AT 5)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Treeherd	20G	Root.Stride: 126	0	G(9)	IX @# PK	223 (363)	173	AT 5(N)	40 (0)	160G(9)ra>> ;160G(9)gr>> ;150G(9)cr ;135G(9)ra4WF	13	-3	0	-7	7	Solo (1d2)	B X F J - -

Category	Plant	**Height**	960”	**Leftover DP**	357
Type	Animated	**Length**	720”	**Outlook**	Protective
Archetype	Offensive	**Weight**	45000Lbs.	**Treasure**	0

Ag	7	**Co**	13	**Em**	-3	**In**	3	**Me**	2	**Pr**	0	**Qu**	0	**Re**	2	**SD**	7	**St**	13

Attack: Attacks sequence (10 DP) Material destruction IV [Stone, 1cu', 1 rnd] (50 DP) Material destruction, enhanced (20 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Proof, critical, no krush (10 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, elemental I [Wind, -1Size] (15 DP) Elemental susceptibility IV [Lightning, -20] (-12 DP) Shadow shroud [20'R] (25 DP)
Form: Body: ligneous [5, 10] (10 DP) Distinct odor (-10 DP) Elongated appendage X [Location, 50'] (50 DP) Additional limb pair IV [Location] (80 DP) Methuselah II [Up to 500 years] (0 DP)
Miscellaneous: Diet, herbivore (-5 DP) Reproduction: buds or seeds (5 DP) Group instinct (5 DP) Heavy sleeper (-5 DP) Disturbing voice I [-10] (-10 DP)
Senses: Vision: nightvision (10 DP) Electrosense: Electroreception (15 DP) Anosmia (no smell) (-10 DP) Anesthesia (no feel) (-10 DP)
Movement: Root.Stride: 126
Skills: Perc.: 104 Run.: 70 Surv. Biome: 51 Multi. Att.: 100 Charm: 97 Lor. Regio. Spec.: 100
Spells: Cha 1 **PP:** 20
Racial:

Stats	**Ag**	1	**Co**	6	**Em**	-3	**Em**	-3	**In**	0	**Pr**	0	**Qu**	-3	**Re**	-1	**SD**	4	**St**	6
Base Hits			50		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	-20	**Fe**	0
Base Endurance			0		**Healing rate**		x2			**Stride**		-200		**AT**	Armor, arborescent fibrous structure (AT 5)					

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Tresh (V)	20G	Slith.Tenta.: 13	6	B(6)	VI - -	82 (132)	57	AT 6(N)	48 (0)	125B(6)gr ;125H(8)be	-24	1	7	3	1	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	420”	**Leftover DP**	60
Type	Agothu elder	**Length**	50”	**Outlook**	Aloof
Archetype	Spell user	**Weight**	490Lbs.	**Treasure**	0

Ag	11	Co	3	Em	1	In	1	Me	8	Pr	7	Qu	6	Re	2	SD	1	St	0

Attack: Enhanced natural attack I [Beak, +1 Size] (10 DP) Gaping maw II [-2 Size] (35 DP) Swallow and digest I [Acid, C] (30 DP)
Defense: Abomination (-20 DP) Proof, weapon, except magic (20 DP) Immunity, mental spells (25 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Elongated appendage V [Grapple, 25'] (25 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar V [V] (-5 DP) Body condition, fleeting soul (-20 DP) Alien intelligence (40 DP) Diet, carnivore (-5 DP) Disturbing voice II [-20] (-20 DP) Interplanar travel (40 DP) Item, no item (-15 DP)
Senses: Vision: demon vision [50'] (55 DP) Eyes: body covering (30 DP) Sight: primate (5 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Slith.Tenta.: 13 Mag.Fly.Drag.: 0
Skills: Perc.: 154 Fly.: 165 Acrob.: 88
Spells: Men 360 **PP:** 143
Racial:

Stats	Ag	4	Co	0	Em	-2	Em	-2	In	-2	Pr	0	Qu	0	Re	2	SD	-2	St	0
Base Hits		25		**Base RR**		Ch		- 25	**Ess**		0		**Me**	-10		**Ph**	0	**Fe**	0	
Base Endurance		0		**Healing rate**		x1			**Stride**		10		**AT**	Armor, keratin plate (AT 6)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Triceratops	5E	Walk.Quad.: 45	1	G(9)	IX - -	104 (164)	79	AT 2(N)	13 (0)	93G(9)ho> ;93G(9)ra>> ;75G(9)tr	12	1	0	10	-1	Gang (4d8)	P F A - - -

Category	Animal	**Height**	117”	**Leftover DP**	106
Type	Dinosaur	**Length**	270”	**Outlook**	Carefree
Archetype	Offensive	**Weight**	19500Lbs.	**Treasure**	0

Ag	2	Co	5	Em	-4	In	-3	Me	-5	Pr	-5	Qu	1	Re	-5	SD	-1	St	5

Attack: Attacks sequence (10 DP)
Defense: Natural armor, partial VI [Skull, AT 6] (-3 DP)
Form: Third eyelid (10 DP) Stunted lifespan I [50 years or less] (0 DP)

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Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Sensitivity: Near sighted (-5 DP) Hearing: Hare (20 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Quad.: 45
Skills: Perc.: 42 Run.: 63 Surv. Biome: 37
Spells: Cha 0 **PP:** 11
Racial:

Stats	**Ag**	1	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-5	**Qu**	0	**Re**	-6	**SD**	-2	**St**	4
Base Hits		35		**Base RR**	Ch	5	**Ess**	5		**Me**	5		**Ph**	5	**Fe**	0				
Base Endurance		10		**Healing rate**	x1		**Stride**	0		**AT**	Armor, thick skin (AT 2)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Trivren	1A	Walk.Bi.: 1	4	D(2)	II - -	30 (35)	20	AT 1(N)	24 (0)	17D(2)cl ;17D(2)be	10	-3	-1	2	1	Team (1d10)	T B X P J -

Category	Animal	**Height**	6”	**Leftover DP**	227
Type	Bird	**Length**	10”	**Outlook**	Jumpy
Archetype	Stealth	**Weight**	1Lbs.	**Treasure**	0

Ag	4	**Co**	2	**Em**	-3	**In**	0	**Me**	-3	**Pr**	-1	**Qu**	4	**Re**	-5	**SD**	1	**St**	2

Attack:
Defense:
Form: Wings, feathered (20 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Bi.: 1 Awk.move.IV: 0 Wing.Fly.Tot.: 0
Skills: Perc.: 16 Fly.: 26 Surv. Biome: 23 Acrob.: 29
Spells: Cha 0 **PP:** 4
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-3	**Em**	-3	**In**	0	**Pr**	-1	**Qu**	4	**Re**	-5	**SD**	1	**St**	2
Base Hits		20		**Base RR**	Ch	0	**Ess**	0		**Me**	0		**Ph**	0	**Fe**	0				
Base Endurance		10		**Healing rate**	x1		**Stride**	0		**AT**	Armor, light feather coat (AT 1)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Troglodyte	2B	Walk.Bi.:	0	M(	V - -	41	16	AT	4	30M(5)cl ;30M(5)we ;27M(5)rw	20	8	8	11	-1	Solo	L U - -

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		16		5)		(56)		2(3)	(24)								(1d2)	- -

Category	Races	**Height**	60”	**Leftover DP**	115
Type	Humanoid	**Length**	10”	**Outlook**	Aggressive
Archetype	Stealth	**Weight**	150Lbs.	**Treasure**	0

Ag	0	**Co**	1	**Em**	-2	**In**	0	**Me**	-1	**Pr**	-2	**Qu**	0	**Re**	-1	**SD**	-1	**St**	1

Attack:
Defense:
Form: Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Vision: Dark vision, superior [100'] (50 DP) Hearing: Cat (10 DP) Sensitivity: Light sensitivity III [-75] (-30 DP)
Movement: Walk.Bi.: 16 Climb.Claw: 0
Skills: Perc.: 15 Run.: 36 Climb.: 36 Hiding: 22 Stalking: 22 Surv. Biome: 11
Spells: Cha 0 **PP:** -5
Racial:

Stats	**Ag**	0	**Co**	1	**Em**	-2	**Em**	-2	**In**	0	**Pr**	-2	**Qu**	0	**Re**	-1	**SD**	-1	**St**	1			
Base Hits		25	**Base RR**		Ch		10	**Ess**		10		**Me**		10		**Ph**	10	**Fe**		0			
Base Endurance		0	**Healing rate**		x1			**Stride**		0		**AT**		Armor, thick skin (AT 2)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Troll, cave	12F	Walk.Bi.: 45	2	B(6)	VI - -	151 (263)	146	AT 6(N)	30 (0)	120B(6)cl ;120B(6)bi ;120B(6)we ;122B(6)ro	1	-14	-13	17	0	Solo (1d2)	L U - - -

Category	Races	**Height**	108”	**Leftover DP**	157
Type	Troll	**Length**	13”	**Outlook**	Hostile
Archetype	Offensive	**Weight**	500Lbs.	**Treasure**	0

Ag	4	**Co**	7	**Em**	-4	**In**	1	**Me**	0	**Pr**	-3	**Qu**	2	**Re**	0	**SD**	0	**St**	9

Attack: Rock heaving, one handed [5'/ lvl, +0 Size] (10 DP) Increase range II [+5'/ lvl] (10 DP)
Defense: Elemental resistance II [Fire, 10] (8 DP) Elemental resistance II [Ice, 10] (8 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, elemental I [Ice, -1Size] (15 DP) Sun susceptibility I [1 Hit, 1x/ 6 min] (-10 DP)
Form: Methuselah II [Up to 500 years] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Vision: Dark vision V [60'] (35 DP) Vision: nightvision (10 DP) Sensitivity: Light sensitivity I [-25] (-10 DP)
Movement: Walk.Bi.: 45
Skills: Perc.: 64 Run.: 76 Surv. Biome: 22 Track.: 26 Prof. Miner: 19
Spells: Cha 1 **PP:** 12

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Racial:

Stats	Ag	0	Co	3	Em	-4	Em	-4	In	-1	Pr	-3	Qu	0	Re	-2	SD	-2	St	5
Base Hits		25		**Base RR**	Ch		-10	**Ess**	-10		**Me**	-10		**Ph**	10	**Fe**	0			
Base Endurance		20		**Healing rate**	x2			**Stride**	12		**AT**	Armor, reinforced thick hide (AT 6)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Troll, forest	6D	Walk.Bi.: 44	1	B(6)	VI --	76 (121)	71	AT 6(N)	15 (42)	56B(6)cl ;56B(6)bi ;38B(6)we ;37B(6)ro	1	-13	-11	18	0	Solo (1d2)	T B X P U -

Category	Races	**Height**	108”	**Leftover DP**	53
Type	Troll	**Length**	13”	**Outlook**	Hostile
Archetype	Stealth	**Weight**	500Lbs.	**Treasure**	0

Ag	4	Co	3	Em	-3	In	1	Me	-2	Pr	-1	Qu	1	Re	0	SD	0	St	5

Attack: Rock heaving, one handed [5'/ lvl, +0 Size] (10 DP) Increase range II [+5'/ lvl] (10 DP)
Defense: Elemental resistance II [Fire, 10] (8 DP) Elemental resistance II [Ice, 10] (8 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, elemental I [Ice, -1Size] (15 DP)
Form: Methuselah II [Up to 500 years] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Vision: Dark vision III [40'] (25 DP) Vision: nightvision (10 DP) Hearing: Dog (15 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Walk.Bi.: 44
Skills: Perc.: 66 Run.: 70 Surv. Biome: 66 Track.: 66 Hiding: 67 Stalking: 67
Spells: Cha 1 **PP:** 8

Racial:

Stats	Ag	2	Co	2	Em	-4	Em	-4	In	0	Pr	-2	Qu	0	Re	-2	SD	-2	St	4
Base Hits		25		**Base RR**	Ch		-10	**Ess**	-10		**Me**	-10		**Ph**	15	**Fe**	0			
Base Endurance		20		**Healing rate**	x2			**Stride**	12		**AT**	Armor, reinforced thick hide (AT 6)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Troll, hill	10E	Walk.Bi.: 50	1	L(7)	VII --	134 (234)	129	AT 6(N)	23 (50)	122L(7)cl ;122L(7)bi ;122L(7)we ;117L(7)ro	1	-14	-10	20	-1	Solo (1d2)	L U - - - -

Category	Races	**Height**	126”	**Leftover DP**	103

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Type	Troll	**Length**	15”	**Outlook**	Hostile
Archetype	Offensive	**Weight**	1180Lbs.	**Treasure**	0

Ag	3	**Co**	5	**Em**	-4	**In**	1	**Me**	-1	**Pr**	0	**Qu**	1	**Re**	-1	**SD**	-1	**St**	7

Attack: Rock heaving, one handed [5'/ lvl, +0 Size] (10 DP) Increase range II [+5'/ lvl] (10 DP)
Defense: Elemental resistance II [Fire, 10] (8 DP) Elemental resistance II [Ice, 10] (8 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, elemental I [Ice, -1Size] (15 DP)
Form: Methuselah II [Up to 500 years] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Vision: Dark vision II [30'] (20 DP) Vision: nightvision (10 DP) Smell: sensitive (5 DP) Sensitivity: Light sensitivity III [-75] (-30 DP)
Movement: Walk.Bi.: 50
Skills: Perc.: 61 Run.: 80 Surv. Biome: 26 Track.: 26
Spells: Cha 0 **PP:** 7
Racial:

Stats	**Ag**	0	**Co**	2	**Em**	-4	**Em**	-4	**In**	0	**Pr**	0	**Qu**	0	**Re**	-2	**SD**	-2	**St**	4

Base Hits	25	**Base RR**	Ch	-10	**Ess**	-10	**Me**	-10	**Ph**	15	**Fe**	0
Base Endurance	20	**Healing rate**	x2		**Stride**	12	**AT**	Armor, reinforced thick hide (AT 6)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Troll, mountain	10F	Walk.Bi.: 62	0	L(7)	VII @ -	143 (243)	133	AT 9(N)	20 (50)	114L(7)un ;114L(7)we ;113L(7)rw ;93L(7)ro	1	-14	-13	22	-1	Solo (1d2)	L U - - - -

Category	Races	**Height**	162”	**Leftover DP**	70
Type	Troll	**Length**	17”	**Outlook**	Hostile
Archetype	Offensive	**Weight**	2507Lbs.	**Treasure**	0

Ag	1	**Co**	7	**Em**	-4	**In**	1	**Me**	0	**Pr**	-3	**Qu**	0	**Re**	0	**SD**	-1	**St**	8

Attack: Rock heaving, one handed [5'/ lvl, +0 Size] (10 DP) Increase range II [+5'/ lvl] (10 DP)
Defense: Elemental resistance II [Fire, 10] (8 DP) Elemental resistance II [Ice, 10] (8 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, elemental I [Ice, -1Size] (15 DP) Proof, critical, no stun (10 DP)
Form: Methuselah II [Up to 500 years] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Vision: Dark vision IV [50'] (30 DP) Vision: nightvision (10 DP) Taste: sensitive palette (5 DP) Sensitivity: Light sensitivity III [-75] (-30 DP)
Movement: Walk.Bi.: 62 Climb.Grip: 0
Skills: Perc.: 61 Run.: 72 Surv. Biome: 59 Climb.: 72 Nav.: 24 Stone Cr. Spec.: 27
Spells: Cha 0 **PP:** 9
Racial:

Stats	**Ag**	-	**Co**	4	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-3	**Qu**	-1	**Re**	-1	**SD**	-2	**St**	5

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		2																				

Base Hits	30	**Base RR**	Ch	-10	**Ess**	-10	**Me**	-10	**Ph**	15	**Fe**	0			
Base Endurance	20	**Healing rate**	x2		**Stride**	12	**AT**	Armor, stone slab growths (AT 9)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Troll, sea	9E	Walk.Bi.: 44	0	B(6)	VI - -	130 (222)	125	AT 6(N)	18 (0)	109B(6)cl ;109B(6)bi ;89B(6)we	-1	-14	-11	21	1	Solo (1d2)	W U - - - -

Category	Races	**Height**	108”	**Leftover DP**	91
Type	Troll	**Length**	13”	**Outlook**	Hostile
Archetype	Offensive	**Weight**	500Lbs.	**Treasure**	0

Ag	5	**Co**	6	**Em**	-4	**In**	-1	**Me**	-1	**Pr**	-1	**Qu**	0	**Re**	-1	**SD**	1	**St**	7

Attack:
Defense: Elemental resistance II [Fire, 10] (8 DP) Elemental resistance II [Ice, 10] (8 DP)
Form: Amphibious [23 hrs] (10 DP) Air and water breathing (20 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Vision: Dark vision III [40'] (25 DP) Vision: nightvision (10 DP) Smell: shark (25 DP)
Movement: Walk.Bi.: 44 Swim.Web: 0
Skills: Perc.: 53 Swim.: 69 Run.: 69 Surv. Biome: 24 Track.: 24 Prof. Farmer: 19
Spells: Cha 0 **PP:** 8
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-4	**Em**	-4	**In**	-2	**Pr**	-1	**Qu**	-1	**Re**	-2	**SD**	0	**St**	4		

Base Hits	25	**Base RR**	Ch	-10	**Ess**	-10	**Me**	-10	**Ph**	15	**Fe**	0			
Base Endurance	20	**Healing rate**	x2		**Stride**	12	**AT**	Armor, reinforced thick hide (AT 6)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Troll, snow	13F	Walk.Bi.: 53	3	L(7)	VII - -	158 (276)	153	AT 6(N)	35 (56)	135L(7)cl ;135L(7)bi ;135L(7)un ;113L(7)we ;106L(7)roS ;106L(7)roS ;106L(7)roS ;106L(7)roS ;106L(7)roS ;106L(7)roS	2	-14	-12	23	-1	Solo (1d2)	I T B A - -

Category	Races	**Height**	132”	**Leftover DP**	86

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Type	Troll	**Length**	13”	**Outlook**	Hostile
Archetype	Offensive	**Weight**	1350Lbs.	**Treasure**	0

Ag	2	**Co**	8	**Em**	-4	**In**	2	**Me**	1	**Pr**	-2	**Qu**	3	**Re**	1	**SD**	-1	**St**	8

Attack: Rock heaving, one handed [5'/ lvl, +0 Size] (10 DP) Increase range II [+5'/ lvl] (10 DP)
Defense: Elemental resistance II [Fire, 10] (8 DP) Elemental resistance II [Ice, 10] (8 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, elemental I [Ice, -1Size] (15 DP) Sun susceptibility III (-25 DP)
Form: Methuselah II [Up to 500 years] (0 DP) Camouflage, pattern [Snow, 25] (10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Vision: Dark vision IV [50'] (30 DP) Vision: nightvision (10 DP) Touch: sensitive (5 DP)
Movement: Walk.Bi.: 53 #N/A
Skills: Perc.: 72 Run.: 88 Surv. Biome: 36 Pilot. Dirigible: 37 Track.: 35 Hiding: 98
Spells: Cha 1 **PP:** 15
Racial:

Stats	**Ag**	-2	**Co**	4	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-2	**Qu**	1	**Re**	-1	**SD**	-3	**St**	4	
Base Hits		25	**Base RR**		Ch	-10	**Ess**		-10	**Me**		-10	**Ph**	15	**Fe**	0					
Base Endurance		20	**Healing rate**		x2		**Stride**		12	**AT**		Armor, reinforced thick hide (AT 6)									

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Troll, stone	7D	Walk.Bi.: 44	1	B(6)	VI - -	119 (195)	109	AT 6(N)	17 (44)	95B(6)cl ;95B(6)bi ;95B(6)we ;77B(6)ro	-1	-14	-13	22	-1	Solo (1d2)	L U - - - -

Category	Races	**Height**	108”	**Leftover DP**	99
Type	Troll	**Length**	13”	**Outlook**	Hostile
Archetype	Offensive	**Weight**	650Lbs.	**Treasure**	0

Ag	0	**Co**	7	**Em**	-4	**In**	-1	**Me**	-2	**Pr**	-3	**Qu**	1	**Re**	-2	**SD**	-1	**St**	7

Attack: Rock heaving, one handed [5'/ lvl, +0 Size] (10 DP) Increase range II [+5'/ lvl] (10 DP)
Defense: Elemental resistance II [Fire, 10] (8 DP) Elemental resistance II [Ice, 10] (8 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, elemental I [Ice, -1Size] (15 DP) Sun susceptibility V (-40 DP)
Form: Methuselah II [Up to 500 years] (0 DP) Camouflage, pattern [Rocks, 25] (10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Vision: Dark vision V [60'] (35 DP) Vision: nightvision (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Bi.: 44 Climb.Claw: 0
Skills: Perc.: 41 Run.: 60 Surv. Biome: 17 Track.: 19 Hiding: 50
Spells: Cha 0 **PP:** 5

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Racial:

Stats	Ag	-2	Co	5	Em	-4	Em	-4	In	-2	Pr	-3	Qu	0	Re	-3	SD	-2	St	5
Base Hits		30	**Base RR**		Ch		-10	**Ess**		-10		**Me**	-10		**Ph**	15	**Fe**	0		
Base Endurance		20	**Healing rate**		x2			**Stride**		12		**AT**	Armor, reinforced thick hide (AT 6)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Troll, war	8F	Walk.Bi.: 44	1	B(6)	VI @ -	116 (200)	111	AT 9(N)	19 (46)	102B(6)un ;102B(6)bi ;102B(6)we ;96B(6)ro	6	-9	-5	19	-1	Solo (1d2)	W E U - - -

Category	Races	**Height**	108”	**Leftover DP**	24
Type	Troll	**Length**	13”	**Outlook**	Hostile
Archetype	Offensive	**Weight**	500Lbs.	**Treasure**	0

Ag	2	Co	4	Em	-4	In	1	Me	-1	Pr	0	Qu	1	Re	-1	SD	-1	St	6

Attack: Rock heaving, one handed [5'/ lvl, +0 Size] (10 DP) Increase range II [+5'/ lvl] (10 DP)
Defense: Elemental resistance II [Fire, 10] (8 DP) Elemental resistance II [Ice, 10] (8 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, elemental I [Ice, -1Size] (15 DP) Proof, critical, no stun (10 DP)
Form: Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Vision: Dark vision III [40'] (25 DP) Vision: nightvision (10 DP) Touch: elephant (10 DP)
Movement: Walk.Bi.: 44
Skills: Perc.: 50 Run.: 66 Surv. Biome: 24 Multi. Att.: 48 Restr. Quar.: 48 Metal Cr. Spec.: 22
Spells: Cha 0 **PP:** 8
Racial:

Stats	Ag	0	Co	2	Em	-4	Em	-4	In	0	Pr	0	Qu	0	Re	-2	SD	-2	St	4
Base Hits		25	**Base RR**		Ch		-5	**Ess**		-5		**Me**	-5		**Ph**	15	**Fe**	0		
Base Endurance		20	**Healing rate**		x1			**Stride**		12		**AT**	Armor, stone slab growths (AT 9)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Turtle, big	4B	Walk.Quad.: 6	-1	B(6)	VI - -	65 (95)	35	AT 6(N)	5 (0)	34B(6)be ;24B(6)ra	12	-3	-2	7	1	Solo (1d2)	X S D J - -

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Category	Animal	**Height**	26”	**Leftover DP**	152
Type	Reptile	**Length**	62”	**Outlook**	Passive
Archetype	Defensive	**Weight**	475Lbs.	**Treasure**	0

Ag	1	**Co**	2	**Em**	-3	**In**	2	**Me**	-2	**Pr**	-2	**Qu**	-1	**Re**	-1	**SD**	1	**St**	1

Attack:
Defense: Natural armor, partial II [Limbs, AT 2] (-5 DP) Natural armor, partial I [Neck, AT 1] (-5 DP)
Form: Breathing, long breath [1 min/ lvl] (10 DP) Amphibious [23 hrs] (10 DP) Third eyelid (10 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 150, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: dog (20 DP) Sight: primate (5 DP)
Movement: Walk.Quad.: 6 Awk.move.IV: 0 Swim.Web: 0
Skills: Perc.: 32 Swim.: 50 Surv. Biome: 31
Spells: Cha 0 **PP:** 0
Racial:

Stats	**Ag**	0	**Co**	2	**Em**	-3	**Em**	-3	**In**	1	**Pr**	-2	**Qu**	-2	**Re**	-2	**SD**	1	**St**	1			
Base Hits			30		**Base RR**		Ch		0	**Ess**		0			**Me**		0		**Ph**	5	**Fe**		0
Base Endurance			0		**Healing rate**		x1			**Stride**		0			**AT**		Armor, bone plate (AT 6)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Turtle, small	2A	Walk.Quad.: 3	-2	S(4)	IV - -	50 (65)	20	AT 6(N)	-2 (0)	24S(4)be ;19S(4)ra	11	-3	-2	7	1	Streak (1d6)	X S D J - -

Category	Animal	**Height**	10”	**Leftover DP**	202
Type	Reptile	**Length**	24”	**Outlook**	Passive
Archetype	Defensive	**Weight**	28Lbs.	**Treasure**	0

Ag	0	**Co**	2	**Em**	-3	**In**	1	**Me**	-2	**Pr**	-2	**Qu**	-2	**Re**	-2	**SD**	1	**St**	1

Attack:
Defense: Natural armor, partial II [Limbs, AT 2] (-5 DP) Natural armor, partial I [Neck, AT 1] (-5 DP)
Form: Breathing, long breath [1 min/ lvl] (10 DP) Amphibious [23 hrs] (10 DP) Third eyelid (10 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 50, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: dog (20 DP) Sight: primate (5 DP)
Movement: Walk.Quad.: 3 Awk.move.IV: 0 Swim.Web: 0
Skills: Perc.: 17 Swim.: 30 Surv. Biome: 17
Spells: Cha 0 **PP:** 4
Racial:

Stats	**Ag**	0	**Co**	2	**Em**	-3	**Em**	-3	**In**	1	**Pr**	-2	**Qu**	-2	**Re**	-2	**SD**	1	**St**	1			
Base Hits			30		**Base RR**		Ch		0	**Ess**		0			**Me**		0		**Ph**	5	**Fe**		0

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Base Endurance	0	Healing rate	x1		Stride	0	AT	Armor, bone plate (AT 6)

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Tylweth Teg	7D	Walk.Bi.: 7	1	S(4)	IV - -	67 (109)	42	AT 2(7)	17 (44)	73S(4)we ;73S(4)rw ;63M(5)sp	24	12	12	- 20	0	Solo (1d2)	B X F J - -

Category	Fey	Height	33”	Leftover DP	20
Type	Fairy	Length	7”	Outlook	Crusading
Archetype	Semi spell user	Weight	40Lbs.	Treasure	0

Ag	4	Co	0	Em	2	In	4	Me	2	Pr	2	Qu	1	Re	3	SD	0	St	0

Attack:
Defense: Proof, weapon, except raw iron (20 DP) Proof, weapon, except magic (20 DP)
Form: Immortal (10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Wish grant, true (75 DP) Efficient sleeper II [-2 hrs.] (10 DP)
Senses: Vision: Dark vision II [30'] (20 DP) Vision: nightvision (10 DP)
Movement: Walk.Bi.: 7
Skills: Perc.: 44 Run.: 46 Rid. Horse: 38 Mount. Com.: 42 Spec.: 35 Transcend.: 42
Spells: Cha 42 **PP:** 46
Racial:

Stats	Ag	2	Co	-1	Em	1	Em	1	In	2	Pr	1	Qu	1	Re	2	SD	0	St	-1
Base Hits		25	Base RR		Ch		10	Ess		10	Me		10	Ph	- 20	Fe		0		
Base Endurance		0	Healing rate		x0.5			Stride		0	AT		Armor, thick skin (AT 2)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Tyrannosaur	10F	Walk.Bi.: 57	2	H(8)	VIII - -	141 (241)	111	AT 3(N)	26 (0)	102H(8)bi> ;82M(5)cl>> ;102H(8)cl	2	-11	-10	16	-1	Solo (1d2)	P F S J - -

Category	Animal	Height	165”	Leftover DP	103
Type	Dinosaur	Length	200”	Outlook	Belligerent
Archetype	Offensive	Weight	13200Lbs.	Treasure	0

Ag	5	Co	6	Em	-6	In	-3	Me	-5	Pr	-5	Qu	2	Re	-5	SD	-1	St	9

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Attack: Attacks sequence (10 DP) Fast attack II [10] (20 DP) Gaping maw II [-2 Size] (35 DP) Swallow and digest I [Acid, C] (30 DP) Ambush predator V [Terrain, 74, 18] (27 DP) Weak natural attack III [Claw, -3 Size] (-15 DP)
Defense:
Form: Third eyelid (10 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Frenzy [5, +1 Size] (20 DP) Can't speak (-10 DP)
Senses: Smell: shark (25 DP) Hearing: Cat (10 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP) Poor senses: sight II [-10] (-8 DP)
Movement: Walk.Bi.: 57
Skills: Perc.: 15 Run.: 63 Surv. Biome: 57 Adr. Foc.: 29 Hiding: 27 Stalking: 27
Spells: Cha 0 **PP:** 8
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-6	**Em**	-6	**In**	-4	**Pr**	-5	**Qu**	1	**Re**	-6	**SD**	-2	**St**	6
Base Hits		30	**Base RR**	Ch	-5	**Ess**	-5	**Me**	-5	**Ph**	10	**Fe**	0							
Base Endurance		0	**Healing rate**	x2		**Stride**	5	**AT**	Armor, small scales (AT 3)											

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Undead Mass (V)	20G	Slith.Mone: 10	1	B(6)	VI @# -	191 (331)	191	AT 1(N)	43 (0)	144B(6)cl[Cold]up to 8	8	6	23	11	-1	Solo (1d2)	L E U - - -

Category	Undead	**Height**	84”	**Leftover DP**	79
Type	Corporeal	**Length**	42”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	1000Lbs.	**Treasure**	0

Ag	6	**Co**	11	**Em**	-4	**In**	-2	**Me**	3	**Pr**	3	**Qu**	1	**Re**	3	**SD**	-1	**St**	12

Attack: Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, touch III [Element, C, 10, Fire ball] (20 DP) Disease touch [All] (25 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Additional limb spawn VIII [1] (80 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead V [V] (-5 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP) Diet, carnivore (-5 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Dark vision, superior [100'] (50 DP) Heatsense: heat sensor network (20 DP)
Movement: Slith.Mone: 10 Surf.Adh.: 0
Skills: Perc.: 107 Run.: 104 Multi. Att.: 100 Prot.: 100 Contor.: 105 Climb.: 104
Spells: Men 1 **PP:** 20
Racial:

Stats	**Ag**	0	**Co**	4	**Em**	-4	**Em**	-4	**In**	-2	**Pr**	0	**Qu**	-2	**Re**	0	**SD**	-4	**St**	5
Base Hits		30	**Base RR**	Ch	10	**Ess**	10	**Me**	10	**Ph**	0	**Fe**	0							
Base Endurance		30	**Healing rate**	x0.5		**Stride**	0	**AT**	Armor, naked skin (AT 1)											

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Undine	3C	Walk.Bi.: 19	2	M(5)	V - -	45 (65)	25	AT 1(N)	12 (0)	41M(5)we ;37M(5)rw	19	8	8	-18	1	Gaggle (1d12)	T B P F - -

Category	Fey	**Height**	68”	**Leftover DP**	78
Type	Rural	**Length**	8”	**Outlook**	Playful
Archetype	Stealth	**Weight**	145Lbs.	**Treasure**	0

Ag	3	Co	2	Em	-2	In	-1	Me	-1	Pr	-2	Qu	2	Re	0	SD	1	St	-2

Attack:
Defense: Proof, weapon, except raw iron (20 DP)
Form: Air and water breathing (20 DP) Amphibious [23 hrs] (10 DP) Immortal (10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Efficient sleeper II [-2 hrs.] (10 DP)
Senses: Vision: Dark vision II [30'] (20 DP) Vision: nightvision (10 DP)
Movement: Walk.Bi.: 19 Swim.Bouy.: 0
Skills: Perc.: 27 Run.: 56 Swim.: 56 Acrob.: 52 Jump.: 52 Contor.: 52
Spells: Cha 0 **PP:** -4
Racial:

Stats	Ag	2	Co	2	Em	-2	Em	-2	In	-1	Pr	-2	Qu	2	Re	-1	SD	0	St	-2
Base Hits		20		**Base RR**		Ch	10		**Ess**		10		**Me**	10		**Ph**	-20		**Fe**	0
Base Endurance		0		**Healing rate**		x0.5			**Stride**		0		**AT**	Armor, naked skin (AT 1)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Unicorn, black	10G	Walk.Quad.: 25	3	B(6)	VI I -	135 (235)	110	AT 1(N)	29 (0)	130B(6)un ;110M(5)bi ;130M(5)ho> ;130M(5)ra>> ;110B(6)trS ;110B(6)trS ;110B(6)trS ;110B(6)trS ;110B(6)trS ;110B(6)trS	-10	-12	1	-4	3	Solo (1d2)	F E - - - -

Category	Monster	**Height**	55”	**Leftover DP**	111
Type	Land	**Length**	90”	**Outlook**	Cruel
Archetype	Offensive	**Weight**	990Lbs.	**Treasure**	0

Ag	5	Co	6	Em	-2	In	0	Me	2	Pr	1	Qu	3	Re	2	SD	3	St	7

Attack: Attacks sequence (10 DP) Fast attack II [10] (20 DP) Opportunistic strike (15 DP)
Defense: Proof, weapon, except raw iron (20 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Beast of burden I [0,2] (10 DP) Methuselah III [1000 yrs or more] (0 DP)

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Miscellaneous: Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Taste: sensitive palette (5 DP) Smell: sensitive (5 DP)
Movement: Walk.Quad.: 25
Skills: Perc.: 60 Run.: 89 Wei. Trn.: 60 Swim.: 89
Spells: Men 0 **PP:** 12
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-2	**Em**	-2	**In**	0	**Pr**	0	**Qu**	2	**Re**	1	**SD**	2	**St**	4
Base Hits		20		**Base RR**		Ch		-10	**Ess**		-10		**Me**		-10		**Ph**	-10	**Fe**	0
Base Endurance		-5		**Healing rate**		x1			**Stride**		0		**AT**		Armor, light fur (AT 1)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Unicorn, white	10G	Walk.Quad.: 25	2	B(6)	VI I -	90 (150)	65	AT 1(N)	26 (0)	79B(6)un ;41M(5)bi ;79M(5)ho> ;79M(5)ra>> ;41B(6)trS ;41B(6)trS ;41B(6)trS ;41B(6)trS ;41B(6)trS ;41B(6)trS ;41B(6)trS	-9	1	-9	-6	2	Solo (1d2)	F E - - - -

Category	Monster	**Height**	54”	**Leftover DP**	71
Type	Land	**Length**	88”	**Outlook**	Considerate
Archetype	Semi spell user	**Weight**	850Lbs.	**Treasure**	0

Ag	5	**Co**	4	**Em**	1	**In**	1	**Me**	3	**Pr**	1	**Qu**	2	**Re**	4	**SD**	2	**St**	5

Attack: Attacks sequence (10 DP) Fast attack II [10] (20 DP)
Defense: Proof, weapon, except raw iron (20 DP) Proof, critical, critical reduction I [I] (10 DP) Aura, purification [10'R] (25 DP)
Form: Beast of burden I [0,2] (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Taste: sensitive palette (5 DP) Smell: sensitive (5 DP)
Movement: Walk.Quad.: 25
Skills: Perc.: 60 Run.: 63 Wei. Trn.: 25 Swim.: 28 Fly.: 63 Lor. Fey: 58
Spells: Ess 60 **PP:** 60
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-2	**Em**	-2	**In**	0	**Pr**	0	**Qu**	2	**Re**	3	**SD**	2	**St**	4
Base Hits		20		**Base RR**		Ch		-10	**Ess**		-10		**Me**		-10		**Ph**	-10	**Fe**	0
Base Endurance		-5		**Healing rate**		x2			**Stride**		0		**AT**		Armor, light fur (AT 1)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RR**	**RR**	**Encouter**	**Bio**

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														P	F		
Urki (I)	1A	Walk.Quad.: 8	2	T(3)	III - -	39 (51)	14	AT 1(N)	8 (0)	31T(3)ra ;31T(3)bi ;41S(4)biCoop10	18	6	7	12	-2	Coterie (4d4)	E U L A - -

Category	Extra planar	**Height**	4”	**Leftover DP**	148
Type	Pale III	**Length**	15”	**Outlook**	Normal
Archetype	Offensive	**Weight**	10Lbs.	**Treasure**	0

Ag	2	**Co**	2	**Em**	-4	**In**	-2	**Me**	-4	**Pr**	-3	**Qu**	2	**Re**	-3	**SD**	-2	**St**	1

Attack: Attacks sequence (10 DP) Cooperation: flock/ pack attack III [Bite, 10, 10, 1Size] (20 DP) Cooperation: strength in numbers III [10, -25] (25 DP)
Defense: Abomination (-20 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Wings, membrane (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar I [I] (-1 DP) Body condition, fleeting soul (-20 DP) Item, no item (-15 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Vision: demon vision [50'] (55 DP) Smell: rat (10 DP) Hearing: Hare (20 DP)
Movement: Walk.Quad.: 8 Wing.Fly.Norm.: 0 Climb.Claw: 7
Skills: Perc.: 11 Fly.: 24 Climb.: 23 Surv. Biome: 10
Spells: Cha 0 **PP:** 2
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	-4	**Em**	-4	**In**	-2	**Pr**	-3	**Qu**	2	**Re**	-3	**SD**	-2	**St**	1
Base Hits		25			**Base RR**		Ch		10	**Ess**		10			**Me**		10	**Ph**	10	**Fe**	0
Base Endurance		0			**Healing rate**		x1			**Stride**		0			**AT**		Armor, light fur (AT 1)			

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Urloc	7G	Walk.Bi.: 19	1	M(5)	V I -	36 (56)	16	AT 2(N)	6 (0)	35M(5)un ;58M(5)elb ;35M(5)we	-5	6	6	14	-2	Solo (1d2)	W E U - - -

Category	Races	**Height**	68”	**Leftover DP**	49
Type	Humanoid	**Length**	9”	**Outlook**	Inconsiderate
Archetype	Hybrid spell user	**Weight**	180Lbs.	**Treasure**	0

Ag	0	**Co**	-1	**Em**	6	**In**	5	**Me**	5	**Pr**	6	**Qu**	1	**Re**	5	**SD**	-2	**St**	0

Attack:
Defense: Immune to disease, greater (30 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: magical reproduction (20 DP) Unsleeping (20 DP)
Senses: Vision: Dark vision, superior [100'] (50 DP) Asgeusia (no taste) (-5 DP) Anosmia (no smell) (-10 DP)
Movement: Walk.Bi.: 19 Swim.Flop: 0
Skills: Perc.: 67 Run.: 34 Swim.: 34 Lor. Hist. Spec.: 70 Grace. Spell l.: 60 Attune.: 63

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Spells: Ess/Men 140 **PP:** 77
Racial:

Stats	Ag	0	Co	-2	Em	4	Em	4	In	4	Pr	4	Qu	0	Re	3	SD	-4	St	0
Base Hits		20	Base RR		Ch		-10	Ess		-10	Me		-10	Ph	15	Fe	0			
Base Endurance		0	Healing rate		x1			Stride		0	AT		Armor, thick skin (AT 2)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Uthuro (VI+)	30G	Slith.Worm: 27	4	B(6)	VI --	215 (375)	185	AT 3(N)	72 (0)	164B(6)gr[Acid] ;164B(6)gr[Acid] ;164B(6)gr[Acid] ;164B(6)gr[Acid] ;164B(6)gr[Acid]P ;164B(6)gr[Acid]P ;164B(6)gr[Acid]P ;164B(6)gr[Acid]P ;164B(6)gr[Acid]P ;164B(6)gr[Acid]P	-12	-2	-3	12	1	Solo (1d2)	E U L -- -

Category	Extra planar	Height	120”	Leftover DP	419
Type	Agothu elder	Length	120”	Outlook	Hostile
Archetype	Offensive	Weight	525Lbs.	Treasure	0

Ag	11	Co	12	Em	-2	In	3	Me	-2	Pr	-3	Qu	4	Re	0	SD	1	St	18

Attack: Acid attack III [Attack, Acid, C] (20 DP)
Defense: Abomination (-20 DP) Proof, weapon, except magic (20 DP) Proof, elemental I [Lightning, -1Size] (15 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Shapechange, mutable form [1'R/ lvl] (20 DP) Additional limb spawn V [1] (50 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar VII [VI+] (-7 DP) Body condition, fleeting soul (-20 DP) Alien intelligence (40 DP) Diet, carnivore (-5 DP) Disturbing voice II [-20] (-20 DP) Interplanar travel (40 DP) Item, no item (-15 DP) Mindless (-25 DP)
Senses: Electrosense: Electroreception (15 DP) Special: presence sense [5'R/ lvl] (10 DP)
Movement: Slith.Worm: 27
Skills: Perc.: 123 Run.: 135 Multi. Att.: 130
Spells: Cha 2 **PP:** 18
Racial:

Stats	Ag	3	Co	2	Em	-2	Em	-2	In	-2	Pr	-3	Qu	1	Re	-5	SD	-4	St	3
Base Hits		30	Base RR		Ch		-25	Ess		0	Me		0	Ph	0	Fe	0			
Base Endurance		0	Healing rate		x1			Stride		0	AT		Armor, thick blubber (AT 3)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio

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Vampire, bunny (III)	5A	Walk.Quad.: 9	2	D(2)	II I@#-	77 (137)	72	AT 1(N)	16 (0)	60D(2)bi[Cold] ;60D(2)cl[Cold]	18	7	12	3	-4	Solo (1d2)	L E U - - -

Category	Undead	**Height**	7”	**Leftover DP**	167
Type	Vampire	**Length**	12”	**Outlook**	Cruel
Archetype	Offensive	**Weight**	4Lbs.	**Treasure**	0

Ag	3	**Co**	3	**Em**	-3	**In**	-2	**Me**	1	**Pr**	2	**Qu**	2	**Re**	1	**SD**	-4	**St**	3

Attack: Leech, blood II [10 hits, -10] (20 DP) Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, touch III [Element, C, 10, Fire ball] (20 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, weapon, except magic or silver (15 DP) Proof, weapon, except wood (20 DP) Sun susceptibility II [E] (-40 DP) Elemental immunity, vampire [4 elements] (60 DP) Immunity, mental spells (25 DP) Proof, critical, critical reduction I [Proof, critical, critical reduction I] (10 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead II [II] (-2 DP) Diet, alacritovore [Life energy] (-10 DP) Diet, sanguinivore (-5 DP) Eternal hunger [Blood, 1 day] (-20 DP) Reproduction, spawn [0,3, 2] (25 DP) No reflection (-20 DP) Sleep requirement, vampire (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Sensitivity: Light sensitivity II [-50] (-20 DP) Dead sense deprivement (-30 DP) Hearing: Hare (20 DP)
Movement: Walk.Quad.: 9 Leap.gait: 0
Skills: Perc.: 38 Run.: 29 Charm: 47
Spells: Cha 0 **PP:** 13
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	-3	**Em**	-3	**In**	-3	**Pr**	2	**Qu**	1	**Re**	0	**SD**	-5	**St**	2			
Base Hits		15			**Base RR**		Ch		10	**Ess**		10			**Me**	10			**Ph**	0	**Fe**	0	
Base Endurance		10			**Healing rate**		x0.5			**Stride**		0			**AT**	Armor, light fur (AT 1)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Vampire, centaur (V)	17G	Walk.Bi.: 27	4	L(7)	VII @# -	125 (215)	110	AT 1(N)	46 (0)	162L(7)bi[Cold] ;162L(7)un[Cold] ;155M(5)rw ;135M(5)we[Cold]	20	10	15	5	0	Solo (1d2)	L E U - - -

Category	Undead	**Height**	90”	**Leftover DP**	19
Type	Vampire	**Length**	99”	**Outlook**	Dominant
Archetype	Stealth	**Weight**	1310Lbs.	**Treasure**	0

Ag	7	**Co**	5	**Em**	0	**In**	0	**Me**	0	**Pr**	5	**Qu**	4	**Re**	5	**SD**	0	**St**	5

Attack: Leech, blood IV [20 hits, -10] (30 DP) Life drain, hunger II [Drain Co, 2, -10] (10 DP) Life drain, touch IV [Element, D, 10, Fire ball] (25 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, weapon, except magic or silver (15 DP) Proof, weapon, except wood (20 DP) Sun susceptibility II [E] (-40 DP) Elemental immunity, vampire [4 elements] (60 DP) Immunity, mental spells (25 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP) Additional limb pair I [Leg] (20 DP) Shapechange, true (50 DP)

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Miscellaneous: Type, undead V [V] (-5 DP) Diet, alacritovore [Life energy] (-10 DP) Diet, sanguinivore (-5 DP) Eternal hunger [Blood, 1 day] (-20 DP) Reproduction, spawn [0,3, 2] (25 DP) No reflection (-20 DP) Sleep requirement, vampire (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Sensitivity: Light sensitivity II [-50] (-20 DP) Dead sense deprivement (-30 DP) Hearing: Cat (10 DP)
Movement: Walk.Bi.: 27 Walk.Quad.: 0
Skills: Perc.: 138 Run.: 175 Swim.: 175 Wei. Trn.: 134 Surv. Biome: 135 Wood Cr. Spec.: 144
Spells: Cha 3 **PP:** 21
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	-3	**Em**	-3	**In**	-3	**Pr**	2	**Qu**	1	**Re**	0	**SD**	-5	**St**	2
Base Hits		25		**Base RR**		Ch		10	**Ess**		10		**Me**	10		**Ph**	0		**Fe**	0
Base Endurance		10		**Healing rate**		x0.5			**Stride**		0		**AT**	Armor, light fur (AT 1)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Vampire, drake (VI)	28G	Walk.Quad.: 31	1	G(9)	IX @# -	169 (293)	139	AT 8(N)	59 (0)	151G(9)bi[Cold] ;151G(9)cl[Cold] ;105G(9)ra[Cold] ;151G(9)all[Cold]3WF	10	31	16	5	-5	Solo (1d2)	L E U - - -

Category	Undead	**Height**	148”	**Leftover DP**	-43
Type	Vampire	**Length**	360”	**Outlook**	Dominant
Archetype	Semi spell user	**Weight**	27760Lbs.	**Treasure**	0

Ag	16	**Co**	5	**Em**	11	**In**	0	**Me**	0	**Pr**	6	**Qu**	1	**Re**	4	**SD**	-5	**St**	5

Attack: Leech, blood V [25 hits, -10] (35 DP) Life drain, hunger III [Drain Co, 3, -10] (15 DP) Life drain, touch V [Element, E, 10, Lightning ball] (30 DP) Elemental cone I [Cold Ball, MCold ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Wing buffeting [3'R/ lvl] (25 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, weapon, except magic or silver (15 DP) Proof, weapon, except wood (20 DP) Sun susceptibility II [E] (-40 DP) Elemental immunity, vampire [4 elements] (60 DP) Immunity, mental spells (25 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP) Wings, membrane (10 DP) Shapechange, true (50 DP)
Miscellaneous: Type, undead VII [VI+] (-7 DP) Diet, alacritovore [Life energy] (-10 DP) Diet, sanguinivore (-5 DP) Eternal hunger [Blood, 1 day] (-20 DP) Reproduction, spawn [0,3, 2] (25 DP) No reflection (-20 DP) Sleep requirement, vampire (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Sensitivity: Light sensitivity II [-50] (-20 DP) Dead sense deprivement (-30 DP) Sight: gecko (10 DP)
Movement: Walk.Quad.: 31 Wing.Fly.Exc.: 0
Skills: Perc.: 119 Run.: 133 Fly.: 133 Grace. Spell l.: 62 Multi. Att.: 124 Intimidat.: 121
Spells: Ess 168 **PP:** 123
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	-3	**Em**	-3	**In**	-3	**Pr**	2	**Qu**	1	**Re**	0	**SD**	-5	**St**	2
Base Hits		40		**Base RR**		Ch		10	**Ess**		10		**Me**	10		**Ph**	0		**Fe**	0
Base Endurance		10		**Healing rate**		x0.5			**Stride**		-25		**AT**	Armor, dragon scales, medium (AT 8)						

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Vampire, gorgon (VI+)	27G	Walk.Bi.: 20	1	M(5)	V @# -	151 (272)	136	AT 3(5)	57 (0)	109M(5)un[Cold] ;157M(5)we[Cold] ;109T(3)si[Cold]	30	11	16	5	-5	Solo (1d2)	L E U - - -

Category	Undead	**Height**	72”	**Leftover DP**	31
Type	Vampire	**Length**	8”	**Outlook**	Cruel
Archetype	Semi spell user	**Weight**	220Lbs.	**Treasure**	0

Ag	15	Co	5	Em	1	In	10	Me	0	Pr	6	Qu	1	Re	4	SD	-5	St	5

Attack: Leech, blood IV [20 hits, -10] (30 DP) Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, touch V [Element, E, 10, Lightning ball] (30 DP) Gaze, petrifying VII [5'/ lvl] (50 DP) Poison sack, injection [Poison: Nerve, Stinger] (20 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, weapon, except magic or silver (15 DP) Proof, weapon, except wood (20 DP) Sun susceptibility II [E] (-40 DP) Elemental immunity, vampire [4 elements] (60 DP) Immunity, mental spells (25 DP) Hideous countenance, petrifying [Hideous countenance, petrifying] (30 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP) Additional head VI [T, Snake, 6] (75 DP) Shapechange, true (50 DP)
Miscellaneous: Type, undead VII [VI+] (-7 DP) Diet, alacritovore [Life energy] (-10 DP) Diet, sanguinivore (-5 DP) Eternal hunger [Blood, 1 day] (-20 DP) Reproduction, spawn [0,3, 2] (25 DP) No reflection (-20 DP) Sleep requirement, vampire (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Sensitivity: Light sensitivity II [-50] (-20 DP) Dead sense deprivement (-30 DP) Heatsense: heat sensor network (20 DP)
Movement: Walk.Bi.: 20
Skills: Perc.: 126 Run.: 138 Lor. Hist. Spec.: 126 Hiding: 128 Stalking: 128 Charm: 126
Spells: Cha 162 **PP:** 126
Racial:

Stats	Ag	2	Co	2	Em	-3	Em	-3	In	-3	Pr	2	Qu	1	Re	0	SD	-5	St	2
Base Hits		25	**Base RR**		Ch		10	**Ess**		10		**Me**		10		**Ph**	0	**Fe**		0
Base Endurance		10	**Healing rate**		x0.5			**Stride**		0		**AT**		Armor, small scales (AT 3)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Vampire, greater (VI)	25G	Walk.Bi.: 22	4	M(5)	VI @# -	146 (253)	131	AT 1(6)	62 (0)	163M(5)bi[Cold] ;163M(5)cl[Cold] ;141M(5)we[Cold]	21	10	15	6	2	Solo (1d2)	L E U - - -

Category	Undead	**Height**	74”	**Leftover DP**	38
Type	Vampire	**Length**	11”	**Outlook**	Dominant
Archetype	Stealth	**Weight**	210Lbs.	**Treasure**	0

Ag	13	Co	6	Em	0	In	1	Me	0	Pr	5	Qu	4	Re	9	SD	2	St	6

Attack: Leech, blood V [25 hits, -10] (35 DP) Life drain, hunger III [Drain Co, 3, -10] (15 DP) Life drain, touch V [Element, E, 10, Lightning ball] (30 DP)

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Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, weapon, except magic or silver (15 DP) Proof, weapon, except wood (20 DP) Sun susceptibility II [E] (-40 DP) Elemental immunity, vampire [4 elements] (60 DP) Immunity, mental spells (25 DP) Dense I [Dense I] (17 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead VI [VI] (-6 DP) Diet, alacritovore [Life energy] (-10 DP) Diet, sanguinivore (-5 DP) Eternal hunger [Blood, 1 day] (-20 DP) Reproduction, spawn [0,3, 2] (25 DP) No reflection (-20 DP) Innate spell list XXV [Spell list, Realm, 25] (75 DP) Innate spell list XXV [Spell list, Realm, 25] (75 DP) Innate PP XXV [25 PP] (25 DP) Sleep requirement, vampire (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Sensitivity: Light sensitivity II [-50] (-20 DP) Dead sense deprivement (-30 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Walk.Bi.: 22
Skills: Perc.: 149 Run.: 176 Lor. Hist. Spec.: 154 Hiding: 161 Stalking: 161 Charm: 167
Spells: Cha 4 **PP:** 41
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	-3	**Em**	-3	**In**	-3	**Pr**	2	**Qu**	1	**Re**	0	**SD**	-5	**St**	2
Base Hits		25			**Base RR**		Ch	10	**Ess**		10			**Me**	10		**Ph**	0	**Fe**	0
Base Endurance		10			**Healing rate**		x0.5		**Stride**		0			**AT**	Armor, naked skin (AT 1)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Vampire, lesser (IV)	15H	Walk.Bi.: 22	3	M(5)	V I@#-	117 (201)	102	AT 1(4)	39 (0)	131M(5)bi[Cold] ;131M(5)cl[Cold] ;105M(5)we[Cold]	19	9	14	4	0	Solo (1d2)	L E U - - -

Category	Undead	**Height**	74”	**Leftover DP**	44
Type	Vampire	**Length**	11”	**Outlook**	Dominant
Archetype	Stealth	**Weight**	210Lbs.	**Treasure**	0

Ag	7	**Co**	4	**Em**	-1	**In**	-1	**Me**	0	**Pr**	4	**Qu**	3	**Re**	5	**SD**	0	**St**	4

Attack: Leech, blood III [15 hits, -10] (25 DP) Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, touch III [Element, C, 10, Fire ball] (20 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, weapon, except magic or silver (15 DP) Proof, weapon, except wood (20 DP) Sun susceptibility II [E] (-40 DP) Elemental immunity, vampire [4 elements] (60 DP) Immunity, mental spells (25 DP) Proof, critical, critical reduction I [Proof, critical, critical reduction I] (10 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead V [V] (-5 DP) Diet, alacritovore [Life energy] (-10 DP) Diet, sanguinivore (-5 DP) Eternal hunger [Blood, 1 day] (-20 DP) Reproduction, spawn [0,3, 2] (25 DP) No reflection (-20 DP) Innate spell list XV [Spell list, Realm, 15] (45 DP) Innate spell list XV [Spell list, Realm, 15] (45 DP) Innate PP XV [15 PP] (15 DP) Sleep requirement, vampire (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Sensitivity: Light sensitivity II [-50] (-20 DP) Dead sense deprivement (-30 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Walk.Bi.: 22
Skills: Perc.: 139 Run.: 155 Lor. Hist. Spec.: 134 Hiding: 150 Stalking: 150 Charm: 147
Spells: Cha 2 **PP:** 44
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	-3	**Em**	-3	**In**	-3	**Pr**	2	**Qu**	1	**Re**	0	**SD**	-5	**St**	2

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Base Hits	25	Base RR	Ch	10	Ess	10	Me	10	Ph	0	Fe	0
Base Endurance	10	Healing rate	x0.5		Stride	0	AT	Armor, naked skin (AT 1)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Vampire, minor (V)	20H	Walk.Bi.: 22	4	M(5)	VI@#-	136 (236)	121	AT 1(5)	52 (0)	155M(5)bi[Cold] ;155M(5)cl[Cold] ;125M(5)we[Cold]	20	10	15	5	1	Solo (1d2)	L E U - - -

Category	Undead	Height	74”	Leftover DP	43
Type	Vampire	Length	11”	Outlook	Dominant
Archetype	Stealth	Weight	210Lbs.	Treasure	0

Ag	9	Co	5	Em	0	In	0	Me	0	Pr	5	Qu	4	Re	7	SD	1	St	5

Attack: Leech, blood IV [20 hits, -10] (30 DP) Life drain, hunger II [Drain Co, 2, -10] (10 DP) Life drain, touch IV [Element, D, 10, Fire ball] (25 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, weapon, except magic or silver (15 DP) Proof, weapon, except wood (20 DP) Sun susceptibility II [E] (-40 DP) Elemental immunity, vampire [4 elements] (60 DP) Immunity, mental spells (25 DP) Proof, critical, critical reduction I [Proof, critical, critical reduction I] (10 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead IV [IV] (-4 DP) Diet, alacritovore [Life energy] (-10 DP) Diet, sanguinivore (-5 DP) Eternal hunger [Blood, 1 day] (-20 DP) Reproduction, spawn [0,3, 2] (25 DP) No reflection (-20 DP) Innate spell list XX [Spell list, Realm, 20] (60 DP) Innate spell list XX [Spell list, Realm, 20] (60 DP) Innate PP XX [20 PP] (20 DP) Sleep requirement, vampire (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Sensitivity: Light sensitivity II [-50] (-20 DP) Dead sense deprivement (-30 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Walk.Bi.: 22
Skills: Perc.: 152 Run.: 165 Lor. Hist. Spec.: 149 Hiding: 156 Stalking: 156 Charm: 146
Spells: Cha 3 **PP:** 37
Racial:

Stats	Ag	2	Co	2	Em	-3	Em	-3	In	-3	Pr	2	Qu	1	Re	0	SD	-5	St	2
Base Hits		25			Base RR		Ch		10		Ess		10		Me		10		Ph	0	Fe	0
Base Endurance		10			Healing rate		x0.5				Stride		0		AT		Armor, naked skin (AT 1)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Vampire, troll (III)	11G	Walk.Bi.: 33	3	B(6)	VI@#-	143 (249)	133	AT 6(N)	31 (0)	121B(6)cl[Cold] ;121B(6)bi[Cold] ;121B(6)we[Cold] ;102B(6)rt	19	7	12	5	-3	Solo (1d2)	L E U - - -

Category	Undead	Height	108”	Leftover DP	25

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Type	Vampire	**Length**	13”	**Outlook**	Dominant
Archetype	Offensive	**Weight**	650Lbs.	**Treasure**	0

Ag	5	**Co**	5	**Em**	-3	**In**	-1	**Me**	2	**Pr**	2	**Qu**	3	**Re**	2	**SD**	-3	**St**	5

Attack: Leech, blood IV [20 hits, -10] (30 DP) Life drain, hunger II [Drain Co, 2, -10] (10 DP) Life drain, touch IV [Element, D, 10, Fire ball] (25 DP) Rock heaving, two handed [5'/ lvl, +1 Size] (20 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, weapon, except magic or silver (15 DP) Proof, weapon, except wood (20 DP) Sun susceptibility II [E] (-40 DP) Elemental immunity, vampire [4 elements] (60 DP) Immunity, mental spells (25 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Diet, alacritovore [Life energy] (-10 DP) Diet, sanguinivore (-5 DP) Eternal hunger [Blood, 1 day] (-20 DP) Reproduction, spawn [0,3, 2] (25 DP) No reflection (-20 DP) Sleep requirement, vampire (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Sensitivity: Light sensitivity II [-50] (-20 DP) Dead sense deprivement (-30 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Walk.Bi.: 33
Skills: Perc.: 68 Run.: 79 Surv. Biome: 34 Track.: 34
Spells: Cha 0 **PP:** 28
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	-3	**Em**	-3	**In**	-3	**Pr**	2	**Qu**	1	**Re**	0	**SD**	-5	**St**	2
Base Hits			30		**Base RR**		Ch	10	**Ess**		10		**Me**	10		**Ph**	0	**Fe**	0
Base Endurance			20		**Healing rate**		x0.5		**Stride**		0		**AT**	Armor, reinforced thick hide (AT 6)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Vampire, unicorn (IV)	16G	Walk.Quad.: 25	3	B(6)	VI @# -	68 (108)	68	AT 1(N)	15 (0)	107B(6)un[Cold] ;59M(5)bi[Cold] ;107M(5)ho[Cold]> ;107M(5)ra[Cold]>> ;59B(6)tr[Cold]S ;59B(6)tr[Cold]S ;59B(6)tr[Cold]S ;59B(6)tr[Cold]S ;59B(6)tr[Cold]S ;59B(6)tr[Cold]S	22	22	12	4	0	Solo (1d2)	L E U - - -

Category	Undead	**Height**	54”	**Leftover DP**	53
Type	Vampire	**Length**	88”	**Outlook**	Cruel
Archetype	Hybrid spell user	**Weight**	850Lbs.	**Treasure**	0

Ag	2	**Co**	4	**Em**	2	**In**	2	**Me**	5	**Pr**	2	**Qu**	3	**Re**	5	**SD**	0	**St**	2

Attack: Leech, blood III [15 hits, -10] (25 DP) Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, touch III [Element, C, 10, Fire ball] (20 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, weapon, except magic or silver (15 DP) Proof, weapon, except wood (20 DP) Sun susceptibility II [E] (-40 DP) Elemental immunity, vampire [4 elements] (60 DP) Immunity, mental spells (25 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP) Shapechange, true (50 DP)
Miscellaneous: Type, undead IV [IV] (-4 DP) Diet, alacritovore [Life energy] (-10 DP) Diet, sanguinivore (-5 DP) Eternal hunger [Blood, 1 day] (-20 DP) Reproduction, spawn [0,3, 2] (25 DP) No reflection (-20 DP) Sleep requirement, vampire (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Sensitivity: Light sensitivity II [-50] (-20 DP) Dead sense deprivement (-30 DP)

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Movement: Walk.Quad.: 25
Skills: Perc.: 120 Run.: 131 Swim.: 59 Fly.: 131 Lor. Fey: 119 Wei. Trn.: 112
Spells: Cha/Ess 320 **PP:** 136
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	-3	**Em**	-3	**In**	-3	**Pr**	0	**Qu**	1	**Re**	0	**SD**	-5	**St**	2
Base Hits		20		**Base RR**		Ch	10	**Ess**		10		**Me**	10		**Ph**	0	**Fe**	0		
Base Endurance		20		**Healing rate**		x0.5		**Stride**		0		**AT**	Armor, light fur (AT 1)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Vampire, werewolf (VI)	22G	Walk.Bi.: 17	4	M(5)	VI@#-	139 (242)	134	AT 1(N)	66 (0)	148M(5)ra[Cold]> ;148M(5)bi[Cold] ;148M(5)cl[Cold] ;148M(5)we[Cold]	20	10	15	5	1	Solo (1d2)	L E U - - -

Category	Undead	**Height**	33”	**Leftover DP**	79
Type	Vampire	**Length**	58”	**Outlook**	Belligerent
Archetype	Stealth	**Weight**	90Lbs.	**Treasure**	0

Ag	11	**Co**	5	**Em**	0	**In**	0	**Me**	0	**Pr**	5	**Qu**	4	**Re**	8	**SD**	1	**St**	5

Attack: Leech, blood VI [30 hits, -10] (40 DP) Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, touch III [Element, C, 10, Fire ball] (20 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, weapon, except magic or silver (15 DP) Proof, weapon, except wood (20 DP) Sun susceptibility II [E] (-40 DP) Elemental immunity, vampire [4 elements] (60 DP) Immunity, mental spells (25 DP) Proof, critical, critical reduction I [Proof, critical, critical reduction I] (10 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP) Wings, membrane (10 DP) Shapechange, true (50 DP)
Miscellaneous: Type, undead VI [VI] (-6 DP) Diet, alacritovore [Life energy] (-10 DP) Diet, sanguinivore (-5 DP) Eternal hunger [Blood, 1 day] (-20 DP) Reproduction, spawn [0,3, 2] (25 DP) No reflection (-20 DP) Sleep requirement, vampire (-20 DP) Frenzy [5, +1 Size] (20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Sensitivity: Light sensitivity II [-50] (-20 DP) Dead sense deprivement (-30 DP) Hearing: Dog (15 DP)
Movement: Walk.Bi.: 17 Wing.Fly.Norm.: 0 Walk.Quad.: 0
Skills: Perc.: 142 Run.: 159 Adr. Foc.: 151 Hiding: 145 Stalking: 145 Charm: 63
Spells: Cha 4 **PP:** 13
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	-3	**Em**	-3	**In**	-3	**Pr**	2	**Qu**	1	**Re**	0	**SD**	-5	**St**	2
Base Hits		25		**Base RR**		Ch	10	**Ess**		10		**Me**	10		**Ph**	0	**Fe**	0		
Base Endurance		20		**Healing rate**		x0.5		**Stride**		0		**AT**	Armor, light fur (AT 1)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RR**	**RR**	**Encouter**	**Bio**

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														P	F		
Vargamor (III)	10F	Walk.Bi.: 18	1	M(5)	V @ -	51 (76)	31	AT 1(2)	7 (0)	71M(5)we ;29M(5)elb	15	15	3	11	4	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	66”	**Leftover DP**	101
Type	Visitor	**Length**	8”	**Outlook**	Hidden agenda
Archetype	Hybrid spell user	**Weight**	150Lbs.	**Treasure**	0

Ag	0	**Co**	1	**Em**	5	**In**	5	**Me**	4	**Pr**	3	**Qu**	1	**Re**	4	**SD**	4	**St**	-1

Attack:
Defense: Abomination (-20 DP) Proof, critical, no stun (10 DP) Proof, weapon, except raw iron (20 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Shapechange, phase [1x/ 8 hrs, Young woman, Adult woman, Old woman] (30 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar III [III] (-3 DP) Body condition, fleeting soul (-20 DP) Diet, omnivore (0 DP) Unsleeping (20 DP) Hybrid I [1Realm] (25 DP)
Senses: Vision: demon vision [50'] (55 DP)
Movement: Walk.Bi.: 18
Skills: Perc.: 87 Run.: 88 Soc. Aware.: 86 Grace. Spell l.: 80 Attune.: 86 Lor. Extr. Planar: 95
Spells: Cha/Ess 200 **PP:** 105
Racial:

Stats	**Ag**	0	**Co**	0	**Em**	2	**Em**	2	**In**	2	**Pr**	2	**Qu**	0	**Re**	1	**SD**	1	**St**	-1
Base Hits		20	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	10	**Fe**	0							
Base Endurance		0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, naked skin (AT 1)											

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Vestice	10F	Walk.Bi.: 20	1	M(5)	V @ -	132 (232)	107	AT 1(2)	23 (0)	121M(5)un ;121M(5)bi ;121M(5)cl	16	5	5	13	1	Solo (1d2)	T B X P J E

Category	Races	**Height**	72”	**Leftover DP**	195
Type	Humanoid	**Length**	11”	**Outlook**	Obsessive
Archetype	Offensive	**Weight**	220Lbs.	**Treasure**	0

Ag	3	**Co**	3	**Em**	0	**In**	1	**Me**	1	**Pr**	0	**Qu**	1	**Re**	1	**SD**	1	**St**	3

Attack:
Defense: Proof, critical, no stun (10 DP)
Form: Shapechange, therianthropy [Animal] (30 DP)
Miscellaneous: Lost will and sanity (-20 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Diet, omnivore (0 DP)
Senses: Sight: primate (5 DP) Smell: rat (10 DP) Hearing: Cat (10 DP) Touch: sensitive (5 DP)
Movement: Walk.Bi.: 20

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Skills: Perc.: 69 Run.: 81 Climb.: 81 Swim.: 81 Acrob.: 80 Pow. Dev.: 46
Spells: Cha 0 **PP:** 3
Racial:

Stats	**Ag**	0	**Co**	0	**Em**	0	**Em**	0	**In**	0	**Pr**	0	**Qu**	0	**Re**	0	**SD**	0	**St**	0
Base Hits		25		**Base RR**		Ch	5		**Ess**	5		**Me**	5		**Ph**	10	**Fe**	0		
Base Endurance		0		**Healing rate**		x1			**Stride**	0		**AT**	Armor, naked skin (AT 1)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Veyrr (VI+)	50G	Ma.Fly.Adapt.: 58	7	E(10)	X @!#-	156 (246)	131	AT 1(N)	98 (0)	143E(10)gr ;143E(10)bi	34	11	34	5	6	Solo (1d2)	L E U - - -

Category	Undead	**Height**	1200”	**Leftover DP**	149
Type	Incorporeal	**Length**	600”	**Outlook**	Cruel
Archetype	Hybrid spell user	**Weight**	0Lbs.	**Treasure**	0

Ag	5	**Co**	5	**Em**	1	**In**	14	**Me**	11	**Pr**	14	**Qu**	7	**Re**	11	**SD**	6	**St**	4

Attack: Aura, fear V [5'R/ lvl] (35 DP) Life drain, hunger V [Drain Co, 5, -10] (25 DP) Elemental internals V [Ice, Attack, E] (30 DP) Elemental internals V [Lightning, Attack, E] (30 DP) Soul rending [-20] (30 DP) Phantom touch, enormous [Grapple, Enormous] (9 DP) Phantom touch, enormous [Bite, Enormous] (9 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead VII [VI+] (-7 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP) Reproduction, lesser spawn [0,5, 4] (15 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Sensitivity: Light sensitivity II [-50] (-20 DP) Vision: Dark vision, superior [100'] (50 DP)
Movement: Ma.Fly.Adapt.: 58
Skills: Perc.: 188 Fly.: 175 Intimidat.: 188 Lor. Reli. Spec.: 187 Grace. Spell l.: 175 Mag. Rit. Dest.: 187
Spells: Cha/Men 1000 **PP:** 213
Racial:

Stats	**Ag**	5	**Co**	2	**Em**	-2	**Em**	-2	**In**	4	**Pr**	4	**Qu**	4	**Re**	3	**SD**	-2	**St**	4
Base Hits		50		**Base RR**		Ch	10		**Ess**	10		**Me**	10		**Ph**	0	**Fe**	0		
Base Endurance		25		**Healing rate**		x0.5			**Stride**	-150		**AT**	Armor, insubstantial (AT 1)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Vile	10D	Walk.Bi.:	5	B(	VII	146	13	AT	35	109H(8)cl ;109L(7)bi> ;89L(7)gr	9	-2	-2	27	-3	Team	E U W

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		24		6)	@ -	(246)	1	3(N)	(0)								(1d10)	- - -

Category	Artificial	**Height**	78”	**Leftover DP**	80
Type	Cultivated	**Length**	12”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	257Lbs.	**Treasure**	0

Ag	7	**Co**	7	**Em**	-2	**In**	-1	**Me**	-2	**Pr**	-2	**Qu**	5	**Re**	-2	**SD**	-3	**St**	7

Attack: Enhanced natural attack II [Claw, +2 Size] (20 DP) Enhanced natural attack I [Bite, +1 Size] (10 DP) Gaping maw I [-3 Size] (25 DP) Accurate attacks I [Attack, 5] (15 DP) Attacks sequence (10 DP)
Defense: Dense I [1Size] (17 DP) Proof, critical, no stun (10 DP) Elemental blood I [Acid, A] (5 DP)
Form: Extra joints [Leg, 20] (20 DP) Extra joints [Arm, 20] (20 DP) Distinct odor (-10 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Link, controlled [5'/ lvl] (-20 DP) Mindless (-25 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Ritual casting (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Heatsense: heat sensor network (20 DP) Caecitas (no vision) (-20 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 24 Leaps: 0 Climb.Claw: 0
Skills: Perc.: 63 Run.: 89 Jump.: 87 Acrob.: 87 Multi. Att.: 60 Nav.: 28
Spells: Cha 0 **PP:** 9
Racial:

Stats	**Ag**	4	**Co**	4	**Em**	-2	**Em**	-2	**In**	-2	**Pr**	-2	**Qu**	4	**Re**	-3	**SD**	-4	**St**	4
Base Hits		35		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	20	**Fe**	0
Base Endurance		20		**Healing rate**		x2			**Stride**		0		**AT**		Armor, thick leather skin (AT 3)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Viperfish	2A	Swim.Stream.: 20	2	D(2)	II - -	47 (71)	27	AT 3(N)	10 (0)	37D(2)ho	9	-4	-2	3	-3	Team (1d10)	O - - - - -

Category	Animal	**Height**	2”	**Leftover DP**	302
Type	Water	**Length**	10”	**Outlook**	Timid
Archetype	Offensive	**Weight**	1Lbs.	**Treasure**	0

Ag	2	**Co**	3	**Em**	-4	**In**	-1	**Me**	-5	**Pr**	-2	**Qu**	2	**Re**	-5	**SD**	-3	**St**	-2

Attack: Distracting light (15 DP)
Defense:
Form: Gills (10 DP) Adapted form: water (15 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Smell: rat (10 DP) Touch: sensitive (5 DP)
Movement: Swim.Stream.: 20
Skills: Perc.: 43 Swim.: 26 Surv. Biome: 48

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Spells: Cha 0 **PP:** 31
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-4	**Em**	-4	**In**	-1	**Pr**	-2	**Qu**	2	**Re**	-5	**SD**	-3	**St**	-2
Base Hits		20	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0							
Base Endurance		0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, small scales (AT 3)											

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Viperhawk	3B	Slith.Belly: 5	2	S(4)	IV - -	60 (96)	40	AT 1(N)	22 (0)	57S(4)si ;57M(5)cl ;34B(6)clCoop5	9	-5	-3	3	-2	Streak (1d6)	T B X P A -

Category	Monster	**Height**	2”	**Leftover DP**	144
Type	Aerial	**Length**	54”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	18Lbs.	**Treasure**	0

Ag	5	**Co**	3	**Em**	-5	**In**	-1	**Me**	-4	**Pr**	-3	**Qu**	2	**Re**	-4	**SD**	-2	**St**	2

Attack: Poison sack, injection [Poison: Muscle, Stinger] (20 DP) Strike reflex [20] (5 DP) Cooperation: flock/ pack attack IV [Claw, 5, 10, 1size] (25 DP) Enhanced natural attack I [Claw, +1 Size] (10 DP)
Defense:
Form: Wings, feathered (20 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: snake (15 DP) Taste: snake palette (15 DP) Touch: sensitive (5 DP) Heatsense: heat sensor network (20 DP)
Movement: Slith.Belly: 5 Wing.Fly.Norm.: 0
Skills: Perc.: 12 Fly.: 39 Surv. Biome: 13 Hiding: 21 Stalking: 21
Spells: Cha 0 **PP:** 1
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-5	**Em**	-5	**In**	-1	**Pr**	-3	**Qu**	2	**Re**	-4	**SD**	-2	**St**	1
Base Hits		20	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0							
Base Endurance		0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, light feather coat (AT 1)											

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Vooj (I)	4B	Slith.Belly: 107	3	B(6)	VI - -	71 (119)	51	AT 3(N)	17 (0)	46L(7)gr> ;34B(6)cr ;46S(4)si	7	-4	-2	11	1	Solo (1d2)	E U L O - -

Category	Extra planar	**Height**	6”	**Leftover DP**	107

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Type	Pale II	**Length**	360”	**Outlook**	Aggressive
Archetype	Offensive	**Weight**	277Lbs.	**Treasure**	0

Ag	5	**Co**	1	**Em**	-4	**In**	-3	**Me**	-4	**Pr**	-2	**Qu**	3	**Re**	-4	**SD**	1	**St**	5

Attack: Attacks sequence (10 DP) Poison sack, injection [Poison: Nerve, Stinger] (20 DP) Gaping maw I [-3 Size] (25 DP) Enhanced natural attack I [Grapple, +1 Size] (10 DP) Weak natural attack I [Stinger, -1 Size] (-5 DP)
Defense: Abomination (-20 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar I [I] (-1 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP)
Senses: Vision: demon vision [50'] (55 DP) Smell: snake (15 DP) Taste: snake palette (15 DP)
Movement: Slith.Belly: 107 Slith.Tail (water): 0
Skills: Perc.: 15 Run.: 13 Climb.: 27 Surv. Biome: 13
Spells: Cha 0 **PP:** -1
Racial:

Stats	**Ag**	4	**Co**	0	**Em**	-4	**Em**	-4	**In**	-3	**Pr**	-2	**Qu**	3	**Re**	-4	**SD**	1	**St**	4	
Base Hits		20		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	10	**Fe**		0	
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**	Armor, small scales (AT 3)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Vorasis	6C	Walk.Quad.: 21	5	B(6)	VI - -	113 (181)	78	AT 2(N)	27 (0)	77B(6)cl> ;63B(6)ra> ;77M(5)si5WF	11	-4	-1	4	2	Solo (1d2)	T B X P J A

Category	Monster	**Height**	40”	**Leftover DP**	7
Type	Land	**Length**	100”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	670Lbs.	**Treasure**	0

Ag	6	**Co**	4	**Em**	-4	**In**	1	**Me**	-1	**Pr**	-1	**Qu**	5	**Re**	-3	**SD**	2	**St**	5

Attack: Attacks sequence (10 DP) Ambush predator IV [Terrain, 68, 16] (24 DP) Poison sack, injection [Poison: Conversion, Stinger] (20 DP) Gaze, holding II [5'/ lvl] (20 DP)
Defense:
Form: Camouflage, pattern [Grass, 25] (10 DP) Additional head IV [Snake, Type, 4] (55 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP) Smell: snake (15 DP) Taste: snake palette (15 DP)
Movement: Walk.Quad.: 21
Skills: Perc.: 29 Run.: 46 Surv. Biome: 27 Hiding: 63 Stalking: 38 Acrob.: 45
Spells: Cha 0 **PP:** 2
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-1	**Qu**	4	**Re**	-4	**SD**	1	**St**	3	
Base Hits		35		**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**		0	

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Base Endurance	0	Healing rate	x1		Stride	0	AT	Armor, heavy fur (AT2)

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Vulfen	3C	Walk.Bi.: 22	2	M(5)	IV - -	74 (110)	64	AT 2(N)	12 (0)	51M(5)bi ;51M(5)cl ;39M(5)we ;39M(5)rw ;17M(5)biP ;17M(5)biP ;17M(5)biP ;17M(5)biP ;17M(5)biP ;17M(5)biP ;17M(5)biP	11	-3	0	5	-2	Solo (1d2)	I T B P - -

Category	Races	Height	75”	Leftover DP	56
Type	Antropomorph	Length	11”	Outlook	Aggressive
Archetype	Offensive	Weight	225Lbs.	Treasure	0

Ag	2	Co	5	Em	-3	In	1	Me	0	Pr	0	Qu	2	Re	0	SD	-2	St	3

Attack:
Defense:
Form: Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Group instinct (5 DP)
Senses: Smell: dog (20 DP) Hearing: Dog (15 DP) Nose: Uncanny tracking II [20] (20 DP)
Movement: Walk.Bi.: 22 Walk.Quad.: 0
Skills: Perc.: 12 Run.: 29 Track.: 24 Multi. Att.: 18 Surv. Biome: 7
Spells: Cha 0 **PP:** -1
Racial:

Stats	Ag	1	Co	4	Em	-3	Em	-3	In	1	Pr	0	Qu	2	Re	0	SD	-2	St	2
Base Hits		30	Base RR		Ch	0	Ess		0		Me	0	Ph	0	Fe	0				
Base Endurance		20	Healing rate		x1		Stride		0		AT	Armor, heavy fur (AT2)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Vulture	2B	Walk.Bi.: 3	1	T(3)	III - -	44 (59)	39	AT 2(N)	17 (0)	26T(3)cl ;26T(3)be	9	-5	-4	22	0	Posse (2d10)	X P F D - -

Category	Animal	Height	34”	Leftover DP	223
Type	Bird	Length	42”	Outlook	Hidden agenda
Archetype	Defensive	Weight	10Lbs.	Treasure	0

Ag	2	Co	2	Em	-5	In	-1	Me	-3	Pr	-4	Qu	1	Re	-4	SD	0	St	3

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Attack:
Defense:
Form: Wings, feathered (20 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 2, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP) Smell: dog (20 DP)
Movement: Walk.Bi.: 3 Awk.move.IV: 0 Wing.Fly.Norm.: 0
Skills: Perc.: 18 Fly.: 33 Surv. Biome: 15
Spells: Cha 0 **PP:** 4
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	-5	**Em**	-5	**In**	-1	**Pr**	-4	**Qu**	1	**Re**	-4	**SD**	0	**St**	3
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	20	**Fe**	0
Base Endurance		20		**Healing rate**		x1			**Stride**		0		**AT**		Armor, thick feather coat (AT 2)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Walrus	6D	Walk.Quad.: 14	1	L(7)	VII - -	130 (198)	80	AT 3(N)	15 (0)	76L(7)ra>> ;76L(7)ho	12	-2	-3	5	2	Ensemble (2d12)	I T O - - -

Category	Animal	**Height**	50”	**Leftover DP**	127
Type	Carnivore	**Length**	110”	**Outlook**	Aggressive
Archetype	Offensive	**Weight**	2000Lbs.	**Treasure**	0

Ag	2	**Co**	5	**Em**	-2	**In**	2	**Me**	-1	**Pr**	-3	**Qu**	1	**Re**	-4	**SD**	2	**St**	4

Attack: Attacks sequence (10 DP)
Defense:
Form: Breathing, long breath [1 min/ lvl] (10 DP) Adapted form: water (15 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Hearing: Dog (15 DP) Touch: sensitive antennae/ vibrissae (13 DP) Poor senses: sight II [-10] (-8 DP) Vision: nightvision (10 DP)
Movement: Walk.Quad.: 14 Awk.move.III: 0 Swim.Web: 0
Skills: Perc.: 14 Swim.: 46 Surv. Biome: 37
Spells: Cha 0 **PP:** 7
Racial:

Stats	**Ag**	0	**Co**	3	**Em**	-2	**Em**	-2	**In**	1	**Pr**	-3	**Qu**	0	**Re**	-5	**SD**	1	**St**	2
Base Hits		50		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, thick blubber (AT 3)					

Name	**Lvl**	**BMR**	**Ini**	**Siz**	**Crit**	**Hits**	**En**	**AT**	**DB**	**OB**	**RRC**	**RRE**	**RR**	**R**	**R**	**Encouter**	**Bio**

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			t	e			d		(Sh)				M	RP	RF		
Warcat, greater	25G	Walk.Quad.: 52	7	G(9)	IX - -	212 (362)	177	AT 2(N)	121 (0)	158G(9)cl> ;158G(9)ra> ;158G(9)bi	14	-4	-1	11	5	Yoke (1d3)	T B X P J A

Category	Monster	**Height**	132”	**Leftover DP**	125
Type	Land	**Length**	330”	**Outlook**	Normal
Archetype	Offensive	**Weight**	24075Lbs.	**Treasure**	0

Ag	11	Co	11	Em	-4	In	4	Me	3	Pr	-1	Qu	7	Re	4	SD	5	St	14

Attack: Attacks sequence (10 DP) Ambush predator IV [Terrain, 68, 16] (24 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP) Specific training [Creature, Archetype, 1] (50 DP) Fighting brick II [+2 pace] (-20 DP) Adrenal defense X [50] (50 DP)
Defense:
Form: Camouflage, pattern [Grass, 25] (10 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 52
Skills: Perc.: 110 Run.: 122 Surv. Biome: 107 Hiding: 141 Stalking: 116
Spells: Cha 1 **PP:** 19
Racial:

Stats	Ag	4	Co	2	Em	-4	Em	-4	In	0	Pr	-1	Qu	4	Re	0	SD	1	St	3
Base Hits		35			**Base RR**		Ch		0	**Ess**		0			**Me**		0	**Ph**	0	**Fe**	0
Base Endurance		0			**Healing rate**		x1			**Stride**		0			**AT**		Armor, heavy fur (AT2)			

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Warcat, lesser	15G	Walk.Quad.: 44	6	H(8)	VIII - -	182 (312)	147	AT 2(N)	88 (0)	140H(8)cl> ;140H(8)ra> ;140H(8)bi	12	-4	-1	7	3	Gaggle (1d12)	B X P F - -

Category	Monster	**Height**	108”	**Leftover DP**	60
Type	Land	**Length**	270”	**Outlook**	Normal
Archetype	Offensive	**Weight**	13190Lbs.	**Treasure**	0

Ag	9	Co	7	Em	-4	In	2	Me	0	Pr	-1	Qu	6	Re	0	SD	3	St	8

Attack: Attacks sequence (10 DP) Ambush predator IV [Terrain, 68, 16] (24 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP) Specific training [Creature, Archetype, 1] (50 DP) Fighting brick I [+1 pace] (-10 DP) Adrenal defense VIII [40] (40 DP)
Defense:
Form: Camouflage, pattern [Grass, 25] (10 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)

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Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 44
Skills: Perc.: 80 Run.: 91 Surv. Biome: 77 Hiding: 111 Stalking: 86
Spells: Cha 1 **PP:** 16
Racial:

Stats	Ag	4	Co	2	Em	-4	Em	-4	In	0	Pr	-1	Qu	4	Re	-2	SD	1	St	3
Base Hits		35	**Base RR**		Ch		0	**Ess**		0			**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		0	**Healing rate**		x1			**Stride**		0			**AT**		Armor, heavy fur (AT2)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Warder, greater	17H	Walk.Quad.: 62	5	G(9)	IX --	128 (218)	108	AT 3(N)	49 (0)	154B(6)bi ;154B(6)bi ;154B(6)bi ;154B(6)bi ;154B(6)biP ;154B(6)biP ;154B(6)biP ;154B(6)biP ;154B(6)biP ;154B(6)biP	19	9	9	-5	8	Solo (1d2)	E U W - - -

Category	Artificial	Height	162”	Leftover DP	46
Type	Cultivated	Length	253”	Outlook	Protective
Archetype	Stealth	Weight	20500Lbs.	Treasure	0

Ag	7	Co	5	Em	-1	In	-1	Me	0	Pr	-1	Qu	5	Re	5	SD	8	St	5

Attack: Weak natural attack I [Bite, -1 Size] (-5 DP) Weak natural attack I [Bite, -1 Size] (-5 DP) Weak natural attack I [Bite, -1 Size] (-5 DP) Weak natural attack I [Bite, -1 Size] (-5 DP) Weak natural attack I [Bite, -1 Size] (-5 DP)
Defense: Rapid bleeder II [2B] (-50 DP) Elemental susceptibility III [Wind, -15] (-9 DP) Elemental susceptibility III [Earth, -15] (-9 DP)
Form: Additional head IV [L, Bite, 4] (55 DP) Additional spirit (35 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Link, controlled [5'/ lvl] (-20 DP) Guardian [Subject, 5'/ lvl] (-10 DP) Can't speak (-10 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Special: invisibility sense [5'R/ lvl] (25 DP) Vision: demon vision [50'] (55 DP) Special: presence sense [5'R/ lvl] (10 DP)
Movement: Walk.Quad.: 62
Skills: Perc.: 147 Run.: 170 Hiding: 154 Stalking: 154 Track.: 147 Locks: 153
Spells: Cha 3 **PP:** 23
Racial:

Stats	Ag	2	Co	2	Em	-4	Em	-4	In	-4	Pr	-4	Qu	2	Re	0	SD	3	St	2
Base Hits		20	**Base RR**		Ch		10	**Ess**		10			**Me**		10		**Ph**	-10	**Fe**	0
Base Endurance		0	**Healing rate**		x2			**Stride**		0			**AT**		Armor, thick leather skin (AT 3)					

Name	Lvl	BMR	Ini	Siz	Crit	Hits	En	AT	DB	OB	RRC	RRE	RR	R	R	Encouter	Bio

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			t	e			d		(Sh)				M	RP	RF		
Warder, lesser	8H	Walk.Quad.: 29	3	M(5)	V - -	87 (143)	67	AT 2(N)	25 (0)	93M(5)bi ;93M(5)bi ;93M(5)bi	17	7	7	-7	5	Yoke (1d3)	E U W - - -

Category	Artificial	**Height**	67”	**Leftover DP**	131
Type	Cultivated	**Length**	105”	**Outlook**	Protective
Archetype	Stealth	**Weight**	220Lbs.	**Treasure**	0

Ag	4	Co	3	Em	-3	In	-3	Me	0	Pr	-3	Qu	3	Re	2	SD	5	St	3

Attack: Weak natural attack I [Bite, -1 Size] (-5 DP) Weak natural attack I [Bite, -1 Size] (-5 DP) Weak natural attack I [Bite, -1 Size] (-5 DP)
Defense: Rapid bleeder II [2B] (-50 DP) Elemental susceptibility III [Wind, -15] (-9 DP) Elemental susceptibility III [Earth, -15] (-9 DP)
Form: Additional head II [M, Bite, 2] (35 DP) Additional spirit (35 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Diet, nihilovore (20 DP) Item, no item (-15 DP) Ambidextrous (10 DP) Unsleeping (20 DP) Link, controlled [5'/ lvl] (-20 DP) Guardian [Subject, 5'/ lvl] (-10 DP) Can't speak (-10 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Special: invisibility sense [5'R/ lvl] (25 DP) Vision: demon vision [50'] (55 DP) Special: presence sense [5'R/ lvl] (10 DP)
Movement: Walk.Quad.: 29
Skills: Perc.: 89 Run.: 108 Hiding: 98 Stalking: 98 Track.: 89
Spells: Cha 1 **PP:** 12
Racial:

Stats	Ag	2	Co	2	Em	-4	Em	-4	In	-4	Pr	-4	Qu	2	Re	0	SD	3	St	2
Base Hits		20			**Base RR**		Ch	10	**Ess**		10		**Me**	10			**Ph**	-10	**Fe**	0
Base Endurance		0			**Healing rate**		x2		**Stride**		0		**AT**	Armor, thick skin (AT 2)						

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Wasp, electric	1A	Walk.Sext.: 14	3	Mi (1)	I - -	28 (40)	13	AT 1(N)	21 (0)	29MI(1)si[Electricity]	9	-4	-3	2	-3	Solo (1d2)	B X F S - -

Category	Animal	**Height**	3”	**Leftover DP**	240
Type	Invertebrate	**Length**	5”	**Outlook**	Protective
Archetype	Offensive	**Weight**	0.1Lbs.	**Treasure**	0

Ag	4	Co	2	Em	-4	In	-1	Me	-3	Pr	-3	Qu	3	Re	-3	SD	-3	St	1

Attack: Elemental internals I [Lightning, Attack, A] (10 DP) Poison sack, injection [Poison: Nerve, Stinger] (20 DP)
Defense: Elemental vulnerability I [Vacuum, +1 Size] (-15 DP)
Form: Wings, diaphanous (5 DP) Additional limb pair I [Location] (20 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)

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Senses: Smell: sensitive (5 DP) Touch: sensitive antennae/ vibrissae (13 DP) Eyes: multifaceted [100', 320, None] (25 DP)
Movement: Walk.Sext.: 14 Wing.Fly.Norm.: 0 Surf.Adh.: 0
Skills: Perc.: 18 Fly.: 23 Surv. Biome: 10
Spells: Cha 0 **PP:** 0
Racial:

Stats	Ag	4	Co	2	Em	-4	Em	-4	In	-1	Pr	-3	Qu	3	Re	-3	SD	-3	St	1
Base Hits		15	Base RR		Ch		0	Ess		0			Me		0		Ph	0	Fe	0
Base Endurance		0	Healing rate		x2			Stride		0			AT		Armor, naked skin (AT 1)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Water drake, mature	15G	Walk.Quad.: 19	4	G(9)	IX --	132 (216)	97	AT 8(N)	52 (0)	116G(9)bi ;116G(9)cl ;90G(9)ra ;116G(9)ho ;-25G(9)alln ;-25G(9)alln ;-25G(9)alln ;-25G(9)alln ;-25G(9)alln ;-25G(9)alln	10	21	10	15	3	Solo (1d2)	W E U - - -

Category	Fell creature	Height	110”	Leftover DP	108
Type	Lesser drake	Length	342”	Outlook	Aggressive
Archetype	Stealth	Weight	23500Lbs.	Treasure	0

Ag	7	Co	5	Em	1	In	0	Me	0	Pr	0	Qu	4	Re	5	SD	3	St	4

Attack: Attacks sequence (10 DP) Wreck ships (20 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Elemental immunity [Water] (20 DP) Immune to disease, lesser (10 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial IV [Belly, AT 4] (-4 DP) Elemental vulnerability I [Ice, +1 Size] (-15 DP) Proof, elemental I [Fire, -1Size] (15 DP)
Form: Elongated appendage II [Neck, 10'] (10 DP) Elongated appendage III [Tail, 15'] (15 DP) Distinct odor (-10 DP) Breathing, long breath [1 min/ lvl] (10 DP) Methuselah II [Up to 500 years] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: gecko (10 DP) Smell: rat (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 19 Awk.move.V: 0 Swim.Stream.: 0 Wing.Fly.Glider: 146
Skills: Perc.: 134 Swim.: 140 Hiding: 136 Stalking: 136 Surv. Biome: 129 Multi. Att.: 50
Spells: Ess 2 **PP:** 4
Racial:

Stats	Ag	2	Co	3	Em	-1	Em	-1	In	-2	Pr	-2	Qu	2	Re	0	SD	-2	St	2
Base Hits		35	Base RR		Ch		10	Ess		10			Me		10		Ph	10	Fe	0
Base Endurance		0	Healing rate		x2			Stride		-25			AT		Armor, dragon scales, medium (AT 8)					

Name	Lvl	BMR	Ini	Siz	Crit	Hits	En	AT	DB	OB	RRC	RRE	RR	R	R	Encouter	Bio

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			t	e			d		(Sh)				M	RP	RF		
Water drake, old	20G	Walk.Quad.: 29	5	E(10)	X - -	151 (251)	116	AT 9(N)	55 (0)	136E(10)bi ;136E(10)cl ;106E(10)ra ;136E(10)ho ;-15E(10)alln ;-15E(10)alln ;-15E(10)alln ;-15E(10)alln ;-15E(10)alln ;-15E(10)alln	11	22	11	16	4	Solo (1d2)	W E U - - -

Category	Fell creature	**Height**	154”	**Leftover DP**	118
Type	Lesser drake	**Length**	480”	**Outlook**	Aggressive
Archetype	Stealth	**Weight**	65530Lbs.	**Treasure**	0

Ag	9	Co	6	Em	2	In	1	Me	0	Pr	1	Qu	5	Re	7	SD	4	St	5

Attack: Attacks sequence (10 DP) Wreck ships (20 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP) Fighting brick II [+2 pace] (-20 DP)
Defense: Elemental immunity [Water] (20 DP) Immune to disease, lesser (10 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial III [Belly, AT 3] (-4 DP) Elemental vulnerability I [Ice, +1 Size] (-15 DP) Proof, elemental I [Fire, -1Size] (15 DP)
Form: Elongated appendage II [Neck, 10'] (10 DP) Elongated appendage III [Tail, 15'] (15 DP) Distinct odor (-10 DP) Breathing, long breath [1 min/ lvl] (10 DP) Methuselah II [Up to 500 years] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: gecko (10 DP) Smell: rat (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 29 Awk.move.V: 0 Swim.Stream.: 0 Wing.Fly.Glider: 193
Skills: Perc.: 133 Swim.: 147 Hiding: 140 Stalking: 140 Surv. Biome: 133 Multi. Att.: 59
Spells: Ess 3 **PP:** 8
Racial:

Stats	Ag	2	Co	3	Em	-1	Em	-1	In	-2	Pr	-2	Qu	2	Re	0	SD	-2	St	2
Base Hits		35	**Base RR**		Ch	10	**Ess**		10		**Me**		10		**Ph**	10	**Fe**	0		
Base Endurance		0	**Healing rate**		x2		**Stride**		-25		**AT**		Armor, dragon scales, heavy (AT 9)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Water drake, young	10F	Walk.Quad.: 10	3	H(8)	VIII - -	109 (174)	74	AT 7(N)	29 (0)	95H(8)bi ;95H(8)cl ;75H(8)ra ;95H(8)ho ;-15H(8)alln ;-15H(8)alln ;-15H(8)alln ;-15H(8)alln ;-15H(8)alln ;-15H(8)alln	9	20	9	14	1	Solo (1d2)	W E U - - -

Category	Fell creature	**Height**	66”	**Leftover DP**	89
Type	Lesser drake	**Length**	204”	**Outlook**	Aggressive
Archetype	Stealth	**Weight**	5150Lbs.	**Treasure**	0

Ag	5	Co	4	Em	0	In	-1	Me	0	Pr	-1	Qu	3	Re	3	SD	1	St	3

Attack: Attacks sequence (10 DP) Wreck ships (20 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP) Fighting brick I [+1 pace] (-10 DP)

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Defense: Elemental immunity [Water] (20 DP) Immune to disease, lesser (10 DP) Weak spot [Location, -25] (-10 DP) Natural armor, partial II [Belly, AT 2] (-5 DP) Elemental vulnerability I [Ice, +1 Size] (-15 DP) Proof, elemental I [Fire, -1Size] (15 DP)
Form: Elongated appendage II [Neck, 10'] (10 DP) Elongated appendage III [Tail, 15'] (15 DP) Distinct odor (-10 DP) Breathing, long breath [1 min/ lvl] (10 DP) Methuselah II [Up to 500 years] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Disturbing voice II [-20] (-20 DP) Heavy sleeper (-5 DP) Sleep requirement, dragon (-50 DP)
Senses: Sight: gecko (10 DP) Smell: rat (10 DP) Hearing: Cat (10 DP)
Movement: Walk.Quad.: 10 Awk.move.V: 0 Swim.Stream.: 0 Wing.Fly.Glider: 100
Skills: Perc.: 108 Swim.: 116 Hiding: 110 Stalking: 110 Surv. Biome: 105 Multi. Att.: 35
Spells: Ess 1 **PP:** 11
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-1	**Em**	-1	**In**	-2	**Pr**	-2	**Qu**	2	**Re**	0	**SD**	-2	**St**	2
Base Hits		35		**Base RR**		Ch		10	**Ess**		10		**Me**		10		**Ph**	10	**Fe**	0
Base Endurance		0		**Healing rate**		x2			**Stride**		-25		**AT**		Armor, dragon scales, light (AT 7)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Waterslider (I)	4H	Swim.No .Res.: 47	3	S(4)	IV @# -	58 (88)	38	AT 1(N)	57 (0)		7	-4	-4	4	0	Solo (1d2)	E O - - - -

Category	Elemental	**Height**	30”	**Leftover DP**	69
Type	Transport elemental	**Length**	10”	**Outlook**	Helpful
Archetype	Defensive	**Weight**	44Lbs.	**Treasure**	0

Ag	5	**Co**	4	**Em**	-4	**In**	-3	**Me**	-4	**Pr**	-4	**Qu**	3	**Re**	-3	**SD**	0	**St**	2

Attack: Elemental internals I [Element, Attack, A] (10 DP)
Defense: Proof, weapon, except magic (20 DP) Elemental immunity, natural [Natural element] (20 DP) Regeneration, conditional [Water, 1 H/ rnd] (25 DP) Elemental immunity [Water] (20 DP) Proof, elemental I [Fire, -1Size] (15 DP) Elemental vulnerability I [Ice, +1 Size] (-15 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Material Susceptibility II [Ice, 10] (-20 DP)
Form: Body: elemental energy [Water, 40] (40 DP) Breathing, no (20 DP) Lifeless (5 DP) Elemental blending [Element] (10 DP)
Miscellaneous: Elemental spirit, diminutive [Diminutive] (5 DP) Diet, nihilovore (20 DP) Item, no item (-15 DP) Unsleeping (20 DP) Can't speak (-10 DP) Type, elemental I [I] (-1 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Smell: shark (25 DP)
Movement: Swim.No.Res.: 47 Slith.Sidew.: 0
Skills: Perc.: 48 Swim.: 56 Run.: 35
Spells: Cha 0 **PP:** 6
Racial:

Stats	**Ag**	4	**Co**	4	**Em**	-4	**Em**	-4	**In**	-4	**Pr**	-4	**Qu**	2	**Re**	-4	**SD**	0	**St**	2
Base Hits		20		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0

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Base Endurance	0	Healing rate	x1		Stride	0	AT	Armor, insubstantial (AT 1)

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Werebear, greater	30H	Walk.Quad.: 28	4	M(5)	VI @ -	220 (380)	200	AT 2(N)	72 (0)	171M(5)ra ;156B(6)gr> ;171B(6)cl>> ;171B(6)bi ;171M(5)weP ;171M(5)weP ;171M(5)weP ;171M(5)weP ;171M(5)weP ;171M(5)weP	15	-2	-1	12	6	Solo (1d2)	L E U - - -

Category	Races	Height	48”	Leftover DP	214
Type	Werecreature	Length	66”	Outlook	Considerate
Archetype	Offensive	Weight	250Lbs.	Treasure	0

Ag	9	Co	12	Em	-2	In	5	Me	2	Pr	-1	Qu	4	Re	3	SD	6	St	18

Attack: Attacks sequence (10 DP) Enhanced natural attack I [Grapple, +1 Size] (10 DP) Enhanced natural attack I [Claw, +1 Size] (10 DP) Enhanced natural attack I [Bite, +1 Size] (10 DP)
Defense: Proof, weapon, except silver (20 DP) Proof, weapon, except magic (20 DP) Regeneration, magical [3 Hits/ rnd, 10 min.] (30 DP) Dense I [1Size] (17 DP) Proof, critical, no stun (10 DP)
Form: Shapechange, therianthropy [Animal] (30 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Sight: primate (5 DP) Smell: grizzly (30 DP) Nose: Uncanny tracking IV [40] (40 DP)
Movement: Walk.Quad.: 28 Walk.Bi.: 0
Skills: Perc.: 133 Run.: 142 Surv. Biome: 132 Track.: 183 Metal Cr. Spec.: 136 Contr. Lycanthr.: 131
Spells: Cha 2 **PP:** 20
Racial:

Stats	Ag	1	Co	2	Em	-2	Em	-2	In	0	Pr	-1	Qu	1	Re	-2	SD	1	St	3
Base Hits		30			Base RR		Ch		0	Ess		0			Me		0		Ph	0	Fe	0
Base Endurance		10			Healing rate		x1			Stride		5			AT		Armor, heavy fur (AT2)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Werebear, lesser	8F	Walk.Quad.: 28	2	M(5)	V - -	124 (208)	104	AT 2(N)	22 (0)	93S(4)ra ;77M(5)gr> ;93M(5)cl>> ;93M(5)bi ;93M(5)weP ;93M(5)weP ;93M(5)weP ;93M(5)weP ;93M(5)weP ;93M(5)weP	11	-2	-1	4	2	Solo (1d2)	L E U - - -

Category	Races	Height	48”	Leftover DP	62
Type	Werecreature	Length	66”	Outlook	Aloof
Archetype	Offensive	Weight	250Lbs.	Treasure	0

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Ag	3	Co	4	Em	-2	In	1	Me	0	Pr	-1	Qu	2	Re	-1	SD	2	St	5

Attack: Attacks sequence (10 DP)
Defense: Proof, weapon, except magic or silver (15 DP)
Form: Shapechange, therianthropy [Animal] (30 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Sight: primate (5 DP) Smell: grizzly (30 DP) Nose: Uncanny tracking IV [40] (40 DP)
Movement: Walk.Quad.: 28 Walk.Bi.: 0
Skills: Perc.: 42 Run.: 59 Surv. Biome: 38 Track.: 92 Wood Cr. Spec.: 49 Contr. Lycanthr.: 44
Spells: Cha 0 **PP:** -2
Racial:

Stats	Ag	1	Co	2	Em	-2	Em	-2	In	0	Pr	-1	Qu	1	Re	-2	SD	1	St	3
Base Hits			30		Base RR		Ch		0	Ess		0			Me		0		Ph	0	Fe	0
Base Endurance			10		Healing rate		x1			Stride		5			AT		Armor, heavy fur (AT2)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Wereboar	6E	Walk.Quad.: 17	2	M(5)	V - -	110 (178)	85	AT 2(N)	18 (0)	113M(5)ho> ;113M(5)ra> ;99M(5)tr ;113M(5)we	11	-1	-1	14	-1	Solo (1d2)	L E U - - -

Category	Races	Height	32”	Leftover DP	50
Type	Werecreature	Length	57”	Outlook	Belligerent
Archetype	Offensive	Weight	155Lbs.	Treasure	0

Ag	3	Co	4	Em	-1	In	1	Me	-1	Pr	-1	Qu	2	Re	-2	SD	-1	St	4

Attack: Attacks sequence (10 DP)
Defense: Proof, weapon, except magic or silver (15 DP)
Form: Shapechange, therianthropy [Animal] (30 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Frenzy [5, +1 Size] (20 DP)
Senses: Smell: dog (20 DP) Hearing: Dog (15 DP) Nose: Uncanny tracking III [30] (30 DP) Sight: primate (5 DP)
Movement: Walk.Quad.: 17 Walk.Bi.: 0
Skills: Perc.: 50 Run.: 75 Surv. Biome: 46 Adr. Foc.: 51 Track.: 80 Contr. Lycanthr.: 26
Spells: Cha 0 **PP:** 14
Racial:

Stats	Ag	1	Co	2	Em	-1	Em	-1	In	0	Pr	-1	Qu	1	Re	-3	SD	-2	St	2
Base Hits			35		Base RR		Ch		0	Ess		0			Me		0		Ph	10	Fe	0
Base Endurance			10		Healing rate		x1			Stride		0			AT		Armor, heavy fur (AT2)					

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Werejackal	5E	Walk.Quad.: 18	2	M(5)	V - -	66 (101)	66	AT 1(N)	16 (0)	55M(5)ra> ;55M(5)bi ;65B(6)grCoop3 ;55M(5)we	12	-1	1	3	0	Solo (1d2)	L E U - - -

Category	Races	**Height**	33”	**Leftover DP**	10
Type	Werecreature	**Length**	42”	**Outlook**	Greedy
Archetype	Stealth	**Weight**	150Lbs.	**Treasure**	0

Ag	2	Co	3	Em	-1	In	2	Me	0	Pr	1	Qu	2	Re	-1	SD	0	St	2

Attack: Attacks sequence (10 DP) Cooperation: flock/ pack attack V [Attack, 3, 10, 1Size] (30 DP)
Defense: Proof, weapon, except magic or silver (15 DP)
Form: Shapechange, therianthropy [Animal] (30 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Group instinct (5 DP)
Senses: Smell: dog (20 DP) Hearing: Dog (15 DP) Nose: Uncanny tracking III [30] (30 DP) Sight: primate (5 DP)
Movement: Walk.Quad.: 18 Walk.Bi.: 0
Skills: Perc.: 62 Run.: 72 Surv. Biome: 60 Hiding: 66 Stalking: 66 Contr. Lycanthr.: 63
Spells: Cha 0 **PP:** 10
Racial:

Stats	Ag	1	Co	2	Em	-2	Em	-2	In	1	Pr	0	Qu	1	Re	-2	SD	-1	St	1
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		25		**Healing rate**		x1			**Stride**		0		**AT**		Armor, light fur (AT 1)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Werelion, greater	35G	Walk.Quad.: 34	5	B(6)	VII @ -	228 (398)	218	AT 1(N)	85 (0)	181B(6)cl> ;163B(6)gr>> ;181B(6)bi ;181B(6)we	15	-2	1	11	6	Solo (1d2)	L E U - - -

Category	Races	**Height**	48”	**Leftover DP**	247
Type	Werecreature	**Length**	80”	**Outlook**	Dominant
Archetype	Offensive	**Weight**	330Lbs.	**Treasure**	0

Ag	10	Co	11	Em	-2	In	5	Me	2	Pr	1	Qu	5	Re	4	SD	6	St	17

Attack: Attacks sequence (10 DP) Ambush predator III [Terrain, 62, 14] (21 DP) Enhanced natural attack I [Claw, +1 Size] (10 DP) Enhanced natural attack I [Grapple, +1 Size] (10 DP) Enhanced natural attack I [Bite, +1 Size] (10 DP)
Defense: Proof, weapon, except silver (20 DP) Proof, weapon, except magic (20 DP) Regeneration, magical [3 Hits/ rnd, 10 min.] (30 DP) Dense I [1Size] (17 DP) Proof, critical, no stun (10 DP)
Form: Shapechange, therianthropy [Grass] (30 DP) Camouflage, pattern [Grass, 25] (10 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)

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Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP) Sight: primate (5 DP)
Movement: Walk.Quad.: 34 Walk.Bi.: 0
Skills: Perc.: 133 Run.: 146 Surv. Biome: 133 Hiding: 102 Culinary Cr. Spec.: 75 Contr. Lycanthr.: 132
Spells: Cha 2 **PP:** 23
Racial:

Stats	**Ag**	2	**Co**	1	**Em**	-2	**Em**	-2	**In**	0	**Pr**	1	**Qu**	2	**Re**	-2	**SD**	1	**St**	2
Base Hits		30		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		20		**Healing rate**		x1			**Stride**		10		**AT**		Armor, light fur (AT 1)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Werelion, lesser	8G	Walk.Quad.: 33	3	B(6)	VI - -	122 (206)	112	AT 1(N)	25 (0)	90B(6)cl> ;74B(6)gr>> ;90B(6)bi ;90B(6)we	11	-2	1	3	2	Solo (1d2)	L E U - - -

Category	Races	**Height**	48”	**Leftover DP**	35
Type	Werecreature	**Length**	80”	**Outlook**	Dominant
Archetype	Offensive	**Weight**	330Lbs.	**Treasure**	0

Ag	4	**Co**	3	**Em**	-2	**In**	1	**Me**	0	**Pr**	1	**Qu**	3	**Re**	-1	**SD**	2	**St**	4

Attack: Attacks sequence (10 DP) Ambush predator III [Terrain, 62, 14] (21 DP)
Defense: Proof, weapon, except magic or silver (15 DP)
Form: Shapechange, therianthropy [Grass] (30 DP) Camouflage, pattern [Grass, 25] (10 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP) Sight: primate (5 DP)
Movement: Walk.Quad.: 33 Walk.Bi.: 0
Skills: Perc.: 49 Run.: 55 Surv. Biome: 49 Hiding: 49 Wood Cr. Spec.: 22 Contr. Lycanthr.: 49
Spells: Cha 0 **PP:** 7
Racial:

Stats	**Ag**	2	**Co**	1	**Em**	-2	**Em**	-2	**In**	0	**Pr**	1	**Qu**	2	**Re**	-2	**SD**	1	**St**	2
Base Hits		30		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		20		**Healing rate**		x1			**Stride**		10		**AT**		Armor, light fur (AT 1)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Wererat	3C	Walk.Quad.: 17	2	M(5)	V - -	39 (59)	19	AT 1(N)	12 (0)	68M(5)bi ;68M(5)we ;68M(5)we	10	-2	0	19	1	Solo (1d2)	L E U - - -

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Category	Races	**Height**	30”	**Leftover DP**	88
Type	Werecreature	**Length**	66”	**Outlook**	Hidden agenda
Archetype	Stealth	**Weight**	150Lbs.	**Treasure**	0

Ag	3	**Co**	-1	**Em**	-2	**In**	0	**Me**	-2	**Pr**	0	**Qu**	2	**Re**	-1	**SD**	1	**St**	-2

Attack: Disease mouth I [Disease: Septic, Touch] (15 DP) Disease touch [Disease: Bubonic] (25 DP)
Defense: Proof, weapon, except magic or silver (15 DP)
Form: Shapechange, therianthropy [Animal] (30 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Smell: rat (10 DP) Sight: primate (5 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Walk.Quad.: 17 Climb.Claw: 0 Swim.Flop: 0 Walk.Bi.: 7
Skills: Perc.: 51 Run.: 74 Surv. Biome: 47 Hiding: 57 Stalking: 57 Contr. Lycanthr.: 23
Spells: Cha 0 **PP:** 9
Racial:

Stats	**Ag**	2	**Co**	-1	**Em**	-2	**Em**	-2	**In**	0	**Pr**	0	**Qu**	2	**Re**	-2	**SD**	0	**St**	-2			
Base Hits		20	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	20	**Fe**	0							
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**		Armor, light fur (AT 1)											

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Wereshark, greater	25G	Swim.Stream.: 47	5	M(5)	VI @ -	200 (350)	170	AT 3(N)	65 (0)	162B(6)bi ;162M(5)we	13	-3	-1	9	2	Solo (1d2)	L E U - - -

Category	Races	**Height**	20”	**Leftover DP**	185
Type	Werecreature	**Length**	89”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	210Lbs.	**Treasure**	0

Ag	9	**Co**	9	**Em**	-3	**In**	3	**Me**	1	**Pr**	-1	**Qu**	5	**Re**	2	**SD**	2	**St**	13

Attack: Enhanced natural attack I [Bite, +1 Size] (10 DP)
Defense: Proof, weapon, except silver [Sonic] (20 DP) Proof, weapon, except magic [Sonic] (20 DP) Elemental vulnerability I [Sonic, +1 Size] (-15 DP) Ink gland IV [Medium] (10 DP) Regeneration, magical [3 Hits/ rnd, 10 min.] (30 DP) Dense I [1Size] (17 DP) Proof, critical, no stun (10 DP)
Form: Shapechange, therianthropy [Animal] (30 DP) Gills (10 DP) Adapted form: water (15 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP)
Senses: Smell: shark (25 DP) Nose: Uncanny tracking V [50] (50 DP) Electrosense: Electroreception (15 DP) Vision: nightvision (10 DP)
Movement: Swim.Stream.: 47 Walk.Bi.: 0
Skills: Perc.: 117 Swim.: 126 Surv. Biome: 115 Track.: 111 Prof. Sailor: 112 Contr. Lycanthr.: 120
Spells: Cha 1 **PP:** 21
Racial:

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Stats	Ag	2	Co	0	Em	-3	Em	-3	In	-1	Pr	-1	Qu	2	Re	-2	SD	-2	St	2
Base Hits		30	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x0.5		Stride		0	AT		Armor, small scales (AT 3)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Wereshark, lesser	10G	Swim.Stream.: 47	3	M(5)	V - -	135 (235)	105	AT 3(N)	29 (0)	99M(5)bi ;99M(5)we	10	-3	-1	3	-1	Solo (1d2)	L E U - - -

Category	Races	Height	20”	Leftover DP	102
Type	Werecreature	Length	89”	Outlook	Belligerent
Archetype	Offensive	Weight	210Lbs.	Treasure	0

Ag	5	Co	3	Em	-3	In	0	Me	-1	Pr	-1	Qu	3	Re	-2	SD	-1	St	5

Attack:
Defense: Proof, weapon, except magic or silver [Sonic] (15 DP) Elemental vulnerability I [Sonic, +1 Size] (-15 DP) Ink gland IV [Medium] (10 DP)
Form: Shapechange, therianthropy [Animal] (30 DP) Gills (10 DP) Adapted form: water (15 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP)
Senses: Smell: shark (25 DP) Nose: Uncanny tracking V [50] (50 DP) Electrosense: Electroreception (15 DP) Vision: nightvision (10 DP)
Movement: Swim.Stream.: 47 Walk.Bi.: 0
Skills: Perc.: 60 Swim.: 60 Surv. Biome: 57 Track.: 75 Prof. Sailor: 55 Contr. Lycanthr.: 62
Spells: Cha 0 **PP:** 3
Racial:

Stats	Ag	2	Co	0	Em	-3	Em	-3	In	-1	Pr	-1	Qu	2	Re	-3	SD	-2	St	2
Base Hits		30	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x0.5		Stride		0	AT		Armor, small scales (AT 3)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Weretiger, greater	30H	Walk.Quad.: 20	2	B(6)	VII @ -	207 (352)	172	AT 2(N)	116 (0)	195L(7)cl> ;180L(7)ra> ;195L(7)bi ;180B(6)we	13	-2	5	9	9	Solo (1d2)	L E U - - -

Category	Races	Height	40”	Leftover DP	153
Type	Werecreature	Length	100”	Outlook	Aloof
Archetype	Discipline	Weight	400Lbs.	Treasure	0

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Ag	12	Co	9	Em	-2	In	3	Me	-1	Pr	5	Qu	2	Re	8	SD	9	St	10

Attack: Attacks sequence (10 DP) Ambush predator IV [Terrain, 68, 16] (24 DP) Enhanced natural attack I [Claw, +1 Size] (10 DP) Enhanced natural attack I [Ram, +1 Size] (10 DP) Enhanced natural attack I [Bite, +1 Size] (10 DP) Adrenal defense X [50] (50 DP)
Defense: Proof, weapon, except silver (20 DP) Proof, weapon, except magic (20 DP) Regeneration, magical [3 Hits/ rnd, 10 min.] (30 DP) Dense I [1Size] (17 DP) Proof, critical, no stun (10 DP)
Form: Shapechange, therianthropy [Grass] (30 DP) Camouflage, pattern [Grass, 25] (10 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP) Sight: primate (5 DP)
Movement: Walk.Quad.: 20 Walk.Bi.: 15
Skills: Perc.: 152 Run.: 176 Surv. Biome: 151 Hiding: 184 Stalking: 159 Contr. Lycanthr.: 148
Spells: Cha 5 **PP:** 30
Racial:

Stats	Ag	2	Co	1	Em	-2	Em	-2	In	0	Pr	2	Qu	2	Re	-2	SD	1	St	2
Base Hits			35		Base RR		Ch		0	Ess		0			Me		0		Ph	0	Fe	0
Base Endurance			0		Healing rate		x1			Stride		0			AT		Armor, heavy fur (AT2)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Weretiger, lesser	10G	Walk.Quad.: 20	2	B(6)	VI - -	127 (207)	92	AT 2(N)	66 (0)	115B(6)cl> ;95B(6)ra> ;115B(6)bi ;95B(6)we	11	-2	3	4	4	Solo (1d2)	L E U - - -

Category	Races	Height	40”	Leftover DP	35
Type	Werecreature	Length	100”	Outlook	Protective
Archetype	Discipline	Weight	400Lbs.	Treasure	0

Ag	5	Co	4	Em	-2	In	1	Me	-1	Pr	3	Qu	2	Re	1	SD	4	St	5

Attack: Attacks sequence (10 DP) Ambush predator IV [Terrain, 68, 16] (24 DP) Adrenal defense VIII [40] (40 DP)
Defense: Proof, weapon, except magic or silver (15 DP)
Form: Shapechange, therianthropy [Grass] (30 DP) Camouflage, pattern [Grass, 25] (10 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Vision: nightvision (10 DP) Hearing: Cat (10 DP) Sight: primate (5 DP)
Movement: Walk.Quad.: 20 Walk.Bi.: 15
Skills: Perc.: 77 Run.: 93 Surv. Biome: 77 Hiding: 109 Stalking: 84 Contr. Lycanthr.: 77
Spells: Cha 1 **PP:** 9
Racial:

Stats	Ag	2	Co	1	Em	-2	Em	-2	In	0	Pr	2	Qu	2	Re	-2	SD	1	St	2
Base Hits			35		Base RR		Ch		0	Ess		0			Me		0		Ph	0	Fe	0
Base Endurance			0		Healing rate		x1			Stride		0			AT		Armor, heavy fur (AT2)					

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Werewolf, greater	20G	Walk.Quad.: 18	4	M(5)	VI @ -	185 (325)	180	AT 1(N)	52 (0)	172B(6)ra> ;172B(6)bi ;172B(6)cl ;172M(5)we	14	-2	0	9	2	Solo (1d2)	L E U - -

Category	Races	**Height**	33”	**Leftover DP**	116
Type	Werecreature	**Length**	58”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	90Lbs.	**Treasure**	0

Ag	7	Co	9	Em	-2	In	4	Me	3	Pr	0	Qu	4	Re	1	SD	2	St	8

Attack: Attacks sequence (10 DP) Enhanced natural attack I [Ram, +1 Size] (10 DP) Enhanced natural attack I [Bite, +1 Size] (10 DP) Enhanced natural attack I [Claw, +1 Size] (10 DP)
Defense: Proof, weapon, except silver (20 DP) Proof, weapon, except magic (20 DP) Regeneration, magical [3 Hits/ rnd, 10 min.] (30 DP) Dense I [1Size] (17 DP) Proof, critical, no stun (10 DP)
Form: Shapechange, therianthropy [Animal] (30 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Smell: dog (20 DP) Hearing: Dog (15 DP) Nose: Uncanny tracking IV [40] (40 DP) Sight: primate (5 DP)
Movement: Walk.Quad.: 18 Walk.Bi.: 0
Skills: Perc.: 120 Run.: 131 Surv. Biome: 110 Track.: 160 Ani. Han. Spec.: 115 Contr. Lycanthr.: 123
Spells: Cha 1 **PP:** 20
Racial:

Stats	Ag	1	Co	2	Em	-2	Em	-2	In	1	Pr	0	Qu	1	Re	-2	SD	-1	St	1
Base Hits		25	**Base RR**		Ch	0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**		0	
Base Endurance		20	**Healing rate**		x1		**Stride**		0		**AT**		Armor, light fur (AT 1)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Werewolf, lesser	7F	Walk.Quad.: 18	2	M(5)	V - -	109 (185)	104	AT 1(N)	20 (0)	91M(5)ra> ;91M(5)bi ;91M(5)cl ;91M(5)we	12	-2	0	4	0	Solo (1d2)	L E U - -

Category	Races	**Height**	33”	**Leftover DP**	72
Type	Werecreature	**Length**	58”	**Outlook**	Aggressive
Archetype	Offensive	**Weight**	90Lbs.	**Treasure**	0

Ag	3	Co	4	Em	-2	In	2	Me	1	Pr	0	Qu	2	Re	-1	SD	0	St	3

Attack: Attacks sequence (10 DP)
Defense: Proof, weapon, except magic or silver (15 DP)
Form: Shapechange, therianthropy [Animal] (30 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Smell: dog (20 DP) Hearing: Dog (15 DP) Nose: Uncanny tracking IV [40] (40 DP) Sight: primate (5 DP)

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Movement: Walk.Quad.: 18 Walk.Bi.: 0
Skills: Perc.: 48 Run.: 56 Surv. Biome: 43 Track.: 88 Ani. Han. Spec.: 48 Contr. Lycanthr.: 53
Spells: Cha 0 **PP:** 6
Racial:

Stats	Ag	1	Co	2	Em	-2	Em	-2	In	1	Pr	0	Qu	1	Re	-2	SD	-1	St	1
Base Hits		25	Base RR		Ch		0	Ess		0			Me		0		Ph	0	Fe	0
Base Endurance		20	Healing rate		x1			Stride		0			AT		Armor, light fur (AT 1)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Whale, baleen	15G	Swim.Adapt.: 98	6	I(11)	XI - -	124 (208)	94	AT 3(N)	48 (0)	88I(11)gr ;63I(11)ra	16	-3	1	5	0	Section (2d6)	I O - - - -

Category	Animal	Height	132”	Leftover DP	612
Type	Water	Length	1176”	Outlook	Passive
Archetype	Defensive	Weight	374000Lbs.	Treasure	0

Ag	6	Co	5	Em	-3	In	6	Me	-1	Pr	1	Qu	6	Re	2	SD	0	St	3

Attack: Swallow and digest III [Acid, E] (40 DP)
Defense:
Form: Adapted form: water (15 DP)
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Hearing: Echolocation (30 DP) Sight: primate (5 DP)
Movement: Swim.Adapt.: 98
Skills: Perc.: 113 Swim.: 130 Surv. Biome: 114
Spells: Cha 3 **PP:** 18
Racial:

Stats	Ag	1	Co	3	Em	-3	Em	-3	In	1	Pr	1	Qu	1	Re	-3	SD	-2	St	3
Base Hits		30	Base RR		Ch		0	Ess		0			Me		0		Ph	0	Fe	0
Base Endurance		0	Healing rate		x1			Stride		-300			AT		Armor, thick blubber (AT 3)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Whale, beaked	8E	Swim.Adapt.: 53	2	G(9)	IX - -	123 (207)	93	AT 3(N)	22 (0)	93G(9)be ;93G(9)ra	12	-3	1	5	-1	Brood (3d4)	I O - - - -

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Category	Animal	**Height**	80”	**Leftover DP**	173
Type	Water	**Length**	444”	**Outlook**	Timid
Archetype	Offensive	**Weight**	26400Lbs.	**Treasure**	0

Ag	3	**Co**	5	**Em**	-3	**In**	2	**Me**	-2	**Pr**	1	**Qu**	2	**Re**	-2	**SD**	-1	**St**	5

Attack:
Defense:
Form: Adapted form: water (15 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Hearing: Echolocation (30 DP) Sight: primate (5 DP)
Movement: Swim.Adapt.: 53
Skills: Perc.: 49 Swim.: 58 Surv. Biome: 50
Spells: Cha 0 **PP:** 9
Racial:

Stats	**Ag**	1	**Co**	3	**Em**	-3	**Em**	-3	**In**	1	**Pr**	1	**Qu**	1	**Re**	-3	**SD**	-2	**St**	3

Base Hits	30	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0
Base Endurance	0	**Healing rate**	x1		**Stride**	-50	**AT**	Armor, thick blubber (AT 3)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Whale, demon	9F	Swim.Adapt.: 65	2	E(10)	X - -	133 (225)	103	AT 3(N)	24 (0)	104E(10)bi> ;104E(10)gr ;104E(10)ra	7	-8	-4	-4	-1	Solo (1d2)	I T B P - -

Category	Monster	**Height**	111”	**Leftover DP**	125
Type	Water	**Length**	780”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	195000Lbs.	**Treasure**	0

Ag	4	**Co**	6	**Em**	-3	**In**	2	**Me**	-2	**Pr**	1	**Qu**	2	**Re**	-2	**SD**	-1	**St**	6

Attack: Gaping maw III [-1 Size] (45 DP) Swallow and digest III [Acid, E] (40 DP) Wreck ships (20 DP) Material destruction IV [Stone, 1cu', 1 rnd] (50 DP)
Defense:
Form: Adapted form: water (15 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Hearing: Echolocation (30 DP) Sight: primate (5 DP)
Movement: Swim.Adapt.: 65
Skills: Perc.: 62 Swim.: 68 Surv. Biome: 61
Spells: Cha 0 **PP:** 18
Racial:

Stats	**Ag**	1	**Co**	3	**Em**	-3	**Em**	-3	**In**	1	**Pr**	1	**Qu**	1	**Re**	-3	**SD**	-2	**St**	3

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Base Hits	30	Base RR	Ch	-5	Ess	-5	Me	-5	Ph	-10	Fe	0
Base Endurance	0	Healing rate	x1		Stride	-100	AT	Armor, thick blubber (AT 3)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Whale, narwhal	6E	Swim.Adapt.: 55	2	L(7)	VII - -	107 (175)	77	AT 2(N)	18 (0)	81L(7)ho ;19L(7)bi ;19L(7)ra	12	-3	1	5	-1	Section (2d6)	I O - - - -

Category	Animal	Height	22”	Leftover DP	124
Type	Water	Length	150”	Outlook	Normal
Archetype	Offensive	Weight	2650Lbs.	Treasure	0

Ag	3	Co	5	Em	-3	In	2	Me	-2	Pr	1	Qu	2	Re	-2	SD	-1	St	5

Attack:
Defense:
Form: Adapted form: water (15 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Hearing: Echolocation (30 DP) Sight: primate (5 DP)
Movement: Swim.Adapt.: 55
Skills: Perc.: 35 Swim.: 49 Surv. Biome: 34
Spells: Cha 0 **PP:** 9
Racial:

Stats	Ag	1	Co	3	Em	-3	Em	-3	In	1	Pr	1	Qu	1	Re	-3	SD	-2	St	3
Base Hits		30			Base RR		Ch		0	Ess		0			Me		0		Ph	0	Fe	0
Base Endurance		0			Healing rate		x1			Stride		0			AT		Armor, light blubber (AT 2)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Whale, toothed, gigantic	12F	Swim.Adapt.: 81	3	G(9)	IX - -	156 (268)	126	AT 3(N)	33 (0)	128G(9)bi ;128G(9)ra	13	-3	1	7	0	Posse (2d10)	I O - - - -

Category	Animal	Height	75”	Leftover DP	51
Type	Water	Length	528”	Outlook	Normal
Archetype	Offensive	Weight	60500Lbs.	Treasure	0

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Ag	5	Co	7	Em	-3	In	3	Me	-1	Pr	1	Qu	3	Re	-1	SD	0	St	7

Attack: Gaping maw II [-2 Size] (35 DP) Swallow and digest II [Acid, D] (35 DP)
Defense:
Form: Adapted form: water (15 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Hearing: Echolocation (30 DP) Sight: primate (5 DP)
Movement: Swim.Adapt.: 81
Skills: Perc.: 67 Swim.: 84 Surv. Biome: 66
Spells: Cha 1 **PP:** 16
Racial:

Stats	Ag	1	Co	3	Em	-3	Em	-3	In	1	Pr	1	Qu	1	Re	-3	SD	-2	St	3
Base Hits			30		Base RR		Ch		0	Ess		0			Me		0		Ph	0	Fe	0
Base Endurance			0		Healing rate		x1			Stride		0			AT		Armor, thick blubber (AT 3)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Whale, toothed, large	9E	Swim.Adapt.: 61	2	L(7)	VII - -	133 (225)	103	AT 3(N)	24 (0)	105B(6)bi ;105B(6)ra	12	-3	1	6	-1	Coterie (4d4)	I O - - - -

Category	Animal	Height	39”	Leftover DP	100
Type	Water	Length	168”	Outlook	Timid
Archetype	Offensive	Weight	2500Lbs.	Treasure	0

Ag	4	Co	6	Em	-3	In	2	Me	-2	Pr	1	Qu	2	Re	-2	SD	-1	St	6

Attack: Gaping maw I [-3 Size] (25 DP) Swallow and digest I [Acid, C] (30 DP)
Defense:
Form: Adapted form: water (15 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Hearing: Echolocation (30 DP) Sight: primate (5 DP)
Movement: Swim.Adapt.: 61
Skills: Perc.: 53 Swim.: 67 Surv. Biome: 52
Spells: Cha 0 **PP:** 10
Racial:

Stats	Ag	1	Co	3	Em	-3	Em	-3	In	1	Pr	1	Qu	1	Re	-3	SD	-2	St	3
Base Hits			30		Base RR		Ch		0	Ess		0			Me		0		Ph	0	Fe	0
Base Endurance			0		Healing rate		x1			Stride		0			AT		Armor, thick blubber (AT 3)					

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Whitesnake	6E	Ma.Fly.Adapt.: 16	3	T(3)	III - -	76 (121)	51	AT 2(N)	31 (0)	73T(3)si> ;73T(3)bi	10	-4	-2	3	0	Ensemble (5d4)	T B X P A -

Category	Monster	**Height**	5”	**Leftover DP**	230
Type	Aerial	**Length**	27”	**Outlook**	Considerate
Archetype	Stealth	**Weight**	12Lbs.	**Treasure**	0

Ag	6	Co	3	Em	-4	In	0	Me	-4	Pr	-2	Qu	3	Re	-2	SD	0	St	2

Attack: Attacks sequence (10 DP) Poison sack, injection [Poison: Paralytic, Stinger] (20 DP)
Defense: Proof, elemental I [Ice, -1Size] (15 DP)
Form:
Miscellaneous: Animalistic (-10 DP) Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP) Natural familiar (-10 DP)
Senses: Smell: snake (15 DP) Taste: snake palette (15 DP) Touch: sensitive (5 DP) Heatsense: heat sensor network (20 DP)
Movement: Ma.Fly.Adapt.: 16
Skills: Perc.: 70 Fly.: 87 Surv. Biome: 69 Hiding: 76 Stalking: 76
Spells: Cha 1 **PP:** 14
Racial:

Stats	Ag	4	Co	2	Em	-5	Em	-5	In	-1	Pr	-3	Qu	2	Re	-4	SD	-2	St	1
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	0	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, heavy fur (AT2)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Wight, barrow (IV)	15D	Ma.Fly.Awk.: 21	4	M(5)	VI @!#-	164 (294)	159	AT 1(N)	102 (0)	146M(5)un[Cold] ;156M(5)we[Cold]	20	10	10	5	-1	Solo (1d2)	L E U - - -

Category	Undead	**Height**	70”	**Leftover DP**	56
Type	Incorporeal	**Length**	10”	**Outlook**	Protective
Archetype	Offensive	**Weight**	0Lbs.	**Treasure**	0

Ag	7	Co	5	Em	0	In	0	Me	2	Pr	0	Qu	4	Re	2	SD	-1	St	4

Attack: Aura, fear V [5'R/ lvl] (35 DP) Life drain, hunger II [Drain Co, 2, -10] (10 DP) Life drain, touch III [Element, C, 10, Fire ball] (20 DP) Life drain, paralysis or sleep [Paralyze I, Mind attack, Mentalism, 7] (24 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Dense I [1Size] (17 DP) Proof, weapon, except magic (20 DP)

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Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead IV [IV] (-4 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP) Link, bound spirit [Focus, 100'R] (-35 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Dark vision, superior [100'] (50 DP)
Movement: Ma.Fly.Awk.: 21
Skills: Perc.: 79 Fly.: 96
Spells: Cha 1 **PP:** 14
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	0	**Em**	0	**In**	-2	**Pr**	0	**Qu**	2	**Re**	0	**SD**	-3	**St**	-1		
Base Hits		25	**Base RR**		Ch	10	**Ess**		10	**Me**		10	**Ph**	0	**Fe**	0						
Base Endurance		20	**Healing rate**		x0.5		**Stride**		0	**AT**		Armor, insubstantial (AT 1)										

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Wight, lesser (III)	11H	Ma.Fly.Awk.: 21	4	M(5)	VI@!#-	136 (242)	131	AT 1(N)	94 (0)	116M(5)un[Cold] ;121M(5)we[Cold]	20	10	10	3	-1	Solo (1d2)	L E U - - -

Category	Undead	**Height**	70”	**Leftover DP**	29
Type	Incorporeal	**Length**	10”	**Outlook**	Cruel
Archetype	Offensive	**Weight**	0Lbs.	**Treasure**	0

Ag	5	**Co**	3	**Em**	0	**In**	0	**Me**	1	**Pr**	0	**Qu**	4	**Re**	1	**SD**	-1	**St**	2

Attack: Aura, fear V [5'R/ lvl] (35 DP) Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, touch III [Element, C, 10, Fire ball] (20 DP) Life drain, paralysis or sleep [Paralyze I, Mind attack, Mentalism, 7] (24 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Proof, critical, critical reduction I [I] (10 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP) Link, bound spirit [Focus, 100'R] (-35 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Dark vision, superior [100'] (50 DP)
Movement: Ma.Fly.Awk.: 21
Skills: Perc.: 62 Fly.: 75
Spells: Cha 0 **PP:** 8
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	0	**Em**	0	**In**	-2	**Pr**	0	**Qu**	2	**Re**	-1	**SD**	-3	**St**	-1		
Base Hits		25	**Base RR**		Ch	10	**Ess**		10	**Me**		10	**Ph**	0	**Fe**	0						
Base Endurance		20	**Healing rate**		x0.5		**Stride**		0	**AT**		Armor, insubstantial (AT 1)										

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Wight, major (VI)	21G	Ma.Fly.Awk.: 21	5	M(5)	VII @!#-	183 (325)	178	AT 1(N)	117 (0)	157M(5)un[Cold] ;177M(5)we[Cold]	21	10	10	8	0	Solo (1d2)	L E U - - -

Category	Undead	**Height**	70”	**Leftover DP**	102
Type	Incorporeal	**Length**	10”	**Outlook**	Cruel
Archetype	Offensive	**Weight**	0Lbs.	**Treasure**	0

Ag	8	Co	8	Em	0	In	1	Me	3	Pr	0	Qu	5	Re	3	SD	0	St	7

Attack: Aura, fear V [5'R/ lvl] (35 DP) Life drain, hunger II [Drain Co, 2, -10] (10 DP) Life drain, touch V [Element, E, 10, Lightning ball] (30 DP) Life drain, paralysis or sleep [Paralyze I, Mind attack, Mentalism, 7] (24 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Dense II [2Size] (35 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead VI [VI] (-6 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP) Link, bound spirit [Focus, 100'R] (-35 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Dark vision, superior [100'] (50 DP)
Movement: Ma.Fly.Awk.: 21
Skills: Perc.: 104 Fly.: 119
Spells: Cha 1 **PP:** 13
Racial:

Stats	Ag	2	Co	0	Em	0	Em	0	In	-2	Pr	0	Qu	2	Re	0	SD	-3	St	-1
Base Hits		25	**Base RR**		Ch	10	**Ess**		10				**Me**		10		**Ph**	0	**Fe**	0
Base Endurance		20	**Healing rate**		x0.5		**Stride**		0				**AT**		Armor, insubstantial (AT 1)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Wight, minor (V)	17H	Ma.Fly.Awk.: 21	5	M(5)	VI I@!#-	169 (303)	164	AT 1(N)	109 (0)	143M(5)un[Cold] ;158M(5)we[Cold]	21	10	10	5	0	Solo (1d2)	L E U - - -

Category	Undead	**Height**	70”	**Leftover DP**	66
Type	Incorporeal	**Length**	10”	**Outlook**	Cruel
Archetype	Offensive	**Weight**	0Lbs.	**Treasure**	0

Ag	7	Co	5	Em	0	In	1	Me	3	Pr	0	Qu	5	Re	3	SD	0	St	4

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Attack: Aura, fear V [5'R/ lvl] (35 DP) Life drain, hunger II [Drain Co, 2, -10] (10 DP) Life drain, touch IV [Element, D, 10, Fire ball] (25 DP) Life drain, paralysis or sleep [Paralyze I, Mind attack, Mentalism, 7] (24 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Dense I [1Size] (17 DP) Proof, critical, critical reduction I [I] (10 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead V [V] (-5 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP) Link, bound spirit [Focus, 100'R] (-35 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: Dark vision, superior [100'] (50 DP)
Movement: Ma.Fly.Awk.: 21
Skills: Perc.: 88 Fly.: 98
Spells: Cha 1 **PP:** 10
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	0	**Em**	0	**In**	-2	**Pr**	0	**Qu**	2	**Re**	0	**SD**	-3	**St**	-1
Base Hits		25			**Base RR**		Ch	10	**Ess**		10		**Me**	10			**Ph**	0	**Fe**	0
Base Endurance		20			**Healing rate**		x0.5		**Stride**		0		**AT**	Armor, insubstantial (AT 1)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Wild Hunt Hound (I)	1A	Ma.Fly.Awk.: 16	2	M(5)	V I@!#-	32 (44)	27	AT 1(N)	68 (0)	34M(5)bi ;44B(6)bi#3 ;54H(8)bi#5 ;64G(9)bi#10	14	4	4	0	-5	Host (3d1000)	L E U - - -

Category	Undead	**Height**	33”	**Leftover DP**	1
Type	Incorporeal	**Length**	58”	**Outlook**	Hostile
Archetype	Offensive	**Weight**	0Lbs.	**Treasure**	0

Ag	2	**Co**	0	**Em**	-6	**In**	-6	**Me**	-6	**Pr**	-6	**Qu**	2	**Re**	-6	**SD**	-5	**St**	0

Attack: Wave of fear [10, 100'] (20 DP) Life drain, hunger I [Drain Co, 1, -10] (5 DP) Phantom touch, medium [Bite, Medium] (10 DP) Cooperation: flock/ pack attack V [Attack, 3, 10, 1Size] (30 DP) Cooperation: flock/ pack attack IV [Attack, 5, 10, 1size] (25 DP) Cooperation: flock/ pack attack III [Attack, 10, 10, 1Size] (20 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Proof, critical, critical reduction I [I] (10 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead I [I] (-1 DP) Mindless (-25 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Can't speak (-10 DP) Item, no item (-15 DP) Group instinct (5 DP) Link, controlled [5'/ lvl] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Hearing: Dog (15 DP) Vision: Dark vision, superior [100'] (50 DP)
Movement: Ma.Fly.Awk.: 16
Skills: Perc.: 10 Fly.: 29 Restr. Quar.: 6
Spells: Cha 0 **PP:** 2
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	-6	**Em**	-6	**In**	-6	**Pr**	-6	**Qu**	2	**Re**	-6	**SD**	-5	**St**	0

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Base Hits	25	**Base RR**	Ch	10	**Ess**	10	**Me**	10	**Ph**	0	**Fe**	0
Base Endurance	20	**Healing rate**	x0.5		**Stride**	0	**AT**	Armor, insubstantial (AT 1)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Will of the Wisp	7E	Ma.Fly.Adapt.: 17	4	T(3)	III @!#-	31 (51)	16	AT 1(N)	54 (0)	35T(3)ra	-10	2	-11	-1	-2	Solo (1d2)	B F J E - -

Category	Elemental	**Height**	30”	**Leftover DP**	112
Type	Elemental creature	**Length**	30”	**Outlook**	Cruel
Archetype	Spell user	**Weight**	0Lbs.	**Treasure**	0

Ag	4	**Co**	-1	**Em**	2	**In**	0	**Me**	2	**Pr**	-1	**Qu**	4	**Re**	0	**SD**	-2	**St**	-3

Attack: Adrenal defense V [25] (25 DP) Leech, blood V [25 hits, -10] (35 DP)
Defense: Proof, critical, no stagger (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed [Ice] (10 DP) Proof, weapon, except magic (20 DP)
Form: Body: elemental energy [Lightning, 40] (40 DP) Shapechanger, size [Large, Small, Medium] (40 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Diet, alacritovore [Life energy] (-10 DP) Can't speak (-10 DP) Item, no item (-15 DP) Reproduction: copy self [0,5, 2] (50 DP)
Senses: Special: life sense III [15'R/ lvl] (25 DP) Dead sense deprivement (-30 DP)
Movement: Ma.Fly.Adapt.: 17
Skills: Perc.: 80 Fly.: 92 Charm: 77
Spells: Ess 126 **PP:** 75
Racial:

Stats	**Ag**	2	**Co**	-2	**Em**	0	**Em**	0	**In**	-1	**Pr**	-2	**Qu**	2	**Re**	0	**SD**	-3	**St**	-3
Base Hits		15	**Base RR**		Ch		-10	**Ess**		-10	**Me**		-10	**Ph**	0	**Fe**	0		
Base Endurance		0	**Healing rate**		x1			**Stride**		0	**AT**		Armor, naked skin (AT 1)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Winged Eel, electric	4D	Swim.Stream.: 45	3	S(4)	IV - -	77 (125)	52	AT 1(N)	17 (0)	50S(4)bi ;39D(2)lbo	10	-4	-3	3	-2	Flight (8d10)	X D S J - -

Category	Elemental	**Height**	5”	**Leftover DP**	168
Type	Elemental creature	**Length**	84”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	44Lbs.	**Treasure**	0

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Ag	5	Co	3	Em	-4	In	0	Me	-4	Pr	-3	Qu	3	Re	-4	SD	-2	St	0

Attack: Elemental bolt I [Lightning Bolt, DLightningbolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (20 DP) Decrease attack size II [Attack, -2 Size] (-20 DP)
Defense: Elemental immunity [Lightning] (20 DP) Elemental vulnerability I [Earth, +1 Size] (-15 DP) Proof, elemental I [Wind, -1Size] (15 DP) Material susceptibility I [Earth, 5] (-10 DP)
Form: Wings, diaphanous (5 DP) Adapted form: water (15 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP)
Senses: Smell: shark (25 DP) Nose: Uncanny tracking III [30] (30 DP) Electrosense: Electroreception (15 DP)
Movement: Swim.Stream.: 45 Wing.Fly.ungr.: 0
Skills: Perc.: 7 Surv. Biome: 6 Swim.: 12 Fly.: 26 Hiding: 1 Stalking: 1
Spells: Cha 0 **PP:** -9
Racial:

Stats	Ag	4	Co	2	Em	-4	Em	-4	In	0	Pr	-3	Qu	3	Re	-4	SD	-2	St	-1
Base Hits			25		Base RR		Ch		0	Ess		0			Me		0		Ph	0	Fe	0
Base Endurance			0		Healing rate		x1			Stride		0			AT		Armor, naked skin (AT 1)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Winged Eel, moray	3C	Swim.Stream.: 57	3	S(4)	IV --	65 (101)	40	AT 1(N)	15 (0)	34S(4)bi	10	-4	-3	3	-2	Pack (5d10)	X D S J - -

Category	Elemental	Height	5”	Leftover DP	96
Type	Elemental creature	Length	120”	Outlook	Hungry
Archetype	Offensive	Weight	50Lbs.	Treasure	0

Ag	5	Co	3	Em	-4	In	0	Me	-4	Pr	-3	Qu	3	Re	-4	SD	-2	St	0

Attack: Grip, unrelenting I (25 DP) Swooping (25 DP)
Defense: Elemental immunity [Wind] (20 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP) Proof, elemental I [Earth, -1Size] (15 DP) Material susceptibility I [Lightning, 5] (-10 DP)
Form: Wings, diaphanous (5 DP) Adapted form: water (15 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP)
Senses: Smell: shark (25 DP) Nose: Uncanny tracking III [30] (30 DP) Electrosense: Electroreception (15 DP)
Movement: Swim.Stream.: 57 Wing.Fly.Norm.: 0
Skills: Perc.: 16 Surv. Biome: 20 Swim.: 10 Fly.: 18 Hiding: 12 Stalking: 12
Spells: Cha 0 **PP:** 3
Racial:

Stats	Ag	4	Co	2	Em	-4	Em	-4	In	0	Pr	-3	Qu	3	Re	-4	SD	-2	St	-1
Base Hits			25		Base RR		Ch		0	Ess		0			Me		0		Ph	0	Fe	0
Base Endurance			0		Healing rate		x1			Stride		0			AT		Armor, naked skin (AT 1)					

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Winged Wolf	4C	Walk.Quad.: 18	2	M(5)	V - -	80 (128)	75	AT 1(N)	24 (0)	53M(5)ra> ;53M(5)bi ;41M(5)cl ;41M(5)gr	6	-8	-5	-16	-1	Section (2d6)	T B X P - -

Category	Monster	**Height**	33”	**Leftover DP**	68
Type	Aerial	**Length**	58”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	105Lbs.	**Treasure**	0

Ag	2	Co	4	Em	-3	In	1	Me	-1	Pr	0	Qu	2	Re	-3	SD	-1	St	3

Attack: Attacks sequence (10 DP) Swooping (25 DP) Prehensile extension II [Tail, 5'] (35 DP)
Defense: Light boned I [-1 Size] (-17 DP)
Form: Wings, membrane (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP)
Senses: Smell: dog (20 DP) Hearing: Dog (15 DP) Nose: Uncanny tracking IV [40] (40 DP)
Movement: Walk.Quad.: 18 Wing.Fly.ungr.: 0
Skills: Perc.: 18 Fly.: 32 Run.: 32 Surv. Biome: 16
Spells: Cha 0 **PP:** 4
Racial:

Stats	Ag	1	Co	3	Em	-3	Em	-3	In	1	Pr	0	Qu	2	Re	-3	SD	-1	St	2
Base Hits		25	**Base RR**		Ch	-5	**Ess**		-5		**Me**		-5		**Ph**	-20	**Fe**		0	
Base Endurance		20	**Healing rate**		x1		**Stride**		0		**AT**		Armor, light fur (AT 1)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Wolf	5C	Walk.Quad.: 18	3	M(5)	V - -	95 (155)	90	AT 1(N)	19 (0)	65M(5)ra> ;65M(5)bi	12	-3	0	5	0	Harem (3d8)	I T B X S -

Category	Animal	**Height**	33”	**Leftover DP**	133
Type	Carnivore	**Length**	58”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	90Lbs.	**Treasure**	0

Ag	2	Co	5	Em	-3	In	2	Me	0	Pr	0	Qu	3	Re	-2	SD	0	St	3

Attack: Attacks sequence (10 DP)
Defense:
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)

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Senses: Smell: dog (20 DP) Hearing: Dog (15 DP) Nose: Uncanny tracking IV [40] (40 DP)
Movement: Walk.Quad.: 18
Skills: Perc.: 24 Run.: 38 Surv. Biome: 22 Track.: 64 Jump.: 23 Disarm: 15
Spells: Cha 0 **PP:** 5
Racial:

Stats	**Ag**	1	**Co**	4	**Em**	-3	**Em**	-3	**In**	1	**Pr**	0	**Qu**	2	**Re**	-3	**SD**	-1	**St**	2
Base Hits		25	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0				
Base Endurance		20	**Healing rate**		x1		**Stride**		0	**AT**		Armor, light fur (AT 1)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Wolf, ihl	5B	Walk.Bi.: 21	3	M(5)	V - -	95 (155)	90	AT 1(N)	19 (0)	68M(5)ra> ;68M(5)bi	12	-3	0	5	0	Posse (2d10)	I T B X S -

Category	Animal	**Height**	36”	**Leftover DP**	114
Type	Carnivore	**Length**	30”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	75Lbs.	**Treasure**	0

Ag	2	**Co**	5	**Em**	-3	**In**	2	**Me**	0	**Pr**	0	**Qu**	3	**Re**	-2	**SD**	0	**St**	3

Attack: Attacks sequence (10 DP)
Defense:
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: dog (20 DP) Hearing: Dog (15 DP) Nose: Uncanny tracking IV [40] (40 DP)
Movement: Walk.Bi.: 21
Skills: Perc.: 27 Run.: 39 Surv. Biome: 27 Track.: 67 Jump.: 37 Disarm: 15
Spells: Cha 0 **PP:** 7
Racial:

Stats	**Ag**	1	**Co**	4	**Em**	-3	**Em**	-3	**In**	1	**Pr**	0	**Qu**	2	**Re**	-3	**SD**	-1	**St**	2
Base Hits		25	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0				
Base Endurance		20	**Healing rate**		x1		**Stride**		12	**AT**		Armor, light fur (AT 1)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Wolverine	3B	Walk.Quad.: 11	2	S(4)	IV - -	54 (74)	39	AT 2(N)	12 (0)	32S(4)bi ;32S(4)cl	8	-4	-3	13	-2	Solo (1d2)	F - - - - -

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Category	Animal	**Height**	12”	**Leftover DP**	223
Type	Carnivore	**Length**	34”	**Outlook**	Hungry
Archetype	Stealth	**Weight**	45Lbs.	**Treasure**	0

Ag	4	**Co**	3	**Em**	-4	**In**	-2	**Me**	-3	**Pr**	-3	**Qu**	2	**Re**	-3	**SD**	-2	**St**	5

Attack:
Defense:
Form: Distinct odor (-10 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP)
Senses: Sensitivity: Near sighted (-5 DP) Smell: grizzly (30 DP) Hearing: Dog (15 DP)
Movement: Walk.Quad.: 11
Skills: Perc.: 36 Run.: 46 Surv. Biome: 36
Spells: Cha 0 **PP:** 7
Racial:

Stats	**Ag**	3	**Co**	3	**Em**	-4	**Em**	-4	**In**	-2	**Pr**	-3	**Qu**	2	**Re**	-4	**SD**	-3	**St**	5			
Base Hits		30			**Base RR**		Ch		0	**Ess**		0			**Me**		0		**Ph**	10	**Fe**		0
Base Endurance		15			**Healing rate**		x1			**Stride**		0			**AT**		Armor, heavy fur (AT2)						

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Wombat	2B	Walk.Quad.: 12	-2	S(4)	IV --	41 (56)	21	AT 1(N)	-2 (0)	26S(4)cl	9	-2	-1	3	0	Streak (1d6)	X F S J - -

Category	Animal	**Height**	20”	**Leftover DP**	223
Type	Herbivore	**Length**	40”	**Outlook**	Jumpy
Archetype	Stealth	**Weight**	60Lbs.	**Treasure**	0

Ag	2	**Co**	3	**Em**	-2	**In**	-1	**Me**	-2	**Pr**	-1	**Qu**	-2	**Re**	-1	**SD**	0	**St**	1

Attack:
Defense:
Form: Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: rat (10 DP) Hearing: Hare (20 DP)
Movement: Walk.Quad.: 12
Skills: Perc.: 24 Run.: 34 Surv. Biome: 24 Hiding: 28 Stalking: 28
Spells: Cha 0 **PP:** 7
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-2	**Em**	-2	**In**	-1	**Pr**	-1	**Qu**	-2	**Re**	-1	**SD**	0	**St**	1

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Base Hits	20	Base RR	Ch	0	Ess	0	Me	0	Ph	0	Fe	0
Base Endurance	0	Healing rate	x1		Stride	0	AT	Armor, light fur (AT 1)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Worm, bone	1B	Slith.Worm: -17	-2	D(2)	II - -	25 (30)	5	AT 1(N)	-4 (0)	19D(2)bi ;29T(3)bi(Coop10)	8	-4	-4	2	-4	Crew (12d10)	X E U - - -

Category	Animal	Height	4”	Leftover DP	450
Type	Invertebrate	Length	24”	Outlook	Aggressive
Archetype	Defensive	Weight	4Lbs.	Treasure	0

Ag	4	Co	2	Em	-4	In	-2	Me	-4	Pr	-4	Qu	-2	Re	-4	SD	-4	St	-2

Attack: Cooperation: flock/ pack attack III [Attack, 10, 10, 1Size] (20 DP)
Defense:
Form: Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Smell: sensitive (5 DP) Touch: sensitive antennae/ vibrissae (13 DP) Caecitas (no vision) (-20 DP)
Movement: Slith.Worm: -17
Skills: Perc.: -1 Run.: 18 Surv. Biome: -2
Spells: Cha 0 **PP:** -2
Racial:

Stats	Ag	4	Co	2	Em	-4	Em	-4	In	-2	Pr	-4	Qu	-2	Re	-4	SD	-4	St	-2
Base Hits		20			Base RR		Ch		0	Ess		0		Me	0		Ph	0	Fe	0
Base Endurance		0			Healing rate		x2			Stride		-25		AT	Armor, naked skin (AT 1)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Worm, cave	11G	Bur.Tunn.: 11	5	H(8)	VIII - -	141 (247)	116	AT 5(N)	37 (0)	110B(6)gr> ;110H(8)bi[Acid]	10	-2	-4	6	-2	Solo (1d2)	L E U - - -

Category	Fell creature	Height	35”	Leftover DP	49
Type	Wyrm	Length	300”	Outlook	Hungry
Archetype	Offensive	Weight	9200Lbs.	Treasure	0

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Ag	6	Co	6	Em	-2	In	0	Me	-1	Pr	-4	Qu	5	Re	-1	SD	-2	St	8

Attack: Attacks sequence (10 DP) Acid attack V [Attack, Acid, E] (30 DP) Prehensile extension III [Tongue, 10'] (45 DP)
Defense: Elemental immunity [Acid] (20 DP) Elemental immunity [Fire] (20 DP) Acid coating III [Metal, -10] (15 DP)
Form: Distinct odor (-10 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, omnivore, true (15 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP) Hibernation III [3 years, Every decade] (-15 DP)
Senses: Caecitas (no vision) (-20 DP) Smell: snake (15 DP) Hearing: Elephant (25 DP) Touch: sensitive antennae/ vibrissae (13 DP)
Movement: Bur.Tunn.: 11 Slith.Belly: 0
Skills: Perc.: 62 Climb.: 70 Surv. Biome: 60 Multi. Att.: 64 Track.: 28
Spells: Cha 0 **PP:** 9
Racial:

Stats	Ag	3	Co	3	Em	-2	Em	-2	In	-2	Pr	-4	Qu	3	Re	-3	SD	-4	St	5
Base Hits		25	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x1		Stride		-25	AT		Armor, keratin laminae (AT 5)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Worm, lake	10G	Slith.Tail (water): 87	4	H(8)	VIII - -	134 (234)	109	AT 5(N)	32 (0)	100H(8)gr ;100H(8)bi ;80H(8)ra	9	-2	-4	6	-3	Solo (1d2)	W E - - - -

Category	Fell creature	Height	27”	Leftover DP	38
Type	Wyrm	Length	270”	Outlook	Hungry
Archetype	Offensive	Weight	4950Lbs.	Treasure	0

Ag	6	Co	6	Em	-2	In	-1	Me	-2	Pr	-4	Qu	4	Re	-2	SD	-3	St	8

Attack: Wreck ships (20 DP) Ambush predator X [Terrain, 96, 28] (42 DP)
Defense: Elemental immunity [Acid] (20 DP) Elemental immunity [Fire] (20 DP)
Form: Distinct odor (-10 DP) Air and water breathing (20 DP) Methuselah I [up to 200 yrs] (0 DP)
Miscellaneous: Diet, omnivore, true (15 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP) Hibernation III [3 years, Every decade] (-15 DP)
Senses: Caecitas (no vision) (-20 DP) Smell: shark (25 DP) Other: Water current detection [20'R] (20 DP) Taste: snake palette (15 DP)
Movement: Slith.Tail (water): 87 Slith.Belly: 0
Skills: Perc.: 50 Swim.: 64 Surv. Biome: 50 Track.: 15 Amb. Unarmed: 23 Hiding: 23
Spells: Cha 0 **PP:** 2
Racial:

Stats	Ag	3	Co	3	Em	-2	Em	-2	In	-2	Pr	-4	Qu	3	Re	-3	SD	-4	St	5
Base Hits		25	Base RR		Ch	0	Ess		0	Me		0	Ph	0	Fe	0				
Base Endurance		0	Healing rate		x1		Stride		0	AT		Armor, keratin laminae (AT 5)								

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Wraith, greater (V)	20F	Ma.Fly.Awk.: 22	8	M(5)	VI @!#-	73 (123)	63	AT 1(6)	124 (0)	132M(5)un[Cold] ;92M(5)we[Cold]	19	19	5	2	-1	Solo (1d2)	L E U - - -

Category	Undead	**Height**	71”	**Leftover DP**	35
Type	Incorporeal	**Length**	10”	**Outlook**	Cruel
Archetype	Spell user	**Weight**	0Lbs.	**Treasure**	0

Ag	9	Co	2	Em	4	In	4	Me	8	Pr	0	Qu	8	Re	2	SD	-1	St	-2

Attack: Aura, fear V [5'R/ lvl] (35 DP) Life drain, hunger VII [Drain Co, 7, -10] (35 DP) Life drain, touch V [Element, E, 10, Lightning ball] (30 DP) Elemental immolation II [Element, B, 5'R] (25 DP) Gaze: true hold VI [5'/ lvl] (40 DP) Slow on the draw (-5 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Dense I [1Size] (17 DP) Proof, weapon, except magic (20 DP) Constant 6- True Aura VI [9- True aura, 0', 0'] (30 DP) Sun susceptibility II [E] (-40 DP) Elemental vulnerability I [Elemental vulnerability I, Lightning] (-15 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead V [V] (-5 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP) Reproduction, lesser spawn [0,5, 4] (15 DP) Item, wraith blade [weapon] (20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Sensitivity: Light sensitivity I [-25] (-10 DP)
Movement: Ma.Fly.Awk.: 22
Skills: Perc.: 147 Fly.: 170 Grace. Spell l.: 150 Transcend.: 150 Attune.: 144 Mag. Rit. Elem.: 147
Spells: Cha/Ess 360 **PP:** 140
Racial:

Stats	Ag	2	Co	-1	Em	-3	Em	-3	In	-3	Pr	-3	Qu	2	Re	2	SD	-4	St	-2
Base Hits		20	**Base RR**		Ch	5	**Ess**		5		**Me**	5		**Ph**	0	**Fe**	0			
Base Endurance		10	**Healing rate**		x0.5		**Stride**		0		**AT**	Armor, insubstantial (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Wraith, lesser (IV)	15C	Ma.Fly.Awk.: 22	7	M(5)	V I@!#-	60 (100)	50	AT 1(5)	111 (0)	122M(5)un[Cold] ;77M(5)we[Cold]	17	4	4	1	-2	Solo (1d2)	L E U - - -

Category	Undead	**Height**	71”	**Leftover DP**	41
Type	Incorporeal	**Length**	10”	**Outlook**	Cruel
Archetype	Spell user	**Weight**	0Lbs.	**Treasure**	0

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Ag	7	Co	1	Em	-1	In	2	Me	7	Pr	-1	Qu	7	Re	2	SD	-2	St	-2

Attack: Aura, fear V [5'R/ lvl] (35 DP) Life drain, hunger IV [Drain Co, 4, -10] (20 DP) Life drain, touch IV [Element, D, 10, Fire ball] (25 DP) Elemental immolation I [Element, A, 5'R] (20 DP) Gaze: true hold VI [5'/ lvl] (40 DP) Slow on the draw (-5 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Proof, critical, critical reduction I [I] (10 DP) Proof, weapon, except magic (20 DP) Constant 3- Aura III [3- Aura, 0', 0'] (15 DP) Sun susceptibility II [E] (-40 DP) Elemental vulnerability I [Elemental vulnerability I, Lightning] (-15 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP)
Miscellaneous: Type, undead IV [IV] (-4 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP) Reproduction, lesser spawn [0,5, 4] (15 DP) Item, wraith blade [weapon] (20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Sensitivity: Light sensitivity I [-25] (-10 DP)
Movement: Ma.Fly.Awk.: 22
Skills: Perc.: 124 Fly.: 150 Grace. Spell l.: 130 Transcend.: 130 Attune.: 123 Mag. Rit. Dest.: 124
Spells: Cha 270 **PP:** 129
Racial:

Stats	Ag	2	Co	-1	Em	-3	Em	-3	In	-3	Pr	-3	Qu	2	Re	2	SD	-4	St	-2
Base Hits		20	**Base RR**		Ch	5	**Ess**		5		**Me**		5		**Ph**	0	**Fe**		0	
Base Endurance		10	**Healing rate**		x0.5		**Stride**		0		**AT**		Armor, insubstantial (AT 1)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Wrath, Greater (V)	20G	Ma.Fly.Awk.: 29	8	M(5)	VI @!#-	78 (128)	73	AT 1(N)	104 (0)	115M(5)cl ;140M(5)we	22	4	4	2	-1	Solo (1d2)	L E U - - -

Category	Undead	Height	90”	Leftover DP	57
Type	Incorporeal	Length	10”	Outlook	Cruel
Archetype	Spell user	Weight	0Lbs.	Treasure	0

Ag	9	Co	2	Em	-1	In	7	Me	7	Pr	-1	Qu	8	Re	1	SD	-1	St	2

Attack: Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, aura IV [20'R, 3 rnds] (35 DP) Decrease time III [-3 rnd] (9 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Dense I [1Size] (17 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP) Camouflage, pattern [Darkness, 25] (10 DP)
Miscellaneous: Type, undead V [V] (-5 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: demon vision [50'] (55 DP)
Movement: Ma.Fly.Awk.: 29
Skills: Perc.: 155 Fly.: 159 #N/A Hiding: 187 Stalking: 162
Spells: Cha 360 **PP:** 150
Racial:

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Stats	Ag	2	Co	-1	Em	-4	Em	-4	In	0	Pr	-4	Qu	2	Re	1	SD	-4	St	2
Base Hits		25	Base RR		Ch	5	Ess		5	Me		5	Ph	0	Fe	0				
Base Endurance		20	Healing rate		x0.5		Stride		0	AT		Armor, insubstantial (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Wrath, major (IV)	15G	Ma.Fly.Awk.: 27	2	M(5)	VI @!#-	103 (183)	98	AT 1(N)	96 (0)	109M(5)cl ;124M(5)we	20	3	3	1	-4	Solo (1d2)	L E U - - -

Category	Undead	Height	90”	Leftover DP	53
Type	Incorporeal	Length	10”	Outlook	Cruel
Archetype	Semi spell user	Weight	0Lbs.	Treasure	0

Ag	7	Co	1	Em	-2	In	5	Me	1	Pr	-2	Qu	2	Re	3	SD	-4	St	4

Attack: Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, aura III [15'R, 3 rnds] (30 DP) Decrease time III [-3 rnd] (9 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Dense I [1Size] (17 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP) Camouflage, pattern [Darkness, 25] (10 DP)
Miscellaneous: Type, undead VI [VI] (-6 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: demon vision [50'] (55 DP)
Movement: Ma.Fly.Awk.: 27
Skills: Perc.: 82 Fly.: 86 #N/A Hiding: 112 Stalking: 87
Spells: Cha 90 **PP:** 85
Racial:

Stats	Ag	2	Co	-1	Em	-4	Em	-4	In	0	Pr	-4	Qu	2	Re	1	SD	-4	St	2
Base Hits		25	Base RR		Ch	5	Ess		5	Me		5	Ph	0	Fe	0				
Base Endurance		20	Healing rate		x0.5		Stride		0	AT		Armor, insubstantial (AT 1)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Wrath, minor (III)	10G	Ma.Fly.Awk.: 27	2	M(5)	VI @!#-	81 (141)	76	AT 1(N)	86 (0)	93M(5)cl ;103M(5)we	18	2	2	0	-4	Solo (1d2)	L E U - - -

Category	Undead	Height	90”	Leftover DP	5

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Type	Incorporeal	**Length**	10”	**Outlook**	Cruel
Archetype	Semi spell user	**Weight**	0Lbs.	**Treasure**	0

Ag	5	**Co**	0	**Em**	-3	**In**	3	**Me**	1	**Pr**	-3	**Qu**	2	**Re**	2	**SD**	-4	**St**	3

Attack: Life drain, hunger I [Drain Co, 1, -10] (5 DP) Life drain, aura II [10'R, 3 rnds] (25 DP) Decrease time III [-3 rnd] (9 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, no stagger (10 DP) Dense I [1Size] (17 DP) Proof, weapon, except magic (20 DP)
Form: Body: incorporeal [1, 50] (50 DP) Lifeless (5 DP) Breathing, no (20 DP) Twisted form (-25 DP) Camouflage, pattern [Darkness, 25] (10 DP)
Miscellaneous: Type, undead III [III] (-3 DP) Unsleeping (20 DP) Diet, alacritovore [Life energy] (-10 DP) Disturbing voice II [-20] (-20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Dead sense deprivement (-30 DP) Vision: demon vision [50'] (55 DP)
Movement: Ma.Fly.Awk.: 27
Skills: Perc.: 67 Fly.: 73 #N/A Hiding: 100 Stalking: 75
Spells: Cha 60 **PP:** 74
Racial:

Stats	**Ag**	2	**Co**	-1	**Em**	-4	**Em**	-4	**In**	0	**Pr**	-4	**Qu**	2	**Re**	1	**SD**	-4	**St**	2

Base Hits	25	**Base RR**	Ch	5	**Ess**	5	**Me**	5	**Ph**	0	**Fe**	0
Base Endurance	20	**Healing rate**	x0.5		**Stride**	0	**AT**	Armor, insubstantial (AT 1)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Wyvern, land	6F	Walk.Bi.: 33	2	L(7)	VII - -	98 (166)	73	AT 9(N)	18 (0)	83L(7)cl ;83L(7)si ;83L(7)bi	9	-3	-2	3	-1	Streak (1d6)	L - - - - -

Category	Fell creature	**Height**	110”	**Leftover DP**	87
Type	Dragonkin	**Length**	180”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	3780Lbs.	**Treasure**	0

Ag	5	**Co**	3	**Em**	-3	**In**	-1	**Me**	-1	**Pr**	-2	**Qu**	2	**Re**	-1	**SD**	-1	**St**	5

Attack: Poison sack, injection [Poison: Muscle, Stinger] (20 DP) Poison sack, injection [Poison: Muscle, Stinger] (20 DP)
Defense:
Form: Elongated appendage II [Tail, 10'] (10 DP) Distinct odor (-10 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP) Heavy sleeper (-5 DP)
Senses: Sight: gecko (10 DP) Smell: snake (15 DP) Taste: snake palette (15 DP)
Movement: Walk.Bi.: 33 Climb.Claw: 0
Skills: Perc.: 40 Run.: 48 Amb. Unarmed: 23 Climb.: 48 Surv. Biome: 45
Spells: Cha 0 **PP:** 13
Racial:

Stats	**Ag**	3	**Co**	1	**Em**	-3	**Em**	-3	**In**	-2	**Pr**	-2	**Qu**	1	**Re**	-2	**SD**	-2	**St**	3

Base Hits	25	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	0	**Fe**	0

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Base Endurance	0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, dragon scales, heavy (AT 9)

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Wyvern, water	8F	Swim.Adapt.: 85	2	H(8)	VIII - -	114 (198)	89	AT 8(N)	22 (0)	95H(8)ho> ;95H(8)ra	9	-3	-2	3	-1	Streak (1d6)	W - - - - -

Category	Fell creature	**Height**	125”	**Leftover DP**	86
Type	Dragonkin	**Length**	240”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	8960Lbs.	**Treasure**	0

Ag	5	Co	3	Em	-3	In	-1	Me	-1	Pr	-2	Qu	2	Re	-1	SD	-1	St	5

Attack: Poison sack, injection [Poison: Nerve, Stinger] (20 DP) Pounce jump [5'/ lvl, 2'/ lvl] (10 DP)
Defense:
Form: Adapted form: water (15 DP) Elongated appendage II [Tail, 10'] (10 DP) Distinct odor (-10 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP) Heavy sleeper (-5 DP)
Senses: Sight: gecko (10 DP) Smell: snake (15 DP) Taste: snake palette (15 DP)
Movement: Swim.Adapt.: 85 Walk.Bi.: 0 Awk.move.III: 0
Skills: Perc.: 49 Swim.: 56 Amb. Unarmed: 24 Surv. Biome: 54
Spells: Cha 0 **PP:** 9
Racial:

Stats	**Ag**	3	**Co**	1	**Em**	-3	**Em**	-3	**In**	-2	**Pr**	-2	**Qu**	1	**Re**	-2	**SD**	-2	**St**	3
Base Hits		25	**Base RR**		Ch		0	**Ess**		0		**Me**	0		**Ph**	0	**Fe**	0		
Base Endurance		0	**Healing rate**		x1			**Stride**		0		**AT**	Armor, dragon scales, medium (AT 8)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Wyvern, winged	6G	Walk.Bi.: 23	2	L(7)	VII - -	98 (166)	73	AT 5(N)	18 (0)	83L(7)cl ;83L(7)si ;83L(7)cl	9	-3	-2	3	-1	Yoke (1d3)	L - - - - -

Category	Fell creature	**Height**	80”	**Leftover DP**	67
Type	Dragonkin	**Length**	150”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	2190Lbs.	**Treasure**	0

Ag	5	Co	3	Em	-3	In	-1	Me	-1	Pr	-2	Qu	2	Re	-1	SD	-1	St	5

Attack: Poison sack, injection [Poison: Circulatory, Stinger] (20 DP) Wing buffeting [3'R/ lvl] (25 DP)

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Defense:
Form: Elongated appendage II [Tail, 10'] (10 DP) Distinct odor (-10 DP) Wings, membrane (10 DP) Stunted lifespan I [50 years or less] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP) Item, no item (-15 DP) Can't speak (-10 DP) Heavy sleeper (-5 DP)
Senses: Sight: gecko (10 DP) Smell: snake (15 DP) Taste: snake palette (15 DP)
Movement: Walk.Bi.: 23 Wing.Fly.Norm.: 0
Skills: Perc.: 33 Run.: 28 Fly.: 49 Amb. Unarmed: 18 Surv. Biome: 33
Spells: Cha 0 **PP:** 1
Racial:

Stats	**Ag**	3	**Co**	1	**Em**	-3	**Em**	-3	**In**	-2	**Pr**	-2	**Qu**	1	**Re**	-2	**SD**	-2	**St**	3
Base Hits		25			**Base RR**		Ch		0	**Ess**		0			**Me**	0		**Ph**	0	**Fe**	0
Base Endurance		0			**Healing rate**		x1			**Stride**		0			**AT**	Armor, dragon scales, very light (AT 5)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Xaastyl (IV)	15G	Mag.Fly. Drag.: 49	2	M(5)	VI - -	107 (187)	82	AT 3(N)	36 (0)	121M(5)gr ;121M(5)gr ;121M(5)gr ;121M(5)gr ;76M(5)grP ;76M(5)grP ;76M(5)grP ;76M(5)grP ;76M(5)grP ;76M(5)grP	-1	12	-3	12	-2	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	96”	**Leftover DP**	201
Type	Visitor	**Length**	276”	**Outlook**	Protective
Archetype	Semi spell user	**Weight**	74Lbs.	**Treasure**	0

Ag	7	**Co**	2	**Em**	7	**In**	4	**Me**	2	**Pr**	2	**Qu**	2	**Re**	4	**SD**	-2	**St**	0

Attack: Life drain, hunger I [Grapple, 1, -10] (5 DP)
Defense: Abomination (-20 DP) Dense I [1Size] (17 DP) Elemental vulnerability I [Vacuum, +1 Size] (-15 DP) Elemental vulnerability I [Earth, +1 Size] (-15 DP) Proof, elemental I [Fire, -1Size] (15 DP) Proof, elemental I [Water, -1Size] (15 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar IV [IV] (-4 DP) Body condition, fleeting soul (-20 DP) Diet, carnivore (-5 DP) Unsleeping (20 DP) Disturbing voice II [-20] (-20 DP) Ambidextrous (10 DP) Hybrid II [2Realm] (50 DP)
Senses: Vision: demon vision [50'] (55 DP) Extra sense: hearing-like (20 DP) Poor senses: smell III [-15] (-6 DP) Poor senses: touch III [ ] (-3 DP)
Movement: Mag.Fly.Drag.: 49
Skills: Perc.: 77 Climb.: 53 Multi. Att.: 80 Disarm: 40 Grace. Spell l.: 80 Lor. Arti.: 77
Spells: Ess 90 **PP:** 76
Racial:

Stats	**Ag**	2	**Co**	0	**Em**	2	**Em**	2	**In**	2	**Pr**	0	**Qu**	2	**Re**	2	**SD**	-2	**St**	-2
Base Hits		25			**Base RR**		Ch		-5	**Ess**		-5			**Me**	-5		**Ph**	10	**Fe**	0
Base Endurance		0			**Healing rate**		x1			**Stride**		-30			**AT**	Armor, thick blubber (AT 3)				

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Xuun (I)	2A	Walk.Sext.: 18	4	S(4)	IV - -	34 (49)	14	AT 2(N)	16 (0)	25D(2)un	10	-2	-3	11	-3	Party (3d6)	E U L - - -

Category	Extra planar	**Height**	15”	**Leftover DP**	174
Type	Pale V	**Length**	4”	**Outlook**	Normal
Archetype	Defensive	**Weight**	20Lbs.	**Treasure**	0

Ag	2	Co	1	Em	-2	In	0	Me	0	Pr	-3	Qu	4	Re	0	SD	-3	St	1

Attack:
Defense: Abomination (-20 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Distinct odor (-10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar I [I] (-1 DP) Body condition, fleeting soul (-20 DP) Disturbing voice I [-10] (-10 DP) Diet, carnivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP)
Senses: Vision: demon vision [50'] (55 DP) Smell: rat (10 DP)
Movement: Walk.Sext.: 18 Climb.No.Grav.: 0 Leaps: 0
Skills: Perc.: 15 Run.: 31 Climb.: 31 Surv. Biome: 15 Mechanics. Spec.: 21
Spells: Cha 0 **PP:** -1
Racial:

Stats	Ag	2	Co	1	Em	-2	Em	-2	In	0	Pr	-3	Qu	4	Re	0	SD	-3	St	1
Base Hits		20	**Base RR**		Ch	0	**Ess**		0		**Me**		0		**Ph**	10	**Fe**		0	
Base Endurance		0	**Healing rate**		x1		**Stride**		0		**AT**		Armor, thick skin (AT 2)							

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Xyr (V)	20H	Walk.Bi.: 27	5	B(6)	VIII @ -	186 (326)	171	AT 6(N)	55 (0)	155B(6)gr[Electricity]>> ;145B(6)cr ;131D(2)lbo	-2	13	-3	11	-1	Section (2d6)	E U L - - -

Category	Extra planar	**Height**	88”	**Leftover DP**	169
Type	Agothu destroyer	**Length**	14”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	340Lbs.	**Treasure**	0

Ag	9	Co	11	Em	3	In	-2	Me	2	Pr	-3	Qu	5	Re	2	SD	-1	St	13

Attack: Leech, blood I [Grapple, -10] (15 DP) Elemental internals III [Lightning, Attack, C] (20 DP) Elemental bolt I [Lightning Bolt, T, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (20 DP)
Defense: Abomination (-20 DP) Dense II [2Size] (35 DP) Proof, critical, no stun (10 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Elongated appendage II [Grapple, 10'] (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar V [V] (-5 DP) Body condition, fleeting soul (-20 DP) Alien intelligence (40 DP) Diet, sanguinivore (-5 DP) Disturbing voice II [-20] (-20 DP) Ambidextrous (10 DP)

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Senses: Vision: demon vision [50'] (55 DP) Sight: primate (5 DP) Hearing: Cat (10 DP)
Movement: Walk.Bi.: 27
Skills: Perc.: 97 Run.: 113 Multi. Att.: 100 Acrob.: 112
Spells: Ess 1 **PP:** 10
Racial:

Stats	**Ag**	3	**Co**	4	**Em**	0	**Em**	0	**In**	-2	**Pr**	-3	**Qu**	2	**Re**	-1	**SD**	-4	**St**	6
Base Hits		25	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	0	**Fe**	0				
Base Endurance		10	**Healing rate**		x1		**Stride**		0	**AT**		Armor, reinforced thick hide (AT 6)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Yaai	3C	Walk.Bi.: 20	2	M(5)	V - -	51 (75)	31	AT 2(N)	12 (0)	43M(5)we ;38M(5)rw	8	9	21	- 17	1	Solo (1d2)	T P S A - -

Category	Fey	**Height**	71”	**Leftover DP**	54
Type	Rural	**Length**	9”	**Outlook**	Secretive
Archetype	Discipline	**Weight**	173Lbs.	**Treasure**	0

Ag	3	**Co**	3	**Em**	-1	**In**	-2	**Me**	0	**Pr**	1	**Qu**	2	**Re**	1	**SD**	1	**St**	3

Attack:
Defense: Proof, weapon, except raw iron (20 DP)
Form: Immortal (10 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Efficient sleeper II [-2 hrs.] (10 DP)
Senses: Vision: Dark vision II [30'] (20 DP) Vision: nightvision (10 DP)
Movement: Walk.Bi.: 20 Climb.M.Hook.: 0
Skills: Perc.: 30 Run.: 33 Climb.: 33 Acrob.: 33 Singing: 35 Amb. Spec.: 33
Spells: Men 0 **PP:** 7
Racial:

Stats	**Ag**	2	**Co**	2	**Em**	-1	**Em**	-1	**In**	-2	**Pr**	1	**Qu**	2	**Re**	0	**SD**	0	**St**	2
Base Hits		20	**Base RR**		Ch	10	**Ess**		10	**Me**		10	**Ph**	- 20	**Fe**	0				
Base Endurance		0	**Healing rate**		x0.5		**Stride**		0	**AT**		Armor, heavy fur (AT2)								

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Yathlu (II)	8D	Ma.Fly.A	5	B(	VI	111	91	AT	41	88B(6)gr> ;88B(6)si	11	-3	-3	4	-1	Solo	E U L -

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		dapt.: 20		6)	@# -	(195)		2(N)	(0)								(1d2)	- -

Category	Extra planar	**Height**	12”	**Leftover DP**	-7
Type	Agothu destroyer	**Length**	36”	**Outlook**	Hungry
Archetype	Offensive	**Weight**	330Lbs.	**Treasure**	0

Ag	6	**Co**	4	**Em**	-3	**In**	1	**Me**	2	**Pr**	-3	**Qu**	5	**Re**	2	**SD**	-1	**St**	4

Attack: Attacks sequence (10 DP) Poison sack, injection [Poison: Muscle, Stinger] (20 DP) Leech, blood II [Beak, -10] (20 DP)
Defense: Abomination (-20 DP) Proof, critical, no stun (10 DP) Proof, critical, no bleed (10 DP) Proof, weapon, except magic (20 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP)
Form: Body: demon flesh [2] (5 DP) Twisted form (-25 DP) Elongated appendage II [Grapple, 10'] (10 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar II [II] (-2 DP) Body condition, fleeting soul (-20 DP) Alien intelligence (40 DP) Diet, sanguinivore (-5 DP) Disturbing voice II [-20] (-20 DP) Ambidextrous (10 DP) Item, no item (-15 DP)
Senses: Eyes: body covering (30 DP) Vision: demon vision [50'] (55 DP) Touch: sensitive antennae/ vibrissae (13 DP) Special: life sense II [10'R/ lvl] (20 DP)
Movement: Ma.Fly.Adapt.: 20
Skills: Perc.: 45 Fly.: 52 Multi. Att.: 48 Acrob.: 27
Spells: Cha 0 **PP:** 4
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-3	**Em**	-3	**In**	0	**Pr**	-3	**Qu**	4	**Re**	1	**SD**	-2	**St**	2
Base Hits			20		**Base RR**		Ch		0	**Ess**		0			**Me**		0		**Ph**	0	**Fe**	0
Base Endurance			0		**Healing rate**		x1			**Stride**		0			**AT**		Armor, thick skin (AT 2)				

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Yrrigav (VI+)	450	Walk.Bi.: 38	5	L(7)	VII @ -	135 (221)	10 0	AT 3(6)	75 (120)	121L(7)un ;217L(7)we ;121M(5)si ;80L(7)sw[Electricity]	14	4	-4	15	4	Solo (1d2)	E U L - - -

Category	Extra planar	**Height**	120”	**Leftover DP**	121
Type	Lord	**Length**	15”	**Outlook**	Cruel
Archetype	Hybrid spell user	**Weight**	1020Lbs.	**Treasure**	0

Ag	4	**Co**	5	**Em**	9	**In**	9	**Me**	10	**Pr**	1	**Qu**	5	**Re**	10	**SD**	4	**St**	4

Attack: Gaze, petrifying VII [5'/ lvl] (50 DP) Poison sack, injection [Poison: Circulatory, Stinger] (20 DP) Weak natural attack II [Stinger, -2 Size] (-10 DP) Elemental internals V [Element, Tail, E] (30 DP) Aura, fear II [2'R/ lvl] (20 DP) Prehensile extension II [Sweeps & throws, Tail] (35 DP)
Defense: Abomination (-20 DP) Proof, weapon, except magic [Earth] (20 DP) Proof, critical, no stun [Ice] (10 DP) Hideous countenance, petrifying [100'] (30 DP) Elemental vulnerability I [Earth, +1 Size] (-15 DP) Elemental vulnerability I [Ice, +1 Size] (-15 DP)
Form: Additional head VI [T, Snake, 6] (75 DP) Distinct odor (-10 DP) Twisted form (-25 DP) Methuselah III [1000 yrs or more] (0 DP)
Miscellaneous: Type, extra planar VII [VI+] (-7 DP) Body condition, fleeting soul (-20 DP) Diet, omnivore (0 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Disturbing voice II [-20] (-20 DP) Item, signature weapon [Weapon] (10 DP) Item, signature armor [Armor] (10 DP)
Senses: Vision: demon vision [50'] (55 DP) Sight: gecko (10 DP) Heatsense: heat sensor network (20 DP) Smell: snake (15 DP)

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Movement: Walk.Bi.: 38
Skills: Perc.: 166 Run.: 200 Shield: 202 Surv. Biome: 169 Hiding: 173 Stalking: 173
Spells: Cha 900 **PP:** 191
Racial:

Stats	**Ag**	4	**Co**	2	**Em**	-1	**Em**	-1	**In**	-1	**Pr**	-2	**Qu**	2	**Re**	2	**SD**	-4	**St**	4
Base Hits		35		**Base RR**		Ch		-5	**Ess**		-5		**Me**		-5		**Ph**	10	**Fe**	0
Base Endurance		0		**Healing rate**		x2			**Stride**		0		**AT**		Armor, small scales (AT 3)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Zebra	3C	Walk.Quad.: 24	3	B(6)	VI - -	48 (68)	38	AT 1(N)	15 (0)	24M(5)un ;19M(5)ra>> ;24M(5)tr	6	-7	-5	3	2	Band (3d10)	X P S - - -

Category	Animal	**Height**	51”	**Leftover DP**	102
Type	Herbivore	**Length**	96”	**Outlook**	Normal
Archetype	Defensive	**Weight**	715Lbs.	**Treasure**	0

Ag	3	**Co**	3	**Em**	-2	**In**	1	**Me**	-1	**Pr**	0	**Qu**	3	**Re**	0	**SD**	2	**St**	4

Attack: Attacks sequence (10 DP)
Defense:
Form: Camouflage, pattern [Grass, 25] (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Animalistic (-10 DP) Diet, herbivore (-5 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Item, no item (-15 DP) Group instinct (5 DP) Can't speak (-10 DP)
Senses: Hearing: Cat (10 DP) Taste: sensitive palette (5 DP) Smell: sensitive (5 DP)
Movement: Walk.Quad.: 24
Skills: Perc.: 24 Run.: 33 Surv. Biome: 23 Hiding: 37 Stalking: 12
Spells: Cha 0 **PP:** -1
Racial:

Stats	**Ag**	2	**Co**	3	**Em**	-2	**Em**	-2	**In**	0	**Pr**	0	**Qu**	2	**Re**	-1	**SD**	2	**St**	4
Base Hits		20		**Base RR**		Ch		-5	**Ess**		-5		**Me**		-5		**Ph**	0	**Fe**	0
Base Endurance		10		**Healing rate**		x1			**Stride**		0		**AT**		Armor, light fur (AT 1)					

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Zephyr hound, fire	6F	Walk.Quad.: 18	3	M(5)	V - -	100 (168)	75	AT 1(N)	21 (0)	82M(5)bi ;70M(5)fbo	10	-1	-2	14	-1	Team (1d10)	X D E - - -

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Category	Elemental	**Height**	33”	**Leftover DP**	72
Type	Elemental creature	**Length**	42”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	150Lbs.	**Treasure**	0

Ag	5	**Co**	4	**Em**	-1	**In**	0	**Me**	-2	**Pr**	-2	**Qu**	3	**Re**	-2	**SD**	-1	**St**	4

Attack: Elemental bolt V [Fire Bolt, MFire bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP) Increase range II [Fire] (10 DP) Elemental cone III [Fire, MFire ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (55 DP)
Defense: Elemental immunity [Fire] (20 DP) Elemental vulnerability I [Water, +1 Size] (-15 DP) Proof, elemental I [Ice, -1Size] (15 DP) Material susceptibility I [Water, 5] (-10 DP)
Form: Distinct odor (-10 DP) Elemental blending [Element] (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Can't speak (-10 DP) Item, no item (-15 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Animalistic (-10 DP) Frenzy [5, +1 Size] (20 DP)
Senses: Smell: dog (20 DP) Hearing: Dog (15 DP) Vision: Pentachromatic (Infra vision) [50'] (20 DP)
Movement: Walk.Quad.: 18
Skills: Perc.: 38 Run.: 50 Adr. Foc.: 22 Hiding: 71 Stalking: 21
Spells: Cha 0 **PP:** 6
Racial:

Stats	**Ag**	3	**Co**	2	**Em**	-1	**Em**	-1	**In**	-1	**Pr**	-2	**Qu**	2	**Re**	-3	**SD**	-2	**St**	2
Base Hits		25	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	10	**Fe**	0			
Base Endurance		0	**Healing rate**		x1		**Stride**		0	**AT**		Armor, light fur (AT 1)							

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Zephyr hound, ice	6F	Walk.Quad.: 18	3	M(5)	V - -	100 (168)	75	AT 2(N)	21 (0)	80M(5)bi ;85M(5)ibo	10	-1	-2	14	-1	Gaggle (1d12)	I T B A - -

Category	Elemental	**Height**	33”	**Leftover DP**	74
Type	Elemental creature	**Length**	42”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	150Lbs.	**Treasure**	0

Ag	5	**Co**	4	**Em**	-1	**In**	0	**Me**	-2	**Pr**	-2	**Qu**	3	**Re**	-2	**SD**	-1	**St**	4

Attack: Elemental bolt III [Ice Bolt, MiIe bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (30 DP) Increase range II [Ice] (10 DP) Elemental cone II [Ice, SFire ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (45 DP)
Defense: Elemental immunity [Ice] (20 DP) Elemental vulnerability I [Fire, +1 Size] (-15 DP) Proof, elemental I [Water, -1Size] (15 DP) Material susceptibility I [Fire, 5] (-10 DP)
Form: Distinct odor (-10 DP) Elemental blending [Element] (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Can't speak (-10 DP) Item, no item (-15 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Animalistic (-10 DP) Frenzy [5, +1 Size] (20 DP)
Senses: Smell: dog (20 DP) Hearing: Dog (15 DP) Vision: Tetrachromatic vision (Ultra vision) [50'] (15 DP)
Movement: Walk.Quad.: 18 #N/A
Skills: Perc.: 59 Run.: 49 Adr. Foc.: 28 Hiding: 82 Stalking: 32
Spells: Cha 0 **PP:** 22
Racial:

Stats	**Ag**	3	**Co**	2	**Em**	-1	**Em**	-1	**In**	-1	**Pr**	-2	**Qu**	2	**Re**	-3	**SD**	-2	**St**	2
Base Hits		25	**Base RR**		Ch	0	**Ess**		0	**Me**		0	**Ph**	10	**Fe**	0			

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Base Endurance	0	Healing rate	x1		Stride	0	AT	Armor, heavy fur (AT2)

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Zephyr hound, night	5E	Walk.Quad.: 18	3	M(5)	V - -	65 (100)	40	AT 2(N)	19 (0)	53M(5)bi	10	0	-1	13	-1	Span (1d8)	E U W - - -

Category	Elemental	Height	33”	Leftover DP	40
Type	Elemental creature	Length	42”	Outlook	Belligerent
Archetype	Stealth	Weight	150Lbs.	Treasure	0

Ag	4	Co	3	Em	0	In	0	Me	-3	Pr	-1	Qu	3	Re	-2	SD	-1	St	3

Attack: Poison sack, spray [Poison Respiratory, 1x/ 60 rnds, 2',1'D/ lvl] (30 DP) Increase cone V [+5', 3'D/ lvl] (25 DP) Poison sack, cloud [Poison Respiratory, 5'/ lvl, 10'R, 10 rnds] (40 DP)
Defense: Immunity, specific effect [Sleep] (25 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP) Proof, elemental I [Ice, -1Size] (15 DP) Material susceptibility I [Lightning, 5] (-10 DP)
Form: Distinct odor (-10 DP) Elemental blending [Element] (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Can't speak (-10 DP) Item, no item (-15 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Animalistic (-10 DP) Frenzy [5, +1 Size] (20 DP)
Senses: Smell: dog (20 DP) Hearing: Dog (15 DP) Vision: Dark vision, superior [100'] (50 DP) Sensitivity: Light sensitivity II [-50] (-20 DP)
Movement: Walk.Quad.: 18
Skills: Perc.: 63 Run.: 70 Adr. Foc.: 24 Hiding: 71 Stalking: 21
Spells: Cha 0 **PP:** 10
Racial:

Stats	Ag	3	Co	2	Em	-1	Em	-1	In	-1	Pr	-2	Qu	2	Re	-3	SD	-2	St	2
Base Hits		25	Base RR		Ch	0	Ess		0	Me		0	Ph	10	Fe	0				
Base Endurance		0	Healing rate		x1		Stride		0	AT		Armor, heavy fur (AT2)								

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Zephyr hound, storm	3C	Walk.Quad.: 18	2	M(5)	V - -	65 (101)	40	AT 1(N)	12 (0)	49M(5)bi ;39D(2)lbo ;27D(2)lba	14	4	3	13	-2	Team (1d10)	I T P S - -

Category	Elemental	Height	33”	Leftover DP	66
Type	Elemental creature	Length	42”	Outlook	Belligerent
Archetype	Offensive	Weight	150Lbs.	Treasure	0

Ag	4	Co	3	Em	-1	In	-1	Me	-3	Pr	-2	Qu	2	Re	-3	SD	-2	St	3

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Attack: Elemental bolt II [Lightning Bolt, MWater bolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (25 DP) Decrease attack size II [Lightning, -2 Size] (-20 DP) Increase range II [Lightning] (10 DP) Elemental cone IV [Lightning, MLightning ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (70 DP) Decrease attack size II [Lightning Ball, -2 Size] (-20 DP)
Defense: Elemental immunity [Lightning] (20 DP) Elemental vulnerability I [Earth, +1 Size] (-15 DP) Proof, elemental I [Wind, -1Size] (15 DP) Material susceptibility I [Earth, 5] (-10 DP)
Form: Distinct odor (-10 DP) Elemental blending [Element] (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Can't speak (-10 DP) Item, no item (-15 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Animalistic (-10 DP) Frenzy [5, +1 Size] (20 DP)
Senses: Smell: dog (20 DP) Hearing: Dog (15 DP) Electrosense: Electroreception (15 DP)
Movement: Walk.Quad.: 18
Skills: Perc.: 15 Run.: 31 Adr. Foc.: 17 Hiding: 64 Stalking: 14
Spells: Cha 0 **PP:** 3
Racial:

Stats	**Ag**	3	**Co**	2	**Em**	-1	**Em**	-1	**In**	-1	**Pr**	-2	**Qu**	2	**Re**	-3	**SD**	-2	**St**	2
Base Hits		25	**Base RR**	Ch	5	**Ess**	5	**Me**	5	**Ph**	10	**Fe**	0							
Base Endurance		0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, light fur (AT 1)											

Name	**Lvl**	**BMR**	**Init**	**Size**	**Crit**	**Hits**	**End**	**AT**	**DB (Sh)**	**OB**	**RRC**	**RRE**	**RRM**	**RRP**	**RRF**	**Encouter**	**Bio**
Zephyr hound, vapor	6E	Walk.Quad.: 18	3	M(5)	V - -	76 (121)	51	AT 2(N)	21 (0)	67M(5)bi	10	0	-1	13	0	Span (1d8)	I T P S - -

Category	Elemental	**Height**	33”	**Leftover DP**	70
Type	Elemental creature	**Length**	42”	**Outlook**	Belligerent
Archetype	Stealth	**Weight**	150Lbs.	**Treasure**	0

Ag	5	**Co**	3	**Em**	0	**In**	0	**Me**	-3	**Pr**	-1	**Qu**	3	**Re**	-1	**SD**	0	**St**	3

Attack: Poison sack, spray [Poison: Reduction, 1x/ 60 rnds, 2',1'D/ lvl] (30 DP) Increase cone II [+2', 1'D/ lvl] (10 DP) Poison sack, cloud [Poison: Reduction, 5'/ lvl, 10'R, 10 rnds] (40 DP)
Defense: Elemental immunity [Wind] (20 DP) Elemental vulnerability I [Lightning, +1 Size] (-15 DP) Proof, elemental I [Earth, -1Size] (15 DP) Material susceptibility I [Lightning, 5] (-10 DP)
Form: Distinct odor (-10 DP) Elemental blending [Element] (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Can't speak (-10 DP) Item, no item (-15 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Animalistic (-10 DP) Frenzy [5, +1 Size] (20 DP)
Senses: Smell: dog (20 DP) Hearing: Dog (15 DP) Nose: Uncanny tracking III [30] (30 DP)
Movement: Walk.Quad.: 18
Skills: Perc.: 65 Run.: 81 Adr. Foc.: 27 Hiding: 74 Stalking: 24
Spells: Cha 1 **PP:** 8
Racial:

Stats	**Ag**	3	**Co**	2	**Em**	-1	**Em**	-1	**In**	-1	**Pr**	-2	**Qu**	2	**Re**	-3	**SD**	-2	**St**	2
Base Hits		25	**Base RR**	Ch	0	**Ess**	0	**Me**	0	**Ph**	10	**Fe**	0							
Base Endurance		0	**Healing rate**	x1		**Stride**	0	**AT**	Armor, heavy fur (AT2)											

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Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Zephyr hound, water	4D	Walk.Quad.: 18	2	M(5)	V - -	77 (125)	52	AT 1(N)	14 (0)	58M(5)bi ;51M(5)wbo	9	-1	-2	13	-2	Section (2d6)	E U W - - -

Category	Elemental	**Height**	33”	**Leftover DP**	73
Type	Elemental creature	**Length**	42”	**Outlook**	Belligerent
Archetype	Offensive	**Weight**	150Lbs.	**Treasure**	0

Ag	4	Co	3	Em	-1	In	-1	Me	-3	Pr	-2	Qu	2	Re	-3	SD	-2	St	3

Attack: Elemental bolt I [Water Bolt, DLightningbolt, 5'/ lvl, 1x/ 3 rnds, 50x/ day] (20 DP) Increase range II [Water] (10 DP) Elemental cone I [Water, MCold ball, 5', 1'D/ lvl, 1x/ 3 rnds, 50x/ day] (40 DP)
Defense: Elemental immunity [Water] (20 DP) Elemental vulnerability I [Ice, +1 Size] (-15 DP) Proof, elemental I [Fire, -1Size] (15 DP) Material susceptibility I [Ice, 5] (-10 DP)
Form: Distinct odor (-10 DP) Elemental blending [Element] (10 DP) Gills (10 DP) Stunted lifespan II [25 years or less] (0 DP)
Miscellaneous: Diet, carnivore (-5 DP) Can't speak (-10 DP) Item, no item (-15 DP) Reproduction: live young [0,2, 2, Lair] (5 DP) Animalistic (-10 DP) Frenzy [5, +1 Size] (20 DP)
Senses: Smell: dog (20 DP) Hearing: Dog (15 DP) Other: Water current detection [20'R] (20 DP)
Movement: Walk.Quad.: 18
Skills: Perc.: 21 Run.: 34 Adr. Foc.: 15 Hiding: 63 Stalking: 13
Spells: Cha 0 **PP:** 3
Racial:

Stats	Ag	3	Co	2	Em	-1	Em	-1	In	-1	Pr	-2	Qu	2	Re	-3	SD	-2	St	2
Base Hits		25		**Base RR**		Ch		0	**Ess**		0		**Me**		0		**Ph**	10	**Fe**	0
Base Endurance		0		**Healing rate**		x1			**Stride**		0		**AT**		Armor, light fur (AT 1)					

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Zombie (I)	2B	Walk.Bi.: 9	-4	M(5)	V I@# -	48 (72)	48	AT 1(N)	-8 (0)	34S(4)un ;-10S(4)un2WF	10	0	0	4	-4	Solo (1d2)	L E U - - -

Category	Undead	**Height**	72”	**Leftover DP**	416
Type	Corporeal	**Length**	12”	**Outlook**	Berserk
Archetype	Offensive	**Weight**	220Lbs.	**Treasure**	0

Ag	-4	Co	4	Em	-10	In	-10	Me	-10	Pr	-10	Qu	-4	Re	-10	SD	-4	St	4

Attack: Aura, nausea [50'R, -25, -10] (20 DP) Decrease radius III [-15'R] (-30 DP)
Defense: Abomination (-20 DP) Regeneration, magical [1 H/ rnd, 10 min.] (30 DP) Proof, critical, no bleed (10 DP) Proof, critical, no stun (10 DP) Proof, critical, critical reduction I [I] (10 DP)
Form: Body: dead flesh [1] (0 DP) Lifeless (5 DP) Breathing, no (20 DP) Distinct odor (-10 DP)

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Miscellaneous: Type, undead I [I] (-1 DP) Mindless (-25 DP) Diet, carnivore (-5 DP) Disturbing voice I [-10] (-10 DP) Unsleeping (20 DP)
Senses: Special: life sense II [10'R/ lvl] (20 DP) Sensitivity: Light sensitivity I [-25] (-10 DP) Dead sense deprivement (-30 DP)
Movement: Walk.Bi.: 9
Skills: Perc.: -1 Run.: 15 Multi. Att.: 12
Spells: Cha 0 **PP:** 2
Racial:

Stats	Ag	-4	Co	4	Em	-10	Em	-10	In	-10	Pr	-10	Qu	-4	Re	-10	SD	-4	St	4

Base Hits	20	Base RR	Ch	10	Ess	10	Me	10	Ph	0	Fe	0
Base Endurance	20	Healing rate	x0.5		Stride	-10	AT	Armor, naked skin (AT 1)				

Name	Lvl	BMR	Init	Size	Crit	Hits	End	AT	DB (Sh)	OB	RRC	RRE	RRM	RRP	RRF	Encouter	Bio
Zrax	4C	Walk.Quad.: 31	1	M(5)	V - -	51 (81)	31	AT 4(N)	11 (28)	35M(5)un ;47M(5)we ;49M(5)rw	5	-5	-7	50	1	Solo (1d2)	T B X P J A

Category	Races	Height	73”	Leftover DP	15
Type	Insectoid	Length	10”	Outlook	Aggressive
Archetype	Stealth	Weight	150Lbs.	Treasure	0

Ag	2	Co	0	Em	0	In	0	Me	0	Pr	-2	Qu	1	Re	1	SD	1	St	0

Attack: Poison mastery [Poison] (20 DP)
Defense: Elemental vulnerability I [Vacuum, +1 Size] (-15 DP) Immune to disease, lesser (10 DP)
Form: Additional limb pair I [Location] (20 DP) Wings, diaphanous (5 DP) Stunted lifespan III [10 years or less] (0 DP)
Miscellaneous: Diet, omnivore (0 DP) Reproduction: egg clutch [0,15, 5, Nest] (5 DP)
Senses: Eyes: multifaceted [100', 320, None] (25 DP) Taste: sensitive taste antennae (10 DP) Touch: sensitive antennae/ vibrissae (13 DP)
Movement: Walk.Quad.: 31 Climb.Claw: 0 Wing.Fly.Norm.: 0
Skills: Perc.: 47 Run.: 59 Fly.: 59 Surv. Biome: 11 Hiding: 53 Stalking: 53
Spells: Cha 0 **PP:** 0
Racial:

Stats	Ag	1	Co	0	Em	0	Em	0	In	0	Pr	-2	Qu	1	Re	0	SD	0	St	0

Base Hits	20	Base RR	Ch	-5	Ess	-5	Me	-5	Ph	50	Fe	0
Base Endurance	0	Healing rate	x1		Stride	0	AT	Armor, chitin, half plate (AT 4)				

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