HARP™

High Adventure Role Playing™

Fantasy

HARP Bestiary



Caldwell * Duffield * Tucker

IRON CROWN

GCP
Guild Companion Publications Ltd

#GCP-HARP-1008

Credits

Authors: Nicholas HM Caldwell
John Duffield
Colin DH Tucker

Editor: Nicholas HM Caldwell

Cover Art: Maria Duffield

Interior Art:

Maria Duffield, Raymond Gaustadnes, John Kapsalis, Katie Wakelin, Cristian Casado Otazu, Bruno Balixa, Sean Counley, Jarel Threat, Cara Duffield, David Rabbitte, Ryan Sumo, Malcom Mcclinton, Jason Rainville, Jeff Ward, Storn Cook, Nicole Cardiff, Eric Quigley, Keith Curtis, Forrest Imel

Layout: Nick Morawitz

Special Thanks: Thomas (Thom) Jones for creature design framework and Sam Orton for early work on Water Monsters. All of the fans who have played and/or GM'ed **HARP** since its first publication and have participated in discussions on the ICE forums, Guild Companion forums, Silent Tower mailing lists and elsewhere on the Internet and at conventions.

Produced, published and distributed by Iron Crown Enterprises Ltd. All rights reserved. Purchasers of the pdf version of this product are entitled to print one copy from the pdf for personal use. Print editions are also produced through OneBookShelf. All other reproduction, re-selling, and redistribution of this work

are strictly and expressly forbidden without written permission from Iron Crown Enterprises Ltd.

Iron Crown Enterprises, I.C.E., ICE, Rolemaster,

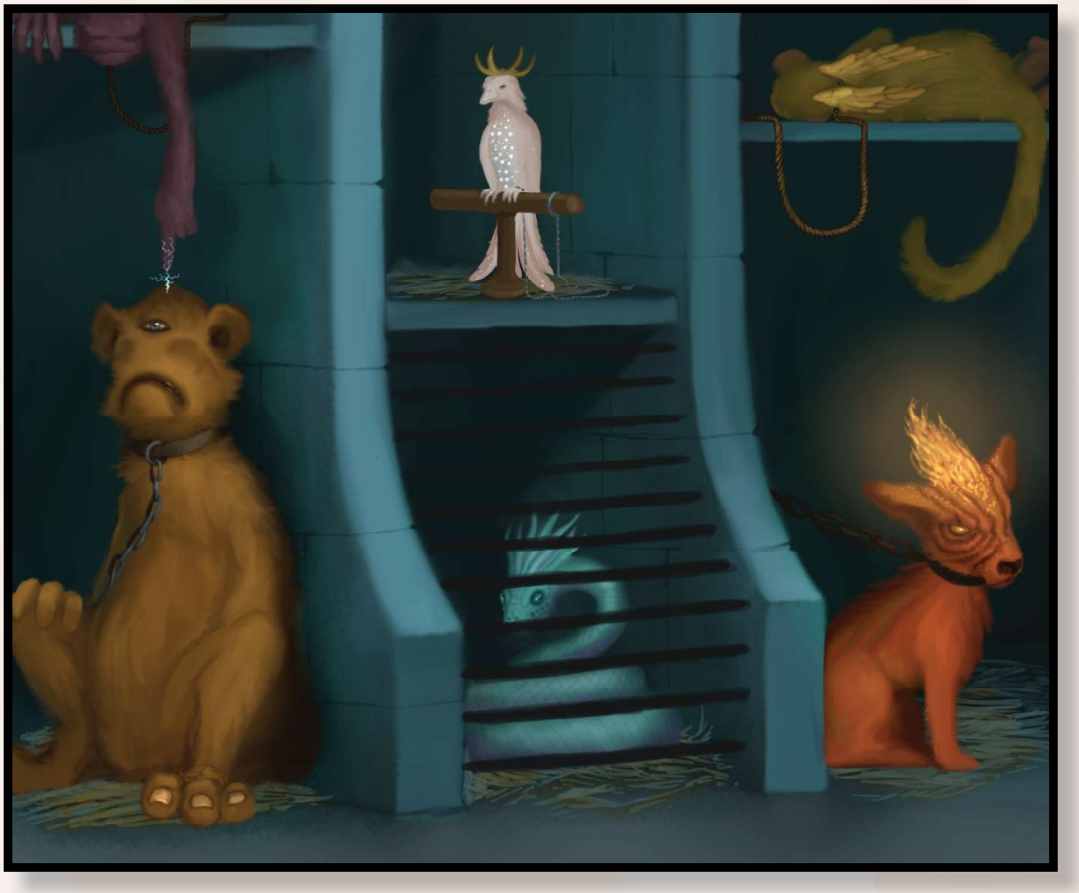
HARP, **HARP SF** and **HARP Fantasy** and all products related thereto, are all trademark and copyright © properties of Iron Crown Enterprises Ltd. All rights reserved. Shadow World® is a registered trademark of Terry Kevin Amthor.

Iron Crown Enterprises Ltd (formerly Guild Companion Publications Ltd) is registered in England and Wales under No 7094505. Registered office: 37 Fulbourn Road, Cambridge CB1 9JL. Directors: Nicholas HM Caldwell & Thomas Jones

Table of Contents

Introduction 5
What's in HARP Bestiary? 6
How to Read and Use The Entries 6
Miniscule and Gigantic 6
Notations and Descriptions 6
How To Use An Overlay 8
Base Movement Rate by Type 9
Designer Notes 10
Animals 11
Animals - Non-Dangerous 12
Animals - Dangerous 38
Animals - Avian 66
Animals - Reptile 78
Animals - Amphibian 90
Animals - Water 93
Land Creatures 109
Sea Monsters 154
Air Creatures 181
Weres 199
Dragons 216
Undead 265
The Unquiet Dead 265
Undead Beings and Creatures 267
Elementals 321
The Elemental Powers 321
The Elementals 331
Elementals and Summoning 378
Elemental Heritages 378
Demons 381
Masters of the Abyss 381
The Natures Of Demons 384
The Infernal Plane Of The Abyss 384
The Demons 395
Bestiary Appendix 451
1. New Talents 451
2. New Esoteric and Supernatural Talents 454
3. Additional Spells and Parameters 462
Creature Index 465

Introduction



Monsters.

These are the creatures that slew our ancestors with fang, talon, claw, and pinion. These are the creatures that hunted our ancestors by day and night. These are the fiends of folklore and the horrors of nightmare, yet they are no idle tale to be swapped by cosy fire nor dream to be dismissed on waking from sleep. These are the monsters who still dwell, hunt and slay in the wildlands, in the borderlands, on and below the high seas, and all too often, even in the darker corners of our towns and cities.

Into those wildlands, those borderlands, those high seas, those dark corners, heroes venture and strive with sword and spell against monstrous adversaries that desire our lands, our wealth, our lives and even our very souls.

For an adventurer, a monster is a true challenge of skill, of daring and of luck. A monster is an opportunity to fight without scruple or moral qualm against a fierce and cunning foe that will show no mercy and expect none in return. A battle against a monster is a deed of renown to be woven into story and saga. A defeated monster is an opportunity to plunder its loot. And a bloody end for those slain by a monster, and a dire warning against hubris to others.

What's in HARP Bestiary?

The remainder of this chapter is an explanation of the stat blocks and descriptive entries found in the rest of the book

We first whet your appetite for peril with mundane animals of land, of water and of the air, whose claws can slash and maws can rend the hapless fool as much dead as the hero mauled by a supernatural beast. Then onward to the true monsters of the land, the mighty denizens of the watery deeps, and the winged beasts that soar majestic among the clouds. Thence to those shapechangers beholden to the cycle of the moon, who seem as men, but transform to bloodthirsty beasts. Advance then to the greatest of all predators – the Dragons, paragons of physical might, of eldritch magic, and of preternatural wit, and justly famed for the vast wealth of their fabulous hoards. Consider next those who have foiled Death's embrace and bound their wills and souls through unspeakable torment, untrammelled desire, or necromantic enchantment to an eternity in undeath. Visit the Elemental Planes of Air, Earth, Fire and Water, marvel at their unearthly vistas, and acknowledge the sovereignty of the Elementals. And finally, descend into the hells of the Abyss and reveal vile demons and demon lords.

How to Read and Use The Entries

The creatures were built using 50 Development Points per level to purchase skills and talents (racial and elective). All creatures initially had 50 in all stats and were then given 30 stat bonus points to allow "heroic" builds. In each chapter, there is a master stat table which splits creature stat bonuses into their racial stat bonus and their heroic addition. Base Movement Rate has been calculated using an average for the creature's race.

Miniscule and Gigantic

The size scale established in HARP runs from Tiny to Huge, and this is mirrored in attack sizes and associated damage caps. However, some of the creatures in this bestiary are either smaller than Tiny or larger than Huge in overall size and/or attack size. We have therefore added a Miniscule category and a Gigantic category.

Miniscule creatures take the Shrink (Greater) talent. A Miniscule attack has a critical modifier of -30 and a damage cap of 70.

Gigantic creatures take the Enlarge (Greater) talent. A Gigantic attack has a critical modifier of +30 and a damage cap of 130.

Enlarge (Minor, Major, Greater) – This represents Large, Huge and Gigantic monsters. It increases their St stat bonus (+5, +10, or +20 respectively), reduces their Qu stat bonus (-1, -2 or -4 respectively), imposes a penalty to Stalking & Hiding (-5, -10 or -20), and increases their base Endurance bonus (by x1.5, x2 or x4).

Shrink (Minor, Major, Greater) – This represents Small, Tiny and Miniscule monsters. It increases Qu stat bonus (by +5, +10, or +20 respectively), reduces St stat bonus (by -1, -2, -4), reduces their base Endurance (by x0.75, x0.5 or x0.25 respectively) and increases their Stalking & Hiding (by +5, +10, or +20 respectively).

Notations and Descriptions

Level – In most cases, this is the average level of an adult version of the creature. For certain creatures such as Dragons, Elementals and Demons, multiple versions of a creature at different power levels will be provided.

Size – This is the relative size and toughness of the creature. Large and Huge creatures receive criticals on special charts rather than on the normal ones. Other creatures may also be immune to certain effects of damage such as bleeders or stun.

The following list gives the type of entries that may be found in the Size column and what those entries mean.

S – Creature is Small in size and receives criticals normally.

M – Creature is Medium in size and receives criticals normally.

L – Creature is Large in size and all criticals to this creature are resolved on the Large Critical Table.

H – Creature is Huge in size and all criticals to this creature are resolved on the Huge Critical Table.

(L) – Creature is Medium in size, but all criticals received are resolved on the Large Critical Table.

(H) – Creature is Medium in size, but all criticals received are resolved on the Huge Critical Table.

BMR (Base Movement Type) – This is the Base Movement Rate Type of the creature. This represents the principal (and secondary, if any) means of locomotion of the creature. If two BMR Types are given,

the first before the slash is the primary, the second after the slash is the Secondary, i.e., Primary/ Secondary.

Biped – Creature walks upright on land on two legs (like a human)

Quadruped – Creature walks on four legs on land (like dogs, cats, cattle, etc.)

Multi-legged – Creature walks on more than four legs on land (like spiders, centipedes, etc.)

Flight – Creature is capable of flying or gliding as a primary or secondary means of locomotion and is typically winged.

Swim – Creature is typically aquatic or amphibious and swimming in water is the primary or secondary form of locomotion.

BMR (Base Movement Rate) – This is the Base Movement Rate of the creature. This represents how many feet that the creature may move in a given round at a walking pace for the defined BMR Type. If two values are given, these correspond to the primary and secondary BMR Types respectively. See tables for how to calculate BMR for non-bipedal locomotion.

 # Enc – This is the number of creatures normally encountered when they are found. This does not represent how many may be in its lair, only how many normally travel together.

Outlook – This represents the creature's normal outlook and attitudes to those that it encounters. This also is used to denote the creature's basic behavior patterns as well. The following list shows the codes that may be used.

Aggr. – Aggressive. Creature is aggressive and will attack if provoked.

Aloof – This type of creature will normally ignore others unless attacked or interfered with.

Bellig. – Belligerent. This type of creature has a nasty disposition and will often attack without provocation.

Berserk – This creature will attack the closest living creature until it is destroyed.

Cruel – Not only is this creature hostile, but it enjoys causing death, pain, and suffering.

Domin. – Dominating. This creature desires power and attempts to gain it by controlling and dominating others.

Greedy – This type of creature will attack and/or steal from others if the risk is not too high to itself.

Hostile – Will normally attack other creatures on sight.

Hungry – This type of creature will normally attack anything that it considers edible when hungry, otherwise consider it to be Aggressive.

Prot. – Protective. This creature is normally very protective of a thing, place, other creature, etc.

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

The code for treasure determination looks like the following: N2R3(10)P and is used to determine what rolls to make in order to determine the treasure to be used. The code contains three segments (Magic, Money, and Mundane, in that order) and each segment contains three possibilities, Poor (P), Normal (N), or Rich (R). If a code is followed by a number, then the GM should roll on the indicated column on Table 14.1 in *HARP Fantasy* the indicated number of times. If the code is followed by a number in parenthesis, then the results of all rolls are then multiplied by that number to get the total. If the code is not followed by any number, then only a single roll is needed for that chart. If there is a '—' instead of a code, then no roll is made for that type of treasure.

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

DB (Defensive Bonus) – This is the creature's Defensive Bonus, and is subtracted from all attacks made against the creature. It already includes such features as armor and shields that the creature may have. Intelligent creatures may increase this by parrying, or through the use of magical items.

Hits – This is how many Concussion Hits a creature has at the given level. If the GM alters the creature from the base level, he needs to remember to change the number of hits accordingly as well.

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

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

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

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

Build – This indicates how the creature was developed. In many cases, it will be Monster which accentuates combat, stealth, movement, resistance, endurance and outdoors skills as appropriate to the nature of the creature. In some cases, where the creature is an intelligent creature, it may be a profession name such as Fighter, Mage, etc., and here the creature has been developed according to this profession, including access to professional abilities and level bonus talents, spell/circle access, and favored categories.

Attacks – This section gives the creature's Offensive Bonus (OB). It often lists more than one OB if the creature has different forms of attack available to it. The first one listed is the primary attack of the creature, with any others listed being secondary attacks. A creature's attacks are divided into three parts: the bonus, attack size, and attack table. The bonus is what is added to the attack roll. The size is as follows and indicates maximum attack size: T=Tiny, S=Small, M=Medium, L=Large & H=Huge. Thus a 75 L-Slash equals a +75 to the roll on the Slash chart with a damage size of Large. If multiple attacks are listed, then the creature gets to decide which attack to use. The code We= weapon.

Skills – This section lists any typical skills known by the creature. These are given in the format: SkillName (Rank) SkillBonus, e.g. Stalking & Hiding (4) 37, which should be read as the creature having 4 skill ranks in Stalking & Hiding with a total skill bonus (from ranks, heroic stats, and any talent or professional level bonuses). This section will also include any spells known by the creature and any languages learned. All of these should be considered as "typical" configurations for the creature – especially with intelligent monsters, GMs may wish to adjust the skill ratings, perhaps by swapping listed skills or spells for others, perhaps by cashing in some skill ranks for a talent and using any saved Development Points for new skill or spell purchases (e.g. reducing all Resistance skill ranks by a certain number of ranks, buying a Resistance talent and using the DP saving for more skills.) In some cases of high-level creatures, not all Development Points have been expended so that GMs can simply buy more skills that will be more useful to the creature in the context of the GM's campaign and the adventuring encounter.

Talents – This section lists all the racial talents possessed by the creature. Where a creature has been developed using a professional build, profession-based and similar elective talents will also be listed

Description – This is a short account of the visual appearance and other salient characteristics of the monster

Abilities and Combat – This lists all the racial talents possessed by the creature. Where a talent is specific to a particular creature or relatively uncommon, it will be explained here. Certain creatures have particular combat tactics which suit their temperament and capabilities, and these are described here.

Lifestyle – This explains the behaviour and temperament of the creature, and how its spends its days or night.

Background – This describes the nature of the creature, its (conjectured) origins and other matters of lore.

Adventure Notes – This describes where and how adventurers might encounter the monster. If appropriate, typical treasures which could be possessed by the monster.

How To Use An Overlay

Undead and Lycanthropes did not start off as Undead or Lycanthropes. Undead were once living beings who died and were then raised as Skeletons, Ghosts, or Vampires, etc. Lycanthropes were once normal humans before they contracted lycanthropy and became Werewolves or Werebears or Werefoxes or Weretigers.

In HARP, this is represented using the Overlay concept. The base creature is developed as normal and then the Overlay is applied to the creature, and this may alter stat bonus, racial Resistance bonuses, racial Power Points and Endurance, and may add talents or require the forfeiture of existing talents.

An Overlay can replace the existing racial stats of a creature – thus humans raised to undeath as Skeletons or Zombies will lose their racial stat bonuses and assume a set of bonuses imposed by their new form. Alternatively an Overlay can adjust specific stat bonuses – becoming a Vampire increases the Agility, Quickness, Strength and Presence of the new Vampire.

Base Movement Rate (BMR) by Type

Measure Range	Biped (Height) BMR	Wings (Length) BMR	Swimmer (Length) BMR	Multilegged (Shoulder Height) BMR	Quadruped (Shoulder Height) BMR	Worm/Snake (Length) BMR
<1' 10"	1	26	10	13	12	2
1' 10" - 2' 3"	2	27	12	14.5	16	3
2' 4" - 2' 9"	3	27.5	13	15.125	18	3.5
2' 10" - 3' 3"	4	28.5	14	15.75	20	4
3' 4" - 3' 9"	5	29.25	15	16.375	22	4.5
3' 10" - 4' 3"	6	30	16	17	24	5
4' 4" - 4' 9"	7	30.75	17	17.625	26	5.5
4' 10" - 5' 3"	8	31.5	18	18.25	28	6
5' 4" - 5' 9"	9	32.25	19	18.875	30	6.5
5' 10" - 6' 3"	10	33	20	19.5	32	7
6' 4" - 6' 9"	11	33.75	21	20.125	34	7.5
6' 10" - 7' 3"	12	34.5	22	20.75	36	8
7' 4" - 7' 9"	13	35.25	23	21.375	38	8.5
7' 10" - 8' 3"	14	36	24	22	40	9
Per extra unit	+2 per 1'	+1.5 per 2'	+2 per 1'	+2 per 2'	+2 per 1'	+2 per 1'

An Overlay will either leave the racial resistance bonuses to Stamina, Will and Magic as they were or change the set to better fit the new form.

Similarly racial Power Point and Endurance bonuses will either be left unchanged or reconfigured. For instance, Zombies, regardless of their original base form, have a new Zombie racial Endurance bonus of 60 and a racial Power Point bonus of 0.

Overlays will normally add talents to the creature, such as Undead Vision or Sense Living. Some talents represent vulnerabilities such as the Vampire's Barred by Water or Countered by Faith, others represent constraints such as the Ghost's Shackle or the Ghoul's Sunlight Intolerance.

Some Overlays will require the loss of existing talents – becoming a Zombie causes the forfeiture of all knowledge-based talents (perhaps this explains their taste for brains?) whilst incorporeal Undead lose talents such as Tough Hide and Dense Musculature.

To assist GMs, we have created at least one exemplar for each Overlay. We picked the most relevant sample character build from HARP Martial Law, extrapolated upwards to the correct level if needed, and applied the Overlay. In order to ensure that the new overlay-enhanced being could utilise their new talents, we cashed in some existing skills and purchased ranks in relevant skills such as Control Drain for certain forms of Undead. These exemplars are just that, examples produced for GMs who need a Ghost or a Werewolf or whatever right away and don't have the time, inclination or need to build one from scratch.

Designers' Notes

Nicholas writes: ***HARP Bestiary*** has been very long in the making, but thanks to my coauthors, we now have a vast array of animals and monsters for GMs to use in their games. When we brought back ***HARP Fantasy***, one of the key elements was a reconstruction of the monsters by Thom Jones, which set the standard and the foundation for this work, so kudos to Thom for his efforts. I would like to thank Sam Orton for his early work on Water Monsters, Colin Tucker for bringing the Water Monsters to completion and for long hours providing a comprehensive treatment of normal and dangerous animals, and John Duffield who took on Land Monsters, Air Monsters, Lycanthropes, Dragons and finished off the stat blocks in Demons for me.

Colin writes: ***HARP Bestiary*** has been my first foray into the world of writing game products for Iron Crown Enterprises and it has been quite the learning curve. Trying to stat real-life animals has been particularly difficult. Matching in game skills and abilities with real life skills and abilities without making animals over-powered took much more wrangling than I had first anticipated. The good news is that in researching for the bestiary I learned a lot about various animals that I didn't know. I've tried to include a lot of those interesting titbits in the text so that you too can bore your family and friends with these 'interesting' facts.

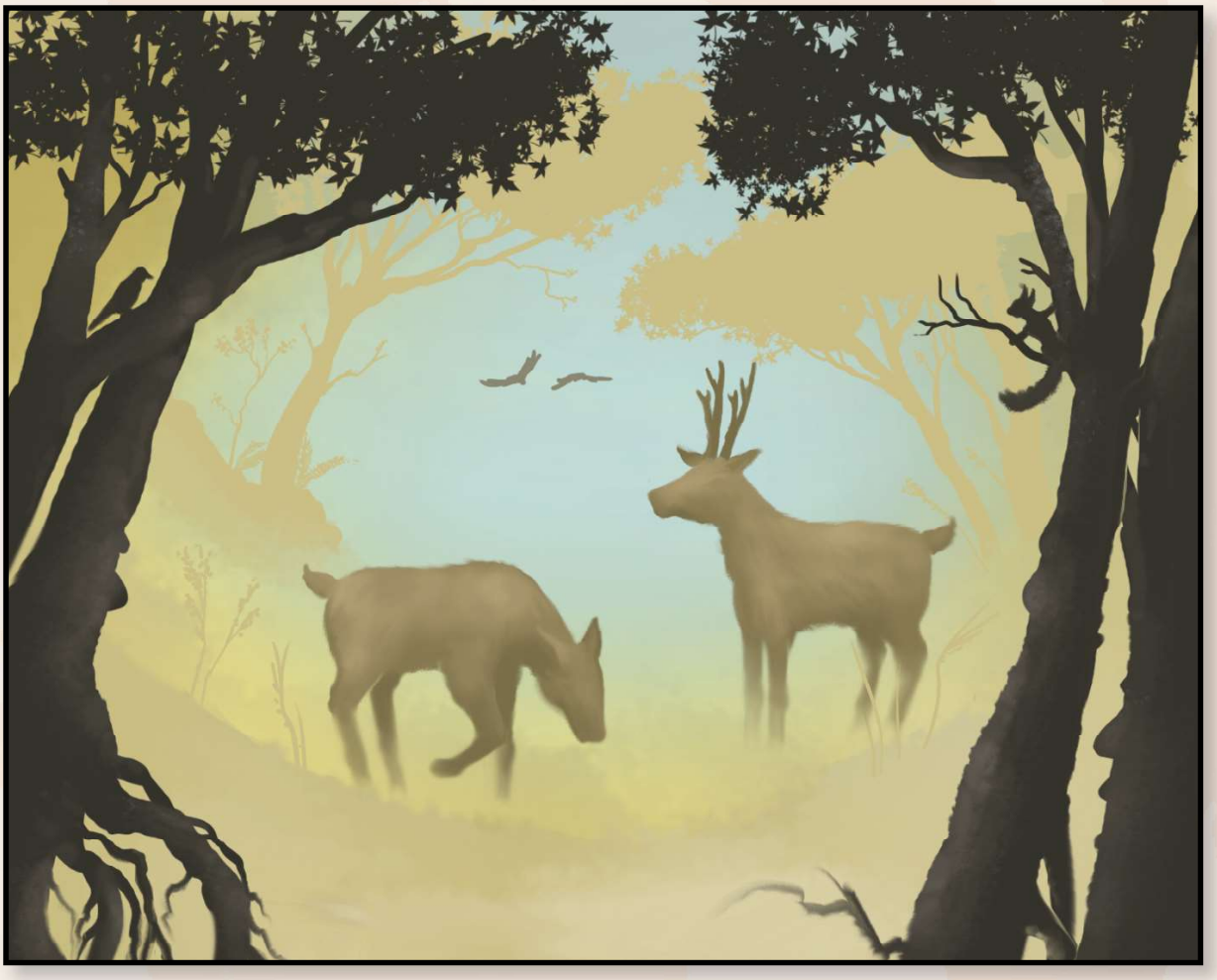
When Nicholas asked me to step into the breach and help finish the Water Monsters, I was more than happy to help. I felt I was making good progress on the real-life animals and was keen to keep going. However, creating Water Monsters was a completely different kettle of fish (if you'll excuse the pun). I learned even more about how to create creatures and how I felt they should look and feel. Much to the chagrin of Nicholas, this made me re-evaluate all the work I had done on the real-life animals and I pretty much started from scratch on both sets so as to be consistent and create something that I could really be proud of.

I have really enjoyed working on ***HARP Bestiary*** and though it has taken longer than I (or Nicholas) wanted, I would do it all again and now consider myself somewhat addicted to writing product material. I have no doubt you will be hearing more from me in future products. I would like to take this opportunity to thank Nicholas for the opportunity and my wife and family for their help and support and for not resorting to physical violence when I told them yet another 'interesting' fact I had learned about a certain animal.

John writes: I have played roleplaying games for most of my life, starting with Red Box DnD (1983). I have played *HARP* (of course), Rolemaster (starting with RM2), DnD (BECMI, Advanced, 2nd, 3rd & 3.5), Mekton Zeta, Eclipse Phase, Era, Pathfinder and many more. I also enjoy wargaming and figure painting (Fantasy Warriors, Warhammer, WH40K, Warpath, Kings Of War and Deadzone). Professionally I work in IT as a contract Architect and Project Manager. My wife, Maria, is a traditional artist (oil, pen and ink) and she has created illustrations for HARP products. My daughter has danced internationally from the age of 17 and she is now studying Neuro Psychology and my son is studying Forensic Chemistry.

I enjoyed the creative process involved in imagining, defining and fleshing out the creatures and monsters for HARP. To me, creating a believable mythical monster, race or creature that exists within its environment is an important aspect of creating believable foes. Anything created should make sense, have a role and fit within a context. Balancing is always a challenge, to create a challenge but also build something that can be overcome, not just with brute force but with planning and strategy. In creating the Dragons, Land and Were creatures this was important. As an example, with the Werewolves, I wanted to create a society and pack culture which had a foundation in a race that had lived amongst and hunted the host civilisation successfully. The culture had a structure that allowed it to survive and its members had abilities that allowed them to do so. To achieve this, I created talents and a society that supported that vision. Intelligent beings have their own story, life, needs, goals and aspiration. They are the guides a GM can use to create imersive and believable encounters and stories.

Animals



Overview

The natural species of the world, wild animals, singly or in groups, can still represent a threat to even the hardiest adventurer, if caught unawares. In this chapter, animals are presented in related groups. First are the "non-dangerous" mammals who under normal circumstances are passive creatures. Second are the "dangerous" mammals, who typically pose a risk due to their predatory nature or a belligerent disposition. Third are the birds, who have mastered the power of flight. Fourth are the reptiles, cold-blooded vertebrate creatures, whose body temperature is regulated by external heat sources, and are sluggish or inactive if insufficiently warm. Fifth are the amphibians, cold-blooded vertebrates, typically small with a need to remain moist. Sixth and finally are the water creatures of rivers, seas and oceans, some fish, some mammals adapted to aquatic life.

Animals - Non-Dangerous

Animals Non-Dangerous - Stats

Names	Lvl	Size	BMR Type	BMR	Init	DB	Hits	Attacks	#Enc	Outlook	Treas	Stam	Will	Magic
Antelope	1	Medium	Quadruped	31	17	58	96	(See SKILLS)	1-100	Aloof	- - -	88	29	27
Bats	0	Medium	Fly	29.25	8	32	81	(See SKILLS)	1-100	Aloof	- - -	42	15	20
Camel	1	Large	Quadruped	37	14	48	139	(See SKILLS)	1-10	Aloof	- - -	87	36	22
Cat	0	Tiny	Quadruped	12	10	34	52	(See SKILLS)	1-5	Aloof	- - -	50	39	26
Cow/Cattle	0	Medium	Quadruped	29	1	49	91	(See SKILLS)	1-100	Aloof	- - -	67	10	8
Deer	1	Medium	Quadruped	26	13	46	95	(See SKILLS)	1-100	Aloof	- - -	98	17	12
Dog	0	Small	Quadruped	20	14	38	75	(See SKILLS)	1-10	Aloof	- - -	68	27	16
Domestic Pig	0	Medium	Quadruped	23	3	36	95	(See SKILLS)	1-25	Aloof	- - -	65	25	25
Donkey	1	Medium	Quadruped	27	8	34	108	(See SKILLS)	1	Aloof	- - -	85	51	32
Elephant	5	Huge	Quadruped	56	5	48	208	(See SKILLS)	1-20	Aloof	- - -	99	69	74
Horses														
Charger / Courser	3	Large	Quadruped	36	15	53	161	(See SKILLS)	1-10	Aloof	PPN	102	56	47
Draft Horse	3	Large	Quadruped	33	11	45	176	(See SKILLS)	1-10	Aloof	- - P	96	77	52
Quarter Horse	3	Large	Quadruped	34	13	49	162	(See SKILLS)	1-10	Aloof	PPN	102	63	47
Pony	1	Medium	Quadruped	27	7	39	105	(See SKILLS)	1-10	Aloof	PPN	76	49	35
War Horse/ Destrier	3	Large	Quadruped	35	15	51	164	(See SKILLS)	1-10	Aloof	PPN	104	55	39
Wild Horse	2	Medium	Quadruped	30	13	49	132	(See SKILLS)	1-5	Aloof	- - -	95	39	27
Kangaroo	1	Medium	Biped	13	14	36	107	(See SKILLS)	1-10	Aloof	- - -	90	34	33
Llamas	1	Large	Quadruped	33	10	40	136	(See SKILLS)	1-10	Aloof	- - -	70	42	42
Monkeys	2	Small	Quadruped	20	11	40	104	(See SKILLS)	1-20	Aloof	- - -	70	63	32
Porcupine	0	Tiny	Quadruped	12	2	62	60	(See SKILLS)	1-5	Aloof	- - -	41	24	17
Rabbit/Hare	0	Miniscule	Quadruped	17	10	36	36	(See SKILLS)	1-100	Aloof	- - -	67	10	7
Rodents	0	Miniscule	Quadruped	12	10	34	36	(See SKILLS)	1-20	Aloof	- - -	37	25	27
Sheep	0	Medium	Quadruped	25	5	22	91	(See SKILLS)	1-100	Aloof	- - -	67	25	23

Antelopes

Antelopes - Non-Dangerous			
Level	1	DB	58
Size	Medium	Hits	96
BMR Type	Quadruped	Init	17
BMR	31	Stamina	88
# Enc	1-100	Will	29
Outlook	Aloof	Magic	27
Treasure	- - -		
Attacks:			
Butt Attack – Tiny unbalancing			39
Kick Attack – Tiny impact			39

Skills:
Endurance (6) 36, Jumping (6) 49, Navigation (6) 28, Perception (6) 63, Resistance - Magic (5) 27, Resistance - Stamina (6) 88, Resistance - Will (5) 29, Stalking & Hiding (3) 85, Butt Attack – Tiny Unbalancing (6) 39, Kick Attack – Tiny Impact (6) 39

Talents:
Agile Defense, Athletic, Blazing Speed, Enhanced Scent, Enhanced Senses, Extremely Nimble, Greater Resistance (Stamina), Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Lesser), Natural Camouflage, Quiet Stride, Skill Specialization (Jumping, Perception)

Description

There are around 90 different species of antelope, the majority of which are native to Africa and none of which are found in the Americas, Australasia or Antarctica. A number of antelope species have amazing leaping abilities and evasive skills, making them very popular in hunting.

Antelopes are a very diverse group and depending on the species can range from being only 10 inches (25cm) tall to being 6 feet (180cm) tall. All antelopes have even toed hooves, horizontal pupils and, in the males at least, bony horns. Most antelopes have short fur in a brown color (or similar variation) with a white underbelly. There are a number of notable exceptions to this however with some antelopes having black or white markings or very pale coats.

Lifestyle

While the majority of antelopes live in the African savannah, they can be found in a wide range of habitats including forests, deserts and mountains. An antelope's lifestyle varies by species. Many antelopes live in large herds who rely on numbers and speed to evade predators. Often these herds will be made up of many females with a single breeding male who will exclude other males through combat where necessary. Other antelopes are known to live alone, in pairs or in some cases small groups of between 3 and 10 animals. Antelopes that do not live in large herds rely on a number of techniques to avoid predators including camouflage, an excellent sense of hearing, acrobatic leaps and evasive skills.

A number of antelope species are known to migrate, in many cases this allows them to follow the food supply and prevents them from starving.

Abilities and Combat

Most antelope are light, agile creatures that are known for their ability to run fast and evade capture by predators by changing direction very quickly or darting behind cover at the last moment. In addition to this, unlike a number of predators, antelope have incredible endurance and can run at high speeds for a very long time if necessary. Most antelope can leap incredible distances. Though there is very little data around wild antelopes, in captivity they have been known to live up to 20 years.

Antelope horns have a bony core that is encased in a hard material mostly made of keratin. Antelope horns are permanently attached and are never shed. Some antelope horns grow in spirals, others have ridges and some grow in wide curves with very sharp points on the end. Antelopes use their horns in defense against predators, other males and to establish their position in the herd.

Antelopes use their keen senses to avoid predators. With their eyes placed on the sides of their heads, they can see a broad radius around themselves but cannot see particularly far. Instead, they more often use their acute senses of smell and hearing to perceive a threat early so as to make an escape if necessary.

Background & Adventure Notes

Antelope have been hunted throughout history with antelope hunting scenes featuring prominently in ancient art. Today a number of antelope species are hunted for sport. Antelopes have been hunted so heavily that some species have been driven out of their old habitats.

Antelope have been tamed and kept as pets but do not breed well in captivity.

Antelope are considered sacred animals in many cultures around the world including ancient Egyptian and Sumerian cultures and in Hinduism. In many African tribes they are revered as being one of the forms that gods take when they visit the earth.

Antelope are used in heraldry (though they have the body of a stag, the tail of a unicorn and the head of a heraldic tiger with serrated horns). In heraldic terms the antelope is said to represent strength and fierceness.

Antelope horn is used in medicine and magic in many different cultures, often being ground and used as an aphrodisiac.

Bats

Description

Bats are flying mammals. They are the only mammals capable of natural, sustained flight. A bat's forelimbs form webbed wings. Unlike birds, bats do not flap their entire forelimb to fly, instead they flap their spread out webbed digits.

There are around 1,200 species of bat which are generally split into two groups, megabats and microbats. Megabats tend to be largely fruit eaters while microbats tend to eat mainly insects.

Bats range in size dependent on their species. The largest is the giant golden-crowned flying fox which can grow as tall as 2 feet (60cm) with a wingspan of up to 5.6 feet (1.7m). The smallest species of bat is the Kitti's hog nosed bat which only grows to around an inch (30mm) in height and has a wingspan of around 6 inches (15cm).

A bat's wings are much thinner than those of birds which allows them to manoeuvre quicker and more accurately when in flight. Should the thin and fragile membrane of a bat's wing rip, bats have the ability to heal and regrow the membrane very quickly. This membrane also has a number of receptors on it which gather information about the air passing over its wings, allowing it to fly more efficiently.

Bats are one of the mostly widely distributed groups of mammals, found across the globe in a wide selection of habitats from forests and jungles to mountains and deserts.

Bats - Non-Dangerous

Level	0	DB	32
Size	Medium	Hits	81
BMR Type	Fly	Init	8
BMR	29.25	Stamina	42
# Enc	1-100	Will	15
Outlook	Aloof	Magic	20
Treasure	- - -		

Attacks:

Bite-Tiny Puncture	14

Skills:
Ambush (3) 28, Endurance (3) 21, Flying/Gliding (1) 58, Navigation (3) 12, Perception (3) 25, Resistance - Magic (2) 20, Resistance - Stamina (3) 42, Resistance - Will (2) 15, Stalking & Hiding (2) 58, Bite - Tiny Puncture (3) 14

Talents:
Accelerated Healing, Agile Defense, Enhanced Scent, Enhanced Senses, Extremely Nimble, Flight, Instinctive Defense, Lightning Reflexes, Limited Regeneration (Minor), Natural Camouflage, Natural Weapon (teeth), Night Vision, Subtle, Ultrasound Echolocation

Lifestyle

Bats are present throughout most of the world and perform a vital role in pollinating flowers and dispersing fruit seeds. In addition to this, insectivorous bats help remove insect pests without the need for pesticides.

A bat's social structure differs depending on the species. Some bats live solitary lives, only interacting with other bats during mating season. Other bats live in caves colonized by as many as a million other bats.

Bats have two basic requirements: roosts and a foraging ground. Bats have been known to roost in tree hollows, caves, foliage and in manmade structures. The foraging ground required by bats varies depending on species and diet. Bats can live for as long as

thirty years but the majority do not live past their first birthday either due to predation or destruction of habitat. The average bat will usually give birth to a single offspring per year.

The majority of bats are nocturnal and are most active during twilight hours. During the winter, a large number of bat species will migrate to hibernation dens, others retreat to nearby roosts and hibernate for six months. Some will simply pass into a state of torpor in cold weather and will wake up and feed when the weather is warmer.

Abilites and Combat

No species of bat is blind. Some bats have very good eyesight while some have poorly developed eyes, poor visual acuity and use echolocation to understand their surroundings, they do however still use vision to navigate. Bats also have a very good sense of smell.

Due to their use in echolocation, bats' ears are highly developed and can make out sounds such as the fluttering of a moth's wings and movement of prey such as centipedes and earwigs. Echolocation allows bats to detect and identify prey in complete darkness. Some fish eating species of bat use echolocation to detect tiny ripples in the water where fish are near the surface and then swoop down low and use their enlarged claws to pluck the fish right out of the water.

Insectivorous bats tend to use their tail or wing membrane to scoop up the insect while in flight and then take it back to its roost to eat. Insectivorous bats have very hard sharp teeth well adapted to biting through the armor of insects.

Background & Adventure Notes

Bats can carry a number of diseases which can be passed on to humans including rabies and the ebola virus.

There are three species of 'Vampire bat' that feed exclusively on blood. These bats do not suck blood from their prey, instead they bite their prey and then lap up the blood that spills from the wound.

In many cultures across the globe bats are associated with death, darkness and evil. It is believed that the majority of these beliefs stem from the fact that bats are nocturnal and live in caves during the day. The fact that they are the only mammals that can fly has also led to them being associated with witchcraft and black magic which has not helped their reputation.

There are however a number of cultures that look on the bat more positively. Bats are considered lucky in Poland and among Arabs. In Tonga the bat is a sacred animal and is believed to be the manifestation of a person's soul. Chinese lore has the bat as a symbol of longevity and happiness.

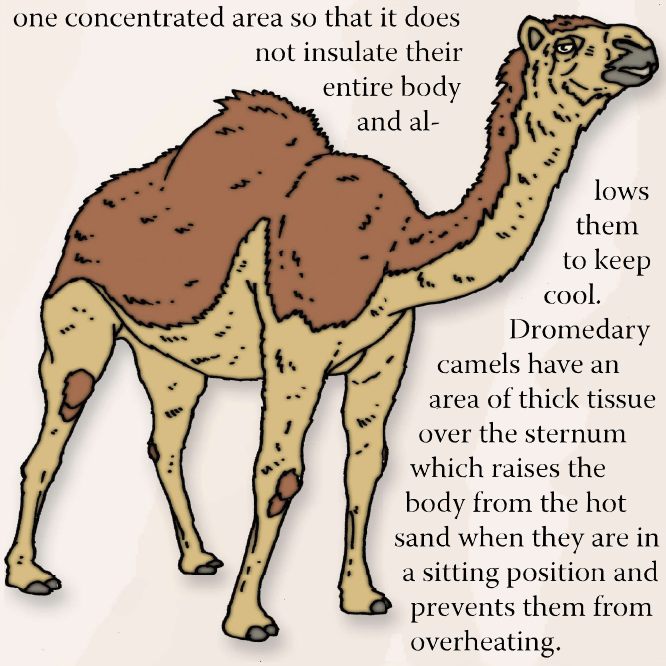
Camel

Description

There are two species of camel; the Dromedary camel which has a single fatty deposit or 'hump' and Bactrian camels which have two. Both species of camel live for around 50 years and are on average around 6 feet (1.8m) tall. Camels have thick shaggy coats which actually keep them cool. Their coats protect them from the intense heat radiating off the sand. They also have long legs for the very same reason. Camels feet have wide padded soles to prevent them sinking into the sand.

Camels can close their noses so as to prevent sand getting into it during sandstorms and high winds. They also have long eyelashes and ear hairs for this same reason. Camels have a transparent third eyelid which removes sand should it need to. The lining of a camel's mouth is thick and leathery to allow it to chew thorny bushes and plants that grow in the desert.

A camel's hump allows them to store fatty tissue in one concentrated area so that it does not insulate their entire body and allows them to keep cool. Dromedary camels have an area of thick tissue over the sternum which raises the body from the hot sand when they are in a sitting position and prevents them from overheating.



Camel - Non-Dangerous			
Level	1	DB	48
Size	Large	Hits	139
BMR Type	Quadruped	Init	14
BMR	37	Stamina	87
# Enc	1-10	Will	36
Outlook	Aloof	Magic	22
Treasure	- - -		

Attacks:

Bite Attack – Tiny Puncture	34

Skills:
Endurance (6) 49, Jumping (4) 24, Navigation (6) 28, Perception (6) 54, Resistance - Magic (4) 22, Resistance - Stamina (6) 87, Resistance - Will (5) 36, Tracking (2) 14, Bite Attack – Tiny Puncture (6) 34

Talents:
Agile Defense, Blazing Speed, Critical Resistance – Heat (Minor), Enhanced Senses, Greater Resistance (Stamina), Heat Resistance (Major), Immunity to Stuns, Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Lesser), Natural Camouflage, Natural Weapon (teeth), Portage Skills, Tough Hide (Lesser), Toughness, Giantism (Minor)

Lifestyle

Camels are largely domesticated and often used for carrying heavy loads across sandy terrain. They are able to withstand changes in body temperature and water consumption that would kill most other animals. Their temperature ranges from 34 °C (93 °F) at dawn and steadily increases to 40 °C (104 °F) by sunset, before they cool off at night again. In milder conditions a camel eating plants and grasses can consume sufficient moisture to remain hydrated without the need for drinking.

Abilities and Combat

Camels can run very fast for short periods of time (in some cases up to 65 km/h) and can run at around 40km/h for a prolonged period. It is for this reason that they are often ridden and raced. In addition camels make good pack animals and can carry up to 992lbs (450kg) of weight.

Camels have oval red blood cells which allows for the flow of red blood cells even when the animal is dehydrated. It also means that camels can drink a huge amount of water whilst dehydrated without any ill effects.

Despite their small ears, camels have very good hearing. The fur inside a camel's ear helps to keep sand and dust out thus maintaining the camel's ability to hear effectively.

Background & Adventure Notes

Both species of camel are farmed for their milk, meat and wool. A camel can shed around 2kg of very high quality wool every time it moults. This wool is then used to create rugs and clothing.

Camel milk is very nutritious and contains a lot of vitamins, minerals and proteins. It is also lower in fat and lactose than cow's milk. Nomads have been known to survive on nothing but camel milk for almost a month. The hump of a camel is considered a delicacy in many countries.

There are very few camels left in the wild. All wild camels are Bactrian camels and are found in the Gobi Desert.

Historically camels have often been used in battle, most notably by the Roman dromedarii. The scent of a camel is known to spook horses at close range making them very effective against cavalry.

Cats

Description

Cats are small, domesticated, carnivorous mammals. Similar to other felids, cats have strong, flexible bodies, quick reflexes, sharp retractable claws and teeth adapted to killing small prey. There are a wide array of different cat breeds which vary in appearance and size. On average cats are around 10 inches (25cm) in height and have a life expectancy of around 14 years.

Cats are carnivores, hunting small prey such as birds and rodents and are often kept as a form of pest control. Cats have difficulty digesting plant matter and require that around 20% of their diet be protein.

Cats are extremely adaptable and humans have taken them with them as they have moved about the globe. Cats are now found on all continents except Antarctica.

Cats - Non-Dangerous			
Level	0	DB	34
Size	Tiny	Hits	52
BMR Type	Quadruped	Init	10
BMR	12	Stamina	50
# Enc	1-5	Will	39
Outlook	Aloof	Magic	26
Treasure	- - -		

Attacks:

Claw Attack – Tiny Slash	18
Pounce Attack – Tiny Unbalancing	13
Bite Attack - Tiny Puncture	18

Skills:

Ambush (2) 17, Climbing (1) 8, Endurance (3) 22, Jumping (1) 8, Navigation (3) 16, Perception (3) 40, Resistance - Magic (3) 26, Resistance - Stamina (3) 50, Resistance - Will (3) 39, Stalking & Hiding (3) 67, Tracking (2) 15, Claw Attack – Tiny Slash (3) 18, Pounce Attack – Tiny Unbalancing (2) 13, Bite Attack - Tiny Puncture (3) 18

Talents:

Agile Defense, Enhanced Scent, Enhanced Senses, Extremely Nimble, Instinctive Defense, Lesser Resistance (Stamina), Lesser Resistance (Will), Lightning Reflexes, Natural Weapon (Teeth), Natural Weapon (Claw), Night Vision, Quiet Stride, Skill Specialization (Perception), Shrink (Major)

Lifestyle

Domestic cats love to 'play'. It is thought that this behaviour helps teach cats (especially young kittens) how to stalk, capture and kill prey. In addition, play fighting amongst kittens is thought to help them learn the skills necessary for combat with other animals.

Cats spend a lot of time sleeping to conserve energy. An average cat sleeps between 13 and 14 hours a day. This amount increases as cats get older. Some cats will sleep up to 20 hours a day.

Cats tend to be slightly more active at night than they are during the day. However, some cats have adapted to their owner's routine and are more active in the mornings and evenings as this is when their owners are around and active. While cats tend to spend the majority of their time near their home, they are known to set up a territory around it, sometimes travelling several hundred meters and claiming a territory of up to 69 acres.

Domestic cats are far less reliant on humans than domesticated dogs. Domestic cats are very similar to wildcats and are more than capable of surviving alone in the wild.

Abilities and Combat

Cats can see in very low light. They require one-sixth of the light levels required by humans to see. However they have very poor colour vision and struggle to distinguish between red and green. Cats have a very good sense of smell which they use to communicate through marking territory with urine and scent glands.

Cats have some of the most acute hearing of any mammal. They can detect sounds at a much wider range of frequencies than humans. This ability helps them when hunting as many small mammals and rodents use high pitched sounds to communicate. A cat's large, moveable ears helps them sense which direction the noise is coming from and amplifies the sound to make it easier to hear.

When fighting, a cat will attempt to scare off its competition by arching their backs, raising their fur, turning sideways, baring their teeth and hissing. If a fight does ensue, cats will generally deliver powerful slaps to their opponents face and body and bite wherever it can. This is a far cry from the cat's hunting behaviour where it patiently stalks or waits in ambush before pouncing on its prey and delivering a single, lethal bite to the neck.

A cat may use its claws while fighting but more often than not will use them most for climbing and as added traction on soft surfaces.

On average cats can travel up to 31mph (50kp/h) and can jump up to five times their own height in a single bound.

Background & Adventure Notes

Cats were originally thought to have been domesticated in ancient Egypt. However there is now evidence to suggest that cats may have been domesticated as early as the Neolithic (around 7500 BC).

Cats have a varied reputation with humans. They were considered sacred in ancient Egypt, with the goddess Bastet often depicted as a cat, sometimes taking on the warlike aspect of a lioness. In Japan the

maneki neko is a cat and a harbinger of good luck. In Buddhism the body of a cat is thought to house the souls of very spiritual people. In Norse mythology Freyja, the goddess of love, beauty and fertility is said to ride in a chariot drawn by cats.

Despite being associated with gods and good luck in so many different cultures, many cultures still have a very negative perception of cats. A black cat crossing your path is said to bring you bad luck. Witches kept cats as familiars to help them in their evil schemes.

Because of their ability to land on their feet when falling and their ability to quickly and calmly escape life threatening situations, cats are said to have multiple lives. The exact number is disputed. The majority believe nine while some other countries think it is seven or six.

Cow/Cattle

Description

There are a wide range of different breeds of domestic cattle. Each has been selectively bred to bring out specific characteristics. For this reason it is very hard to generalise about cattle. Cattle are quadrupedal mammals. Most breeds have horns, especially amongst males, however with selective breeding there are now a number of hornless breeds. In all breeds the males are larger and heavier than the females. On average cattle will be about 130cm tall with some breeds growing as large as 6 feet (180cm). On average domestic cattle live to around 25 years.

Lifestyle

Different breeds of cattle have been bred to survive in different habitats. One can find domestic cattle living in grassland, heaths, marshes, moors and even semi-desert. Cattle are very social animals and prefer to live in herds of around 50 members. Cattle will create very close bonds with some members of the herd while avoiding others. On average cattle will spend around six hours a day eating cud, around 8 hours a day chewing on it and around four hours a day sleeping.

Cow/Cattle - Non-Dangerous

Level	0	DB	49
Size	Medium	Hits	91
BMR Type	Quadruped	Init	1
BMR	29	Stamina	67
# Enc	1-100	Will	10
Outlook	Aloof	Magic	8
Treasure	- - -		

Attacks:

Charge Attack - Medium Unbalancing	19
Stamp Attack – Medium Crush	24
Bite Attack – Small Puncture	14

Skills:

Endurance (3) 31, Navigation (1) 1, Perception (3) 34, Resistance - Magic (2) 8, Resistance - Stamina (3) 67, Resistance - Will (2) 10, Stamp Attack - Medium Crush (3) 24, Charge Attack – Medium Unbalancing (2) 19, Bite Attack – Small Puncture (1) 14

Talents:

Blazing Speed, Dense Musculature, Enhanced Scent, Enhanced Senses, Immunity to Stuns, Instinctive Defense, Lesser Resistance (Stamina), Multiple or Peripheral Eyes (Minor), Natural Weapon (teeth), Portage Skills, Tough Hide (Minor), Toughness

Abilities and Combat

Domestic cattle have a very good sense of smell. They can detect and identify a smell from over five miles away. In addition cattle have a similar level of hearing as humans but can hear lower and higher frequencies better. With their eyes situated on the side of their head, cattle have almost 360 degree vision. They can see in colour but, like many animals are red-green colorblind.

Cattle cannot bite as they have no front teeth in their upper jaw. It is very uncommon for cattle to attack unless severely provoked. Cattle will tend to charge at attackers and those with horns will attempt to gore them. Oxen (castrated males) are often used as draft animals as, although they are slower than horses, they can pull harder for longer and are less prone to injury.

Background & Adventure Notes

Cattle are raised as livestock for a variety of uses including meat, milk and other dairy products, as draft animals or for their leather or dung which is used as fuel in some countries. In India there are estimated to be around 65.7 million draft cattle and it is further estimated that around one half of the world's crops are dependent on land preparation made possible by animal traction.

Cattle are considered sacred in Hinduism and throughout a number of countries including India. Observant Hindus will never eat beef and it is considered a sin to kill a cow. Cattle appear in a number of Hindu stories and are venerated because of the milk they produce. Shiva is traditionally said to ride on the back of a bull. Across India the killing of cattle is against the law. Killing a cow used to carry the death penalty in India.

In English folklore it is claimed that cattle will sit when it is going to rain.

Deer

Description

There are a wide array of different species of deer including white-tailed deer, elk, moose, red deer, reindeer (caribou) and roe deer. Though they are all very different, there are a number of similarities between them. All male deer (with the exception of the Chinese water deer) have antlers and grow and shed a new pair every year. Female reindeer are the only deer to have fully formed antlers and, like their male counterparts, grow a new pair each year.

In general deer have lithe, compact bodies with long powerful legs suited for running, jumping and living in rugged woodland terrain. Deer feed almost exclusively on vegetation and as such have no upper incisors and like many other ruminants have a tough pad at the front of their jaw.

Nearly all species of deer have large glands in front of their eyes which contain a strong smelling pheromone which they use to mark their territory.

Deer range in size depending on their species. On average a deer is around 3.3 feet (1m) tall with the smallest species averaging around a foot (30cm) and moose growing to over 6.5 feet (2m). The average life expectancy of a deer is around 20 years.

Lifestyle

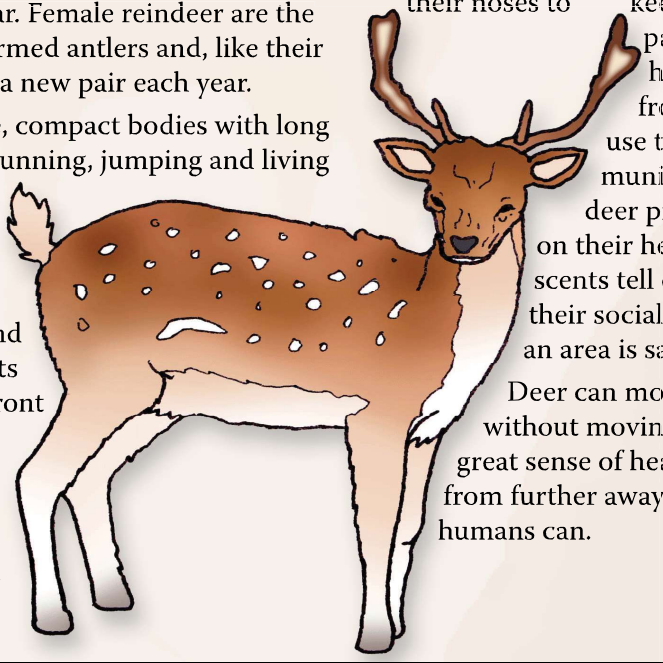
Deer live in a variety of different habitats including tundra, forests, prairie and tropical rainforests. The vast majority of deer species live in forests and savannah habitats around the world. Deer usually have a home range which they will stay in. These ranges will normally be shared by related females with a matriarch leading them.

Deer are social animals with the majority living in herds. The exact makeup of these herds varies between species. In some species the males tend to live more solitary lives while the females form small herds. There are some species that are incredibly solitary animals. Reindeer live in large herds and, when migrating have been known to form herds of up to 500,000 individuals.

Abilities and Combat

With their eyes situated on the side of their head deer have a 310 degree view. This is great for watching for predators but does make it difficult for them to focus on a single point. They also have good night vision.

Deer have an excellent sense of smell. They lick their noses to keep them moist and help odor particles stick to them This helps them detect predators from a great distance. Deer also use their sense of smell to communicate with each other. Every deer produces scents through glands on their heads, legs and hooves. These scents tell other deer what sex they are, their social status, condition and whether an area is safe or not.



Deer can move their ears in any direction without moving their heads. They have a great sense of hearing and can hear sounds from further away and at higher frequencies that humans can.

Deer - Non-Dangerous			
Level	1	DB	46
Size	Medium	Hits	95
BMR Type	Quadruped	Init	13
BMR	26	Stamina	98
# Enc	1-100	Will	17
Outlook	Aloof	Magic	12
Treasure	- - -		
Attacks:			
Butt Attack- Tiny Unbalancing			37

Skills:
Endurance (6) 35, Jumping (6) 47, Navigation (4) 18, Perception (6) 62, Resistance - Magic (2) 12, Resistance - Stamina (6) 98, Resistance - Will (3) 17, Stalking & Hiding (6) 97, Butt Attack – Tiny Unbalancing (6) 37

Talents:
Agile Defense, Blazing Speed, Enhanced Scent, Enhanced Senses, Greater Resistance (Stamina), Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Lesser), Natural Camouflage, Night Vision, Quiet Stride, Skill Specialization (Perception), Skill Specialization (Jumping), Skill Specialization (Resistance - Stamina), Subtle

Background & Adventure Notes

A number of arctic and subarctic people rely heavily on hunting deer or herding domesticated deer for their meat, milk, hides and antlers. Humans have been hunting deer since pre-history and in many areas they remain the deer's main predator.

In a number of countries across the world deer are farmed for their meat (venison). In addition deer skins are often used to make leather as it is particularly strong and soft. Deer antlers are often used for ornamental purposes such as making umbrella handles or knife handles.

In Chinese medicine the antlers of certain deer species are eaten to treat arthritis.

In the Celtic tradition there are several deities related to deer. In addition, Celtic myths and legends often tell of deer being the form taken by otherworldly women. In Scotland there is a story of a giant deer (Siannach) which hunts humans in the mountain.

Stories of deer amongst Native American tribes vary wildly. The Oglala Sioux describe it as a shapeshifting succubus. Other tribes hold the deer in great esteem, believing it to be one of the first born creatures and one of the animals responsible for stealing the sun.

In South American myths, sorcerers and sorceresses were said to be able to reincarnate as deer.

Among the Ainu people of Japan, deer are believed to have magical abilities including invisibility, swiftness and the ability to move between this world and the otherworld.

Dogs

Description

Domestic dogs vary wildly in appearance, abilities and size, having been selectively bred for millennia to create dog breeds perfectly suited for a number of different tasks. Despite their differences, all dogs have some common traits and share a number of these traits with their wild ancestors; gray wolves. Like gray wolves, dogs are predators and scavengers. They have powerful muscles and are adapted for both sprinting and running over a long distance. Dogs have sharp teeth for catching prey and tearing flesh.

Dogs vary in height. The smallest breed is the Chihuahua which is, on average 6 inches (15cm) tall. The tallest breed of dog is the Irish Wolfhound which, on average grows as tall as 2.5 feet (76cm). The colour of a dog's coat varies wildly from white, grey, brown, tan, chocolate all the way to black. The typical life expectancy for a dog is around 13 years however this differs between breeds.

Lifestyle

Domesticated dogs have inherited their social behaviours from their wolf ancestors who would have been pack hunters that communicated via complex body language. It is this ancestry that is thought to have led to dogs understanding social situations and their ability to be trained easily. The domestic dog's relationship with humans has made it one of the most successful species on the planet.

Abilities and Combat

Different breeds of domestic dog have been specifically bred for certain abilities or to fulfil a certain role. As such each breed has different abilities or is better or worse in certain aspects. The Greyhound is

Dog - Non-Dangerous

Level	0	DB	38
Size	Small	Hits	75
BMR Type	Quadruped	Init	14
BMR	20	Stamina	68
# Enc	1-10	Will	27
Outlook	Aloof	Magic	16
Treasure	- - -		

Attacks:

Pounce Attack – Tiny Unbalancing	20
Bite Attack – Small Puncture	20

Skills:

Endurance (3) 30, Frenzy (1) 10, Jumping (2) 15, Navigation (2) 11, Perception (3) 29, Resistance - Magic (2) 16, Resistance - Stamina (3) 68, Resistance - Will (2) 27, Stalking & Hiding (1) 64, Swimming (2) 15, Tracking (3) 29, Pounce Attack – Tiny Unbalancing (3) 20, Bite Attack – Small Puncture (3) 20

Talents:

Agile Defense, Blazing Speed, Dark Vision (Lesser), Enhanced Scent, Enhanced Senses, Greater Resistance (Stamina), Instinctive Defense, Lightning Reflexes, Natural Camouflage, Natural Weapon (teeth), Quiet Stride, Skill Specialization (Resistance - Stamina), Skill Specialization (Tracking), Toughness, Shrink (Minor)

the fastest breed of dog and can reach speeds of up to 45 miles per hour (72km/h) for short periods of time.

Dogs can learn by watching humans and mimicking their behaviours. They also learn very quickly by watching more experienced dogs perform tasks or tricks. Dogs can also be taught by using simple reinforcement techniques.

Dogs have a form of social intelligence that is very rare in the animal world.

Dogs do not have particularly good eyesight. However they are very good at discriminating between moving objects with studies showing that dogs can discern their owner at half a mile (900m) if they are moving but only at 0.4 of a mile (600m) if they are stationary. Dogs have a 250 degree field of vision.

Dogs can hear sounds at four times the distance of humans and their ability to move their ears helps them rapidly pinpoint the exact location of a sound.

It has been estimated that dogs' sense of smell ranges from one hundred thousand to one million times better than that of a human. In breeds such as bloodhounds which are bred specifically for their amazing olfactory sense it is estimated that they may be one hundred million times more sensitive than that of a human. In addition, the wet nose allows for dogs to discern the precise direction of the smell.

For the most part dogs will not attack humans. However if they feel their safety or the safety of 'their pack' (ie their owners and family) are under attack they will bite. Roughly 4.7 million people are bitten by dogs each year with a few of these ending in fatalities.

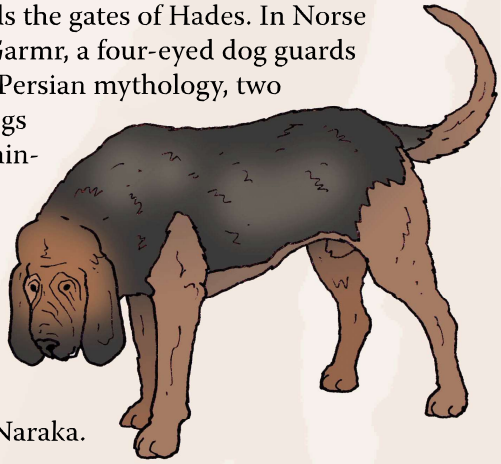
Background & Adventure Notes

The dog was the first domesticated animal, though whether humans actively set out to domesticate the dogs' wolf ancestors or these ancestors began a symbiotic relationship with humans of their own accord is much debated. Early humans would have benefited from early domesticated dogs through their sense of smell when hunting and increased sanitation through their eating of unwanted food scraps. Similarly early domesticated dogs would have a more reliable food source and be safer when cohabiting with humans.

In some East Asian countries a number of dogs are raised and killed for their meat. Dog meat is served in across Korea, China and Vietnam and has been since antiquity.

Dogs have a varied reputation amongst the cultures, religions and beliefs in the world. In Judaism and Islam they are considered unclean scavengers and pests. In Christianity, as in Asian countries, they represent faithfulness and are thought of as kind protectors.

Guard dogs are present in mythologies across the globe. In Greek mythology, Cerberus the three-headed dog guards the gates of Hades. In Norse mythology Garmr, a four-eyed dog guards Helheim. In Persian mythology, two four-eyed dogs guard the Chinvat Bridge. In Hindu mythology, two dogs, each with four eyes watch over the gates of Naraka.



Domestic Pig

Domestic Pig - Non-Dangerous			
Level	0	DB	36
Size	Medium	Hits	95
BMR Type	Quadruped	Init	3
BMR	23	Stamina	65
# Enc	1-25	Will	25
Outlook	Aloof	Magic	25
Treasure	- - -		
Attacks:			
Bite Attack - Tiny Puncture			21

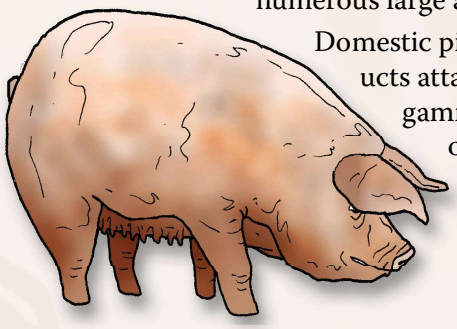
Skills:
Endurance (3) 35, Frenzy (3) 25, Navigation (3) 13, Perception (3) 45, Resistance - Magic (3) 25, Resistance - Stamina (1) 65, Resistance - Will (3) 25, Swimming (1) 1, Tracking (2) 10, Bite Attack - Tiny Puncture (3) 21

Talents:
Blazing Speed, Enhanced Scent, Enhanced Senses, Immunity to Stuns, Instinctive Defense, Lesser Resistance (All), Multiple or Peripheral Eyes (Minor) Natural Weapon (teeth), Poison Immunity, Reverberating Strength, Skill Specialization (Perception), Skill Specialization (Bite Attack – Tiny Puncture), Tough Hide (Lesser), Toughness

Description

Domestic pig are well known for being very fat and slow. Unlike their wild ancestors they do not need to compete for food or territory and so grow fat and lazy. An average domestic pig is around 3 feet (90cm) tall. Males (boars) are normally slightly larger than the females (sows). A male pig's canines can grow into tusks which will grow continuously and are sharpened by being ground against each other.

Pigs have large heads with long snouts which they use to dig. Like their wild ancestors, pigs are omnivores. Most domestic pigs have much less hair than their wild ancestors.



Lifestyle

In the wild, pigs are very social creatures. In captivity, pigs cannot form the same social bonds as they would in the wild and there is no need to work together to find food and defend against predators. However, domestic pigs do seek out other pigs and enjoy the physical contact of standing close together. Pigs can eat very similar food to humans. In the wild they will forage for food, most commonly eating leaves, grasses and fruit.

Pigs are known to wallow in water or mud when temperatures get too high. However it has also been suggested that wallowing may also act as a form of parasite control or that the mud may be used as a form of sunscreen.

Abilities and Combat

Pigs have very good vision. They can see roughly 310° around them and have binocular vision of objects straight in front of them. Pigs also have a very acute sense of smell which is put to commercial use by many in Europe where they are used to sniff out truffles. A pig's hearing, while not as good as its sense of smell, is also very good. Pigs use a number of different noises and vocalisations to communicate with each other.

Pigs are intelligent creatures and naturally inquisitive. They can be taught to perform tricks and to perform simple tasks when instructed.

Pigs are very docile and, when domesticated, very hard to anger. There have however been a very small number of accounts of domestic pigs injuring and in some cases eating their handlers.

Background & Adventure Notes

Across the globe there are around 1 billion domestic pigs alive at any time, making them one of the most numerous large animals on the planet.

Domestic pigs are farmed for meat. Meat products attained from pigs include pork, bacon, gammon, ham and pork scratchings. The omnivorous diet and adaptability of wild pigs made them easy for early humans to domesticate. It is suspected that pigs were first domesticated around 13,000 BC.

They were mostly kept for meat but were also used to create bone tools and weapons and brushes from their hair.

Recently domestic pigs have become increasingly popular as pets. This is especially true of pot-bellied and dwarf breeds.

Pigs feature prominently in a number of religions and cultures across the globe. In Judaism and Islam, eating any part of a pig is forbidden as pigs are thought to be unclean animals.

Pigs are often used as sacrificial animals in a number of rites to a number of different ancient deities. This is especially true of the Greek Goddess Demeter who, it was believed could bestow a good harvest.

Celtic myth and legends place the pig in high regard. They are seen as the discoverers of healing properties and the acclaimers of kings. They are frequently seen in origin myths around royal palaces and births including Sir Tristan from the Arthurian legends and the early Welsh hero Culhwch.

Donkeys

Description

Donkeys are best known for having short grey coats with darker manes, however donkeys come in a variety of different coat shades including brown, black, bay and white. Regardless of color, most donkeys will have a lighter underbelly and inner leg and most have a cross pattern on their shoulders and dark spots on their ears and throat.

Donkeys vary in height between 2.6 feet (80cm) and 5.2 feet (160cm) depending on the breed and management of the animal. In poorer countries (where donkeys are often used as working animals) the average donkey has a life expectancy of 12 to 15 years. In more wealthy countries donkeys have been known to live up to 50 years.

Lifestyle

Wild donkeys tend to live in semi-desert. Unlike horses, donkeys are naturally solitary animals and will establish a home range which they will defend against other donkeys. Adult male donkeys will try to establish themselves as the dominant breeding partner across a number of female ranges.

96% of all donkeys currently in existence are found in developing countries. In these countries, the majority of donkeys are used as pack animals or for draught work in transport or agriculture. After humans, donkeys are the cheapest form of agricultural power.

Donkeys are reputed to be very stubborn creatures. However, this is now thought to be due to a strong sense of 'self-preservation'. Donkeys have a much weaker connection with humans than horses, and a much stronger prey instinct, as such it is a lot harder to force or frighten a donkey into doing anything that it considers to be dangerous.

Donkey - Non-Dangerous

Level	0	DB	34
Size	Medium	Hits	108
BMR Type	Quadruped	Init	8
BMR	27	Stamina	85
# Enc	1-25	Will	51
Outlook	Aloof	Magic	32
Treasure	- - -		

Attacks:

Kick Attack - Medium Impact	33
Bite Attack - Tiny Puncture	33
Butt Attack – Tiny Unbalancing	33

Skills:
Endurance (6) 48, Jumping (6) 33, Navigation (6) 28, Perception (6) 54, Resistance - Magic (6) 32, Resistance - Stamina (6) 85, Resistance - Will (6) 51, Butt Attack – Tiny Unbalancing (6) 33, Bite Attack - Tiny Puncture (6) 33, Kick Attack - Medium Impact (6) 33

Talents:
Blazing Speed, Enhanced Scent, Enhanced Senses, Greater Resistance (Stamina), Immunity to Stuns, Instinctive Defense, Lesser Resistance (Will), Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Natural Camouflage, Natural Weapon (teeth), Portage Skills, Tough Hide (Lesser), Toughness

Abilities and Combat

Donkeys have long ears which give them a very good sense of hearing. The loud braying of a donkey can

be heard from a distance of nearly two miles and is believed to help keep donkeys in contact with one another over large distances.

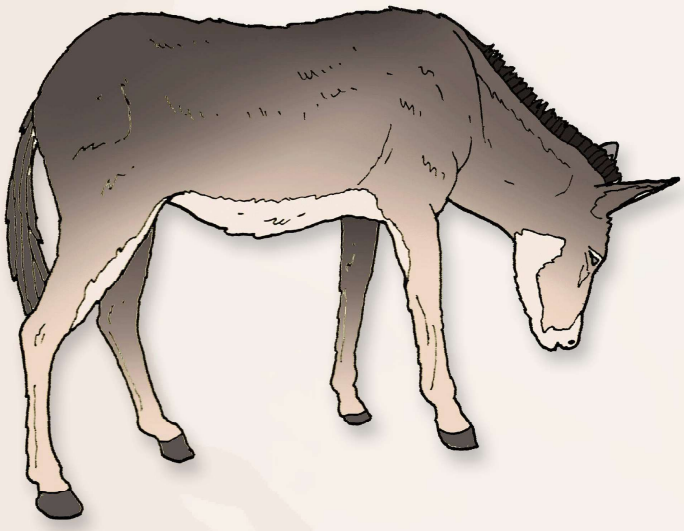
Donkeys are prey animals and it is very rare that they will attack another animal without a great deal of provocation and even so, it will only be in self defense. When a donkey does defend itself, it will bite and strike with the front hooves or kick with their hind legs.

Background & Adventure Notes

Donkeys have been used as working animals for at least 5,000 years and are believed to have been first domesticated around 4,000BC in Egypt or Mesopotamia.

In China donkey meat is considered a delicacy with some restaurants specializing in cooking donkey. Gelatin made from donkey hide is a traditional Chinese medicine.

Donkeys appear in a wide range of different religions and religious text. The Egyptian sun god Ra and the Greek god Dionysus were both heavily associated with donkeys. Donkeys appear many times in the Bible where are portrayed as working animals and beasts of burden. Donkeys also appear a number of times in Hinduism and Islam.



Elephant

Elephant - Non-Dangerous			
Level	5	DB	48
Size	Huge	Hits	208
BMR Type	Quadruped	Init	5
BMR	56	Stamina	99
# Enc	1-20	Will	69
Outlook	Aloof	Magic	74
Treasure	- - -		

Attacks:

Tusk Attack - Medium Puncture	78
Stamp Attack – Large Crush	78
Trunk Attack – Martial Art Sweeps	66

Skills:

Endurance (18) 88, Frenzy (12) 66, Martial Arts Sweeps (12) 66, Navigation (15) 59, Perception (18) 89, Resistance - Magic (11) 74, Resistance - Stamina (12) 99, Resistance - Will (10) 69, Swimming (6) 42, Stamp Attack - Large Crush (18) 78, Tusk Attack - Medium Puncture (18) 78

Talents:

Enhanced Scent, Enhanced Senses, Giantism (Major), Immunity to Stuns, Lesser Resistance (All), Multiple or Peripheral Eyes (Lesser), Natural Weapon (Tusks), Natural Weapon (Trunk), Portage Skills, Reverberating Strength, Tough Hide (Major), Toughness, Infrasound Hearing (Air)

Description

There are a number of different species of elephant and although there are some easily recognisable differences between them, there are a greater number of similarities. All elephants have prehensile trunks and large ears (though exactly how large varies by species). The majority of elephants also have incisors that grow into tusks. Despite their tusks being one of their most recognisable features, there are some species where it is only the males that have tusks and some species where tuskless males are known to be relatively common. Elephants have very thick skin. In some places on their back and head it can be as thick as 1 inch (2.5cm). Despite this, an elephant's skin is very delicate and requires regular mud baths to protect it from drying out, insect bites and sunburn.

Elephants are the largest terrestrial animals with some known to grow to a height of 13 feet (4m) and weigh over 7 ton. Elephants use their trunks for a wide range of tasks such as grasping objects, feeding themselves and spraying water to cool and clean themselves. Their tusks are used for moving objects, digging or fighting and their ears are used to help control their body temperature.

The two best known species of elephant are the African Elephant and the Asian Elephant. On the whole African Elephants tend to be bigger and are easily identified by their ears which are much larger than their Asian counterpart. In addition African elephants have two finger-like extensions at the end of their trunks whereas Asian elephants only have one. Asian elephants are also more prone to having areas of depigmentation on their skin.

Lifestyle

Elephants are herbivores that eat mainly leaves, fruit, bark, twigs and roots. They can be found in a wide range of different habitats including deserts, forests, marshes and the savannah however they prefer to stay close to water. Elephants will typically travel up to 12.5 miles (20km) a day as they migrate in search of food, water and mates.

Elephants tend to live in groups of related females with their offspring. The group will be led by the most senior female (often the oldest female) who is referred to as the matriarch. Male elephants tend to leave their family group when they reach puberty and will either live on their own or will form a small group with other males. During the dry season it is common that a number of family groups may cluster together to defend their dry season ranges against other clusters of family groups. These clusters are referred to as clans and typically involve nine distinct family groups.

Elephants are most active during the morning, afternoon and night. Around midday elephants tend to remain inactive in the shade. On average an elephant requires 4 hours of sleep a day. This occurs at night while the animal is lying down. Predators and other animals tend to avoid elephants. Even the most ferocious predators tend to only attack young elephants that have become isolated from the rest of the herd.

Abilities and Combat

Elephants can live up to 70 years in the wild. They are very intelligent animals. Some scientists have suggested that elephants have a similar level of intelligence as primates. They appear to be self-aware and show empathy for the dying or dead of their species.

Elephants communicate by touch, sight, smell and sound. In addition they can use infrasound and seismic communication to communicate over very long distances. An elephant's vision is limited by the lack of mobility of their eyes. They can see very well in dim light but not in bright light. Elephants can hear very low frequencies and their sense of smell is thought to be four times as sensitive as that of a bloodhound.

Elephants have a number of uses for their trunks including breathing, smelling, sound production and collecting food. It can be used to lift up to 770lbs (350kg) in weight and used for more delicate operations such as wiping an eye or cracking a peanut shell without breaking the seed. An elephant can hold roughly 2.2 gallons (8.5L) of water in its trunk. Elephants have also been known to use their trunk as a snorkel when underwater.

Elephants are often used as working animals and are trained to perform tasks such as carrying heavy loads, moving logs and pulling wagons. In many places they are valued over mechanised tools as they are cheaper to maintain and can work in relatively deep water.

Background & Adventure Notes

Elephants are hunted for their ivory tusks. The problem is now so widespread that average tusk size in elephants has been seen to decrease in recent times as natural selection favours those with smaller tusks.

In many parts of the world elephants have been used as formidable instruments of war. Their tusks would be sharped or given points of iron or brass and would impale or slash foes. They would be given armor to protect their flanks and were trained to grasp enemy soldiers and either toss him to their rider or pin them down and impale them.

Historically elephants have been kept in menageries as an indication of the wealth and exotic tastes of its owner. In ancient Rome they were often kept and then pitted against other animals in gladiatorial events.

Elephants appear in a number of different religions and religious beliefs. In Africa a number of tribes believe that their ancestors (in particular chiefs) will be reincarnated as elephants. In Hinduism elephants represent lightning and rainbows and the elephant-headed Ganesha is one of the most important Gods. Ganesha is believed to be able to grant people success and their desires. For this reason he is often associated with writers and merchants. Buddhists believe that Buddha was a white elephant reincarnated as a human.

Horses

Description

There are over 300 different breeds of horse. Horses are large, four legged mammals adapted to use speed and endurance to escape predators. The horse's appearance varies between breeds as does their behaviour with many traits being actively bred into some breeds. Horse breeds are roughly divided into three categories; 'hot bloods' the wilder, more spirited horses built for speed and endurance, 'cold bloods' more suited to slow, heavy work and 'warm bloods' a mix between the two.

They have a well-developed sense of balance and a strong fight-or-flight reflex. Horses have the unusual ability to sleep both standing up and lying down. This is an adaptation to help them remain ready to flee at the first sign of danger.

The color of a horse's coat varies between individuals and though the precise colouration or type of coat has its own vocabulary to describe it, in layman's terms horses can be black, brown, chestnut, red, tan, grey and white. Horses are often classified by their color before their breed or sex.

Horses are herbivorous and adapted to grazing. Horses eat mostly grasses and other plant material, eating steadily throughout the day. On average a horse will live between 25 and 30 years but have been known to live into their 50's and 60's.

The main distinction between horses and ponies is their height. Traditionally a mature horse at less than 14.2 hands (5 feet/147cm) is considered a pony. Ponies also often exhibit thicker manes, tails, and overall coats, have proportionally shorter legs and wider barrels.

Charger/Courser - Non-Dangerous

Level	3	DB	53
Size	Large	Hits	161
BMR Type	Quadruped	Init	15
BMR	36	Stamina	102
# Enc	1-10	Will	56
Outlook	Aloof	Magic	47
Treasure	PPN		

Attacks:

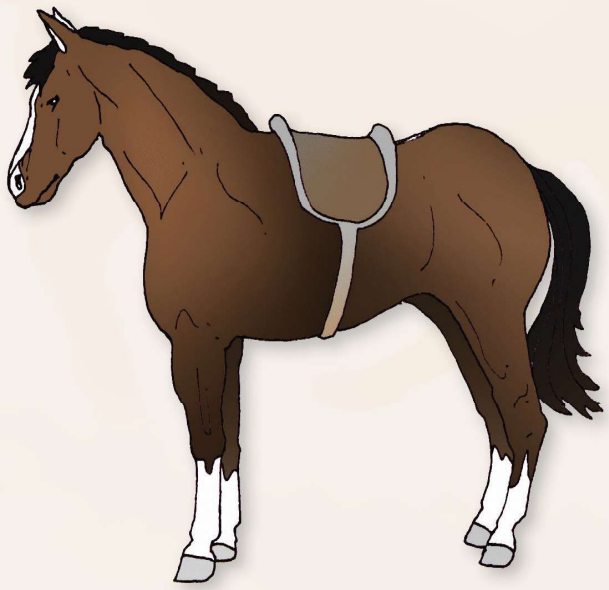
Kick Attack – Medium Unbalancing	68
Bite Attack – Small Puncture	68
Kick Attack – Medium Impact	68

Skills:

Endurance (12) 71, Jumping (12) 63, Navigation (12) 52, Perception (9) 69, Resistance - Magic (8) 47, Resistance - Stamina (12) 102, Resistance - Will (9) 56, Kick Attack – Medium Unbalancing (12) 68, Bite Attack – Small Puncture (12) 68, Kick Attack – Medium Impact (12) 68

Talents:

Blazing Speed, Dense Musculature, Enhanced Scent, Enhanced Senses, Greater Resistance (Stamina), Immunity to Stuns, Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Lesser), Natural Weapon (teeth), Portage Skills, Tough Hide (Lesser), Toughness, Giantism (Minor)



Lifestyle

A horse's natural habitat would be wide-open terrain with sparse vegetation. A horse's quick speed and agility mean that is better adapted to areas abundant with predators where slow moving grazing animals, such as cattle, would not survive.

True wild horses tend to gather in groups of between 3 and 20 individuals led by a dominant male (stallion). The group will be made up of females and young foals, with young males being driven out when they reach maturity.

Domestic horses are herd animals, with a complex social system and a clear hierarchy. Domestic horse herds are usually led by a dominant individual, most commonly a female. Horses form companionship attachments both to members of their own species and to other animals, including humans.

Draft Horse - Non-Dangerous

Level	3	DB	45
Size	Large	Hits	176
BMR Type	Quadruped	Init	11
BMR	33	Stamina	96
# Enc	1-10	Will	77
Outlook	Aloof	Magic	52
Treasure	- - P		

Attacks:

Kick Attack – Medium Unbalancing	68
Bite Attack – Small Puncture	68
Kick Attack – Medium Impact	68

Skills:
Endurance (12) 86, Jumping (12) 63, Navigation (10) 48, Perception (9) 72, Resistance - Magic (9) 52, Resistance - Stamina (12) 96, Resistance - Will (10) 77, Kick Attack – medium unbalancing (12) 68, Bite Attack – Small Puncture (12) 68, Kick Attack – Medium Impact (12) 68

Talents:
Dense Musculature, Enhanced Scent, Enhanced Senses, Immunity to Stuns, Instinctive Defense, Lesser Resistance (Stamina), Lesser Resistance (Will), Lightning Reflexes, Multiple or Peripheral Eyes (Lesser), Natural Weapon (teeth), Portage Skills, Skill Specialization (Endurance), Tough Hide (Lesser), Toughness, Giantism (Minor)

Quarter Horse - Non-Dangerous

Level	3	DB	49
Size	Large	Hits	162
BMR Type	Quadruped	Init	13
BMR	34	Stamina	102
# Enc	1-10	Will	63
Outlook	Aloof	Magic	47
Treasure	PPN		

Attacks:

Kick Attack – Medium Unbalancing	67
Bite Attack – Small Puncture	67
Kick Attack – Medium Impact	67

Skills:
Endurance (12) 72, Jumping (12) 62, Navigation (10) 48, Perception (10) 75, Resistance - Magic (8) 47, Resistance - Stamina (12) 102, Resistance - Will (10) 63, Kick Attack – Medium Unbalancing (12) 67, Bite Attack – Small Puncture (12) 67, Kick Attack – Medium Impact (12) 67

Talents:
Blazing Speed, Dense Musculature, Enhanced Scent, Enhanced Senses, Greater Resistance (Stamina), Immunity to Stuns, Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Lesser), Natural Weapon (teeth), Portage Skills, Tough Hide (Lesser), Toughness, Giantism (Minor)

Abilities and Combat

Horses are prey animals and as such need to be aware of what is going on around them at all times. Horses have the largest eyes of any land mammal and, with their eyes positioned on the side of their heads, have a 350 degree field of vision, of which 65 degrees is binocular and allows them to accurately judge distance. Horses also have a very good sense of hearing. Their ears can each rotate 180 degrees allowing them to hear accurately in all directions and judge exactly where a noise is coming from. A horse's sense of smell is not quite as acute as that of a dog but is considerably better than that of humans.

Pony - Non-Dangerous

Level	1	DB	39
Size	Medium	Hits	105
BMR Type	Quadruped	Init	7
BMR	27	Stamina	76
# Enc	1-10	Will	49
Outlook	Aloof	Magic	35
Treasure	PPN		

Attacks:

Kick Attack – Tiny Unbalancing	38
Bite Attack – Tiny Puncture	38
Kick Attack – Small Impact	38

Skills:

Endurance (6) 45, Jumping (6) 33, Navigation (6) 27, Perception (6) 52, Resistance - Magic (6) 35, Resistance - Stamina (6) 76, Resistance - Will (6) 49, Kick Attack – Tiny Unbalancing (6) 38, Bite Attack – Small Puncture (6) 38, Kick Attack – Medium Impact (6) 38

Talents:

Blazing Speed, Dense Musculature, Enhanced Scent, Enhanced Senses, Greater Resistance (Stamina), Immunity to Stuns, Instinctive Defense, Lesser Resistance (Will), Lightning Reflexes, Multiple or Peripheral Eyes (Lesser), Natural Weapon (teeth), Portage Skills, Tough Hide (Lesser), Toughness

When startled or attacked a horse's first instinct will be to flee. On some occasions their natural curiosity will cause them to hesitate before fleeing to ascertain what startled them and assess whether it is non-threatening. If horses are unable to flee or are protecting their young, they may kick out or rear up and attempt to trample the attacker.

Horses have four natural gaits; walking (roughly 4mph (6 km/h)), trotting (roughly 10mph (16 km/h)), cantering (13.7mph (22 km/h)) and galloping (28mph (45 km/h)). Horses are capable of maintaining these speeds for relatively long periods of time.

Background & Adventure Notes

Horses were first domesticated in around 4000 BC. It is believed that domestic horses were widespread within 1,000 years. Horses have been used in warfare for almost as long as they have been domesticated. In modern military institutions horses are used mainly for ceremonial purposes or as transport through terrain too rough for motorized vehicles.

The horse was considered sacred by the Celts and evidence of horse-cults can be found across Britain and Ireland. Epona the Celtic horse goddess was the only Celtic divinity to have its own feast day in the Roman calendar, the 18th December. On this day all cloven-footed and hoofed animals were allowed to rest.

Across the world horses are associated with power, wisdom and wealth.

War Horse / Destrier - Non-Dangerous

Level	3	DB	51
Size	Large	Hits	164
BMR Type	Quadruped	Init	15
BMR	35	Stamina	104
# Enc	1-10	Will	55
Outlook	Aloof	Magic	39
Treasure	PPN		

Attacks:

Kick Attack – Medium Unbalancing	67
Bite Attack – Small Puncture	67
Kick Attack – Medium Impact	67

Skills:

Endurance (12) 74, Jumping (9) 53, Navigation (7) 34, Perception (10) 77, Resistance - Magic (6) 39, Resistance - Stamina (12) 104, Resistance - Will (8) 55, Kick Attack – Medium Unbalancing (12) 67, Bite Attack – Small Puncture (12) 67, Kick Attack – Medium Impact (12) 67

Talents:

Blazing Speed, Combat Awareness, Dense Musculature, Enhanced Scent, Enhanced Senses, Greater Resistance (Stamina), Immunity to Stuns, Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Lesser), Natural Weapon (teeth), Portage Skills, Tough Hide (Lesser), Toughness, Giantism (Minor)

Wild Horse - Non-Dangerous			
Level	2	DB	49
Size	Medium	Hits	142
BMR Type	Quadruped	Init	13
BMR	30	Stamina	95
# Enc	1-5	Will	39
Outlook	Aloof	Magic	27
Treasure	- - -		

Attacks:

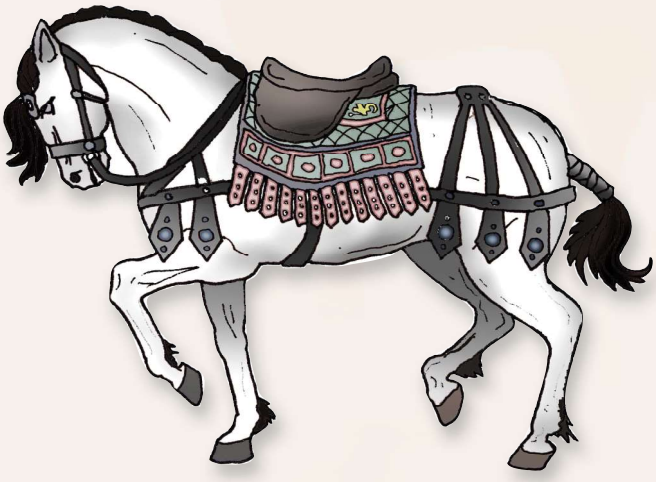
Kick Attack – Medium Unbalancing	58
Bite Attack – Small Puncture	58
Kick Attack – Medium Impact	58

Skills:

Endurance (9) 82, Jumping (7) 43, Navigation (8) 38, Perception (9) 68, Resistance - Magic (4) 27, Resistance - Stamina (9) 95, Resistance - Will (6) 39, Stalking & Hiding (6) 35, Kick Attack – Medium Unbalancing (9) 58, Bite Attack – Small Puncture (9) 58, Kick Attack – Medium Impact (9) 58

Talents:

Blazing Speed, Dense Musculature, Enhanced Scent, Enhanced Senses, Greater Resistance (Stamina), Immunity to Stuns, Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Lesser), Natural Weapon (teeth), Skill Specialization (Endurance x2), Tough Hide (Lesser), Toughness



Kangaroos

Description

Kangaroos vary slightly between species but all have large, powerful hind legs used for hopping, large feet, a long muscular tail for balance, and a small head. The red kangaroo is the largest species of kangaroo and the largest surviving marsupial in the world. It can grow up to 6.5 feet (2m) tall and weigh as much as 200lbs (90kg). An average kangaroo will be around 5 feet (1.5m) tall. Kangaroos vary in colour depending on the species but are normally reddish-brown or gray.

Kangaroos are herbivores, predominantly eating grasses and shrubs. Many species of kangaroo are nocturnal or most active at dawn and dusk. This allows them to relax in the shade during the hot day and to move around in the evenings and nights when the temperature has dropped. Kangaroos are the only large animals to use hopping as their main mode of locomotion.

Lifestyle

Kangaroos live in groups (called mobs) which usually comprise around 10 individuals. Ordinarily there will be one dominant male who is the only one allowed to mate with the females. Kangaroos have a complex social structure and interact with other individuals to enforce social cohesion without the need for aggression.

Different species of kangaroo live in different habitats. The red kangaroo is found most often in the arid and semi-arid plains in the centre of Australia. Eastern and Western Grey Kangaroos are more often found in the forests and scrublands of Southern and South Western Australia. Common Wallaroos are found throughout Australia but prefer stone country or rocky outcrops.

Kangaroos are known to have long and ritualised fighting or 'boxing'. These fights may be used to establish dominance among males in a group. During the fight one or both combatants will adopt a high standing posture and paw at each other's upper bodies. They will also lock forearms and wrestle, attempting to push their opponent over. They may even balance on their tails and kick the other in the abdomens. The loser of the fight is the kangaroo who breaks off and retreats first.

Kangaroo - Non-Dangerous			
Level	1	DB	36
Size	Medium	Hits	107
BMR Type	Biped	Init	14
BMR	13	Stamina	90
# Enc	1-10	Will	34
Outlook	Aloof	Magic	33
Treasure	- - -		

Attacks:

Kick Attack – Medium Impact	36
Martial Arts Sweeps	36

Skills:
Endurance (6) 47, Jumping (6) 56, Martial Arts Sweeps (6) 36, Navigation (6) 31, Perception (6) 56, Resistance - Magic (4) 33, Resistance - Stamina (6) 90, Resistance - Will (5) 34, Stalking & Hiding (4) 50, Swimming (3) 21, Tracking (2) 16, Kick Attack – Medium Impact (6) 36

Talents:
Agile Defense, Blazing Speed, Enhanced Scent, Enhanced Senses, Greater Resistance (Stamina), Heat Resistance (Major), Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Natural Camouflage, Skill Specialization (Resistance - Stamina), Skill Specialization (Jumping x 2), Toughness

Abilities and Combat

Kangaroos can travel at a top speed of around 70km/h over short distances but can sustain a constant speed of around 25mph (40km/h) for up to 1.2 miles (2km). Hopping developed amongst kangaroos not to aid in escaping from predators but instead as an energy efficient way of travelling long distances for food and water.

If threatened or attacked a kangaroo may choose to try and scare off its attacker by balancing on its tail and delivering a few kicks with its powerful legs. Alternatively it may choose to evade capture by simply hopping away. Kangaroos are very adept swimmers and have been known to try and escape predators by fleeing into water ways. If a predator follows them into the water, kangaroos have been known to use their forepaws to hold the predator underwater until it has drowned.

With a sufficient source of fresh grass, red kangaroos can survive without water.

Background & Adventure Notes

Kangaroos have been hunted by indigenous Australians for their meat which is high in protein and low in fat.

The kangaroo is a powerful totem and spiritual supporter to Aboriginal Australians.

Llamas

Description

Llamas are very similar to camels, the most obvious difference being that llamas do not have a hump. In addition to this llamas have characteristic banana-shaped ears which curve inwards and narrow feet with more separated toes.

Llamas have a fine undercoat of hair and a longer, coarser outer coat. A llama's coat comes in a variety of different colors including white, black, grey, beige and brown. It is not unknown for llamas to have a spotted or patterned coat.

To their shoulders, llamas are on average around 4 feet (1.2m) tall. However, with their long necks, llamas are as tall as 6 feet (1.8m) to the top of their heads. Llamas weigh roughly 375lbs (170kg) and can live for up to 30 years if they are well cared for.

Lifestyle

There are no wild llamas on Earth today, they exist exclusively in their domesticated state and are mostly used as pack animals or farmed for their meat. Llamas are very gentle, shy and calm in nature but they are not affectionate creatures and do not enjoy being handled excessively.

Llamas are very social and prefer to live in herds. Llama herds have a very complex hierarchy with each individual's rank constantly changing. Llamas (males in particular) will pick small fights and spit at other lower-ranked llamas to establish their dominance.

Abilities and Combat

Llamas are social and friendly animals. If they are properly reared, llamas are very comfortable around humans and it is rare that they will ever be aggressive unless provoked. Llamas are also very intelligent creatures and have been known to learn simple tasks quickly.

Llamas - Non-Dangerous			
Level	1	DB	40
Size	Large	Hits	136
BMR Type	Quadruped	Init	10
BMR	33	Stamina	70
# Enc	1-10	Will	42
Outlook	Aloof	Magic	42
Treasure	- - -		

Attacks:

Kick Attack – Small Impact	33
Bite Attack – Small Puncture	33

Skills:

Endurance (6) 46, Jumping (4) 23, Navigation (6) 28, Perception (6) 52, Resistance - Magic (5) 42, Resistance - Stamina (6) 70, Resistance - Will (5) 42, Kick Attack – Small Impact (6) 33, Bite Attack – Small Puncture (6) 33

Talents:

Agile Defense, Blazing Speed, Enhanced Senses, Heat Resistance (Major), Immunity to Stuns, Instinctive Defense, Lesser Resistance (All), Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Natural Camouflage, Natural Weapon (teeth), Portage Skills, Tough Hide (Lesser), Toughness, Giantism (Minor)

Llamas are often used as pack animals and can carry up to 30% of their body weight for around 8 miles (13km) without any problems.

Llamas do not bite. It is very rare that Llamas will become aggressive at all, however, llamas in a herd will kick, spit and neck wrestle with other members of the herd as a means of either controlling younger herd members or establishing their place in the hierarchy.

Background & Adventure Notes

Farmers will often place a castrated male llama in with sheep or goats as they will bond with the flock and will act as a 'guard', scaring off predators. The amount of livestock saved by guard llamas far outweighs the cost of keeping one.

The coat of a llama is used for many different things as it is very soft, delicate and lanolin-free. The fine undercoat of a llama is most often used for creating hand crafted garments whilst the outer hair is used for creating rugs and lead ropes. Despite all its uses, llamas do not produce much and as such llama hair items are very rare and greatly prized.

The Incas believed that llamas once had the ability to talk. In their flood myth it was the llamas that warned the good people that they should climb as high up the mountain as they could to avoid the flood.

Monkeys

Description

Monkeys are split into two distinct groups, Old World monkeys and New World monkeys. Even within these groups, species vary wildly in terms of appearance, lifestyle and biology.

Old World monkeys are found in Africa and Asia in a range of habitats from tropical rainforest to savannah and shrubland. Old World monkeys are large in size and have prehensile tails. Another distinction between Old World monkeys and New World monkeys is that New World monkeys' nostrils face sideways while the nostrils of Old World monkeys point downwards.

New World monkeys tend to be smaller and are found in Central and South America. Almost all New World monkeys are arboreal while a number of Old World monkeys such as baboons are fully ground-based. New World monkeys range in size from the pygmy marmoset which is around 6 inches (15cm) tall to the southern muriqui which is around 2 feet (65cm). Though the tallest Old World monkey is only slightly larger (the mandrill which is around 2.3 feet (70cm) tall) the smallest is considerably bigger (the talapoin at just over a foot (35cm) tall).

Lifestyle



Most monkeys are omnivorous with plant matter forming the bulk of their diet. The makeup of their diet varies between species but may include fruits, flowers, leaves, bulbs, insects, snails, and small vertebrates.

Old World monkeys tend to live in groups made up of a number of related females and a single dominant male. Some species will have more than one male in a group but a strict hierarchy will be in place. The size of a group

Monkeys - Non-Dangerous			
Level	2	DB	40
Size	Small	Hits	104
BMR Type	Quadruped	Init	11
BMR	20	Stamina	70
# Enc	1-20	Will	63
Outlook	Aloof	Magic	32
Treasure	- - -		

Attacks:

Bite Attack – Tiny Puncture	52
Martial Arts Strikes	52
Brawling	52

Skills:
Acrobatics (7) 64, Brawling (9) 52, Climbing (9) 82, Contortions (2) 29, Endurance (8) 59, Frenzy (4) 29, Jumping (9) 52, Martial Arts Strikes (9) 52, Navigation (5) 25, Perception (9) 60, Resistance - Magic (5) 32, Resistance - Stamina (9) 70, Resistance - Will (9) 63, Stalking & Hiding (1) 54, Swimming (6) 37, Bite Attack – Tiny Puncture (9) 52

Talents:
Agile Defense, Athletic, Blazing Speed, Enhanced Senses, Extremely Nimble, Instinctive Defense, Lightning Reflexes, Natural Camouflage, Natural Climber, Natural Weapon (teeth), Toughness, Shrink (Minor)

varies between species and is largely dependent on the availability of food and water. New World monkeys tend to form monogamous pairs and will care for their young for a number of years after birth.

Abilities and Combat

Monkeys have eyes in the front of their skulls allowing them to judge distances better. This is a useful trait for arboreal species who leap from branch to branch. Monkeys have better vision than most other mammals but this has come at the cost of their sense of smell which is only slightly more developed than that of humans.

Monkeys are very intelligent animals and can be taught to perform tasks and tricks. Some have very sophisticated social structures and have been known to exhibit emotions such as grief. Research has shown that higher intelligence is exhibited in Old World monkeys than in New World, with both having lower average cognitive abilities than great apes.

If threatened monkeys will tend to flee, but may bare their teeth to ward off attackers before resorting to grappling and biting.

Background & Adventure Notes

Monkey brains are considered a delicacy in parts of South Asia, Africa and China. It is thought that roughly 200,000 non-human primates are used in laboratory research each year, with the majority of these being Old World monkeys. They are used due to their physical and psychological similarity to humans. The use of monkeys in research is a controversial issue with animal rights groups believing it to be cruel and unnecessary.

Across cultures and mythologies monkeys have a reputation for being clever. In Hinduism Hanuman is a monkey god who is the patron of speed, agility and strength.

In Borneo there is an island of monkeys. The Bahau people of central Borneo believe that when a person gets lost in the jungle and dies, their souls migrate into the bodies of grey monkeys found on this island.

Porcupine

Description

Porcupines are large rodents covered in a coat of sharp quills which help defend them from predators. At roughly 1.3 feet (40cm) tall, porcupines are the third largest rodent species. They are very slow creatures and thanks to their quills appear very round. Porcupines come in shades of brown, gray, black and white. The average porcupine will live for around 18 years.

Beneath their quills, porcupines have a layer of very soft hair. A porcupine's quills will tend to lie flat on its body until it is threatened or startled when they will stand up right as a deterrent. Quills will fall off on contact or when a porcupine shakes its body. New quills will grow to replace those that were lost.

Lifestyle

Porcupines are herbivores that eat mainly tree leaves, grasses and ferns. Porcupines are found in Asia, Southern Europe and North and South America. They tend to live in burrows in forests, brush-lands, rocky outcrops and hillsides. Porcupines are nocturnal but may occasionally be active during the day.

Porcupine - Non-Dangerous			
Level	0	DB	62
Size	Tiny	Hits	60
BMR Type	Quadruped	Init	2
BMR	12	Stamina	41
# Enc	1-5	Will	24
Outlook	Aloof	Magic	17
Treasure	- - -		
Attacks:			
Spine Attack - Tiny Puncture			9

Skills:
Climbing (3) 9, Endurance (3) 30, Navigation (3) 13, Perception (1) 28, Resistance - Magic (2) 17, Resistance - Stamina (3) 41, Resistance - Will (3) 24, Stalking & Hiding (1) 42, Swimming (3) 9, Spine Attack – Tiny Puncture (3) 9

Talents:
Agile Defense, Enhanced Scent, Enhanced Senses, Instinctive Defense, Multiple or Peripheral Eyes (Lesser), Natural Camouflage, Natural Weapon (Spine), Night Vision, Tough Hide (Major), Toughness, Shrink (Major)

North American porcupines are known to climb trees to find food whereas African porcupines do not climb, instead preferring to forage on the ground.

Abilities and Combat

The points of a porcupine's quills are very sharp and barbed so they are very difficult to remove once they are stuck in another animal's skin. Although a porcupine cannot shoot its quills at other animals, they do detach very easily and many animals come away from a porcupine encounter with quills stuck in their snouts or bodies. The size of a porcupine's quills vary between species. The African crested porcupine can grow to a foot (30cm) long. Because its quills are hollow, porcupine have the ability to swim.

Background & Adventure Notes

Porcupine are eaten in some Asian countries. In addition their quills are often used for decorating traditional clothing and other items.

The Australian Aboriginal legends tells the story that the porcupine and the turtle were brothers but one day the turtle and his friends ganged up on the porcupine and threw their spears into him. The turtle was then banished to the water and it is for this reason that the porcupine has his quills and the turtle has no power on land.

Rabbits

Description

Rabbits and hares are small mammals that are adapted for rapid movement to escape predators. Part of this adaptation is their long hind legs and shorter front legs. The soles of their feet are covered in hair to help grip the ground as they run. They have very distinctive long and mobile ears and have a very acute sense of hearing. Their large eyes and good night vision reflect the fact that most rabbits and hares are nocturnal or most active during dusk and dawn.

In general hares are larger than rabbits and often have black markings on their fur. Unlike rabbits, hares have not been domesticated and are exclusively found in the wild.

Rabbits and hares are herbivorous, eating mostly grasses, herbs, leaves and fruit. They have powerful front incisors but lack canine teeth. Instead they have two additional sets of incisors either side of their main teeth.

Rabbits and hares vary in size dependant on subspecies and population. On average a rabbit or hare will be around 1.8 feet (55cm) tall and weigh around 5.5lbs (2.5kg).

Lifestyle

Rabbits and hares live in a variety of habitats across the globe. They have adapted to live in forests, desert, mountains, tundra and swampland and are native to all continents except Antarctica and Oceania. Their introduction to Australia caused a significant threat to the native mammal population necessitating measures to control the number of rabbits and hares.

On the whole rabbits live in underground burrows or warrens, often in family groups. These burrows tend to be permanent structures that may be used by a variety of rabbits over the years. Hares on the other hand live above ground. In addition, hares live more solitary lives than those of rabbits.

Rabbit/Hare - Non-Dangerous			
Level	0	DB	36
Size	Miniscule	Hits	36
BMR Type	Quadruped	Init	10
BMR	17	Stamina	67
# Enc	1-100	Will	10
Outlook	Aloof	Magic	7
Treasure	- - -		
Attacks:			
Bite Attack - Miniscule Puncture			14

Skills:
Endurance (3) 21, Jumping (3) 34, Navigation (1) 3, Perception (3) 26, Resistance - Magic (1) 7, Resistance - Stamina (3) 67, Resistance - Will (2) 10, Stalking & Hiding (1) 64, Bite Attack – Miniscule Puncture (3) 14

Talents:
Agile Defense, Blazing Speed, Enhanced Scent, Instinctive Defense, Lesser Resistance (Stamina), Lightning Reflexes, Multiple or Peripheral Eyes (Lesser), Natural Camouflage, Natural Weapon (teeth), Night Vision, Skill Specialization (jumping x2), Subtle, Shrink (Greater)

Abilities and Combat

As prey animals rabbits and hares have very good hearing and sight which they use to watch for predators. If a threat presents itself rabbits and hares may freeze and observe the threat before deciding whether or not to run. Rabbits have also been known to thump on the ground to warn others in the warren. They will then attempt to escape the predator by hopping away and zig-zagging to avoid capture. If a rabbit or hare is caught they will attempt to escape by kicking their attacker with their powerful hind legs or biting with their strong incisors.

Background & Adventure Notes

Rabbits and hares are eaten in a number of different countries, especially in Europe, South America and North America. Rabbits and hares are bred for meat and actively hunted using snares or guns. Rabbit meat is leaner than beef and is thought to taste like chicken. Some rabbits and hares are also bred for their pelts which are used to make hats, scarves and other items of clothing.

Rabbits have caused a number of problems when introduced into the wild by humans. Their appetite and the rate at which they breed has been very problematic for agriculture and native animal populations. In Australia the problem was so widespread the disease myxomatosis was introduced into the population to control numbers.

Rabbits are native to a great number of countries and continents and as such appear in a wide variety of folklore, mythology and religion. The rabbit is most often portrayed as a trickster, using his cunning to outwit his enemies. However a number of religions, myths and legends portray them rather differently. The Aztecs believed that rabbits represented fertility, parties, and drunkenness. The association between rabbits and fertility is seen in a number of cultures possibly down to its reputation as a prolific breeder. To some Native American peoples the Great Rabbit is a very important deity related to the creation of the world.

Carrying a rabbit's foot is thought to bring you good luck. This belief is found in many different parts of the world and dates back as far as 600 B.C.

Rodents

Description

Rodents are mammals that are characterised by having a single pair of incisors in the top and bottom of its mouth. These teeth will grow continuously throughout the animal's life and need to be kept shortened by gnawing. Around 40% of all mammalian species are rodents.

All rodents move on four legs although some have adapted to live semi-aquatic lives and are very effective swimmers. Rodent sizes range from the African pygmy mouse which is just 2.4 inches (6cm) in length to the capybara which can grow to as big as 4 feet (125cm) long and 65cm tall.

Lifestyle

The majority of rodents have a diet that consists mainly of seeds and plant material but many will eat small invertebrates if they are available. Rodents have pouches in their digestive tract which contain bacteria that help break down tough plant material into a more digestible form.

Rodents have adapted to live in a range of different

Rodent - Non-Dangerous			
Level	0	DB	34
Size	Miniscule	Hits	36
BMR Type	Quadruped	Init	10
BMR	12	Stamina	37
# Enc	1-20	Will	25
Outlook	Aloof	Magic	27
Treasure	- - -		
Attacks:			
Bite Attack - Miniscule Puncture			13

Skills:
Ambush (2) 13, Climbing (2) 8, Contortions (3) 18, Endurance (3) 21, Jumping (3) 13, Navigation (3) 13, Perception (3) 36, Resistance - Magic (3) 27, Resistance - Stamina (3) 37, Resistance - Will (3) 25, Stalking & Hiding (3) 73, Swimming (3) 13, Tracking (3) 16, Bite Attack - Miniscule Puncture (3) 13

Talents:
Agile Defense, Enhanced Scent, Enhanced Senses, Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Lesser), Natural Camouflage, Natural Weapon (teeth), Night Vision, Skill Specialization (Stalking & Hiding), Shrink (Greater)

habitats across the globe including desert, scrub lands and in built-up cities and other human habitats.

Rodents have a wide range of social organisations depending on the species. Many are promiscuous and form no lasting social groups at all. In other cases, some species form monogamous relationships and live in groups. These groups can vary from as few as 5 individuals all the way up to large colonies of up to 100 rodents.

Abilities and Combat

Rodents are prey animals and as such will most often flee from a perceived threat. If cornered, rodents are known to bite. Their incisors are very sharp and will draw blood but are unlikely to do a great deal of damage.

Some rodents have adapted to live semi-aquatic lives and as such are very good swimmers. Beavers are able to stay underwater for as long as 15 minutes.

Background & Adventure Notes

In the past a number of rodent species including beavers and chinchillas have been hunted for their pelts. In addition a number of species are considered pests. These and other factors have led to the near extinction of a number of species of rodent.

In European lore beavers are a byword for industry and productivity. In Persia they are thought to bring luck to the river they live in and to kill a beaver will result in a drought.

Sheep

Description

Sheep are medium sized mammals, most often found with crimped hair commonly known as wool and frequently having spiral horns. Sheep were one of the first animals to be domesticated and as such domestic sheep differ from their wild ancestors. Sheep are farmed for their meat, milk and wool. Wild sheep tend to be a brown color (though the shade of brown differs between breed), however domestic sheep coloration ranges from pure white to dark brown with some sheep even being spotted or piebald.

Sheep are herbivores and spend a great deal of their time grazing. They use their lips and tongues to carefully select parts of the grass or plant which are easiest to digest or offer higher levels of nutrients.

The exact size and weight of a sheep varies between the different breeds with males being slightly larger than females in most cases. On average however, sheep are around 3 feet (90cm) tall and weight around 220lbs (100kg). The average life expectancy for a domestic sheep is around 12 years.

Lifestyle

Sheep live in a hierarchy established through fighting and competition. The dominant sheep is normally the first to eat at troughs. With rams (male sheep) the size of their horns is a factor in where they are placed in the hierarchy. It is common amongst rams that if they have substantially different sized horns they will not fight to establish their place in the hierarchy, it is only when two rams have similar sized horns that fighting is felt to be necessary.

Sheep are flock animals. As such they will follow a

Sheep - Non-Dangerous			
Level	0	DB	22
Size	Medium	Hits	91
BMR Type	Quadruped	Init	5
BMR	25	Stamina	67
# Enc	1-100	Will	25
Outlook	Aloof	Magic	23
Treasure	- - -		

Attacks:

Butt Attack – Tiny Unbalancing	10
Bite Attack – Tiny Puncture	10

Skills:
Endurance (3) 31, Jumping (3) 10, Navigation (3) 11, Perception (3) 44, Resistance - Magic (3) 23, Resistance - Stamina (3) 67, Resistance - Will (3) 25, Stalking & Hiding (3) 15, Butt Attack – Tiny Unbalancing (3) 10, Bite Attack – Tiny Puncture (3) 10

Talents:
Blazing Speed, Enhanced Scent, Enhanced Senses, Immunity to Stuns, Instinctive Defense, Lesser Resistance (All), Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Natural Weapon (teeth), Night Vision, Portage Skills, Reverberating Strength, Skill Specialization (Perception), Toughness

leader should they move to new pastures. The 'leader' is not necessarily the most dominant sheep, it could just be the first individual to move. This flocking behaviour is one of the factors that led to sheep being one of the first animals that humans domesticated.

Sheep are diurnal and spend the majority of their waking hours feeding or chewing the cud. Sheep prefer habitats with an array of different grasses and plants.

Abilities and Combat

With their eyes placed on the side of their heads, sheep have excellent peripheral vision. They have a visual field of around 300° meaning that they can see what is approaching them from behind without having to turn their heads. The downside of their large field of vision is that sheep have very poor depth perception, and are often scared of shadows and dips in the ground because of this.

Sheep also have a very good sense of smell and an acute sense of hearing. They are more sensitive to high frequency sounds than humans and are often scared by sudden loud noises.

As a prey species, more often than not a sheep will flee when confronted by a threat (or perceived threat). If cornered however sheep have been known to charge and butt. This is particularly true for ewes with newborn lambs.

Despite their unintelligent reputation, research has shown that sheep can recognise individual faces and emotions displayed through facial characteristics.

Background & Adventure Notes

Sheep were domesticated around 10,000 BC which has led to domestic sheep changing significantly from their wild ancestors. Domestic sheep now have more wool and less hair, weaker horns (some species have lost their horns all together) and smaller brains.

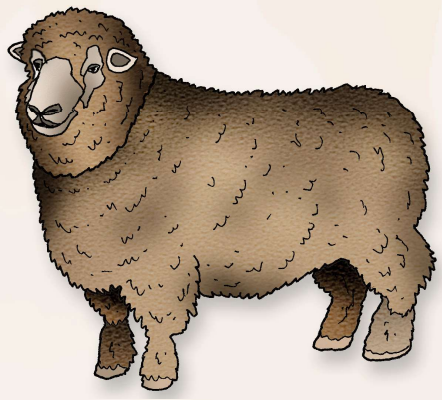
To protect the flock from predators, a number of sheep flocks are kept with donkeys or guard llamas. These animals protect the flock and act as a deterrent against predators.

Tibetan nomads use sheep as pack animals. They distribute their baggage throughout the flock and then herd them to their new living site.

Sheep are often depicted as docile and obedient creatures. It is for this reason that so many cultures and religions across the globe use them as sacrifices.

In Madagascar sheep are revered and not eaten as they are believed to be one of the forms that ancestors can reincarnate as.

In Europe the shoulder blades of a sheep were used in divination by throwing them into the fire. Once removed a seer would interpret the fractures on the bone to give an answer to a given question.



Animals Non-Dangerous - Racial Stats

Names	ST	CO	AG	QU	SD	RE	IN	PR	END	PP	Stam	Will	Magic
Antelope	-2(3)	0(4)	2(6)	3(8)	-1(3)	-3(0)	-2(3)	-2(3)	60	0	30	0	0
Bats	-8(4)	1(5)	0(3)	-2(5)	-2(2)	-3(0)	-3(3)	-8(8)	60	0	15	5	10
Camel	-4(7)	1(5)	-2(3)	2(6)	-1(4)	-3(0)	-2(3)	-1(2)	60	0	25	5	0
Cat	-8(6)	2(3)	1(4)	-1(3)	-1(3)	-3(1)	-1(4)	-5(6)	60	0	15	10	5
Cow/Cattle	-1(5)	0(6)	-2(2)	-3(5)	-5(5)	-3(0)	-5(4)	-3(3)	60	0	30	0	0
Deer	-3(4)	-1(5)	1(5)	1(6)	-2(3)	-3(0)	-3(4)	-3(3)	60	0	30	0	0
Dog	-2(4)	1(3)	0(3)	0(6)	-3(4)	-3(1)	-2(5)	-3(4)	60	0	15	15	0
Domestic Pig	-6(2)	4(6)	-4(4)	-2(5)	-3(3)	-3(1)	-3(3)	-6(6)	60	0	30	0	0
Donkey	-5(7)	-2(7)	-3(4)	-1(3)	-1(4)	-3(0)	-2(3)	-2(2)	60	0	25	5	0
Elephant	8(6)	5(5)	-8(6)	-2(6)	0(2)	-2(0)	0(1)	4(4)	60	0	15	5	10
Horses													
Charger/Courser	1(5)	0(4)	-3(6)	3(6)	-2(5)	-3(0)	-1(2)	0(2)	60	0	20	5	5
Draft Horse	2(7)	2(4)	-4(4)	2(3)	-1(7)	-3(0)	-1(2)	1(3)	60	0	20	5	5
Quarter Horse	1(5)	0(4)	-3(5)	2(5)	-2(6)	-3(0)	-1(2)	0(3)	60	0	20	5	5
Pony	-6(8)	-3(6)	-3(4)	-1(3)	-2(4)	-3(0)	-3(3)	2(2)	60	0	20	5	5
War Horse/Destrier	1(6)	1(4)	-3(4)	4(4)	-1(6)	-3(0)	-1(3)	1(3)	60	0	20	5	5
Wild Horse	0(5)	0(5)	-3(6)	3(4)	-2(4)	-3(0)	-3(4)	0(2)	60	0	20	5	5
Kangaroo	-5(8)	0(5)	1(2)	2(3)	-1(3)	-3(0)	-1(5)	3(4)	60	0	20	5	5
Llamas	-5(7)	0(5)	-2(3)	0(4)	-3(4)	-3(0)	-4(5)	-2(2)	60	0	20	5	5
Monkeys	-6(8)	0(5)	2(3)	2(3)	-1(5)	-2(1)	0(1)	-3(4)	60	0	15	10	5
Porcupine	-8(2)	0(3)	-5(5)	-5(6)	-3(5)	-3(0)	-4(5)	-4(4)	60	0	20	5	5
Rabbit/Hare	-7(2)	1(5)	1(3)	-1(5)	-3(3)	-3(0)	-4(5)	-7(7)	60	0	30	0	0
Rodents	-8(3)	2(4)	1(2)	0(4)	-5(5)	-3(0)	-3(4)	-8(8)	60	0	10	10	10
Sheep	-7(2)	1(5)	-3(3)	-3(4)	-6(6)	-3(0)	-4(3)	-7(7)	60	0	30	0	0

Animals - Dangerous

Animals - Dangerous Stats

Names	Lvl	Size	BMR Type	BMR	Init	DB	Hits	Attacks	#Enc	Outlook	Treas	Stam	Will	Magic
Bear	4	Medium	Quadruped	25	12	40	155	(See SKILLS)	1	Aggr.	---	103	57	39
Buffalo/Bison	2	Large	Quadruped	34	6	59	249	(See SKILLS)	10-30	Bellig.	---	104	34	20
Bull	1	Large	Quadruped	34	4	45	230	(See SKILLS)	1	Bellig.	---	82	23	13
Cheetah	3	Medium	Quadruped	30	24	58	168	(See SKILLS)	1 - 3	Hungry	---	75	36	40
Cougar	3	Medium	Quadruped	23	20	46	165	(See SKILLS)	1	Hungry	---	88	32	30
Fox	0	Tiny	Quadruped	13	15	34	96	(See SKILLS)	1-5	Hungry	---	70	22	20
Great Apes	4	Medium	Quad : Biped	20 : 9	16	43	182	(See SKILLS)	1-20	Aggr.	---	72	57	29
Hippo	3	Medium	Quad : Swim	29 : 22	5	93	173	(See SKILLS)	5-30	Bellig.	---	62	69	52
Leopard	3	Small	Quadruped	28	19	44	128	(See SKILLS)	1	Hungry	---	90	40	34
Lion	3	Medium	Quadruped	36	22	44	159	(See SKILLS)	1-6	Hungry	---	86	47	30
Mongoose	0	Minis-cule	Quadruped	12	10	32	48	(See SKILLS)	1-20	Aloof	---	51	10	14
Moose/Elk	0	Large	Quadruped	31	10	51	174	(See SKILLS)	1	Aloof	---	77	21	19
Rat	0	Minis-cule	Quadruped	12	11	34	67	(See SKILLS)	5-20	Aloof	---	69	10	19
Rhino	3	Large	Quadruped	34	6	75	232	(See SKILLS)	1-5	Bellig.	---	95	69	52
Skunk	0	Minis-cule	Quadruped	12	1	24	51	(See SKILLS)	1	Aloof	---	51	21	10
Tasmanian Devil	0	Tiny	Quadruped	17	9	30	86	(See SKILLS)	1	Aloof	---	69	18	10
Tiger	3	Medium	Quadruped	31	22	50	162	(See SKILLS)	1	Hungry	---	86	40	30
Wild Boar	1	Medium	Quadruped	19	7	59	174	(See SKILLS)	1-20	Aggr.	---	86	32	10
Wolf	3	Small	Quadruped	20	20	60	124	(See SKILLS)	2-20	Hungry	---	86	70	65

Bear - Dangerous			
Level	4	DB	40
Size	Medium	Hits	155
BMR Type	Quadruped	Init	12
BMR	25	Stamina	103
# Enc	1	Will	57
Outlook	Aggr.	Magic	39
Treasure	- - -		

Attacks:

Claw Attack – Medium Slash	71
Bite Attack – Medium Puncture	81
Martial Arts Strikes	71

Skills:
Climbing (10) 61, Endurance (15) 95, Frenzy (8) 55, Martial Arts Strikes (15) 71, Navigation (4) 20, Perception (10) 68, Resistance – Magic (5) 39, Resistance – Stamina (10) 103, Resistance – Will (6) 57, Stalking & Hiding (1) 37, Swimming (8) 51, Tracking (8) 48, Claw Attack – Medium Slash (15) 71, Bite Attack – Medium Puncture (15) 81

Talents:
Enhanced Scent, Enhanced Senses, Hammerhands, Instinctive Defense, Lesser Resistance (all), Lightning Reflexes, Natural Camouflage, Natural Weapon (teeth), Natural Weapon (Claws), Reverberating Strength, Skill Specialization (Endurance), Skill Specialization (Bite Attack), Tough Hide (Lesser), Toughness

Bears

Description

There are a wide variety of different species of bear. Most live in forested areas, the exception being polar bears who live in the arctic. All bears share a number of common characteristics; these include having bulky and robust bodies, stocky legs, long snouts, paws with five non-retracting claws, shaggy hair and short tails. Despite their short legs most bears can run quickly and are adept climbers and swimmers. Grizzly bears have been known to run as fast as 40mph whilst on all fours.

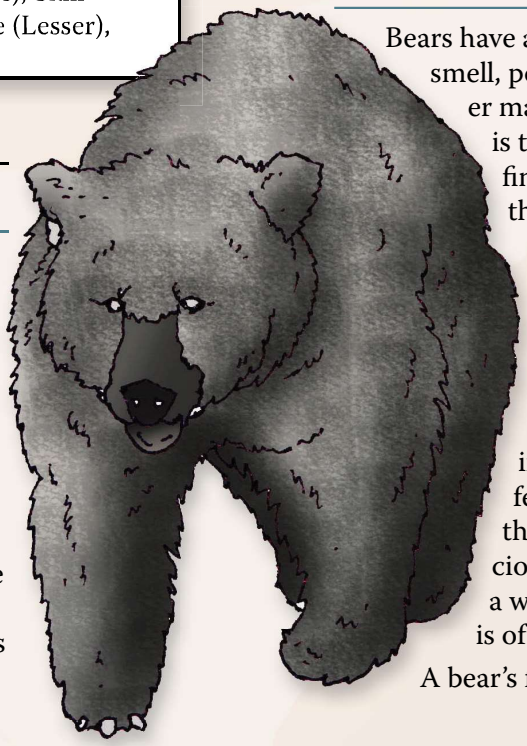
'Medium sized' bear species (which are the majority) are all around the same size and weight with males averaging around 110kg (242 lbs) and females averaging 70kg (154 lbs). Sun bears are, on average the smallest with some mature females weighing as little as 20kg (44 lbs). Adult male Kodiak bears are, on average, the largest bears with an average weight of 480kg (1056 lbs) to 533kg (1173 lbs). On average a bear's height when on all fours ranges from 60cm (2') to 160cm (5' 3"). When stood on their hind paws, the largest bears can be over 3m (10') tall.

Types of bear include: Panda, Asiatic Black, Sun, Brown, Grizzly, Polar, Black, Spectacled Bear

Lifestyle

The majority of bears are omnivorous and eat a variety of grasses, fruit, berries and meat. Exceptions to this rule are the polar bear, which is mostly carnivorous and the giant panda which eats bamboo almost exclusively. Bears are typically diurnal, sleeping in dens at night. Most bears use caves and burrows for their dens. During winter most species remain in their dens for long periods of sleep similar to hibernation. With the exception of courting individuals and mothers with young, bears are typically solitary creatures though polar bears have been recorded as sharing dens to keep warm.

Abilities and Combat



Bears have an exceptional sense of smell, possibly better than any other mammal. This sense of smell is the principal sense used in finding the vast majority of their food.

Bears are physically powerful with strong jaws, large teeth and sharp claws. For the most part bears are shy creatures but are capable of fatally attacking a person if provoked. If a female bear feels that her cubs are being threatened she will react ferociously. Bears should be given a wide berth as their behaviour is often unpredictable.

A bear's fur is very thick and,

coupled with the bear's thick skin and layers of fat, acts as a buffer against most physical attacks. Grizzly bears are known to bring down prey several hundred pounds heavier than themselves and can kill a horse with a single blow using their paws.

Many hunters who have wounded bears have testified to the fact that bears have the apparent ability to heal their own wounds supposedly through the ingestion of specific plants and herbs.

Background & Adventure Notes

Bears are descended from doglike carnivores. Historically bears were often hunted because they were considered sacred and bear pelts, teeth and bones were considered powerful charms. These hunts were heavily ritualised. In modern times bears are hunted for their meat, furs and as trophies.

In some areas bears are known to raid crops and attack livestock. It is often the case that if there is a known bear problem farmers and ranchers blame all losses on bears, propagating the idea that they are a nuisance and should be hunted.

Bears are important guardian animals in many religions and mythologies. Many cultures have noted the similarities between bears and humans which has played a part in their depiction in religions and belief systems. Both are omnivorous, both can stand on their hind legs, they have five digits and the bears appear to have an almost human intelligence.

In many cultures bears are considered demi gods or creatures of the spirit world who lead the way, protect good people and oppress evil doers. Different cultures have a number of different beliefs about bears. Some believe bears are great physicians and herbalists, some believe they are 'the giver of tools' and others that they are human ancestors in bear form, guiding people on their way. Whatever the specific belief, bears are respected and revered in cultures across the globe.

Bears are considered powerful totem creatures signifying strength and intuition. With their spiritual nature, fearsome power and high intelligence, there are many stories of people taking the form of a bear or using bears as familiars. Thanks to their reputation as guardian spirits, their strength and their ferocity, there are many tales across history of great warriors assuming the guise or the power of a bear during battle.

Buffalo / Bison

Description

There are a variety of species and subspecies of buffalo and bison, the most well-known being the African buffalo and the American bison. Despite looking dissimilar, buffalo and bison have a range of common characteristics: They are large, bulky animals with thin legs, they range in height from roughly 1m (3' 3") to 1.9m (6' 3") to the shoulder and they have two horns on the top of their head which, depending on the species can range from 40cm (16") to 1m (3' 3") in length. However buffalo and bison horns are curved and so rarely appear that long.

The front legs of buffalo and bison are thicker with wider hooves. This is most pronounced in the American buffalo and helps carry the weight of the front part of the animal which is considerably heavier than the rear. Bison have long shaggy brown fur, a mane and a hump on its shoulders. Buffalo on the other hand are most often dark brown or black with very short hair, no mane and no hump. Buffalo also have smaller front quarters and larger horns than bison.

Lifestyle

Buffalo and bison are herbivores preferring to live in river valleys, prairies and grasslands where there is plenty of food and dense cover to hide from predators. They are nomadic, travelling in large herds from place to place, grazing as they go. During the dry season adult male buffalo leave the main herd and form bachelor groups. Bison on the other hand leave the main herd at about three years old and form smaller male herds which only comingle during mating season.

Buffalo herds are led by a dominant male who is normally the oldest and largest bull. As larger herds are safer than smaller ones, many dominant male buffalo will tolerate subordinate males and allow them to copulate with the females in the herd. The bison's bachelor herds will also be led by a dominant male.

Adult male buffalo and bison will spar in play, dominance interactions or actual fights. A bull will approach another male lowing, with his horns lowered and wait for the other bull to do the same. As they spar bulls twist their horns from side to side. Actual fights are very rare but are violent albeit brief when they do occur.

Buffalo / Bison - Dangerous			
Level	2	DB	59
Size	Large	Hits	159
BMR Type	Quadruped	Init	6
BMR	34	Stamina	104
# Enc	10-30	Will	34
Outlook	Bellig.	Magic	20
Treasure	- - -		

Attacks:

Charging/Goring – Large Puncture	58
Trample – Large Crush	58

Skills:
Endurance (9) 159, Jumping (5) 33, Navigation (5) 22, Perception (7) 62, Resistance - Magic (4) 20, Resistance – Stamina (8) 104, Resistance – Will (4) 34, Swimming (5) 8, Charging/Goring – Large Puncture (9) 58, Trample – Large Crush (9) 58

Talents:
Agile Defense, Blazing Speed, Dense Musculature, Enhanced Senses, Greater Resistance (Stamina), Immunity to Stuns, Instinctive Defense, Multiple or Peripheral Eyes (Minor), Natural Camouflage, Natural Weapon (horns), Portage Skills, Reverberating Strength, Tough Hide (Minor), Toughness, Giantism (Minor)

Buffalo and bison are very unpredictable. They often appear unconcerned and lazy but have been known to attack anything without any warning or apparent reason, making them very dangerous creatures to be around.

Abilities and Combat

Buffalo and bison can run for long distances and can travel at speeds of up to 35mph. They are also very good swimmers and can swim for over half a mile.

All buffalo and bison have horns which can be used to great effect in either defence or attack. In addition, their massive heads are often used as battering rams, delivering an immense force when the buffalo or bison is moving at top speed. Despite being small, the hind legs of a bison or buffalo can kick out and kill or maim with devastating effect.

When chased by predators a buffalo or bison herd will normally stick very close together to make it harder for the predator to pick off an individual.

Background & Adventure Notes

Buffalo are only distantly related to bison and have no relation to domestic cattle. Bison on the other hand are closely related to cattle, gaur, kouprey and yaks and are sometimes grouped in the same genus.

Bison were hunted by early humans by 'stampeding' them over a cliff. It is thought that they were a main source of meat for our prehistoric ancestors and were well respected because of that. In modern times buffalo and bison are both hunted for their meat and as trophies. A number of hunters would pay and have paid vast amounts of money for the right to hunt large buffalo in the wild.

African buffalo are considered one of the most dangerous animals in Africa and are responsible for goring and killing over 200 people a year.

Amongst many cultures buffalo, bison, cows and bulls are symbols of fertility and virility. Some cultures believe that a human soul can inhabit the body of a buffalo. Buffalo abound in religious and mythological texts as a symbol of animalistic power and wildness. Despite their prevalence in these texts they rarely have any spiritual or mystical capabilities and are often used to depict man's triumph over nature.

Historically young men who tended a buffalo herd would drink the blood of a living creature as it was believed that it would give the drinker the animal's strength and endurance.

Bulls

Description

The term bull refers to adult male cattle that have not been castrated. They are more muscular and aggressive than female and castrated male cattle. Compared to other cattle, bulls have thicker bones, larger feet, muscular necks and large bony heads. Bulls differ depending on the breed of cattle but generally they have short hair on their body and longer, curlier hair on their necks and head.

Despite being roughly the same height as other cattle, their thicker bones and increased muscle mass mean that they are dramatically heavier than their female counterparts. Adult bulls weigh somewhere between 500kg (1100 lbs) and 1,000kg (2200 lbs) dependent on their size and breed. On average bulls are around 1.5m (6') tall although in exceptional circumstances they have been known to grow to as much as 2m (6' 6") tall.

Only bulls from horned breeds of cattle have horns and they are often shorter and thicker than those of the females.

Lifestyle

Bulls are entirely domesticated and live on grassland, in fields and ranges across the globe. Despite being domesticated bulls are very prone to aggression and it is estimated that only one in twenty victims of bull attacks survive.

Due to their aggressive and unpredictable behaviour most bulls have rings placed through their noses at an early age to help with handling the animal. Handlers will lead the bull by attaching a rope to this ring. For more aggressive and unpredictable creatures bull poles are used. These are roughly three foot long and allow for the bull to be led and to be held at bay.

Generally bulls kept with cows are less aggressive than those kept alone. Bulls, like most mammals, are red-green colour blind and as such do not react aggressively to the color red. In bullfighting it is the movement of the matador's cape that incites the bull to charge and not the color.

Abilities and Combat

Bulls are very aggressive and unpredictable. When angered bulls have been known to trample humans, crush them against walls or gore them (if they are a horned breed). You should never turn your back on a bull.

Bull - Dangerous

Level	1	DB	45
Size	Large	Hits	140
BMR Type	Quadruped	Init	4
BMR	34	Stamina	82
# Enc	1	Will	23
Outlook	Bellig.	Magic	13
Treasure	- - -		

Attacks:

Charging/Goring – Large Puncture	42
Trample – Large Crush	42
Bite – Tiny Puncture	37

Skills:

Endurance (6) 140, Frenzy (3) 25, Navigation (3) 11, Perception (6) 53, Resistance – Magic (3) 13, Resistance – Stamina (4) 82, Resistance – Will (3) 23, Trample – Large Crush (6) 42, Charging/Goring – Large Puncture (6) 42, Bite – Tiny Puncture (5) 37

Talents:

Athletic, Blazing Speed, Dense Musculature, Enhanced Scent, Enhanced Senses, Greater Resistance (Stamina), Immunity to Stuns, Instinctive Defense, Multiple or Peripheral Eyes (Minor), Natural Weapon (horn), Portage Skills, Reverberating Strength, Tough Hide (Lesser), Toughness, Giantism (Minor)

Bulls have protective ridges above their eyes which are used to protect their eyes whilst fighting for dominance of the herd. The dominant bull is normally the oldest, heaviest and longest-standing bull in the herd. Signs of dominance include head butting or shaking, pawing at the ground, showing his side or staring directly at you.

Background & Adventure Notes

In addition to their reproductive duties in farming, bulls are used in a number of sports including bull fighting and bull riding and in a number of festivals such as the running of the bulls.

Domestic cattle are descended from the oriental aurochs which was said to be so strong and powerful that it was impossible to tame without divine intervention. The domestication of cattle and proper management of bulls allowed our prehistoric ancestors to change from being nomadic hunters to settled farmers.

When cattle first became domesticated, they became a symbol of wealth, the more cattle you owned, the wealthier you were. Bulls in particular retained this association with wealth and prosperity.

One of the earliest ritualised musical instruments was the bull roarer which was said to mimic the bellowing call of a bull. This was believed to call forth benevolent spirits from the afterlife.

Druids believe that despite being creatures of the earth, bull's horns are in the shape of a crescent moon and point towards the sky, connecting him with the stars. For this reason bull horns are often used as ceremonial drinking cups in druidic ceremonies.

In many cultures and religions bulls are considered a sign of virility and abundance. This virility was played out in the Cretan myth of Minos and the sacred bull. The sacred bull was given to Minos by Poseidon as a suitable sacrifice to the sea god. However Minos decided to keep the beast. Poseidon's punishment was that Minos' wife Pasiphae was filled with such desire for the animal that she mated with it and gave birth to the Minotaur.

Cheetah - Dangerous			
Level	3	DB	58
Size	Medium	Hits	108
BMR Type	Quadruped	Init	24
BMR	30	Stamina	75
# Enc	1-3	Will	36
Outlook	Hungry	Magic	40
Treasure	- - -		

Attacks:

Bite Attack – Medium Puncture	63
Claw Attack – Small Slash	59
Pounce – Small Unbalancing	59

Skills:

Ambush (12) 72, Climbing (5) 44, Endurance (8) 108, Jumping (8) 49, Navigation (4) 24, Perception (12) 72, Resistance – Magic (5) 40, Resistance – Stamina (9) 75, Resistance – Will (5) 36, Stalking & Hiding (12) 122, Tracking (8) 48, Claw Attack – Small Slash (10) 59, Pounce – Small Unbalancing (10) 59, Bite Attack-Medium Puncture (12) 63

Talents:

Agile Defense, Athletic, Blazing Speed, Enhanced Scent, Enhanced Senses, Instinctive Defense, Lightning Reflexes, Natural Camouflage, Natural Weapon (teeth), Natural Weapon (Claws), Quiet Stride, Subtle

Cheetah

Description

Cheetahs are large carnivorous felines best known for their short fur which is tan with round black spots. Cheetahs range from 66cm (26") to 94cm (37") tall and weigh from 21kg (46 lbs) to 72kg (158 lbs). They have small heads, a narrow waist and a deep chest. The 'tear marks' which run from beneath a cheetah's eyes to its mouth help keep the sun out of its eyes and improve its ability to see long distances and hunt more effectively.

The thin frame of a cheetah makes it ideal for short bursts of incredibly high speeds but not at long-distance running. Other adaptations that allow cheetahs to run fast include large nostrils for increased oxygen intake, an enlarged heart and lungs and semi-retractable claws. Cheetahs are one of very few felines with semi-retractable claws. These claws give them extra grip when chasing prey. Cheetahs use their tails as rudders to help them make sharp turns to try and catch their prey.

Lifestyle

Cheetahs live in areas of vast expansive land where there is an abundance of prey. This may include semidesert, prairie or thick brush. Female cheetahs are solitary and tend to avoid other cheetahs except for reproductive purposes. Male cheetahs tend to remain in small groups normally with their brothers from the same litter.

Female cheetahs do not establish territories for themselves, instead they hunt alone in a very large home range to which they will confine most, if not

all their activity. Male cheetahs on the other hand are very territorial and will choose a territory which can be properly defended, has an abundance of prey and where several female cheetahs' ranges overlap. Males will attempt to kill any other male cheetahs who enter into their territory.

As cheetahs are built for speed and not for power, they avoid fighting with other animals and surrender kills very quickly to larger or more powerful animals. Any injury that might slow them down could result in the death of a cheetah as it may find itself unable to hunt effectively.

Abilities and Combat

Cheetahs can run faster than any other land animal, reaching speeds of up to 75mph. Despite such high speeds, it is normally their manoeuvrability that is most effective in helping them catch their prey.

Cheetahs hunt during the day, normally either early in the morning or later in the evening. Cheetahs use their vision to catch their prey as opposed to most other felines which use their sense of smell. They will stalk their prey to get relatively close and then give chase. If the cheetah fails to make the kill quickly it will give up. Cheetahs catch their prey and then bite the underside of the throat to suffocate it.

Background & Adventure Notes

Cheetahs used to be hunted for their fur which was considered a status symbol. In modern times however these large cats are more in danger because of loss of habitat and prey than human hunting.

Cheetahs have unusually low genetic variability. This has left the species with a very low sperm count and made it difficult for the species to adapt to changes in their environment or food chain.

Cheetahs are much less aggressive than other large cats and can be tamed and kept as pets or trained for hunting. Historically tamed cheetahs were a status symbol, owned only by the rich and powerful and used to flaunt their wealth.

Cougar

Description

Cougars are very adaptable and live in a variety of habitat types from forests and plains to mountains and grassland. They are nocturnal and very solitary creatures, rarely interacting with other members of the species beyond mating. They are relatively short compared to other large cats. On average they are between 60cm (2') to 90cm (3') to the shoulder. However they are more slender and agile than other large cats.

Cougar's fur ranges from silvery grey to reddish orange, with a lighter area underneath. Cougars have a powerful neck, jaw and front legs, which they use to grab and hold their pray. They have five retractable claws on their front paws and four on their hind paws. These are used for grasping prey and climbing. Proportionally cougars have very large hind legs which make them very adept at jumping and sprinting. Cougars can jump as high as 5.5m (18') and as far as 12m (39') in one bound.

Lifestyle

Cougars are carnivorous, preferring to live in areas with dense underbrush and rocky areas so that it can stealthily stalk and then ambush its prey. Cougars will eat a wide range of prey including various types of deer, sheep, cows and horses. They are nocturnal and do most of their hunting at dawn or dusk. Cougars are very territorial with the size of an individual's territory dependent on the terrain and the availability of prey.

A cougar without young is estimated to catch prey (around the size of a cow) once every two weeks. They will then drag the creature to a safe place where they will bury it in the underbrush and return to it to feed over the next couple of days. On the whole, healthy cougars do not scavenge food and are unlikely to eat something they have not killed themselves.

Abilities and Combat

Though cougars are known to ambush their prey, their powerful hind legs also make them adept at sprinting. Cougars can reach speeds up to 50mph. However, cougars are not built for long chases and can only maintain these speeds for very short periods of time.

Cougar - Dangerous

Level	3	DB	46
Size	Medium	Hits	105
BMR Type	Quadruped	Init	20
BMR	23	Stamina	88
# Enc	1	Will	32
Outlook	Hungry	Magic	30
Treasure	- - -		

Attacks:

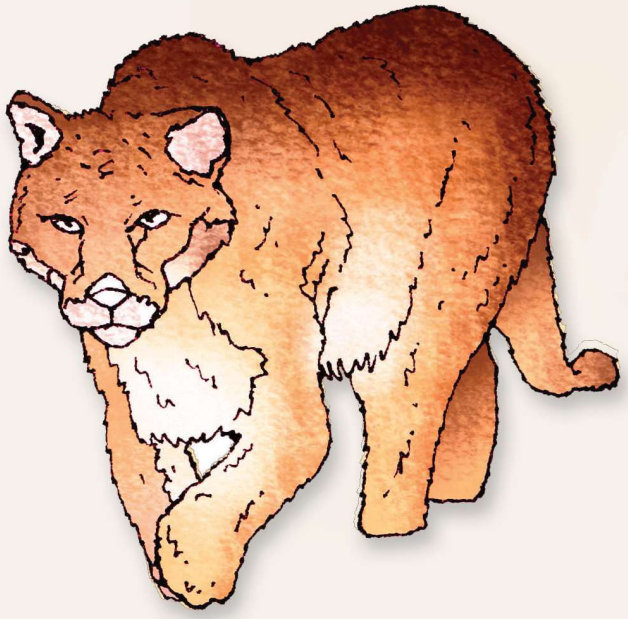
Bite Attack – Medium Puncture	62
Claw Attack – Small Slash	43
Pounce – Small Unbalancing	58

Skills:

Ambush (10) 69, Climbing (6) 48, Endurance (4) 105, Jumping (8) 48, Perception (9) 66, Resistance – Magic (3) 30, Resistance – Stamina (10) 88, Resistance – Will (3) 32, Stalking & Hiding (11) 131, Swimming (1) 13, Tracking (6) 41, Claw Attack – Small Slash (7) 43, Pounce – Small Unbalancing (10) 58, Bite Attack – Medium Puncture (12) 62

Talents:

Agile Defense, Athletic, Enhanced Scent, Enhanced Senses, Extremely Nimble, Instinctive Defense, Lightning Reflexes, Natural Camouflage, Natural Weapon (teeth), Natural Weapon (Claws), Night Vision, Quiet Stride, Subtle, Toughness



Cougars use their retractable claws to climb trees. It is thought this behaviour was learnt to avoid other apex predators such as wolves. Cougars are also capable of swimming but do not have other big cats' affinity for the water and will only do so if absolutely necessary.

When attacking, cougars will ordinarily stalk their prey and then leap onto the animal's back and deliver a bite to the neck which will suffocate the prey. Sometimes, with smaller animals, the cougar has been known to break a creature's neck with its powerful bite and the momentum of its leap.

Attacks on humans are very rare as cougars are very shy creatures and they do not recognise humans as prey. However attacks on humans and livestock may occur if a cougar has become too accustomed to humans in its territory or if it is suffering from severe starvation. During these attacks cougars will employ the same tactics as with other prey, as such neck, head and spinal injuries are very common in cougar attacks and are often fatal.

Background & Adventure Notes

Of all the large cats, cougars are the most closely related to domesticated cats.

Cougars have been admired by many of the indigenous cultures of the Americas for their grace and power. Depictions of the cougar varied wildly between different indigenous populations. Some believed that a cougar's wail was the harbinger of death, others believed that the cougar was an evil creature that lived in the underworld, while some believed that the animal was sacred. The Inca god of the sky and thunder was heavily associated with the cougar.

The best course of action, if confronted by a cougar is to try and scare it off. You can attempt to do this by making yourself look as large as possible and shouting calmly to make yourself seem fierce. Running away or playing dead will not work and may result in the cougar hurting or killing you.

Foxes

Description

There are a number of subspecies of fox living in a variety of habitats across the globe. Each subspecies has its own adaptations which help them survive and thrive in their specific environment. Male foxes (Reynards) weigh on average 5.9 kg (13lbs) with female foxes (vixens) weighing slightly less, at around 5.2 kg (11 lbs). They are relatively light compared to similar sized domesticated dogs due to the fact that their bones are 30% lighter per unit volume.

Foxes have distinctive muzzles with flattened skulls and triangular ears that, unlike domestic dogs are constantly upright. Foxes are best known for their long bushy tails. The color of a fox's fur varies between subspecies. Red foxes are the most well-known which have an auburn pelt with a white tipped tail.

On average the red fox is the largest fox species measuring between 35cm (14") – 50cm (20") tall. Red foxes have five digits on their front paws whilst only having four on their rear paws.

Lifestyle

In the wild a fox can live for as long as 10 years. This is rare however as due to hunting, diseases and road accidents, the majority of foxes do not live beyond three years. Litter sizes vary greatly between species of fox. The Arctic fox, for example, can have as many as eleven young in one litter. The average litter across all species of fox is around three.

Foxes tend to live in small family groups in dens. Fox dens can be found above or below ground, in hollow trees, unused buildings or garden sheds. Foxes will even live in dens created by other animals, moving into empty dens or burrows or 'convincing' the current tenant to leave.

Foxes are omnivorous and despite living in groups, will always hunt alone. The only exception (and it is very rare) is that a vixen will sometimes be seen hunting with her cubs. Foxes are opportunistic feeders that hunt live prey using a pouncing technique which they learn at an early age. They use their acute sense of hearing to pinpoint the prey and then leap, using their tail to steer themselves in mid-air, before landing on and catching the prey. Using this technique foxes have been known to jump on and catch prey as far as 5 metres (16') away.

Fox - Dangerous

Level	0	DB	34
Size	Tiny	Hits	66
BMR Type	Quadruped	Init	15
BMR	13	Stamina	70
# Enc	1-5	Will	22
Outlook	Hungry	Magic	20
Treasure	- - -		

Attacks:

Bite Attack – Tiny Puncture	17

Skills:
Ambush (3) 28, Endurance (3) 66, Frenzy (2) 21, Jumping (3) 17, Navigation (3) 19, Perception (3) 31, Resistance – Magic (1) 20, Resistance – Stamina (3) 70, Resistance – Will (2) 22, Stalking & Hiding (3) 98, Swimming (3) 17, Tracking (3) 21, Bite Attack – Tiny Puncture (3) 17

Talents:
Agile Defense, Enhanced Senses, Extremely Nimble, Greater Resistance (Stamina), Instinctive Defense, Lightning Reflexes, Natural Camouflage, Natural Weapon (teeth), Night Vision, Quiet Stride, Subtle, Toughness, Shrink (Major)

In addition to their usual prey, foxes will eat a wide variety of other foods including insects, fruit and berries. Foxes are extremely possessive about food and will defend it at all costs, even against larger animals. Should a fox catch or find more food than it can consume, they will bury it under leaves, snow or soil and return to eat it later.

Abilities and Combat

A fox's vision is based on movement so despite being able to see for very long distances, they struggle to notice things that aren't moving. The fox's most attuned sense is their sense of hearing. They can locate the direction of a sound to within one degree. They use this ability to locate their prey even if they can't see it. A fox's sense of smell is good, but not as good as that of domesticated dogs.

Foxes are very agile. They can jump as high as two metres and can run at up to 30mph. Foxes, like other species of canine are good swimmers. The gray fox is an adept climber and is one of only two canine species that are known to climb trees.

Background & Adventure Notes

Foxes are a form of wild canine. Due to their close proximity to humans, they are no longer as scared of people as other wild animals. This gives them the appearance of being more like domesticated dogs than they actually are. Though foxes remain wary of people, on occasion there have been reports of foxes attacking humans.

The auburn pelt of a red fox is very much in demand in the fur trade. They are most often used as trimming for coats and as evening wraps. Though fox hunting has been banned in a number of countries, it continues to be a very popular sport.

There have been isolated instances of foxes being domesticated. However, when domesticated for a number of generations, foxes become more and more like domesticated dogs with both physical and behavioural changes.

Foxes play a prominent part in many myths and religions, sometimes as a helpful creature, sometimes as a hindrance and a pest to mankind. In a vast number of texts foxes are seen as cunning, guileful tricksters who shouldn't be trusted. In China it is believed that the spirits of the dead sometimes migrate into the body of a fox. In Celtic mythology, the red fox is a symbolic animal symbolising wildness and cunning. In the Cotswolds, witches were thought to take the shape of foxes in order to steal butter from their neighbours.

Due to their ability to move swiftly and invisibly through the landscape without being noticed, spell-casters and wizards have often been reported as taking on the form of, or possessing a fox.

Geat Apes

Description

Great apes are large, tailless primates that live in tropical rainforests. Taxonomically the group includes orangutans, chimpanzees and gorillas. The smallest of the great apes is the bonobo which is a species of chimpanzee and weighs between 30–40 kg (66 – 88 lbs) in weight. The largest of the great apes is the gorilla which on average weighs between 140 and 180 kg (308 – 396 lbs). In all species of great apes, the males are, on average, larger and stronger than the females.

Great Apes - Dangerous

Level	4	DB	43
Size	Medium	Hits	122
BMR Type	Quad.: Biped	Init	16
BMR	20 : 9	Stamina	72
# Enc	1-20	Will	57
Outlook	Aggr.	Magic	29
Treasure	- - -		

Attacks:

Martial Arts Strikes	75
Bite Attack – Medium Puncture	65
Brawling	69

Skills:

Acrobatics (12) 82, Brawling (12) 69, Climbing (15) 100, Endurance (8) 122, Frenzy (8) 52, Jumping (10) 60, Martial Arts Strikes (15) 75, Navigation (8) 47, Perception (11) 75, Resistance – Magic (2) 29, Resistance – Stamina (8) 72, Resistance – Will (8) 57, Swimming (6) 15, Tracking (2) 23, Bite Attack Medium Puncture (10) 65

Talents:

Athletic, Dense Musculature, Enhanced Senses, Extremely Nimble, Hammerhands, Instinctive Defense, Lightning Reflexes, Natural Camouflage, Natural Climber, Natural Weapon (teeth), Reverberating Strength, Tough Hide (Lesser), Toughness

Chimpanzees have black hair over their entire bodies with the exception of their face, fingers, toes, palms and the soles of their feet. Chimpanzees are roughly 1 meter (39") to their shoulder; however, when stood on two legs, chimpanzees measure on average 1.7 meters (5' 6") tall.

Orangutans spend most of their time in trees, more so than any of the other great apes. Orangutans have large, bulky bodies, very strong arms and short legs. Much like chimpanzees, aside from their faces, fingers, toes, soles and palms, their entire bodies are covered in hair, though the hair of the orangutan is reddish-brown. Unlike chimpanzees however, an orangutan's skin is grey-black. When walking on all fours an orangutan is roughly 1meter (39") tall. Stood upright, adult male orangutans can be up to 1.75 meters (5' 8") tall.

Gorillas are ground-dwelling apes. Adult males are, on average 1.8m (5' 10") tall when stood upright and

1.2 m (4') when walking on all fours. Gorillas have huge powerful arms with the average adult male gorilla's arm span being 2.5m (8' 2"). Gorillas have black hair covering their bodies with the exception of their face, fingers, toes, soles and palms. Adult male gorillas have a distinctive patch of silver hair on their backs, earning them the name 'silverbacks'.

Lifestyle

Most species of great ape are omnivorous with fruit being their main staple. Gorillas and chimpanzees live in family groups while orangutans are a lot more solitary. Ordinarily a family of gorillas numbers around five to ten individuals with one dominant male while chimpanzee family groups can range from 15 to 150 members.

While all other great apes walk on their knuckles, Orangutans walk on the outside edge of their palms. This is likely due to the fact that they spend less time walking on the ground than other great apes. Despite all great apes being quadrupedal, they can all walk on two feet if they need to. This may occur as a sign of aggression or if they are using their hands to carry food, tools or young. All great apes can use their hands for gathering food or nesting materials, and in some cases, for using tools.

Gorillas are very shy animals and will actively avoid confrontation unless harassed. Despite this silverbacks will valiantly defend the family group against attackers, often at the cost of its life. Like humans, the great apes live 'rich emotional lives' and are known to laugh, grieve, develop strong familial bonds and consider the past and the future when making decisions.

Abilities and Combat

When threatened great apes will try and scare off the threat and avoid a physical confrontation, this may include charging at the threat, roaring and baring its teeth. If the threat continues, apes will defend themselves and their families by beating their opponents with their fists and on occasion biting. Chimpanzees, the smallest of the great apes are said to have five times the upper body strength of a human, so a pummelling with fists from any great ape can do some considerable damage.

Common chimpanzees have been known to attack humans on occasion, most often children though it is thought that they'd have no problem overpowering and potentially killing a fully grown man.

Background & Adventure Notes

The great apes are humankind's closest animal relatives. Like humans they have a variety of facial expressions and each have individual finger prints. This spark of humanity is what has fascinated people for centuries. In the past great apes have been hunted as trophies, for their meat and for decoration.

Some believe that great apes and gorillas in particular have the capacity for spiritual feelings and religious sentiments. Gorillas from different areas have been shown to have individual cultures based around different methods of food preparation. Some great apes even show signs of individual color preferences.

Because of their intelligence and demeanour and their great strength and climbing abilities, great apes are ideal accomplices to many crimes if they can be trained correctly. In addition, the ability to assume the body of a great ape would allow you to use its greater strength and climbing capabilities whilst allowing you to do most things you could do in human form such as walk on two feet and use tools.

Hoppopotami

Description

A hippopotamus or hippo is a large, semi-aquatic, mostly herbivorous mammal found living in hot climates near rivers, lakes and mangrove swamps. Hippos have large barrel shaped torsos, short stubby legs, webbed feet and enormous mouths with a number of very large, sharp teeth. Due to the placement of the jaw hinge, a hippo can open its mouth almost 180°. Adult male hippos weigh on average 1,800kg (3960 lbs) and are about 1.5 meters (5') tall. In the wild hippos live for an average of fifty years.

A hippo's skin is a purplish gray with lighter, brownish pink areas on the underbelly and around the eyes. Their skin secretes a substance which naturally protects it from the sun. The eyes, ears, and nostrils of a hippo are on the top of their heads so that they can keep the majority of their body submerged in water whilst being able to breathe and watch what is happening around them.

The hippopotamus is one of the most aggressive creatures in the world and as such, one of the most dangerous.

Hippopotamus - Dangerous			
Level	3	DB	93
Size	Medium	Hits	113
BMR Type	Quad.: Swim	Init	5
BMR	29 : 22	Stamina	62
# Enc	5-30	Will	69
Outlook	Bellig.	Magic	52
Treasure	- - -		

Attacks:

Bite Attack – Large Puncture	70
Trample – Large Crush	70

Skills:

Endurance (6) 113, Frenzy (8) 53, Navigation (8) 38, Perception (12) 82, Resistance – Magic (10) 52, Resistance – Stamina (7) 62, Resistance – Will (8) 69, Swimming (12) 40, Trample – Large Crush (12) 70, Bite Attack – Medium Puncture (12) 70

Talents:

Blazing Speed, Dense Musculature, Enhanced Senses, Immunity to Stuns, Instinctive Defense, Multiple or Peripheral Eyes (Lesser), Natural Camouflage, Natural Weapon (teeth), Reverberating Strength, Tough Hide (Greater), Toughness

Lifestyle

With the exception of eating, the vast majority of a hippo's life is spent in water. During the day they remain in their rivers, lakes or swamps to keep cool. At dusk hippos will emerge from the water and spend four to five hours grazing on nearby grasses before returning to the water to sleep. While sleeping in water, a hippo will sink to the bottom of the river or lake and then rise to the surface roughly every five minute to breathe without ever waking up. Childbirth, mating and territorial fights with other hippos all occur in water.

Despite spending so much time in water and the fact they have webbed feet, hippos are not particularly good swimmers and do not float. It is for this reason that they are very rarely found in deep water.

Dominant males control their own stretch of river which will contain a group of between 5 and 30 females and young and will defend it against other males. However hippos are not territorial at all when on land.

Abilities and Combat

Despite its short legs and enormous weight, hippos can easily outrun a human. They have been recorded running at 19mph over short distances.

The lower canines and incisors of hippos grow continuously throughout their life. They can reach lengths of up to 50 cm (20"). These teeth are exclusively used for combat and play no part in feeding. The bite force of an adult hippo has been measured to be around 8,100 newtons.

Hippopotamuses are very aggressive creatures. Male hippos are very territorial and very bad tempered and will attack interloping animals without provocation. Female hippos are fiercely protective of their young calves and will attack anything that they deem as a threat to their young. Hippos are known to commonly attack humans whether in boats or on land with absolutely no provocation.

During combat, male hippos will use their incisors to block attacks, and their canines to inflict damage.

Background & Adventure Notes

Despite their resemblance to pigs, hippos are more closely related to whales and porpoises.

Zulus referred to themselves as being 'as brave as a hippopotamus' as hippos were considered braver than any other animal, including the lion.

Ancient Egyptians associated the hippo with pregnancy, fertility and mothers. This was due to the female hippopotamus's protective instincts for their young.

It is thought that the Behemoth from the Book of Job was a hippo, from its fearsome capacity to swim underwater and then suddenly appear with destructive results.

Leopards

Leopard - Dangerous			
Level	3	DB	44
Size	Small	Hits	83
BMR Type	Quadruped	Init	19
BMR	28	Stamina	90
# Enc	1	Will	40
Outlook	Hungry	Magic	34
Treasure	- - -		

Attacks:

Bite Attack – Small Puncture	71
Claw Attack – Tiny Slash	62
Pounce – Small Unbalancing	67

Skills:
Ambush (12) 63, Climbing (8) 50, Endurance (5) 83, Jumping (11) 62, Navigation (6) 31, Perception (12) 71, Resistance – Magic (5) 34, Resistance – Stamina (12) 90, Resistance – Will (5) 40, Stalking & Hiding (12) 118, Swimming (2) 20, Tracking (11) 59, Claw Attack – Tiny Slash (8) 50, Pounce – Small Unbalancing (9) 55, Bite Attack – Small Puncture (12) 74

Talents:
Blazing Speed, Enhanced Scent, Enhanced Senses, Instinctive Defense, Lightning Reflexes, Natural Camouflage, Natural Weapon (teeth), Natural Weapon (Claws), Night Vision, Quiet Stride, Skill Specialization (Bite Attack – Small Puncture), Shrink (Minor)

Description

Leopards are very adaptable and live in a wide range of different habitats but are primarily found in grasslands and rainforests. The leopard is the smallest of the big cats standing between 45 and 80cm (18 – 32") tall. The leopard's fur is seen in various shades of golden yellow with black rosettes on top and a lighter underside with black spots.

Compared to other large cats, the leopard has short legs, a long body and a large skull. This large skull allows leopards to attack and kill prey much larger than itself using its powerful jaw muscles. Leopards are not fussy about what they eat and will consume practically any animal it can catch. Leopards can also climb trees better than any other cat and will often carry heavy carcasses up trees to defend it from other predators.

The typical life span of a leopard in the wild is between 12 and 17 years

Lifestyle

Due to their adaptability, Leopards have the largest distribution of any wild cat. Leopards are solitary creatures and largely nocturnal. They are often found sleeping in trees during the day before getting up and hunting by night. They are opportunistic hunters that will eat anything from small insects to large antelope and everything in between. Their continued survival in the wild when living alongside so many other large predators is mainly due to the leopard's flexibility around prey. In addition, leopards will tend to avoid areas often frequented by other large hunters.

Male leopards tend to have home ranges over twice as large as female leopards. Though there is no overlapping between male territories, it is common that a male's territory will overlap a number of female territories. Males will defend their territories against other males with a show of aggression, often costing one of the leopards his life.

Abilities and Combat

Leopards are well known for their stealth and agility. When hunting they will stalk their prey silently and then pounce on it and strangle the creature by biting its throat, holding the prey still by digging its claws into the prey's flesh. Leopards can run at up to 36mph and can leap 6 meters (20') horizontally and three meters (10') vertically. Leopards are adept at climbing trees and although they're not as good as some other large cats, are also powerful swimmers.

Leopards will generally avoid people, but are better at tolerating human proximity than lions and tigers. Leopards have been known to kill livestock and on very rare occasions prey on humans as well. Most leopards prefer wild prey that requires hunting, but sick or injured leopards and those struggling with a shortage of regular prey may resort to hunting humans and livestock. Despite being smaller than humans, leopards are much more powerful and could kill a full grown man with ease.

Background & Adventure Notes

Leopards are a species of large cat and share a lot of characteristics with other large felines. Leopards are often mistaken for jaguars which look very similar, however leopards are smaller and more slightly built.

There have been a few instances where leopards have been domesticated. A number of leopards were kept by King John in a menagerie at the Tower of London in the 13th century.

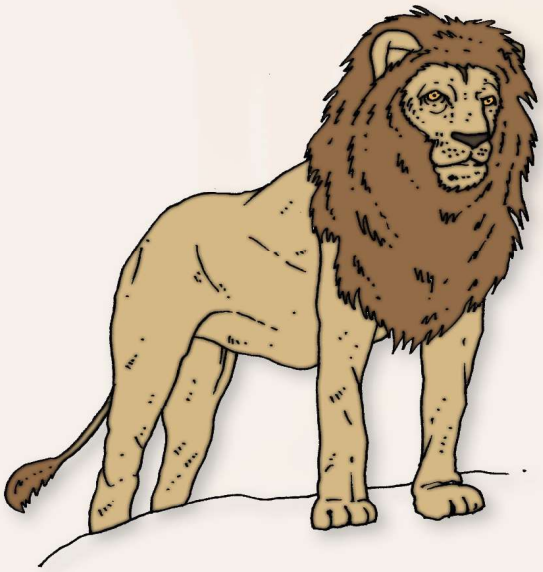
In African myth and folklore the leopard is considered a sure killer and it is the leopard, not the lion that is considered the royal beast of kings. Leopards feature in art, mythology, and folklore from around the world, including countries such as England which have not seen wild Leopards for millennia.

Lions

Description

Lions live in hot grassland habitats with plenty of prey for their large appetites. In the wild a lion can live for between 10 to 14 years. However, it is rare for a male lion to live longer than 10 years, as continual fighting with rival males often results in injury or death. Lions are the tallest of the large cats and can grow up to 120cm (4') tall. They are the second largest big cat in terms of length and weight behind the tiger.

Lions are one of the most easily recognisable animals in existence. They have a coat which varies in colour from pale blond to dark brown, with a lighter underside and a black-tipped tail. Male lions have a large mane which makes the lion look bigger and more intimidating to other lions and other predators. The color of a lion's mane varies in colour from blond to black, getting darker as the lion ages. Female lions do not have a mane. Lionesses are relied on to hunt as the conspicuous manes of male lions would not only make it more difficult to stalk prey, it would also cause the males to overheat when giving chase.



Lion - Dangerous

Level	3	DB	44
Size	Medium	Hits	99
BMR Type	Quadruped	Init	22
BMR	36	Stamina	86
# Enc	1-6	Will	47
Outlook	Hungry	Magic	30
Treasure	- - -		

Attacks:

Bite Attack – Medium Puncture	73
Claw Attack – Claw Slash	44
Pounce – Small Unbalancing	54

Skills:
Ambush (12) 72, Climbing (4) 29, Endurance (5) 99, Jumping (8) 49, Navigation (7) 39, Perception (10) 71, Resistance – Magic (3) 30, Resistance – Stamina (10) 86, Resistance – Will (6) 47, Stalking & Hiding (12) 122, Tracking (10) 61, Claw Attack – Small Slash (7) 44, Pounce – Small Unbalancing (9) 54, Bite Attack – Medium Puncture (12) 73

Talents:
Blazing Speed, Enhanced Scent, Enhanced Senses, Instinctive Defense, Lightning Reflexes, Natural Camouflage, Natural Weapon (teeth), Natural Weapon (Claws), Night Vision, Quiet Stride, Skill Specialization (Bite Attack – Medium Puncture), Subtle

Lifestyle

Lions tend to live in large groups called prides and are very social when compared to other cats. A pride of lions will ordinarily contain five or six (often related) females with their young and in some cases a small number of subordinate males. It is more usual however for male lions to be excluded from their maternal pride when they reach maturity. Some adult male lions live nomadic lifestyles, living and hunting

alone. This is often due to being excluded from other prides. Eventually nomadic male lions would be looking to set up a pride of their own.

Lions are nocturnal and spend a lot of their time, even when awake, resting. On average a lion is inactive for around 20 hours a day. The bulk of their activity is carried out around dusk. Ordinarily groups of lionesses will hunt together while the male lions stay and protect the young. Lionesses will attempt to encircle a herd or group of animals and then target the closest prey. Providing the kill is big enough, it is then shared amongst the entire pride. Lions will often act aggressively towards each other as they tussle to get as much food as possible. Lions spend just under an hour a day eating.

Abilities and Combat

When lionesses hunt, they use short and powerful attacks. They catch the victim with a fast run and then leap on it. Once they have caught the prey they usually kill it by biting its neck and suffocating it. When confronting smaller prey, lions have been known to kill them by a swipe of their paw.

While it is unusual for lions to hunt people, there have been documented cases of some (usually males) who seem to seek out human prey. It is believed that this is due to a lack of other, more usual prey or ill health on the part of the lion.

Background & Adventure Notes

Lions are the most well-known of the large cats and, despite some attacks on humans, enjoy a reputation for being regal, strong, brave and wise. They are often referred to as 'the king of beasts'. It is for this reason that a number of kings kept lions in their menageries as a symbol of their power.

Historically lions were often caught and used for lion-baiting. Lion-baiting involved pitting a lion against another animal in combat, normally a dog and seeing how long the fight would last. In addition to this they were used for entertainments such as 'lion taming'. To this day there are still places around the world where you can see trained lions performing.

In a number of different cultures it is believed that magical lion forebears taught humans the art of hunting, bush lore and spell craft. There are a number of stories of lions taking human form and vice versa including a Sudanese belief that lions would take on the form of beautiful women and entice men to marry them before devouring them. It was said that you could discern these women as they only ever ate meat.

The strength of a lion is a prize that humans have been trying to win throughout the ages in a number of myths and legends from across the globe. Lions have a reputation for despising evil and actively seeking to destroy it.

Lions often appear in British folk traditions with unicorns. It is believed that there is a mutual enmity between the two creatures and they are often seen fighting each other.

The ancient Egyptian goddesses Sekhmet and Bast were lionesses, fierce hunters and venerated war deities. At the temple to Maahes (the lion prince born of Sekhmet or Bast depending on your belief), lions were kept and allowed to roam freely in the temple.

Mongooses

Description

There are a wide variety of different species of mongoose living in an array of habitats including desert, grassland and forests. Common traits amongst all species include long faces and bodies, short legs, small, round ears and thick coats. They have non-retractable claws which are mostly used for digging. Unlike other species of mongoose, meerkats have long thin tails which they use as an aid to balance when standing on their hind legs. All other species of mongoose have bushy tails.

Mongooses range in weight from the smallest, the common dwarf mongoose at 280g (less than 1 lb), to the largest, the white-tailed mongoose at 4.1kg (9 lbs). When on all fours, a mongoose's height is rarely greater than 6 inches (15cm). Mongooses tend to live in burrows, hedgerows, thickets, under rocks or even in drains. They are inquisitive creatures but rarely move too far from cover.

Mongoose - Dangerous			
Level	0	DB	32
Size	Miniscule	Hits	33
BMR Type	Quadruped	Init	10
BMR	12	Stamina	51
# Enc	1-20	Will	10
Outlook	Aloof	Magic	14
Treasure	- - -		

Attacks:

Bite Attack – Medium Puncture	15
Claw Attack – Claw Slash	10

Skills:
Climbing (2) 20, Endurance (3) 33, Jumping (1) 5, Navigation (1) 14, Perception (3) 27, Resistance – Magic (2) 14, Resistance – Stamina (3) 51, Resistance – Will (2) 10, Stalking & Hiding (3) 88, Claw Attack – Miniscule Slash (2) 10, Bite Attack – Miniscule Puncture (3) 15

Talents:
Agile Defense, Athletic, Enhanced Scent, Enhanced Senses, Instinctive Defense, Lightning Reflexes, Natural Camouflage, Natural Weapon (teeth), Natural Weapon (Claws), Poison Immunity, Quiet Stride, Shrink (Greater)

Lifestyle

Mongooses are diurnal and tend to prey on rodents, snakes, small birds and lizards. Some species of mongoose lead very solitary lives, hunting only for themselves, while others travel in groups, sharing food among group members. Meerkats always have a sentry watching for predators while others forage for food. The common dwarf mongoose is often found foraging near hornbills as the two species will warn each other of approaching threats.

Abilities and Combat

Mongooses have a very good sense of smell. Their sight is very acute as well, with many species having binocular vision which they use to watch for predators. Mongooses are fast and agile hunters and will eat almost anything they can catch. They search out prey using both their sense of smell and sight. Should a mongoose's chosen prey try to flee, the mongoose will give chase and kill it while running by biting the animal on the neck or head.

Mongooses are immune to snake venom and as such are often used to fight and kill venomous snakes, particularly cobras. Despite this, mongooses tend to avoid snakes in the wild as they have no particular affinity for eating snake meat.

Background & Adventure Notes

Some species of mongoose have been domesticated and have shown the ability to learn simple tricks. Often mongooses are kept as pets for the purposes of pest control.

In many cultures, fights between mongooses and cobras were considered sport. Considerable money would be placed on which animal would kill which and how quickly.

Moose

Description

Moose live in both coniferous and deciduous forests. Male Moose are easily recognisable due to their distinctive antlers which they lose in the winter and regrow each year. Female moose have no antlers. Moose have dark brown fur, a hump on their backs, a long snout and long, skinny legs. Moose are the tallest of any species of deer with an average adult moose being between 1.4m (55") and 2.1m (just shy of 7') tall at the shoulder. An average moose will weigh around 360kg (792 lbs) and can eat up to 32kg (70 lbs) of food in a day.

Moose are generally slow-moving or inactive when left alone. If startled, however they can move surprisingly quickly for their size. Moose have no front teeth on their top jaw but have eight sharp incisors on their lower jaw. They have a prehensile lip which they often use for stripping bark and leaves off twigs. This lip, along with the moose's tongue and gums are very tough to help deal with their diet of woody vegetation.

Lifestyle

Moose are diurnal and generally very solitary creatures. During the winter months, moose have been known to use their hooves to scrape aside the snow to get to the vegetation beneath. Moose mating season is during the autumn, after which time the males will lose their antlers to preserve energy during the winter. They begin growing them back again in

Moose / Elk - Dangerous			
Level	1	DB	51
Size	Large	Hits	84
BMR Type	Quadruped	Init	10
BMR	31	Stamina	77
# Enc	1	Will	21
Outlook	Aloof	Magic	19
Treasure	- - -		

Attacks:

Kick Attack – Large Impact	26
Charging – Medium Unbalancing	26

Skills:
Jumping (3) 21, Navigation (3) 14, Perception (3) 40, Resistance – Magic (3) 19, Resistance – Stamina (3) 77, Resistance – Will (3) 21, Stalking & Hiding (3) 38, Swimming (3) -4, Kick Attack – Large Impact (3) 36, Charging – Medium Unbalancing (3) 26

Talents:
Blazing Speed, Dense Musculature, Enhanced Scent, Enhanced Senses, Greater Resistance (Stamina), Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Natural Camouflage, Portage Skills, Skill Specialization (Kick Attack – Large Impact), Tough Hide (Minor), Toughness, Giantism (Minor)

the spring. Moose eat vegetation both on land and in lakes, rivers and ponds. Aquatic plants are usually high in sodium which moose need to supplement their diet as the vegetation they eat on land is usually very low in sodium.

Abilities and Combat

Moose are not usually belligerent. However, when harassed they can start to act very aggressively. In many cases, it has been the presence of a domesticated dog that has resulted in a moose charging at a human. In addition, female moose are very protective of their young and will attack if you get too close to their offspring. Moose have very flexible joints capable of kicking in all directions including sideways. More humans are attacked each year by moose than by bears and wolves combined, however injuries sustained through moose attacks are normally less severe.

Moose are herbivorous and not territorial therefore are unlikely to chase a human should it just run away. If a moose maintains eye contact with you, it is a sign of aggression, as is laid-back ears and a lowered head. Moose will ram with their horns, kick with their legs and stomp on anything they deem a threat.

Moose are excellent swimmers. They are the only species of deer capable of feeding underwater by wading in to get to the aquatic plants below the surface.

Background & Adventure Notes

Moose have been hunted since the Stone Age. There is evidence that early man used their huge antlers to make shelters. These moose were hunted by digging pits and then camouflaging them with twigs and branches so that the moose would fall in and be unable to escape. There is even evidence to suggest that wooden fences were erected to guide moose towards the pits. To this day moose are still hunted in many parts of the world.

A castrated moose will lose his current set of antlers and then immediately start growing a new set which he will have for the rest of his life. The new set of antlers will be misshapen and deformed and are often referred to as 'devils antlers'. These antlers are the source of several myths and legends among the Inuit.

Rats

Description

Rats are small to medium sized rodents with short black, brown or grey fur often with a lighter underside. They have slender bodies and pointed heads with large ears. On average a wild rat will weigh 300g (0.67 lbs) and be around 25cm (10") long (50cm (20") if you include the tail). A rat's tail appears bald but is actually covered in very fine hairs.

Rats are nocturnal and are rarely seen during the day. With only a few exceptions, rats are found living everywhere that humans live, particularly in built up urban areas. A rat's lifespan depends upon its species but most don't live past a year in the wild due to predation.

Rat - Dangerous			
Level	0	DB	34
Size	Miniscule	Hits	52
BMR Type	Quadruped	Init	11
BMR	12	Stamina	69
# Enc	5-20	Will	10
Outlook	Aloof	Magic	19
Treasure	- - -		

Attacks:

Bite Attack – Miniscule Puncture	15

Skills:

Climbing (2) 10, Contortions (3) 18, Endurance (3) 52, Jumping (1) 5, Navigation (3) 16, Perception (3) 37, Resistance – Magic (3) 19, Resistance – Stamina (3) 69, Resistance – Will (2) 10, Stalking & Hiding (1) 63, Swimming (1) 5, Tracking (2) 12, Bite Attack – Miniscule Puncture (3) 15

Talents:

Agile Defense, Enhanced Scent, Enhanced Senses, Extremely Nimble, Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Natural Camouflage, Natural Weapon (teeth), Night Vision, Toughness, Shrink (Greater)

Lifestyle

Rats are omnivorous and opportunistic. Brown rats especially will consume almost anything and all species of rats have been known to survive by living off the waste left behind by humans or feeding on unguarded food and crops. The ways a rat forages or scavenges is dependent on the environment, the species and often even the specific group of rats.

Rats are very social creatures. They sleep together is tightly packed groups and are often found grooming each other. Rats have a complex hierarchy with each rat knowing its place. Rats will play fight with one another which involves chasing, jumping and boxing. While play fighting, a rat with attempt to 'attack' the other's neck. In real aggressive displays rats will attempt to attack the other's rear end. Rats may become aggressive if there is limited living space. This often results in the death of some animals with the outcome of freeing up more living space for the survivors.

Rats live in burrows which they dig themselves. Ordinarily they will attempt to dig their burrow next to an object or structure which will provide a suitable 'roof' to the entrance of the burrow. A completed burrow will usually involve multiple levels and a secondary exit in case of attack or flooding.

Abilities and Combat

Rats are poor at discerning colors but have adapted the ability to see UV lights that other animals cannot. Rats have a very good sense of hearing and are sensitive to ultrasound. In addition they have a great sense of smell which some organisations have made use of by using rats to detect landmines and tuberculosis just by scent. Rats are very good swimmers both above and below the surface of the water.

Rats are very territorial and tend to be scared of or aggressive towards rats that they don't know. This aggression will normally involve fluffing up their hair and hissing. These displays of dominance will then turn to aggression if neither rat backs down.

Rats are highly intelligent and have been observed 'learning' specific behaviours and adapting quickly to new surroundings.

Background & Adventure Notes

Rats have a mixed reputation. On the one hand they are thought to have been involved in the spread of as many as 40 different diseases amongst humans including Leptospira, bubonic plague and murine typhus, while on the other hand they are used in labs across the world to help make advancements in the world of healthcare and science.

Rats are a very common pet and have been for centuries. Domesticated rats behave differently from their wild counterparts and pose no more of a health risk than other pets.

The idea of rat meat is considered taboo in many cultures. However, due to the high number of rats in some areas, it has been incorporated into the local diet as a cheap source of meat.

On the Isle of Man it is considered bad luck to say the word "rat", instead they are referred to as "long-tails".

Rats are small, stealthy and can fit through a hole the size of a quarter. For this reason they are good at infiltrating areas unnoticed. A number of witches and wizards throughout history have had rat familiars due to their intelligence and ability to infiltrate areas without being noticed.

Rhinoceroses

Description

Rhinoceroses are characterized by their large size and thick, armor like skin. They are one of the largest land mammals; only elephants are taller at the shoulder. The exact height of a rhino depends on the species but they can grow as tall as 2m (79"). On average a rhino weighs around 1,300kg (2860 lbs) but there have been instances where they have grown to as much as 3,400kg (7480 lbs). Rhinos have huge bodies, short necks and a broad chest. Their mouths are large and flat, situated at the bottom of their skull and used for grazing.

Rhinos are best known for the large horn at the end of their snout. Some species of Rhino have two horns, with a smaller one situated further up their head. Unlike other horned animals, rhino horns are not made out of bone and have no bone in them, they are made of keratin. The size of a rhino's horn varies by species and habitat but can grow as long as 150cm. Rhinos range in color from light brown to dark grey.

Lifestyle

Different species of rhino live in different habitats. As herbivorous grazers they are most often found in grassland and savannah-like areas. Despite having no natural predators apart from humans, a number of rhinoceros species are nearing extinction in the wild. This is thought to be mainly due to habitat reduction and poaching.

Male rhinos are solitary animals and are rarely seen in groups other than in breeding pairs. However, they are not territorial and will, for the most part, allow the presence of other rhinos in their vicinity. Female rhinos are slightly more sociable and may be found in small groups or herds. Rhinos will often gather and tolerate others around mudholes and watering holes where they enjoy wallowing to cool down.



Rhinos are most active at night and early in the morning. They spend the middle of the day wallowing to keep cool in the extreme temperatures. A rhino will spend about half of its waking hours eating and a third resting. Despite living in hot climates, rhinos can go as long as five days without water if there is none available.

Abilities and Combat

Rhinos have very poor eyesight but an excellent sense of hearing and smell. They can run at speeds of up to 34mph and are excellent swimmers. Despite their ability to run at high speeds, rhinos cannot maintain this speed for very long as they may overheat in the high temperatures.

Rhinoceros - Dangerous

Level	3	DB	75
Size	Large	Hits	142
BMR Type	Quadruped	Init	6
BMR	34	Stamina	95
# Enc	1-5	Will	69
Outlook	Bellig.	Magic	52
Treasure	- - -		

Attacks:

Charging/Goring – Large Puncture	70
Trample – Large Crush	70

Skills:

Endurance (6) 142, Frenzy (6) 42, Navigation (6) 28, Perception (10) 68, Resistance – Magic (8) 52, Resistance Stamina (10) 95, Resistance – Will (8) 69, Swimming (2) -4, Charging/Goring – Large Puncture (12) 70, Trample – Large Crush (12) 70

Talents:

Blazing Speed, Dense Musculature, Enhanced Scent, Immunity to Stuns, Lesser Resistance (All), Multiple or Peripheral Eyes (Minor), Natural Weapon (horn), Reverberating Strength, Tough Hide (Greater), Toughness, Rending Horn, Giantism (Minor)

Rhinos are very aggressive animals and will attack humans should they attempt to interfere with them. The black rhino in particular is extremely aggressive, and has been observed charging at tree trunks and termite mounds. When attacking, rhinos will charge and attempt to stab their opponent with its horn and kick out with its front and rear hooves. Black rhinos are particularly vicious and have the highest recorded rates of mortal combat of any mammal. Roughly 40% of black rhinos that die in the wild die in combat with other black rhinos or through combat related injuries.

Background & Adventure Notes

In Malaysia, India and Burma there are legends that should a fire break out in or around a rhinoceros' habitat; it will attempt to stamp out the flames.

Rhinoceros horns are bought and sold on the black market and are used as dagger handles in some cultures whilst others use them as medicine.

Skunks

Description

There are a number of different species of skunk which vary in size and weight. Spotted skunks are the smallest at about 500g (1 lb) while hog nosed skunks are the biggest, often weighing more than 8kg (18 lbs). Skunks have long bodies and short legs with long claws on their front paws which they use for digging. Despite most skunks being black and white, there are some which have brown, grey or cream coats. Almost all species of skunk have some form of white stripe on their backs. In some species they have two white stripes while in other the stripes are broken, forming white spots.

Lifestyle

Skunks live in a variety of different habitats but are most commonly found in woods and prairies. Skunks are omnivorous and will eat whatever is available to them. They will often eat insects, small rodents, lizards and birds but will also eat berries, grasses, nuts and fungi when they are available. It is rare but not unheard of for skunks to scavenge carcasses left by other animals or garbage left by humans. Skunks are most active during dawn and dusk and will spend the day hidden in their burrows.

Skunks are solitary animals that rarely interact with other members of the species outside of mating season. During cold weather female skunks are known to huddle together for warmth in a communal burrow. During the winter skunks stay in their burrows for prolonged periods of time remaining generally inactive and feeding rarely. Skunks use their powerful front claws to dig their burrows and dig for insects and grubs. Once a skunk has dug a burrow it will often use it year after year.

Skunk - Dangerous

Level	0	DB	24
Size	Miniscule	Hits	36
BMR Type	Quadruped	Init	1
BMR	12	Stamina	51
# Enc	1	Will	21
Outlook	Aloof.	Magic	10
Treasure	- - -		

Attacks:

Claw Attack – Miniscule Slash	8
Bite Attack – Miniscule Puncture	13
Spray Attack – Miniscule External Poison	13

Skills:
Endurance (3) 36, Navigation (3) 12, Perception (3) 38, Resistance – Magic (2) 10, Resistance – Stamina (3) 51, Resistance – Will (3) 21, Stalking & Hiding (3) 64, Tracking (2) 13, Claw Attack – Miniscule Slash (2) 8, Bite Attack – Miniscule Puncture (3) 13, Spray Attack – Miniscule External Poison (3) 13

Talents:
Agile Defense, Enhanced Scent, Enhanced Senses, Instinctive Defense, Multiple or Peripheral Eyes (Lesser), Natural Camouflage, Natural Weapon (bite), Natural Weapon (Claws), Natural Weapon (Spray), Poison Bite/Sting (Minor), Shrink (Greater)

Abilities and Combat

Skunks have excellent senses of smell and hearing but can only see up to a distance of around 3m (10'). In the wild skunks can live as long as seven years but most don't live beyond a year due to predation and road accidents.

Skunks are most famous for their scent glands which shoot out a foul smelling fluid, which they use to defend themselves against all manner of potential attackers. This fluid can be sprayed as far as 3m (10') with a high degree of accuracy. The fluid can often cause skin irritations and temporary blindness if

sprayed in an animal's eye. Skunks use their scent glands sparingly as they only have enough fluid for five or six uses and require ten days to produce more. Instead of relying on their scent glands, when confronted skunks will hiss, stamp their feet and raise their tails. If all this should fail then they will use their scent glands as a last resort.

It is very uncommon that skunks will spray other skunks. Instead, when fighting other skunks they will claw and bite each other. Healthy skunks will not bite humans. The most common reason for skunks biting humans is the rabies virus.

Background & Adventure Notes

A skunk's pelt was once very valuable in the fur trade. In modern times skunks are more useful in pest control. Due to their penchant for insects and small rodents that can be detrimental to crops, they have become very useful to farmers.

Skunks are major carriers of rabies and are very dangerous for this fact alone.

Tasmanian Devils

Description

The Tasmanian devil was once found throughout Australia but is now exclusively found on the island of Tasmania. Despite being found across the entire island, they prefer areas of dry forest or coastal woodlands. Tasmanian devils are roughly the size of a small dog. They have a muscular physique with black fur, a pungent odour and a loud and disturbing screech. Their heads are large compared to their bodies and they have extremely powerful jaws. The Tasmanian devil's bite is one of the strongest of any mammalian land predator by unit body mass. A Tasmanian devil's tail is about half as long as its body length and is where the animal stores its fat. A fat tail is the sign of a healthy Tasmanian devil.

Tasmanian devils have five toes on their front paws and four on their rear paws. The fifth toe on their front paw is set to the side which gives them the ability to hold their food should they need to. Tasmanian devils have long claws on each of their toes which they use for digging burrows or digging up insects and grubs to eat. Due to disease and road accidents, it is rare for Tasmanian devils to live much past five years of age in the wild.

Lifestyle

Tasmanian devils are carnivorous marsupials best known for their ferocity when eating. They prey mostly on small to medium sized mammals but are known to hunt and eat a wide variety of prey including animals as big as kangaroos. Despite their ability to hunt, Tasmanian devils will most often scavenge carrion or eat waste left behind by humans.

Tasmanian devils are solitary animals and rarely interact with other members of the species outside of mating season. Despite this they are not territorial and will allow other Tasmanian devils in their home range. You will sometimes see Tasmanian devils eating together if there is a particularly large piece of carrion available but this is not the norm. Female Tasmanian devils can be very protective of their dens, especially if they have young.

Tasmanian devils are nocturnal and conduct the bulk of their activity at dawn and dusk. They spend most of the day in their dens, only coming out to feed.

Abilities and Combat

Tasmanian devils are capable of running up to 8mph for short distances, have been known to swim across rivers and are very good at climbing trees (although their ability to climb decreases as they get older). Due to their nocturnal nature, Tasmanian devils have great black and white vision and can detect moving objects from very far away. However, this has come at the cost of their color vision and they often have trouble discerning different shades and colors and seeing objects that are not moving.

Tasmanian devils have a very strong bite which is used to tear meat and crush the bones of their prey. A Tasmanian devil can devour all traces of a kill including bone and fur in a relatively short space of time. While Tasmanian devils are known to eat dead human bodies, there is no evidence to suggest that they ever make an attempt to kill and eat live humans. On the whole Tasmanian devils are scared of humans and will avoid them at all costs.

In combat Tasmanian devils will strike with their long claws or bite with their powerful jaws. However, acts of aggression are mostly saved for hunting.

Tasmanian Devil - Dangerous			
Level	0	DB	30
Size	Tiny	Hits	56
BMR Type	Quadruped	Init	9
BMR	17	Stamina	69
# Enc	1	Will	18
Outlook	Aloof.	Magic	10
Treasure	- - -		

Attacks:

Bite Attack – Miniscule Puncture	27
Claw Attack – Miniscule Slash	17

Skills:

Endurance (3) 56, Frenzy (3) 26, Jumping (2) 12, Navigation (2) 7, Perception (3) 39, Resistance – Magic (2) 10, Resistance – Stamina (2) 69, Resistance – Will (1) 18, Stalking & Hiding (3) 55, Tracking (3) 19, Claw Attack – Tiny Slash (3) 17, Bite Attack – Tiny Puncture (3) 27

Talents:

Agile Defense, Blazing Speed, Enhanced Scent, Enhanced Senses, Extremely Nimble, Greater Resistance (Stamina), Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Natural Camouflage, Natural Weapon (teeth), Natural Weapon (Claws), Night Vision, Shrink (Major)

Background & Adventure Notes

Historically the teeth of Tasmanian devils were considered great trophies and the early peoples of Australia would hunt Tasmanian Devils and wear their teeth as evidence of their hunting prowess. This may have had a hand in the eventual extinction of Tasmanian Devils on the Australian mainland.

With the Tasmanian Devil's penchant for devouring human bodies, they could offer a simple explanation to disturbed graves and missing dead bodies.

Tigers

Description

Tigers are best known for their distinctive coat which has vertical black stripes on browny-orange fur with a lighter underside. The pattern of stripes is individual to each tiger and, if shaved, the tiger's stripes would be evident on its skin. A tiger's stripes are used for camouflage amongst the long grasses of their habitat where they hunt their prey.

Tigers are the largest of all the large cats. The average tiger is around 1.2m (4') tall and 3.3m (10' 10") long including the tail. On average a tiger weighs around 300kg (660 lbs). Tigers have very muscular bodies, strong front legs and a large head. A tiger's head is filled with very long, stout teeth. A tiger's canines are some of the longest amongst large cats and have been known grow to a length of 9cm (3.5"). The average lifespan for a tiger is around 25 years. This seems to be the case both in the wild and in captivity.

Lifestyle

Tigers can be found in a wide range of different habitats though most will usually be close to water with good cover for hunting and an abundance of prey. Tigers are territorial and solitary animals. They will only be found in groups during the mating season and if there is enough food to sustain a number of tigers. Male tigers are particularly intolerant of other male tigers in their territory. Territorial disputes rarely come to physical aggression; instead they are normally resolved by displays of intimidation. Following one of these displays of intimidation, a tiger will admit defeat and submission by rolling onto its back and showing its belly.

Tigers are generally nocturnal and do the majority of their hunting at night. They are opportunistic hunters and will catch and eat prey of all sizes. The majority of a tiger's diet is deer or cow like species native to their habitat. Ill or wounded tigers have been known to prey on humans as they can no longer catch their normal, faster moving and more wary prey.

Tiger - Dangerous			
Level	3	DB	50
Size	Medium	Hits	102
BMR Type	Quadruped	Init	2
BMR	31	Stamina	86
# Enc	1	Will	40
Outlook	Hungry	Magic	30
Treasure	- - -		

Attacks:

Bite Attack – Medium Puncture	63
Claw Attack – Small Slash	49
Pounce- Medium Unbalancing	59

Skills:

Ambush (12) 72, Climbing (4) 29, Endurance (6) 102, Jumping (7) 44, Perception (10) 70, Resistance – Magic (4) 30, Resistance – Stamina (11) 86, Resistance – Will (4) 40, Stalking & Hiding (10) 118, Swimming (3) 24, Tracking (9) 55, Claw Attack – Small Slash (8) 49, Pounce – Medium Unbalancing (10) 59, Bite Attack – Medium Puncture (12) 63

Talents:

Agile Defense, Enhanced Scent, Enhanced Senses, Instinctive Defense, Lightning Reflexes, Natural Camouflage, Natural Weapon (teeth), Natural Weapon (Claws), Night Vision, Quiet Stride, Reverberating Strength, Subtle

Abilities and Combat

Tigers are very good swimmers and unlike other large cats, enjoy being in water. In the wild they are often observed bathing in rivers and lakes. Tigers can swim up to a distance of around 30km in a day.

Tigers are solitary hunters. They stalk their prey until they are close enough to pounce and then overpower their prey with their size and weight, whilst simultaneously biting at the creature's neck. The tiger will keep hold of the animal's neck until it has died of strangulation. Using this method a tiger is more than capable of killing animals six times bigger than itself.

On average a tiger can run up to 40mph but they have very little stamina so chases tend to be short lived. It is for this reason that tigers need to stalk so effectively and will patiently wait for their prey to be close enough before breaking cover. Thanks to their powerful back legs, tigers can leap as far as 10m (33') to catch their prey.

Tigers have been known to kill smaller prey with a swipe of their large paws. These 'swipes' are powerful enough to smash the skull of domesticated cattle.

Instances of tigers attacking humans are relatively common in some areas where humans live in close proximity to tiger habitats. Some of these attacks are provoked as people attempt to hunt tigers for their fur and bones. Occasionally an attack will be the result of a person or people accidentally surprising a tiger in the wild or coming between a mother and its young. On rare occasions tigers will hunt humans as prey. This tends to be in areas where human activity is encroaching on the tiger's habitat and diminishing the population levels of their regular prey animals. When a tiger takes to hunting humans, they do it in the same manner they use to hunt other prey. The only difference is that when humans are the targeted prey, tigers tend to hunt during the day.

Background & Adventure Notes

Historically tigers have been hunted extensively in the wild. The practice was most prevalent in colonial India where they had a variety of methods for hunting the big cats. Some hunters would stalk them on foot, others would wait on large platforms with an animal tied below as bait, while others would hunt on elephant back. As one of the big five game animals of Asia, tigers were hunted as trophies or for their skins. In China and other parts of Asia, some parts of a tiger are thought to be medicinal and they are hunted to harvest these parts for sale on the black market.

Tigers are very important in Chinese myth and culture and are one of the 12 animals of the Chinese zodiac. In China the tiger replaces the lion as the king of beasts. In Chinese mythology the tiger is often depicted as the rival of the dragon with these two creatures symbolising matter and spirit respectively.

Throughout Asia the tiger is an important animal in culture and myth. In Malaysia the word tiger should not be said out loud as it may invite the tiger to attack. Instead they are referred to as 'hairy face', 'stripped one' and 'grandfather'. In Thailand tigers are thought of with greater affection. There is a tale of a young boy who had lost his pet tiger and wandered the wilderness for years searching while people asked 'Joey, where's your tiger?"

In some areas tigers have been domesticated to a fashion and are kept as symbols of wealth and power.

In many parts of the world there are tales of were-ti-

gers; people who can turn into tigers and back at will. In some areas they are thought to be powerful sorcerers who would menace the surrounding population and kill livestock, in others they were ordinary people who had been struck by a hereditary curse or vindictive ghost. In Sumatra were-tigers are powerful but friendly and act as vessels for the souls of the dead.

Like domesticated cats, larger cats are often taken as familiars due to their strength and acute senses. Due to its spiritual and mythological background, tigers are the most common choice for a familiar amongst all the big cats.

Wild Boars

Description

Wild boars vary in size and colour depending on their habitat. Common characteristics amongst all wild boars are their relatively large heads, small bodies and short legs. They are covered in stiff bristles and a shorter, finer fur which becomes denser during the winter months. An adult male boar is on average around 80cm (32") tall and will weigh roughly 70kg (155 lbs). However, they have been known to grow as tall as 120cm (4') and weigh up to 100kg (220 lbs).

An adult male boar will start developing tusks upon reaching maturity. These tusks will grow continuously from their upper and lower canine teeth throughout his life and will eventually protrude from the mouth. Wild boars have many uses for their tusks including using them for digging and turning over rocks and logs to find grubs underneath and as weapons when attacking. Male boars will regularly grind their upper and lower tusks together to sharpen the edges. A wild boar's tusks will normally measure about 6cm(3") but have been known to grow as long as 12cm (5").

Wild Boar - Dangerous

Level	1	DB	59
Size	Medium	Hits	114
BMR Type	Quadruped	Init	7
BMR	19	Stamina	86
# Enc	1-20	Will	32
Outlook	Aggr.	Magic	10
Treasure	- - -		

Attacks:

Bite Attack – Small Puncture	30
Headbutt – Small Unbalancing	25
Charging/Goring – Medium Puncture	40

Skills:

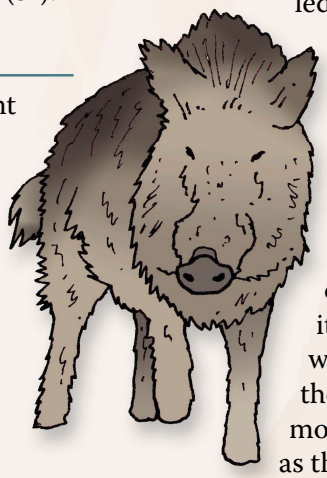
Endurance (6) 114, Frenzy (2) 24, Navigation (3) 12, Perception (5) 51, Resistance – Magic (2) 10, Resistance – Stamina (6) 86, Resistance – Will (4) 32, Stalking & Hiding (5) 57, Tracking (4) 26, Charging/Goring – Medium Puncture (6) 40, Headbutt – Small Unbalancing (3) 25, Bite Attack – Small Puncture (4) 30

Talents:

Dense Musculature, Enhanced Scent, Enhanced Senses, Instinctive Defense, Lesser Resistance (Stamina), Multiple or Peripheral Eyes (Lesser), Natural Camouflage, Natural Weapon (horn), Natural Weapon (teeth), Night Vision, Poison Immunity, Tough Hide (Minor), Toughness

Lifestyle

Wild boar are found in a variety of different habitats across the globe. They tend to favor living in woods or forests, in close proximity to a lake or pond. Wild boar are omnivorous scavengers and will eat almost anything they come across with the majority of their feeding occurring during dawn and dusk. Technically boars are nocturnal but spend long periods of both the day and night resting.



Adult male boar are solitary creatures and for the most part will not interact with other boar outside of mating season. Females on the other hand are much more social and live in groups called sounders. These groups usually contain around 20 animals, both females and young. This group will be led by a dominant female with male boar leaving to live solitary lives once they reach maturity.

Abilities and Combat

Wild boar can be very aggressive if surprised or cornered. When a male boar attacks it will lower its head and charge, slashing upwards with its tusks as it makes impact. Female boars will charge with their heads up and mouths open and then bite their attacker. It is not uncommon for humans to be attacked by wild boar as they travel through their habitat. Due to

the size of a wild boar, fatalities are rare but they can inflict serious wounds including breaking legs and tearing open entrails.

Wild boar, and all pigs are one of very few mammals that are immune to snake venom.

Background & Adventure Notes

Wild Boars are ancestors of the domestic pig and the two species have been known to breed successfully and create hybrid animals.

Throughout the world wild boar are associated with warfare due to their fierce and aggressive nature. For this reason boar motifs are often found on armour and weapons. Norse warriors would adorn their helmets with boar tusks to attest to their courage and valour.

In Celtic mythology, the boar was sacred to the Gallic goddess Arduinna and acted as a symbol of fertility and abundance. In a number of different cultures there are stories of boar that can be hunted, killed and eaten only to be hunted again the next day so long as the bones are not broken. These stories symbolise the cycle of life and death and continual nourishment offered by the gods.

The hero's portion is said to be the best most succulent joint of boar and is offered to the hero who has proved himself fierce and brave beyond all others. Squabbling over this piece of meat is a common theme amongst old folk tales and myths.

Hunters often used 'boar spears' to hunt wild boars. The idea being that as the boar charged, you lowered the spear and impaled the boar. Even when successful, the force of the boar hitting the spear was enough to knock a man backwards.

Wolves

Description

Wolves are the largest of all canids. They have dense, fluffy fur which is most commonly a mottled gray color, although they have also been known to have white, red, brown or black fur. They are slender, heavily muscled animals with relatively long legs and small paws. The wolf's long limbs allow them to move swiftly through the deep snow which covers so much of their natural habitat. In cold climates a wolf can reduce the blood flow near its skin to retain body heat.

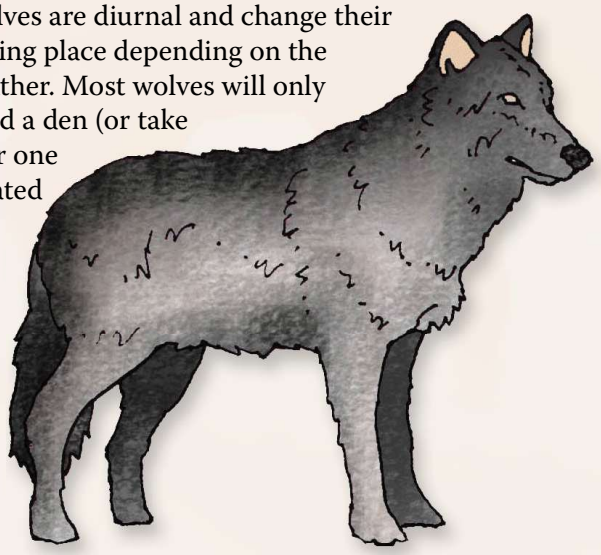
Wolves have long blunt muzzles with small triangular ears and powerful jaws filled with sharp teeth. A wolf's teeth are more suited to crushing bone than the teeth of other dog-like species. A wolf's jaw can exert a pressure of 1,500 pounds per inch. On average a wolf is around 80cm (32") tall and weighs around 45kg (100 lbs).

Lifestyle

Wolves are most often found in forests and woods but can be found in a variety of different habitats including grasslands and arctic regions. They are social animals living in family groups mainly consisting of a mated pair and their offspring. An average family group or pack consists of around five to eleven animals. Sometimes two or three family groups will remain together, travelling as one pack. Wolves have a gregarious nature and are highly expressive in their behaviour.

Wolves are very territorial. The size of a wolf pack's territory will depend upon the amount of prey available. A wolf pack will claim and defend a territory which contains more prey than they need to survive to ensure that there is a steady supply of food. Wolf packs are constantly travelling through their territory searching out prey, though they tend to avoid the fringes of their lands in case they come across a neighbouring pack. Fights over territory are one of the most common causes of death for wolves. Wolves find prey using scent, following tracks or by chance encounter whilst travelling through their territory. It is for this reason they cover so much of their territory every day.

Wolves are diurnal and change their resting place depending on the weather. Most wolves will only build a den (or take over one created by



another animal) for pups during the summer months. When they are using a den, wolves are known to access them using skilfully selected hidden routes to conceal their approach.

Wolves are omnivorous and, although they prefer medium to large sized animals such as moose, deer and boar, they are not fussy and will eat smaller animals and insects as well as consuming livestock and human garbage. They supplement this with berries and fruits which may be found within their territory. Wolves can survive without food for prolonged periods of time. Two weeks without food will not weaken a wolf's muscle strength. When prey is scarce and wolves are desperate for food, they have been known to eat weak or injured wolves and the bodies of dead pack members.

Abilities and Combat

Compared to other canids, a wolf's sense of smell is underdeveloped and as such they rarely manage to catch animals by scent. However wolves have an incredible sense of hearing which is better even than a fox's. In addition their night vision far exceeds that of other dog-like species. Wolves roam their territories at a speed of 5.5mph. This can be maintained for hours and allows them to cover large portions of their territory in a day.

On bare paths with no obstructions, a wolf can quickly achieve speeds of 30–40mph. A running wolf holds its head slightly low and cocked to one side, directing one ear forward and the other back. This posture allows the wolf to continually make use of its exceptional hearing.

Experiments have indicated that wolves have the ability to remember and learn from events. They can tell the difference between an armed human and an unarmed human and, even if a weapon is concealed, have learnt to avoid humans who display the confidence associated with being armed. Wolves that have had experiences with traps may learn how to avoid them or harmlessly trigger them.

When hunting, wolves will stalk their prey, and attempt to remain undetected until they consider themselves close enough. Once a wolf has been detected the prey will either flee or stand its ground. If an animal stands its ground the wolves will attempt to intimidate it into running. If they are unable to scare the prey into running, they will eventually give up and leave. Once an animal is fleeing, the wolves will give chase. If it is a small animal, wolves will attempt to catch it and kill it as soon as possible. If it is a larger animal the wolves will chase it for roughly 1km until it is tired and then pounce. Wolves will bite the throat of small and medium prey to kill it but will normally avoid attacking the front area of larger prey and instead bite huge chunks out of their rear quarters, causing them to die from severe blood loss.

Wolves have been known to attack humans but these attacks are rare. Wolves will react aggressively under provocation but will rarely kill a human; instead they will bite at extremities to ward them off. In rare instances, wolves that have become accustomed to humans and are lacking other prey animals may begin hunting humans. When this happens the victim is normally bitten on the head and face repeatedly and then dragged off and eaten. These attacks are very rare but once a wolf has started hunting humans, attacks will only stop when the wolf is killed.

Wolf - Dangerous

Level	3	DB	60
Size	Small	Hits	79
BMR Type	Quadruped	Init	20
BMR	20	Stamina	86
# Enc	2-20	Will	70
Outlook	Hungry	Magic	65
Treasure	- - -		

Attacks:

Claw Attack – Tiny Slash	60
Bite Attack – Small Puncture	60
Pounce Attack – Medium Unbalancing	64

Skills:

Acrobatics (6) 39, Endurance (5) 79, Frenzy (12) 63, Jumping (12) 64, Navigation (6) 35, Perception (12) 62, Resistance – Magic (5) 65, Resistance – Stamina (12) 86, Resistance – Will (12) 70, Stalking & Hiding (12) 93, Swimming (2) 20, Tracking (12) 62, Bite Attack – Small Puncture (10) 60, Claw Attack – Tiny Slash (10) 60, Pounce Attack – Medium Unbalancing (12) 64

Talents:

Enhanced Scent, Instinctive Defense, Lesser Resistance (All), Lightning Reflexes, Natural Weapon (Teeth), Natural Weapon (Claws), Quiet Stride, Tough Hide (Minor), Shrink (Minor)

Background & Adventure Notes

All domesticated dogs are the ancestors of wolves who were first domesticated as early as 33,000 years ago.

Wolves are very common in mythology, legend, religion and culture across the world and evoke a wide variety of emotions from different regions. In many cultures they are considered fierce and evil, being portrayed as the devourer of light in Hindu belief and as one of the creatures that brings about the end of the world in Norse mythology. In contrast wolves were venerated in Roman mythology as the creature that raised Romulus and Remus who went on to found Rome, Japanese mythology has the wolf as a deity, protecting farmers crops from boar and deer. Wolf's teeth were considered lucky amongst early Celts.

Some cultures believed that wolves were their spiritual brothers and teachers who would guide them along the path into and throughout the afterlife.

The wolf is a powerful totem which symbolises intelligence, bravery and cunning married with a wild ferocity not found in domesticated dogs.

Wolves are associated with witchcraft in a number of cultures. The Navajo feared that they were witches in wolf's clothing.

Because of their similarity to domesticated dogs and their affinity for humans, combined with their fierce nature, wolves make great familiars. Their inherent intelligence, stealth, stamina and ferocity in attack make them a very popular form for spell casters to take.

Wolverines

Description

Wolverines are stocky bear like carnivores about the size of a domesticated dog. They have short legs, thick dark fur, rounded heads and small eyes. To their shoulder wolverines are roughly 45cm (18") tall and weigh on average 20kg (44 lbs). Male wolverines are considerably larger than female wolverines, in some cases as much as 30% larger. A wolverine's fur is very oily, making it hydrophobic and resistant to frost.

Wolverine - Dangerous

Level	0	DB	39
Size	Small	Hits	94
BMR Type	Quadruped	Init	7
BMR	15	Stamina	71
# Enc	1	Will	37
Outlook	Hungry	Magic	29
Treasure	- - -		

Attacks:

Bite Attack – Small Puncture	24
Claw Attack – Tiny Slash	24

Skills:
Endurance (3) 94, Frenzy (3) 29, Perception (3) 43, Resistance – Magic (3) 29, Resistance – Stamina (3) 71, Resistance – Will (3) 37, Stalking & Hiding (3) 53, Tracking (3) 23, Claw Attack – Tiny Slash (3) 24, Bite Attack – Small Puncture (3) 24

Talents:
Agile Defense, Dense Musculature, Enhanced Scent, Enhanced Senses, Instinctive Defense, Lesser Resistance (All), Natural Camouflage, Natural Weapon (teeth), Natural Weapon (claws), Reverberating Strength, Skill Specialization (Endurance), Toughness, Shrink (Minor)

Lifestyle

Wolverines are solitary animals that live mainly in isolated arctic regions. Successful males will form life-long mating relationships with two or three females and will visit them occasionally throughout the year. Unsuccessful males may never find a mate.

A wolverine's diet consists mainly of mammals of varying sizes. The majority of what they eat is carrion which they may find themselves or steal from other predators. Wolverines are powerful and versatile predators and have been known to hunt and kill animals such as deer which are much larger than themselves. In most cases wolverines will only hunt prey that can be easily obtained such as the old, young, sick and infirm. During the winter they can take much larger prey which has been trapped by heavy snowfall.

Abilities and Combat

Wolverines are incredibly strong for their size and are armed with powerful jaws, sharp claws and a thick skin. In addition, it has a special tooth at the back of its mouth which is rotated 90 degrees and allows them to tear meat off prey that has been frozen solid. Wolverines have been known to defend their kill from much larger and more numerous predators thanks to their ferocious nature.

Background & Adventure Notes

Wolverines are a member of the weasel family and share a common ancestry with weasels, meerkats and skunks.

Wolverines give off a very bad smell and as such are never domesticated and never used for any sport. They are vicious animals that can inflict serious damage to creatures much bigger than themselves. Despite their small size, they would still be able to seriously harm a human. The injuries sustained would however be isolated to below the knee.

Animals Dangerous - Racial Stats

Names	ST	CO	AG	QU	SD	RE	IN	PR	END	PP	Stamina	Will	Magic
Bear	3 (7)	2 (7)	0 (1)	2 (3)	1 (5)	-2 (0)	0 (2)	1 (5)	60	0	25	5	0
Buffalo / Bison	2 (5)	1 (6)	0 (1)	0 (6)	0 (7)	-3 (0)	-1 (1)	0 (4)	60	0	30	0	0
Bull	1 (5)	0 (6)	-2 (3)	-1 (6)	-1 (5)	-3 (0)	-3 (2)	0 (3)	60	0	30	0	0
Cheetah	1 (3)	0 (5)	2 (3)	6 (8)	0 (3)	-1 (0)	1 (4)	1 (4)	60	0	20	5	5
Cougar	1 (4)	3 (6)	0 (3)	3 (7)	2 (4)	-1 (0)	2 (3)	1 (3)	60	0	20	5	5
Fox	-6 (6)	3 (7)	1 (1)	0 (5)	0 (1)	-3 (2)	2 (3)	-5 (5)	60	0	15	10	5
Great Apes	2 (6)	1 (5)	0 (2)	0 (4)	3 (3)	-1 (1)	2 (5)	2 (4)	60	0	20	5	5
Hippo	4 (7)	2 (4)	-5 (5)	-2 (6)	4 (3)	-3 (0)	-1 (2)	2 (3)	60	0	15	15	0
Leopard	1 (5)	2 (6)	1 (3)	4 (8)	2 (3)	-1 (0)	0 (2)	1 (3)	60	0	20	5	5
Lion	2 (5)	1 (7)	1 (1)	4 (8)	3 (3)	-1 (0)	2 (3)	3 (3)	60	0	20	5	5
Mongoose	-8 (5)	1 (2)	1 (2)	0 (3)	-4 (4)	5 (2)	-2 (4)	-8 (8)	60	0	30	0	0
Moose/Elk	1 (5)	0 (6)	-3 (3)	-1 (4)	-1 (4)	-3 (0)	-3 (5)	0 (3)	60	0	30	0	0
Rat	-8 (5)	6 (6)	1 (2)	1 (3)	-4 (4)	-1 (0)	0 (2)	-8 (8)	60	0	30	0	0
Rhino	4 (7)	2 (3)	-5 (5)	-2 (7)	4 (3)	-3 (0)	0 (1)	2 (4)	60	0	25	5	0
Skunk	-8 (5)	0 (3)	0 (1)	-3 (4)	-3 (6)	-3 (0)	-3 (3)	-8 (8)	60	0	30	0	0
Tasmanian Devil	-5 (6)	2 (5)	-1 (2)	-1 (5)	-1 (5)	-3 (0)	-3 (3)	-4 (4)	60	0	25	5	0
Tiger	2 (4)	1 (6)	0 (3)	4 (8)	2 (3)	-1 (0)	2 (3)	3 (3)	60	0	20	10	0
Wild Boar	0 (4)	2 (6)	-2 (3)	-1 (8)	2 (4)	-3 (0)	-2 (2)	-1 (3)	60	0	30	0	0
Wolf	1 (3)	2 (4)	1 (5)	2 (8)	0 (3)	-1 (1)	2 (3)	1 (3)	60	0	10	0	20
Wolverine	-4 (6)	3 (5)	-1 (3)	0 (5)	0 (6)	-3 (0)	-2 (4)	0 (1)	60	0	30	0	0

Animals - Avian

Animals - Avian Stats

Names	Lvl	Size	BMR Type	BMR	Init	DB	Hits	Attacks	#Enc	Out-look	Treas.	Stam.	Will	Magic
Birds	0	Tiny	Fly	26.5	10	34	46	(See SKILLS)	1 - 100	Aloof	---	52	20	20
Eagle	2	Large	Fly	36.75	13	40	137	(See SKILLS)	1-2	Aloof	---	88	46	27
Crow/Raven	1	Medium	Fly	32.75	12	32	108	(See SKILLS)	1-10	Aloof	_PP	45	36	31
Gulls	0	Large	Fly	35.75	11	30	126	(See SKILLS)	1-500	Prot.	---	59	38	34
Hawk	2	Medium	Fly	33.75	13	40	121	(See SKILLS)	1	Aloof	---	83	49	32
Ostrich/Emu	2	Large	Biped	19	14	40	150	(See SKILLS)	1 - 20	Aggr.	---	103	52	37
Owl	1	Medium	Fly	34.5	12	36	108	(See SKILLS)	1	Aloof	---	50	56	37
Peregrine Falcon	1	Medium	Fly	35.5	14	42	97	(See SKILLS)	1	Aloof	---	80	29	17
Vulture	2	Large	Fly	39.5:6	9	28	181	(See SKILLS)	1	Aloof	---	79	63	47

Birds - Avian

Level	0	DB	34
Size	Tiny	Hits	46
BMR Type	Fly	Init	10
BMR	26.5	Stamina	52
# Enc	1-100	Will	20
Outlook	Aloof	Magic	20
Treasure	- - -		

Attacks:

Beak Attack – Tiny Puncture	17
Claw Attack – Tiny Slash	17

Skills:

Acrobatics (1) 17, Endurance (3) 16, Flying/Gliding (3) 77, Navigation (3) 12, Perception (3) 35, Resistance - Magic (2) 20, Resistance - Stamina (3) 52, Resistance - Will (1) 20, Beak Attack – Tiny Puncture (3) 17, Claw Attack – Tiny Slash (3) 17

Talents:

Agile Defense, Athletic, Enhanced Senses, Flight, Instinctive Defense, Lesser Resistance (All), Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Natural Camouflage, Natural Weapon (Beak), Natural Weapon (Claws), Night Vision, Skill Specialization (Flying/Gliding), Shrink (Major)

Birds

Description

There are around 10,000 different species of bird. These species vary wildly and live in almost every different type of habitat. Despite their differences there are a number of characteristics shared by all birds: All have feathers, wings, a toothless beak, lay hard-shelled eggs and are warm-blooded vertebrates.

Feathers are a characteristic feature of birds. Birds' feathers come in a variety of different shapes and sizes and are adapted for a number of different uses. They allow birds to fly, provide insulation, are used to attract mates, provide camouflage from predators, and are used for signalling other birds. Birds spend about 9% of their time preening their feathers which require near constant maintenance.

Birds range in size from the Bee Hummingbird, which is only 2 inches (5cm) tall, to the Ostrich which is 9 feet (2.75m) tall.

For the majority of birds, flight is the primary form of locomotion. Birds have a number of adaptations which allow them not only to fly but to use flight for breeding, feeding, hunting and avoiding predators. These adaptations include having a lightweight skeleton with air filled cavities, having large flight muscles which make up roughly 15% of a bird's mass and wings which can be used as aerofoils.

Lifestyle

Each species of bird has its own specific lifestyle and adaptations that allow it to survive in its chosen habitat. However, the majority of birds are diurnal with birds such as owls and nightjars being obvious exceptions. There are also a number of species (referred to as "waders") who are active when the tides are appropriate regardless of whether it is day or night.

A number of birds take advantage of different seasonal temperatures around the globe by migrating. These migrations are normally triggered by length of daylight or weather conditions and allow birds to access different food sources and breeding habitats.

Birds are very social creatures and exhibit cooperative behaviors such as hunting, flocking and mobbing of predators. While some birds are territorial or live in small groups, others live in vast flocks. Being a member of a large flock brings relative safety from predators especially ambush predators. So great is the benefit of flocking that some mixed-species flocks are seen consisting of small numbers of a variety of species.

Birds communicate using calls, song and visual signals. In many cases the communications of one species are understood by a wide variety of different species of bird.

A bird's diet varies between species but the majority have a diverse omnivorous diet which may include nectar, fruit, seeds and small animals (such as invertebrates, insects, mammals, rodents and in some cases other birds.)

Abilities and Combat

The majority of birds, with a few notable exceptions, have a very poor sense of smell. Instead they have highly developed vision adapted to their particular habitat and lifestyle. Water birds for instance have special lenses which allow them to see underwater. While some species have eyes on the side of their head allowing them to see a wider field, other birds such as owls have eyes on the front of their heads giving them binocular vision, making it easier to judge depth of field. Birds see in color and can also see ultraviolet light, an ability which is sometimes used in courtship rituals.

Despite not having obvious ears, birds have very good hearing. The inner ear is hidden under feathers but in a number of cases is highly developed allowing them to hear predators and prey from a great distance.

Many birds, especially birds of prey and other carnivores, have sharp talons and beaks for catching and killing prey. Though it is rare that birds will ever use their claws or beaks to attack an animal that they will not then eat, they may be used in defense especially if the bird feels their young or nest are in danger.

Background & Adventure Notes

A number of birds such as turkeys, chickens and ducks are bred and farmed for food. In addition, a number of countries and cultures have a tradition of hunting wild birds or birds bred specifically for hunting purposes such as partridges and grouse.

A number of bird species are very popular as pets. For the most part pet birds are smaller species but parrots are also very common pets. Birds of prey are often kept and used for hawking or falconry where the bird will be trained to search for and hunt animals in their natural habitat for their masters.

Birds are present in the folklore and religion of a number of different countries and cultures dating back to early cave paintings. Birds are most often depicted as messengers. In ancient Rome priests involved in augury would interpret the flight of birds and how much noise they made as they flew to foretell the future.

A number of bird species have their own place in folklore or religion. Doves for instance are a symbol of peace and love while in India the peacock is considered as a symbol of mother earth. While regarded as wise across most of Europe, owls have a much darker symbolism in Africa where they are associated with bad luck, witchcraft and death.

Crows and Ravens

Crows and Raven - Avian			
Level	1	DB	32
Size	Medium	Hits	108
BMR Type	Fly	Init	12
BMR	32.75	Stamina	45
# Enc	1-10	Will	36
Outlook	Aloof	Magic	31
Treasure	- PP		

Attacks:

Claw Attack – Small Slash	29
Beak Attack - Small Piercing	14

Skills:

Acrobatics (2) 25, Endurance (6) 48, Flying/Gliding (6) 105, Mental Focus (6) 46, Navigation (6) 33, Perception (6) 56, Resistance - Magic (3) 31, Resistance - Stamina (4) 45, Resistance - Will (4) 36, Stalking & Hiding (2) 40, Claw Attack – Small Slash (6) 29, Beak Attack – Small Piercing (3) 14

Talents:

Agile Defense, Athletic, Blazing Speed, Enhanced Senses, Flight, Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Lesser), Natural Camouflage, Natural Weapon (Beak), Natural Weapon (Claws), Night Vision, Skill Specialization (Mental Focus), Skill specialization (Flight x2), Toughness

Description

Crows and ravens are part of the family corvidae (informally known as 'the crow family'). There are a number of species of crow and raven. Each species has slight differences in appearance, habitat and diet but they share a great number of similarities. Crows and ravens are omnivorous with a very diverse diet. They have been known to eat anything from fruits, nuts and insects to frogs, mice, other birds and carrion.

The raven is the largest bird of the crow family, growing as large as 80cm tall with an average wingspan between 3.3 feet (1m) and 5 feet (1.5m). In addition to being slightly larger than other crows, ravens have a larger beak and shaggy feathers around their neck. An average crow will be around 1.6 feet (50cm) tall with a wingspan of around 90cm. More so than ravens, crows are often found living in human population centres.



Crows and ravens are found in a wide array of habitats across the globe, most often in coastal regions, woodland or human population centres. The average lifespan of a member of the crow family is around twenty years.

Although crows and ravens are almost always black, white crows and ravens do exist but they are exceptionally rare.

Lifestyle

Crows and ravens are believed to mate for life, with each pair defending their own territory. Despite being mated for life, crows and ravens tend to forage alone during the day. At night they will return to their nests. Unmated individuals tend to roost together at night. During the winter it is more common that crows and ravens will gather in flocks to forage and roost together at night.

Crows and ravens lay between three and seven eggs each spring with both parents caring for the young for several months after they are born. Crows and ravens are quarrelsome creatures, even amongst their own species, however there is evidence to suggest that they show considerable devotion to their immediate family members.

Ravens are known to steal and hoard shiny objects such as pieces of metal and shiny jewels. No one is certain of the reason for this, though a number of theories have been put forward. One theory is that ravens use these objects to try and impress other ravens. Another theory is that young ravens are very curious about new things and so will take these objects to sate their curiosity. As ravens grow older it is believed that they lose their curiosity.

Abilities and Combat

Crows and ravens are remarkable creatures and are thought to be among the world's most intelligent animals. Crows and ravens have been known to use tools, hide and store food across seasons, exhibit episodic-like memory and can distinguish individual humans by recognising their facial features.

Crows and ravens have been known to manipulate others into doing work for them. For instance, should a crow or raven find a dead animal but be unable to penetrate its hide, they will call wolves or similar creatures to the dead animal for them to open the carcass. They have also been known to hunt in teams and bring down prey far too large for a single bird.

Crows and ravens are very acrobatic flyers. During mating season males have been known to do elaborate chases, dives and rolls to attract a mate.

Background & Adventure Notes

Crows and ravens are generally considered to be nuisance animals. They have been blamed for going through trash, eating crops and in some circumstance even for killing weak lambs. Despite this fact, there have been instances throughout history where, during times of famine, poor people have hunted and eaten crows and ravens as a large part of their diet.

Crows and ravens are believed to have the ability to recognise individual humans and to communicate with other crows or ravens in such a way as to explain that an individual is 'bad'. Crows and ravens are considered so intelligent that they are capable of operating vending machines which reward the animals for placing trash in a bin.

Crows and Ravens are represented in myths, folklore and religions across the globe and have a wide variety of stories around them. One of the most common beliefs about crows and ravens is that they are associated with death. In Irish mythology they are associated with the goddess of war and death, in Sweden they are believed to be the ghosts of murdered men and in Denmark they are said to be exorcised spirits.

Native Americans honoured these intelligent birds and portrayed them as sly pranksters. The idea of crows and ravens being tricksters is another common theme and is seen in Australian Aboriginal mythology and in a number of Asian cultures.

In Norse mythology, Huginn (thought) and Muninn (memory) were ravens who flew all over the world and brought back information for Odin.

The severed head of the Celtic god Bran the Blessed -whose name means 'crow' or 'raven'- is said to be buried under the Tower of London to protect Britain from invasion. Many believe that this is what triggered the practice of keeping ravens in the Tower of London, where superstition holds that if the six fortress ravens ever depart, the Crown and the kingdom will fall.

Eagles

Eagle - Avian			
Level	2	DB	40
Size	Large	Hits	137
BMR Type	Fly	Init	13
BMR	36.75	Stamina	88
# Enc	1-2	Will	46
Outlook	Aloof	Magic	27
Treasure	- - -		

Attacks:

Claw Attack - Small Slash	50
Beak Attack – Small Slash	35

Skills:

Acrobatics (4) 36, Ambush (4) 26, Endurance (6) 47, Flying/Gliding (9) 101, Navigation (9) 44, Perception (9) 79, Resistance - Magic (4) 27, Resistance - Stamina (9) 88, Resistance - Will (6) 46, Claw Attack - Small Slash (9) 50, Beak Attack – Small Slash (6) 35

Talents:

Agile Defense, Athletic, Blazing Speed, Enhanced Senses, Flight, Greater Resistance (Stamina), Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Natural Camouflage, Natural Weapon (Claw), Natural Weapon (Beak), Skill Specialization (Flying/Gliding), Telescopic Eyes, Toughness, Giantism (Minor)

Description

There are around sixty different species of eagle. All eagles are large birds of prey, larger than any other raptor with the exception of vultures. They are powerfully built with heavy heads and beaks for tearing through flesh. They have powerful legs, and large feet with sharp talons which are used for catching their prey. The size of an eagle varies depending on the species but on average they are between 1.35 and 2.37 feet (40 - 70cm) tall with a wingspan between 2.5 and 6.5 feet (75 - 200cm). The color of an eagle's plumage differs between species with the most common colors being gray, black and brown.

Lifestyle

Eagles are solitary birds that, in most cases, mate for life. Their nests are referred to as eyries and are most often found high up in tall trees or on high cliffs. These nests can grow to enormous proportions with some measuring up to ten feet across. Many eagles live in woodland and forest areas where prey do not expect to be ambushed in such a dense environment. Others live in plains and grassland where they can soar high above the earth and use their exceptional vision to watch for suitable prey.

An eagle's diet varies depending on the species. Each species is adapted in different ways to suit the hunting of a different selection of animals. Some hunt fish, some hunt other birds, some hunt snakes and some will hunt and kill any vertebrate big enough to feed them.

Abilities and Combat

Eagles have extremely powerful eyes. They can see nearly four times better than humans which enables them to spot prey from high above and far away. However, an eagle's sense of hearing is thought to be very similar to that of a human. It is for this reason that eagles rely so heavy on their vision when hunting.

The exact technique employed by an eagle for hunting varies between species and habitat. The majority of eagles will use their sharp talons and large claws to grab prey without landing and carry it off to a perch where it will tear it apart and devour it. Eagles have been known to hunt and kill animals much larger than themselves. In some cases, demonstrating great feats of strength, the eagle will then carry the animal off to a perch to eat. However, in many cases the animal is too heavy to fly with and so will either be devoured in place or carried to a perch in pieces.

Background

The term eagle is used to describe a number of species that are not necessarily closely related and has little or no place in biological study.

There is a tradition amongst some Native American people that an eagle feather would be given to non-indigenous people and members of other tribes who had been deemed worthy.

Adventure Notes

Eagles appear in a wide variety of different cultures, religions and mythologies. There are some who believe it to be the most widely known and written about natural creature in all mythology. One of the most widely known uses of eagles in symbolism is in ancient Rome where the emperor and their legions marched under the eagle standard.

There is a belief that eagles have the ability to renew themselves every ten years and will fly towards the sun where their feathers will catch fire and they will plummet into the sea and later emerge restored.

In many cultures and religions it is believed that eagles carry the souls of the dead to the heavens.

The magical properties of an eagle are said to be longevity, wisdom and supremacy over all odds.

Gulls

Description

Gulls are medium sized birds with species ranging in size from the Little Gull which is 11 inches (29cm) tall to the Great Black-backed Gull which is 2.5 feet (76cm) tall with an average wingspan between 4 and 5.5 feet (120 - 170cm). These stats are for the larger gulls and need to be amended for smaller gulls.

Gulls tend to have grey and/or white feathers, often with black markings on the head or wings and yellow beaks. Gulls have relatively long legs with webbed feet. Their bodies are heavy with long necks and long wings. Gulls are well known for and easily recognised by their high-pitched, squawking calls.

Gulls are generalist feeders that will eat almost anything they can find. A gull's body is designed to be adept at walking, swimming and flying, making them the perfect generalised feeder. They are the least specialised of all the seabirds. They are adept at taking live food such as insects, small fish and crabs but have also adapted to be very skilled thieves and scavengers, often found stealing food from humans. Gulls have unhinging jaws which allows them to consume prey much larger than their beaks would ordinarily allow.

Gull - Avian			
Level	0	DB	30
Size	Large	Hits	126
BMR Type	Fly	Init	11
BMR	35.75	Stamina	59
# Enc	1-500	Will	38
Outlook	Protective	Magic	34
Treasure	- - -		

Attacks:

Beak Attack – Tiny Puncture	15

Skills:

Acrobatics (3) 30, Endurance (3) 36, Flying/Gliding (3) 80, Frenzy (3) 26, Mental Focus (3) 23, Navigation (3) 15, Perception (3) 51, Resistance - Magic (3) 34, Resistance - Stamina (3) 59, Resistance - Will (3) 38, Swimming (2) 10, Beak Attack – Tiny Puncture (3) 15

Talents:

Agile Defense, Athletic, Blazing Speed, Enhanced Senses, Flight, Giantism (Minor), Instinctive Defense, Lesser Resistance (All), Lightning Reflexes, Multiple or Peripheral Eyes (Lesser), Natural Camouflage, Natural Weapon (Beak), Skill Specialization (Flight), Skill Specialization (Perception), Toughness

Lifestyle

Gulls are found in a wide array of habitats across the world. The majority tend to live near the coast but there are exceptions. Most gull species migrate to warmer climates during the winter but the length of these migrations change depending on the species. Some will migrate vast distances across continents whilst others will stay close to their breeding ground.

Gulls mate for life and will often continually breed in the same location and return to the same colony after breeding. Colonies are densely packed and often noisy, ranging from a few mated pairs to a hundred thousand pairs.

Abilities and Combat

Gulls are very intelligent creatures. They have a very intricate social structure and have been known to exhibit complex methods of communication. Many gull species have developed tool use behaviours such as using bread and other foods to tempt fish to the surface so that they can be more easily caught. Gulls only have a limited ability to dive below the surface of the water to catch their prey.

Gull colonies will tend to mob predators and intruders that get too close to their nesting ground or attack one of their number. They will attack and harass the intruder until they have left their territory. A number of gull species have adapted to live in human habitats and have thrived by living off what humans leave behind.

Background & Adventure Notes

The herring gull is thought to be one of the most common gulls around the world. It is thought that the success of this species in particular is down to their ability to eat almost everything from fish offal to the young of its own kind.

Having to pass through the territory of a colony of gulls to achieve your goal would no doubt lead to some serious damage and penalties to maneuvering due to being mobbed by the entire colony.

Hawks

Description

The term hawk is used to describe a number of distinct birds of prey. Hawks vary greatly in size and appearance but have a number of common features. Hawks tend to be slender birds with long tails and rounded wings. They have long legs and large, sharp talons used for catching and killing their prey. All hawks have a sharp, hooked bill which is used for tearing through flesh.

Hawks range in size from the smallest, the Sparrowhawk ,which is around 8 inches (20cm) tall with a wingspan of around 1.3 feet (39cm) to the largest, the Northern Goshawk which is around 2 feet (60cm) tall with a wingspan around 4 feet (120cm). Hawks vary in color between species but tend to be a mixture of grey, buff and brown.

Hawks typically fly by giving a few short flaps and then gliding for a short time. They tend to ambush their prey by watching from a perch and then swooping down and catching the prey in their powerful claws. Hawks are opportunistic hunters and will prey on a range of animals from insects to medium-sized mammals to snakes and other birds. Many species will also scavenge for carrion.

Hawk - Avian			
Level	2	DB	40
Size	Medium	Hits	121
BMR Type	Fly	Init	13
BMR	33.75	Stamina	83
# Enc	1	Will	49
Outlook	Aloof	Magic	32
Treasure	- - -		

Attacks:

Claw Attack - Small Slash	49
Beak Attack – Small Slash	39

Skills:
Acrobatics (3) 30, Ambush (7) 40, Endurance (9) 61, Flying/Gliding (9) 100, Navigation (7) 33, Perception (9) 78, Resistance - Magic (5) 32, Resistance - Stamina (8) 83, Resistance - Will (7) 49, Claw Attack - Small Slash (9) 49, Beak Attack – Small Slash (7) 39

Talents:
Agile Defense, Athletic, Blazing Speed, Enhanced Senses, Flight, Greater Resistance (Stamina), Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Natural Camouflage, Natural Weapon (Claw), Natural Weapon (Beak), Skill Specialization (perception), Telescopic Eyes, Toughness

Lifestyle

Hawks are well known for their mating process in which the male will dive at the female, latch onto her and free fall to earth until the mating has finished at which point they will detach and fly off. The majority of hawks tend to be monogamous and mate with the same partner throughout their lives.

Hawks can live in and adapt to most surroundings and can be found in a wide range of habitats including mountainous plains, tropical areas and even cities. Despite their adaptability hawks prefer a habitat that has a lot of wide open spaces such as deserts and fields so that they can search for prey more easily.

Abilities and Combat

Hawks have very acute eyesight. Some hawks' vision is up to eight times better than that of a human. In addition, a number of hawks have highly developed hearing. Unlike owls however all hawks use their vision as their primary sense when hunting.

Unlike falcons and other similar birds, hawks kill their prey with their claws, not their beak. A hawk will swoop down upon its prey and drive its sharp talons into the creature using its incredibly strong claws. Hawks tend to hunt around dawn and twilight, when there is less light.

Background & Adventure Notes

The term hawk is a common name for a number of birds of prey but has no basis in taxonomy as hawks are not always closely related to other hawks.

In Celtic mythology hawks were often malevolent birds.

Ostriches

Description

Ostriches and emus look very similar and have a number of similar traits but are in fact very different creatures. Both are tall flightless birds with long legs and a long neck. Ostriches range from around 6.5 feet and 10 feet (2-3m) in height and weigh between 132 and 330 lbs (60 - 150kg). Emus are considerably smaller than ostriches with an average height between 5 and 6.5 feet (1.5 - 2m) and weighing anything between 40lbs and 132lbs (18 - 60kg).

Ostrich feathers are mostly black with white primaries and a white tail. An ostrich's head and neck is nearly bare and has just a thin layer of down. An emu on the other hand has brown feathers and a blue-tinted head and neck which shows through its sparse covering of feathers.

Both birds are adapted for running at high speeds to evade predators. Ostriches are the faster species and can run at speeds in excess of 43mph (70 km/h) and can cover up to 16 feet (5m) in a single stride. Emus on the other hand can run at speeds of around 30mph (50 km/h) and can cover 10 feet (3m) in a single stride.

Both emus and ostriches are most commonly found in forests and open plains. Ostriches are found in Africa whilst emus are exclusively found in Australasia.

Ostrich / Emu - Avian			
Level	2	DB	40
Size	Large	Hits	150
BMR Type	Biped	Init	14
BMR	19	Stamina	103
# Enc	1-20	Will	52
Outlook	Agressive	Magic	37
Treasure	- - -		

Attacks:

Claw Attack - Medium Slash	51
Beak Attack – Tiny Impact	36

Skills:

Endurance (9) 60, Jumping (9) 51, Navigation (6) 28, Perception (9) 67, Resistance - Magic (6) 37, Resistance - Stamina (9) 103, Resistance - Will (9) 52, Stalking & Hiding (6) 53, Swimming (7) 41, Claw Attack - Medium Slash (9) 51, Beak Attack – Tiny Impact (6) 36

Talents:

Agile Defense, Blazing Speed, Enhanced Senses, Gigantism (Minor), Greater Resistance (Stamina), Heat Resistance (Minor), Immunity to Stuns, Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Natural Camouflage, Natural Weapon (Claws), Natural Weapon (Beak), Skill Specialization (Resistance – Stamina), Toughness

Lifestyle

Emus and ostriches usually travel in pairs or alone. During periods of extreme drought and during mating season ostriches and emus may both be found in large herds/flocks of around 100 birds.

Ostriches and Emus are both diurnal although ostriches are known to be most active at the beginning and end of the day. Emus do not sleep continuously throughout the night and will wake up on average every couple of hours to ensure they are not in danger.

Both varieties of bird are omnivorous and feed on a variety of plants and insects. Ostriches have also been known to eat small lizards and other creatures they can find. Emus can go weeks without food and are known to ingest stones, glass shards and bits of metal to help grind food in their digestive system. Emus drink very infrequently but take on copious amounts of water when they do drink.

Abilities and Combat

Both emus and ostriches have very acute eyesight and hearing to help them sense predators while they are still far away. When chased by a predator, both birds can run at very high speeds to avoid being caught. Both Emus and Ostriches will use their sharp claws to attack a potential threat when they are cornered or defending their young. The toe and claw of an ostrich or emu is around 6 inches (15cm) long and can disembowel or kill a human in a single blow.

Emus are very good swimmers and have been known to swim across rivers and lakes to reach food on the other side.

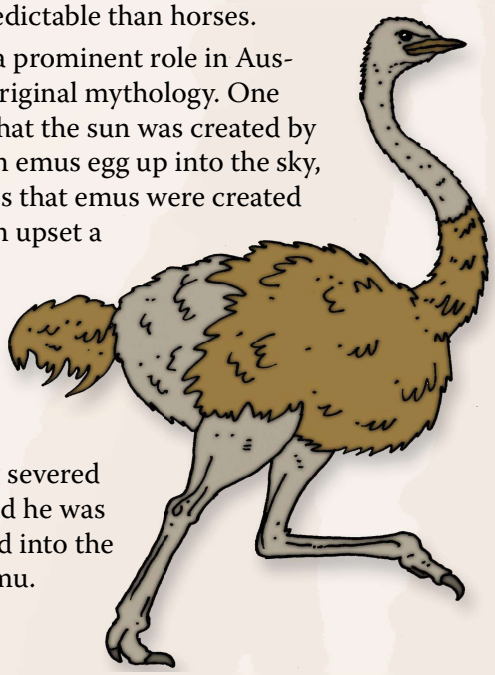
Ostriches have been known to attempt to hide from predators by lying on the floor with their necks flat along the ground. Aided by the heat haze, they are often mistaken for a mound of earth.

Background & Adventure Notes

Ostriches are farmed around the world for their feathers, skin and meat. Ostrich feathers are used for feather dusters, its skin is used for leather and its meat is sold around the world. Emus are farmed for their meat and skin as well but their feathers are not as widely used as those of ostriches.

In some African countries, people are known to race each other on the backs of ostriches. Similar to horse races, ostriches are fitted with saddles, reins and bits, but ostriches are a lot harder to manage and a lot more unpredictable than horses.

Emus play a prominent role in Australian Aboriginal mythology. One story says that the sun was created by throwing an emus egg up into the sky, another tells that emus were created when a man upset a small bird who then threw a boomerang at him. The boomerang severed his arms and he was transformed into the flightless emu.



Owl

Description

There are over 200 species of owl. While they vary in height and appearance, all owls share a number of common characteristics and are usually easily recognisable. Owls have large forward facing eyes on a flat face with a hooked beak. As with all birds, an owl's eyes are fixed in their sockets so they must turn their heads to see in other directions. An owl can turn its head as much as 270 degrees. This ability to look around without moving its body helps owls remain silent whilst waiting for prey.

Owls range in size from the smallest (the elf owl) which is around 5 inches (13cm) tall to the largest (the Great Grey Owl) which is around 2.3 feet (70cm) tall. However the Eurasian Eagle-Owl and Blakiston's Fish Owl have a larger wingspan than the Great Grey Owl and can reach up to 6.5 feet (2m).

Almost all owls are solitary creatures and the majority are nocturnal. Owls are found in a wide range of habitats and hunt mostly small mammals, insects and other birds.

Lifestyle

Owls are most often found nesting in tree holes, tree stumps, caves, or in abandoned nests of other large birds. When mated, monogamous pairs share the responsibility for hunting and incubating the eggs. Owls are fiercely protective parents and have been known to attack humans who get too close to their young.

Abilities and Combat

Unlike most birds of prey, owls have their eyes on the front of their heads, giving them binocular vision and a better sense of depth perception. This depth perception is necessary to help them hunt in the low light of night. Despite having exceptionally good vision, especially at night, owls are long sighted and cannot see anything clearly if it is closer than a few centimetres from their face.

A number of owls have their ears asymmetrically positioned on their skulls. This asymmetry allows them another tool when hunting at night as they can pinpoint the exact whereabouts of prey by the minute difference in time it takes for a sound to reach each ear. The facial disk of an owl is adapted to direct sound into the ears and the beak adapted to minimize sound reflection away from the face.

Owls kill their prey using their beaks and talons. The sharpness and scissor-like motion of the beak is adapted to slice through flesh easily. A number of owls will swallow smaller prey whole and then regurgitate anything indigestible in a pellet.

Owls have serrations on the leading edges of their flight feathers which reduces noise and allows them to fly almost silently and slowly compared to other birds of prey. This silent flight gives them a huge advantage over their prey who, due to the low light at night will be relying on their hearing to warn them of approaching predators.

It is very rare that a human will be attacked by an owl. However when an owl does attack they can cause serious damage as their sharp beaks and talons can easily tear through flesh and their strong wings (depending on the size of the owl) can bruise and even fracture bones.

Owl - Avian

Level	1	DB	36
Size	Medium	Hits	108
BMR Type	Fly	Init	12
BMR	34.5	Stamina	50
# Enc	1	Will	56
Outlook	Aloof	Magic	37
Treasure	- - -		

Attacks:

Claw Attack - Small Slash	32
Beak Attack – Small Slash	32

Skills:

Acrobatics (5) 30, Ambush (6) 45, Endurance (6) 48, Flying/Gliding (6) 85, Navigation (6) 29, Perception (6) 64, Resistance - Magic (5) 37, Resistance - Stamina (6) 50, Resistance - Will (6) 56, Stalking & Hiding (6) 60, Beak Attack – Small Slash (6) 32, Claw Attack – Small Slash (6) 32

Talents:

Agile Defense, Blazing Speed, Enhanced Senses, Flight, Instinctive Defense, Lesser Resistance (Will), Lightning Reflexes, Natural Camouflage, Natural Weapon (Claws), Natural Weapon (Beak), Skill Specialisation (Perception x2), Skill Specialization (Ambush), Telescopic Eyes, Toughness

Background & Adventure Notes

Owls are often used as a natural form of pest control, especially on farm land. One family of barn owls can consume as many as 3,000 rodents in a nesting season.

Owls have a somewhat mixed reputation. In the ancient world, it was thought that they were the harbingers of death and bad luck and that if you heard one hoot, someone was going to die. Even today there are still those who believe that owls are a bad omen and harbingers of dark powers.

In many cultures,-- it is believed that witches and sorcerers have owls as familiars and that they often shape shift into the form of an owl to break into their victims houses at night and cause mischief.

A much more modern belief about owls is that they are very old and very wise, the grandfather of the forest. This association dates back to ancient Greece where Athena, the goddess of wisdom had the owl as her symbol.

Peregrine Falcon

Description

Peregrine falcons are medium sized birds of prey. They have black heads with their recognisable 'moustache' and a slate colored back with barred white underparts. Peregrine falcons are roughly 1.5 feet (45 cm) tall with a wingspan of between 2.5 and 4 feet (75 - 120cm). Females are considerably larger than males, sometimes as much as 30% larger. The peregrine falcon's beak is notched near the tip which allows it to kill its prey by severing the spinal column at the neck.

Peregrine falcons are found in a wide range of habitats but prefer wide-open spaces such as plains and grasslands and thrive in coastal areas. They can be found in almost all different habitats with the exception of extreme Polar Regions. They have even been known to live on bridges and in tall buildings.

The average life expectancy of a peregrine falcon in the wild is around 15 years. They have very few natural predators but have been known to be killed by some eagles and large owls.

Lifestyle

The peregrine falcon mates for life and will often return year after year to the same eyrie (nest). There are even cases where generation after generation of related peregrine falcons have lived in the same eyrie for hundreds of years. These nests are normally found on cliff edges but have recently become more widespread on tall buildings. Peregrine falcons have an incredible homing instinct which helps them return to their favourite nesting areas no matter how far they have roamed.

Peregrine falcons prey on medium sized birds almost exclusively. They will occasionally hunt small mammals, reptiles and insects but the vast majority of their hunting and diet is focussed around other birds. The Peregrine Falcon hunts at dawn and dusk but have also been known to hunt at night in cities, particularly during migration season. The Peregrine falcon requires a wide open space in order to hunt effectively. It is for this reason that they are often found hunting over open water, valleys, fields, and plains.

Peregrine Falcon - Avian

Level	1	DB	42
Size	Medium	Hits	97
BMR Type	Fly	Init	14
BMR	35.5	Stamina	80
# Enc	1	Will	29
Outlook	Aloof	Magic	17
Treasure	- - -		

Attacks:

Claw Attack - Small Slash	29
Beak Attack – Small Slash	19

Skills:

Acrobatics (2) 25, Ambush (5) 30, Endurance (6) 37, Flying/Gliding (6) 85, Navigation (4) 18, Perception (6) 63, Resistance - Magic (2) 17, Resistance - Stamina (6) 80, Resistance - Will (4) 29, Claw Attack - Small Slash (5) 29, Beak Attack – Small Slash (3) 19, Dive (6) 34

Talents:

Agile Defense, Athletic, Blazing Speed, Enhanced Senses, Flight, Greater Resistance (Stamina), Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Lesser), Natural Camouflage, Natural Weapon (Claw), Natural Weapon (Beak), Reverberating Strength, Skill Specialization (Perception), Telescopic Eyes

Abilities and Combat

When hunting a peregrine falcon will soar high above its hunting territory using its acute vision to search for prey. Once the prey has been spotted the peregrine falcon will go into a stoop which entails folding back its wings, tucking in its feet and diving at very high speeds towards its prey. Once it has reached its prey, the peregrine falcon will strike it with its clenched foot with the intention of stunning or killing the creature, before catching it in mid-air with its powerful talons. If the prey is too heavy to carry the peregrine falcon will allow it to drop to the ground and eat it there.

The peregrine falcon is well known for the speed of its hunting stoop, reaching speeds of over 186mph (300km/h). These speeds make it one of the fastest moving animals alive.

Background & Adventure Notes

Peregrine falcons have been used in falconry for thousands of years. Due to their ability to dive at such high speeds they are highly sought after.

As a consequence of the effectiveness of its hunting technique, peregrine falcons have long been associated with aggression and martial prowess.

During the late Middle Ages in Western Europe the peregrine falcon was considered a royal bird and associated with princes in the bird of prey hierarchy, just below the gyrfalcon.

Vultures

Description

Vulture is the title given to two different species of bird: New World vultures, including condors, and Old World vultures, which include the vultures found in the African plains. Condors are some of the largest flying land birds in existence ranging from around 3.6 feet to 4.3 feet (110 - 130cm) in height with a wingspan in excess of 10 feet (3m).

Both New World and Old World vultures are scavengers that feed on the carcasses of dead animals. A common characteristic amongst vultures is a bald head which helps them remain clean when feeding and keep putrid flesh from festering in their feathers. Vultures will flap their wings when taking off but sail on the air once they have reached a reasonable height.

While all vultures have talons, the talons of a New World vulture are more straight and blunt than those on Old World vultures. In this way New World vultures' talons are better adapted for walking while Old World vultures have been known to use theirs as weapons and to tear at their food.

Lifestyle

Vultures are most often found either alone or in mated pairs. Around a large carcass or feeding site there have been reports of up to twenty vultures but this is very rare. Vultures can live for roughly 75 years however they reproduce very slowly. On average a vulture will produce a single offspring every other year. This offspring will require care from both parents for a whole year.

Vultures travel vast distances in search of carrion, gliding on air currents to conserve energy. If a vulture finds a piece of carrion with hide too thick to be pierced by its beak, it will wait for a larger scavenger to eat first. When vultures find a meal they will often gorge themselves, as it may be a long time until they

Vultures - Avian

Level	2	DB	28
Size	Large	Hits	181
BMR Type	Fly : Biped	Init	9
BMR	39.5 : 6	Stamina	79
# Enc	1	Will	63
Outlook	Aloof	Magic	47
Treasure	- - -		

Attacks:

Claw Attack - Small Slash	33
Beak Attack – Small Slash	48

Skills:

Endurance (9) 91, Flying/Gliding (9) 110, Navigation (8) 38, Perception (9) 70, Resistance - Magic (7) 47, Resistance - Stamina (9) 79, Resistance - Will (9) 63, Claw Attack - Small Slash (6) 33, Beak Attack - Small Slash (9) 48

Talents:

Agile Defense, Blazing Speed, Enhanced Scent, Enhanced Senses, Flight, Giantism (Minor), Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Natural Weapon (Claw), Natural Weapon (Beak), Poison Immunity, Skill Specialization (Endurance x2), Skill Specialization (Flight), Toughness

find another meal. If threatened immediately after eating, a number of New World vultures will vomit so as to make taking off and therefore escape easier.

Abilities and Combat

It is incredibly rare that a vulture will attack a healthy animal but there have been reports of them killing wounded or sick animals on the verge of death. A vulture's stomach acid is incredibly corrosive which allows it to eat the rotting carcasses that make up their diet. Their stomach acid is so strong that it kills off almost all infections and bacteria that may be found in their diet that would be lethal to other animals.

New World vultures have a very good sense of smell which they use for locating the decaying flesh of carrion. Rüppell's Vulture is thought to be the highest flying bird, with evidence that they fly at an altitude of 36,000 feet (11,000m) above sea level.

Background & Adventure Notes

Vultures are completely unafraid of humans and are frequently found around human habitation. Because they eat dead and decaying animals, vultures help to prevent the spread of disease and are sometimes referred to as the 'garbage collector' by locals.

The decline of vultures has had a particular effect on the Parsi people who practice sky burials by leaving dead human bodies on top of a 'Tower of Silence'. The bodies are then consumed by vultures until only bones remain.

Egyptians thought that vultures embodied the protective aspects of a mother and said of them that if food was scarce, they would open up their own thigh and permit their young to drink their blood so that they do not starve.

Animals Avian - Racial Stats

Names	ST	CO	AG	QU	SD	RE	IN	PR	END	PP	Stam.	Will	Magic
Birds	-7 (7)	-1 (2)	0 (2)	-1 (6)	-2 (2)	-3 (0)	-3 (3)	-8 (8)	60	0	25	5	0
Crow / Raven	-7 (4)	1 (4)	0 (2)	-1 (5)	-1 (4)	-2 (2)	0 (3)	-6 (6)	60	0	10	10	10
Eagle	-3 (5)	1 (3)	1 (2)	0 (7)	-2 (5)	-3 (1)	-1 (2)	-4 (5)	60	0	15	10	5
Gull	-6 (5)	2 (5)	-1 (2)	-1 (5)	0 (4)	-3 (1)	0 (2)	-6 (6)	60	0	20	5	5
Hawk	-5 (6)	0 (4)	1 (2)	0 (7)	-2 (4)	-3 (0)	-1 (2)	-4 (5)	60	0	15	10	5
Ostrich / Emu	-1 (5)	0 (4)	-3 (5)	2 (6)	-2 (3)	-3 (0)	-2 (3)	-1 (4)	60	0	20	5	5
Owl	-7 (7)	1 (4)	0 (2)	0 (6)	-1 (4)	-3 (1)	-1 (2)	-4 (4)	60	0	10	10	10
Peregrine Falcon	-6 (7)	1 (4)	2 (1)	1 (7)	-2 (4)	-3 (0)	-1 (2)	-4 (5)	60	0	20	5	5
Vulture	-2 (4)	4 (8)	-2 (3)	-2 (5)	0 (4)	-3 (0)	-1 (2)	-1 (4)	60	0	10	10	10

Animals - Reptile

Animals Reptiles - Stats

Names	Lvl	Size	BMR Type	BMR	Init	DB	Hits	Attacks	#Enc	Outlook	Treas.	Stam.	Will	Magic
Alligator	2	Medium	Swim : Quad	20 : 12	5	68	115	(See SKILLS)	1-5	Hungry	---	58	57	37
Boa/Python	1	Medium	Worm/Snake	11	9	46	116	(See SKILLS)	1	Hungry	---	75	37	32
Caiman	1	Medium	Swim : Quad	16 : 12	9	46	113	(See SKILLS)	1-20	Aggr.	---	51	40	22
Cobra	1	Medium	Worm/Snake	9	10	48	109	(See SKILLS)	1	Aggr.	---	60	43	22
Crocodile	4	Large	Swim : Quad	28 : 12	4	66	177	(See SKILLS)	1 - 10	Hungry	---	65	54	42
Komodo Dragon	3	Small	Quadruped	16	8	44	126	(See SKILLS)	1	Hungry	---	70	74	52
Lizard	0	Miniscule	Quadruped	17	10	38	42	(See SKILLS)	1 - 25	Aloof	---	65	14	12
Sea Snake	0	Medium	Swim	22	10	40	82	(See SKILLS)	1 - 25	Aggr.	---	46	23	17
Tortoise	1	Miniscule	Quadruped	12	1	60	68	(See SKILLS)	1 - 5	Aloof	---	45	56	42
Viper	1	Medium	Worm/Snake	8	11	50	106	(See SKILLS)	1 - 10	Aggr.	---	65	47	32

Alligator

Description

There are two different species of alligator, the American alligator and the Chinese alligator. The American alligator is larger than its Chinese counterpart, averaging at around at over 13 feet (4m) long from snout to tail. The Chinese alligator rarely exceeds 7 feet (2.1m) in length. Both species have long muscular tails, bodies and snouts. An alligator's hide is very thick and made up of strong plates which protect against attacks.

It is believed that an average alligator will live to 50 years in the wild. However, there are a number of specimens in zoos which have reached well into their seventies.

Lifestyle

American alligators live in freshwater environments throughout the Southeast of the United States. This includes ponds, marshes, wetlands, rivers, lakes, and swamps. Chinese alligators are found exclusively in the Yangtze River valley and are extremely endangered with only a few dozen believed to still exist in the wild.

Alligators are apex predators and opportunistic in their hunting. While the majority of their diet is made up of fish, turtles, and small mammals, a hungry alligator will eat just about anything. Alligators have been known to eat carrion, pets and, in rare cases, humans.

Large male alligators are very territorial and tend to live much more solitary lives than females and smaller males. Territories defended by large males are often the richest in terms of prey forcing other smaller males to have smaller and more ill-defined territories, with a higher tolerance for other alligators if they want a piece of the action.

Abilities and Combat

Alligators are very well adapted at swimming and move with incredible speed and grace under water. Out of water however alligators are ungainly but capable of short bursts of speed when on land.

Alligators have incredibly sharp teeth. They tend to ambush their prey and kill it in one bite or to grab their prey and drag them into the water and drown them. If an animal is too large for an alligator to eat in one go it will hold it in its mouth and then perform a 'death roll' underwater. A death roll will allow the alligator to rip bite sized chunks from its prey as it spins in the water, grasping it with its sharp teeth.

An alligator's jaw is adapted to biting prey and holding on as it performs a death roll or drags it

Alligator - Reptile			
Level	2	DB	68
Size	Medium	Hits	115
BMR Type	Swim : Quad.	Init	5
BMR	20 : 12	Stamina	58
# Enc	1-5	Will	57
Outlook	Hungry	Magic	37
Treasure	- - -		

Attacks:

Martial Arts Sweeps	41
Bite Attack- Medium Puncture	51

Skills:

Ambush (5) 42, Endurance (6) 55, Martial Arts Sweeps (7) 41, Navigation (3) 13, Perception (7) 62, Resistance - Magic (5) 37, Resistance - Stamina (6) 58, Resistance - Will (5) 57, Stalking & Hiding (6) 72, Swimming (6) 36, Bite Attack - Medium Puncture (9) 51

Talents:

Enhanced Senses, Immunity to Stuns, Instinctive Defense, Lesser Resistance (Will), Multiple or Peripheral Eyes (Minor), Natural Camouflage, Natural Weapon (Teeth), Night Vision, Subtle, Tough Hide (Major), Toughness, Increased Lung Capacity, Water Vision

underwater. Because of this, the downward force exerted by an alligator jaw is immense. However, the muscles controlling the opening of an alligator's jaw are comparatively weak and can be held shut by a human with relative ease.

Background & Adventure Notes

Alligators are farmed for meat which is eaten in many areas where alligators are native and even in some where they are not. Alligator skin is extensively used in the manufacture of bags, shoes and other clothes and accessories.

There is an urban legend in many human towns and cities that there are alligators living in the sewers.

Boa / Python

Description

Boas and Pythons are medium to large nonvenomous snakes. It was previously believed that boas were found exclusively in the New World while pythons were only found in the Old World, however this is not true. Boas are found in America, Africa, Europe, Asia, and some Pacific Islands while pythons are found in Africa, Asia and Australia.

Boas and pythons share a number of characteristics including; they both have rigid lower jaws, hind limbs that are visible as a pair of spurs and a left lung that can be up to 75% larger than the right lung. Boas however give birth to live young whilst pythons lay eggs. The colouration of a boa or python varies between species though many are various shades of black, brown or green and often have markings or patterns along their length.

Boas and pythons are among some of the largest snakes in the world. Notably large snakes include boa constrictors which can grow up to 13 feet (4m) and the reticulated python and Burmese python which can both grow up to 23 feet (7m) in length. Only boas or pythons living in a habitat with a plentiful supply of prey will grow as large as this however.

Lifestyle

Boas and pythons are found in a wide range of different habitats from tropical rainforests and woodlands to grasslands and deserts. They tend to live solitary lives, only interacting with others when they need to mate. The majority of boas and pythons are nocturnal, basking in the sun during the day so as to increase their body temperatures for the night.

A number of species of boa and python are very good swimmers and as such are known to live near streams and lakes where they can escape from predators by swimming quickly across the water. Some boas and pythons also live in the burrows of other animals to help avoid predators.

Boa / Python - Reptile			
Level	1	DB	46
Size	Medium	Hits	116
BMR Type	Worm/Snake	Init	9
BMR	11	Stamina	75
# Enc	1	Will	37
Outlook	Hungry	Magic	32
Treasure	- - -		

Attacks:

Constriction Attack – Medium Crush	43
Bite Attack - Tiny Puncture	43

Skills:
Ambush (6) 52, Contortions (4) 32, Endurance (6) 56, Navigation (4) 18, Perception (5) 52, Resistance - Magic (5) 32, Resistance - Stamina (6) 75, Resistance - Will (5) 37, Stalking & Hiding (6) 102, Tracking (6) 37, Constriction Attack – Medium Crush (6) 43, Bite Attack - Tiny Puncture (6) 43

Talents:
Enhanced Scent, Enhanced Senses, Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Natural Camouflage, Natural Weapon (teeth), Quiet Stride, Reverberating Strength, Subtle, Tough Hide (Minor), Toughness

Abilities and Combat

The majority of pythons and boas are ambush predators, remaining motionless until their prey passes close enough for them to strike out. Pythons and boas kill their prey by constriction. They grasp the prey and then hastily wrap themselves around it. There is on-going debate about precisely how this constriction kills the prey. It is currently believed that rather than crushing or asphyxiating their prey, constriction actually interferes with blood circulation to such an extent that the animal's heart simply cannot deal with the pressure being exerted on its circulatory system and shuts down.



While smaller boas and pythons are known to prey on creatures the size of small rodents, larger species can eat anything up to the size of an adult deer. Prey is swallowed whole and can take days or even weeks to be fully digested. It is rare that a boa or python will attack a human however females protecting their eggs can be very aggressive as can snakes in the process of shedding their skin. While a bite from a python or boa is painful, it is rarely dangerous to humans.

Background & Adventure Notes

Boa and pythons are often hunted for their meat and skins. The meat is considered a delicacy in many areas and the skin is used for items such as shoes and bags. In some areas boas and pythons have been released into communities as a means of controlling rodent populations.

At the oracle of Delphi, the priestess who sat over the cracks of the chasm and gave oracular answers was known as the pythoness, named after the female dragon Apollo defeated to get to the oracle.

Caiman

Description

Caimans are relatively small crocodilians, rarely growing to more than 6.5 feet (2m) in length. Caimans are part of the alligator family and resemble alligators more than crocodiles. They have long, thick tails and long snouts. Like crocodiles and alligators their body is covered with protective scales. Caiman are mostly found in freshwater habitats such as marshes, swamps and mangroves in Central and South America.

Lifestyle

Caimans are nocturnal, preferring to hunt at night.

If environmental conditions become too harsh, Spectacled Caimans will burrow into mud and stay dormant until conditions become more favorable.

Due to the large size and ferocious nature of the caiman, it has few natural predators within its environment. Humans are the main predators of the caiman as they have been hunted for their meat and skin. Jaguars are the only other predator.

Caiman - Reptile			
Level	1	DB	46
Size	Medium	Hits	113
BMR Type	Swim : Quad.	Init	9
BMR	16 : 12	Stamina	51
# Enc	1 - 20	Will	40
Outlook	Aggr.	Magic	22
Treasure	- - -		

Attacks:

Bite Attack - Tiny Puncture	32
Martial Arts Sweeps	32

Skills:
Ambush (5) 41, Endurance (6) 53, Martial Arts Sweeps (6) 32, Navigation (4) 18, Perception (4) 46, Resistance - Magic (3) 22, Resistance - Stamina (3) 51, Resistance - Will (3) 40, Stalking & Hiding (4) 61, Swimming (6) 32, Bite Attack - Tiny Puncture (6) 32

Talents:
Enhanced Senses, Immunity to Stuns, Instinctive Defense, Lesser Resistance (Will), Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Natural Camouflage, Natural Weapon (teeth), Night Vision, Subtle, Tough Hide (Minor), Toughness, Water Vision, Increased Lung Capacity

The caiman is a carnivorous predator and has a diet that consists of a great deal of fish. The caiman also hunts insects, birds and small mammals and reptiles.

Female caiman build large nests in which to lay their eggs. These nests have been known to exceed 5 feet (1.5m) in width. Female caimans lay between 10 and 50 eggs which hatch within about 6 weeks. Once they have hatched, the mother caiman takes her young to a shallow pool of water where they can learn how to hunt and swim.

Abilities and Combat

Caiman, like all crocodilians are adapted to swimming and spending long periods of time under water. They are swift and graceful when swimming and, because of their smaller stature, are quicker when walking on land than crocodiles or alligators.

Caiman have very good senses of sight and smell including strong night vision. For this reason, they prefer to hunt on land at night. Like other crocodilians caiman have sharp teeth that are adjusted to biting and keeping hold of their prey. They will then drag their prey to the water to drown it. Once they have drowned their prey, caiman will then attempt to swallow it in one bite.

Caiman will generally try to avoid humans but will attack if provoked. Due to their smaller size however caiman attacks tend to be less severe that crocodile or alligator attacks.

Background & Adventure Notes

Unlike most other crocodilians, caiman are not endangered and populations are in fact growing in some areas. This is possibly due to the fact that their skin is not suited to tanning and as such they are not hunted by humans as readily as other crocodilians.

In Columbian folklore the Hombre Caiman is a legendary monster that is said to have once been a fisherman who was converted by the spirit of the Magdalena River into an alligator. To this day the Hombre Caiman returns to the river every year on St. Sebastian´s day to hunt human victims.

Cobra

Description

Cobras are venomous snakes, most of which can extend their neck ribs to create 'hoods'. Snakes commonly referred to as cobras are not necessarily closely related to each other. Cobras are found throughout Southern Africa, Southern Asia and on some of the islands of Southeast Asia. On average cobras can live up to 20 years.

The size of a cobra varies between species. The Ringhals is the smallest species, reaching only 4 feet (1.2m) in length on average. The king cobra is not only the largest species of cobra but also the world's largest venomous snake. Normally king cobras reach a length of 12 feet (3.7m) but can grow as long as 18 feet (5.6 m).

Lifestyle

Cobras are diurnal and tend to live in dense, less-populated forested regions, normally in areas near rivers or streams. While the king cobra is the only cobra that builds a nest, all cobras will stay with and protect their eggs until they hatch. Cobras will prey mainly on other snakes, birds and small mammals. A cobra's main predators are other snakes and mongooses.

Cobra - Reptile			
Level	1	DB	48
Size	Medium	Hits	109
BMR Type	Worm/Snake	Init	10
BMR	9	Stamina	60
# Enc	1	Will	43
Outlook	Aggr.	Magic	22
Treasure	- - -		

Attacks:

Bite Attack - Tiny Puncture	31

Skills:
Ambush (3) 35, Endurance (5) 49, Navigation (3) 13, Perception (6) 55, Resistance - Magic (3) 22, Resistance - Stamina (5) 60, Resistance - Will (5) 43, Stalking & Hiding (3) 85, Tracking (3) 20, Bite Attack - Tiny Puncture (4) 31

Talents:
Enhanced Scent, Enhanced Senses, Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Natural Camouflage, Natural Weapon (Teeth), Poison Bite/Sting (Greater), Quiet Stride, Reverberating Strength, Subtle, Tough Hide (Minor), Toughness, Infrasound Hearing (Air)

Abilities and Combat

Cobras are very intelligent creatures. They have very good eyesight, are sensitive to vibrations in the ground and use their forked tongues to pick up scents. All of these abilities, coupled with their agility and ability to move extremely fast makes them a formidable predator.

Cobras will rarely attack humans without provocation but are easily irritated by objects coming too close and sudden movements. When angered cobras will rear up and extend its neck to create its 'hood'. It will then hiss loudly and show off its fangs. From this position cobras can still strike a very long distance and many people misjudge exactly how fast and far they can attack.

Cobras will often deliver a number of bites in one attack however not all bites deliver venom or deliver non-fatal doses of venom. King cobras are capable of delivering as much as 600mg of venom in one bite which can lead to an adult human dying within 15 minutes of being attacked.

Background & Adventure Notes

Cobras are often used in snake charming. The spectacle used to have religious significance however it is now mostly done for entertainment. In Burma snake charmers are often tattooed with ink mixed with snake venom. The superstition is that this will protect the charmer from the snake.

According to an Indian myth, the image of the killer of a king cobra remains in the eyes of the dead snake. This image is then recovered by its partner who will hunt down and take revenge on the killer. For this reason, whenever a cobra is killed in India the head is crushed or burned.

Crocodile

Description

There are a number of different species of crocodiles. They are found in tropical climates across Africa, Asia, the Americas and Australia. Much like their alligator and caiman cousins, crocodiles have powerful tails, muscular bodies and a long snout. Unlike other crocodilians, crocodiles have narrower heads and the teeth on their lower jaw sit outside the upper jaw when the mouth is closed. Crocodiles have a smooth underbelly but are otherwise protected by strong scales. These scales are very thick and act as a form of armor.

The average size of a crocodile varies between species. Some will only grow to an average length of 5 feet (1.5m) while the saltwater crocodile (the largest species of crocodile) can grow to over 23 feet (7m). The average lifespan of a crocodile is around 40 years. However, larger species of crocodile appear to live longer with members of the larger species living to 70.

Lifestyle

Crocodiles are semiaquatic and tend to live in rivers, lakes, waterholes, wetlands, estuaries and mangrove swamps. Unlike alligators, crocodiles are very sensitive to the cold and as such are only found in tropical climates. Crocodiles are carnivorous and typically eat fish, birds, amphibians and mammals.

Crocodile - Reptile

Level	4	DB	66
Size	Large	Hits	177
BMR Type	Swim : Quad.	Init	4
BMR	28 : 12	Stamina	65
# Enc	1-10	Will	54
Outlook	Hungry	Magic	42
Treasure	- - -		

Attacks:

Bite Attack - Medium Puncture	67
Martial Arts Sweeps	59

Skills:
Ambush (8) 57, Endurance (15) 87, Martial Arts Sweeps (11) 59, Navigation (7) 33, Perception (12) 72, Resistance - Magic (6) 42, Resistance - Stamina (7) 65, Resistance - Will (6) 54, Stalking & Hiding (8) 77, Swimming (15) 67, Bite Attack – Medium Puncture (15) 67

Talents:
Immunity to Stuns, Instinctive Defense, Multiple or Peripheral Eyes (Minor), Natural Camouflage, Natural Weapon (teeth), Night Vision, Subtle, Tough Hide (Major), Toughness, Giantism (Minor), Pressure Receptors (Water), Increased Lung Capacity, Water Vision

Though they do not form social groups, crocodiles are very social animals. With the exception of the saltwater crocodile, they are not territorial and will often congregate in certain areas for feeding or basking. Crocodiles have a complex social structure with the largest males at the top. Salt water crocodiles are extremely territorial and aggressive; a male will not permit another male on his territory at all.

Abilities and Combat

Crocodiles have very acute senses which make them formidable hunters. They are ambush predators who will lie in wait for prey to get too close before attacking suddenly. A crocodile's eyes, ears and nostrils are positioned on the top of the head so that they can lie low in the water, hidden from their prey whilst also keeping an eye on their surroundings. Crocodiles have great night vision and make the most of it by mostly hunting at night when the majority of their prey are at a disadvantage. Crocodiles have a very slow metabolism and can go for long periods of time without food.

Crocodiles are excellent swimmers, using their powerful tails to propel them through the water. Their streamlined body and webbed feet are adaptations that allow them to move quickly and make sudden turns in water. Adapted to a semi-aquatic life, crocodiles have domed pressure receptors covering their skin which can detect the slightest disturbance in water, allowing them to detect prey even in complete darkness.

Crocodiles are considerably more aggressive than alligators and caimans and kill hundreds of people each year. Despite their size and weight, crocodiles can attack and kill a man before a human has a chance to react. Crocodiles have sharp teeth which they use to pierce the flesh of their prey and hold them before eating them or dragging them into the water to drown. The pressure exerted by a crocodile bite is in excess of 5,000lbf (22,000N) and is one of the strongest bite forces in nature.

Background & Adventure Notes

Crocodiles are farmed in a number of countries where their meat is considered a delicacy and their hide is used to produce leather for handbags, shoes and other accessories.

Early Egyptians used crocodile dung as a wrinkle-suppressant.

Crocodiles do not enjoy a particularly good reputation. They are thought to be ill-tempered and unpredictable. In Egyptian and Christian religion, the crocodile is strongly associated with the underworld. In Australia and Africa, they are associated with the seduction of young women.

Crocodile parts are used by herbalists, alchemists and magicians and stuffed crocodiles are often hung from their ceilings to donate their powers in healing and magic.

Komodo Dragon

Description

Komodo dragons are the largest living species of lizard. The average length of a Komodo dragon is 8 foot (2.5m) but they have been known to grow as long as 10 foot (3m) in length. Komodo dragons have a long tail, a long yellow forked tongue, long sharp claws and as many as sixty serrated teeth. The teeth of a komodo dragon are frequently replaced to keep them sharp and can grow as long as an inch (2.5cm).

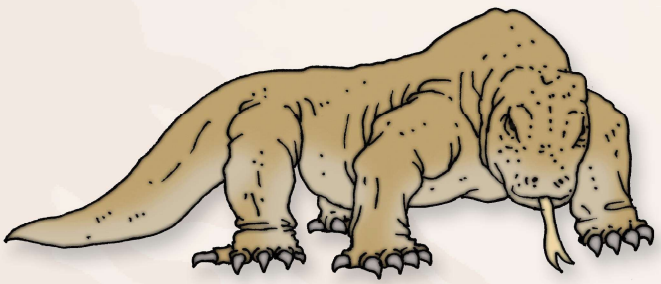
Komodo dragons have a very tough hide. Their skin is covered with armoured scales which create a kind of natural chain mail. It is for this reason that Komodo dragon skin, unlike a number of other reptiles, is not used for making leather or any other materials.

Lifestyle

Komodo dragons live in hot, dry habitats, most often in dry, open grassland, savanna, or tropical forests. They are solitary creatures, coming together only to breed and eat. In these situations, the largest male will assert his dominance using body language and low hisses. If there is a dispute as to which Komodo dragon is dominant, a 'wrestling match' may ensue. Eventually the loser will usually retreat but there have been instances of losers being killed and eaten by the victor.

Komodo dragons are often cannibalistic and it is not uncommon for larger Komodo dragons to kill and eat young ones. To avoid this fate young Komodo dragons often roll in fecal matter to mask their smell and avoid larger Komodo dragons.

Komodo dragons tend to sleep in burrows which they dig using their powerful forelimbs. These burrows allow the Komodo dragons to retain body heat through the night allowing it to spend less time basking the next day.



Komodo Dragon - Reptile

Level	3	DB	44
Size	Small	Hits	126
BMR Type	Quadruped	Init	8
BMR	16	Stamina	70
# Enc	1	Will	74
Outlook	Hungry	Magic	52
Treasure	- - -		

Attacks:

Claw Attack - Small Slash	40
Bite Attack - Small Puncture	59

Skills:
Endurance (12) 81, Frenzy (10) 67, Jumping (5) 30, Navigation (6) 28, Perception (8) 58, Resistance - Magic (8) 52, Resistance - Stamina (8) 70, Resistance - Will (10) 74, Stalking & Hiding (12) 66, Tracking (12) 62, Claw Attack - Small Slash (7) 40, Bite Attack - Small Puncture (12) 59

Talents:
Enhanced Scent, Lightning Reflexes, Motion Sensing, Multiple or Peripheral Eyes (Minor), Natural Weapon (teeth), Natural Weapon (Claws), Poison Bite/Sting (Minor), Poison Immunity, Reverberating Strength, Tough Hide (Major), Toughness, Shrink (Minor)

Abilities and Combat

Komodo dragons are carnivorous and eat mostly invertebrates, birds and mammals. Larger Komodo dragons have been known to attack, kill and eat creatures as large as deer. Komodo dragons hunt their prey by ambushing them. They will camouflage themselves and lie in wait until suitable prey approaches and then approach stealthily. They will suddenly charge the animal and attempt to bite or slash with their claws at the underside or the throat. In some instances, they will use their strong tails to knock down their prey before eviscerating them.

The saliva of the Komodo dragon is known to carry over 50 strains of bacteria. This often results in animals escaping the Komodo dragon with only a minor wound before succumbing to blood poisoning within 24 hours. If this happens a Komodo dragon will slowly and calmly follow the animal for miles using their keen sense of smell to hone in on the dying or dead creature.

A Komodo dragon's large forked tongue detects smells from a great distance and by swinging their heads to and fro they can pinpoint the source. Using this method Komodo dragons are capable of locating the source of a scent from 6 miles (9.5km) away.

Komodo dragons can see in color and can see as far as 1,000 feet (300m) however they have difficulty in discerning stationary objects and have very poor night vision. They also have a very poor sense of hearing. A Komodo dragon can only hear one tenth as well as a human.

On the whole Komodo dragons will avoid interaction with humans and will retreat if they approach. However, if they are cornered or surprised they have been known to attack humans. They have also been known to dig up and eat human corpses from shallow graves.

Komodo dragons have a very slow metabolism and are capable of eating as much as 80% of its body weight in one meal. Because of this, large Komodo dragons can survive on as few as 12 meals a year.

Komodo dragons can run at speeds of up to 12.5mph (20km/h) in short bursts and jump a lateral distance of as far as 15 feet (4.5m). Younger komodo dragons are also very proficient at climbing trees using their sharp claws. When Komodo dragons get older, their weight prohibits them from climbing. In this instance however a Komodo dragon will attempt to reach its prey by standing on its hind legs and using its tail for balance and support.

Background & Adventure Notes

Komodo dragons can, in some circumstances, reproduce via parthenogenesis meaning that a female can lay fertilized eggs without ever being in contact with a male. This adaptation would mean that a single female could enter an isolated island and by parthenogenesis produce male offspring which she could then reproduce with by mating.

Lizard

Description

There are over 5,700 different species of lizard and they are the most diverse group of reptiles in terms of shape and size. There are very few common characteristics found amongst all species of lizard. Like the majority of reptiles, all lizards are cold blooded and have scaly skin. They tend to have feet and external ears but these are the only characteristics that are found across all (or at least the vast majority of) lizards. Lizards are found on every continent except Antarctica.

Adult length of lizards varies from a few inches in some species of gecko up to 10 feet (3m) in some species of monitor lizards. The stats included here are for a medium sized lizard of around a foot in length.

Lifestyle

As they are cold blooded, lizards spend a lot of the daylight hours basking in the sun to warm themselves up. Because of this lizards tend to be more active at night. When they are not basking, lizards spend a considerable amount of time hunting or searching for food.

Lizards are found across the globe in tropical or warm climates. These habitats include forests, rainforests, deserts and rocky outcrops. Different species of lizard will be adapted to surviving in their chosen habitat.

Abilities and Combat

The process by which lizards catch their prey differs between species. Some will ambush their prey by waiting until they are nearby and then either catching them with their sticky tongue (in the case of lizards preying on insects) or by dashing out and biting them.

Many lizards communicate via body language, movements and gestures to define territory, resolve disputes and attract mates. Vision is the main sense used by lizards to detect prey. As such lizards have very good colour vision.

The majority of lizard species are good climbers or are good at anchoring themselves into solid material so that it can remain on a vertical surface. For the most part those lizards that are not particularly good climbers are very good sprinters.

Lizard - Reptile			
Level	0	DB	58
Size	Miniscule	Hits	42
BMR Type	Quadruped	Init	10
BMR	17	Stamina	65
# Enc	1-25	Will	14
Outlook	Aloof	Magic	12
Treasure	- - -		

Attacks:

Bite Attack – Miniscule Puncture	7

Skills:
Climbing (3) 12, Endurance (3) 37, Navigation (2) 8, Perception (2) 33, Resistance - Magic (2) 12, Resistance - Stamina (3) 65, Resistance - Will (2) 14, Stalking & Hiding (1) 77, Bite Attack – Miniscule Puncture (2) 7

Talents:
Agile Defense, Blazing Speed, Enhanced Senses, Extremely Nimble, Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Natural Camouflage, Natural Weapon (teeth), Night Vision, Subtle, Tough Hide (Minor), Shrink (Greater)

Most lizards are harmless to humans and will flee when approached. Larger species of lizard however may attack if severely provoked or cornered and can inflict some very painful bites thanks to their strong jaws.

Background & Adventure Notes

In some parts of Central America and Africa various species of lizard are eaten and considered a local delicacy. Nomadic tribes in North Africa refer to the Uromastyx as 'the fish of the desert.'

Some species of lizard are kept as pets in some countries. While some have become used to humans and being handled by humans, other species remain nervous and skittish around their owners.

Lizards are a prevalent symbol in many cultures, mythologies and art. In Australian Aboriginal mythology the lizard Tarrotarro was an ancestor who separated the sexes. A legend in Maharashtra tells that an Indian monitor lizard, with ropes attached, was used to scale the walls of the Sinhagad fort. In Graeco-Egyptian myth, the lizard was associated with transformation and as such with the Gods Hermes and Serapis and the Hermetic mystery cults, which were to do with the transformation of the soul.

Sea Snake

Description

Though they have evolved from their terrestrial cousins, the majority of sea snakes live fully aquatic lives and are unable to move on land. All species of sea snakes have flattened, paddle-like tails and relatively small heads and eyes. Sea snakes vary in size depending on the species but are on average 5 feet (1.5m) long and rarely exceed 6.5 feet (2m). Sea snakes do not have gills and as such must surface regularly to breathe.

Sea snakes tend to have shorter fangs than snakes that live on land. Despite this some species have venom which is amongst the most venomous of any snake.

Lifestyle

The majority of sea snakes are found in warm tropical waters from the Indian Ocean to the Western Pacific Ocean. They most commonly inhabit shallow waters near land and around islands. In some areas, large schools of several dozen sea snakes have been seen swimming together. Sea snakes have been observed at the surface basking in the sunlight and at depths of over 90m. They are active at both day and night and prey on small fish. When taken out of water sea snakes become very aggressive and will strike out at anything that moves.

Abilities and Combat

Sea snakes can survive underwater for over three hours thanks to their enlarged lung which extends almost the entire length of their bodies. Most species have also evolved to be able to respire through their skin. In addition, a sea snake's windpipe can be drawn up to the nasal passage in the roof of the mouth to allow it to breathe while keeping its head partially submerged.

Like their land-based cousins, sea snakes use their tongues to pick up scents. However, as it is easier to pick up scents in this fashion when underwater, sea snakes' tongues do not protrude as far.

Sea snakes are highly venomous but tend to be more docile than other snakes, only attacking when provoked. Despite their highly venomous nature, even if a sea snake does bite, they do not always inject a great deal of venom so symptoms are usually non-existent or trivial.

Sea Snake - Reptile			
Level	0	DB	40
Size	Miniscule	Hits	82
BMR Type	Swim	Init	10
BMR	22	Stamina	46
# Enc	1-25	Will	23
Outlook	Aggr.	Magic	17
Treasure	- - -		
Attacks:			
Bite Attack – Tiny Puncture			23

Skills:
Contortions (3) 25, Endurance (2) 22, Navigation (2) 8, Perception (3) 40, Resistance - Magic (1) 17, Resistance - Stamina (2) 46, Resistance - Will (2) 23, Stalking & Hiding (3) 50, Swimming (3) 33, Bite Attack - Tiny Puncture (3) 23

Talents:
Agile Defense, Blazing Speed, Enhanced Scent, Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Lesser), Natural Camouflage, Natural Weapon (Teeth), Night Vision, Poison Bite/Sting (Minor), Skill Specialization (swimming), Skill Specialization (Perception), Increased Lung Capacity, High Pressure Tolerance (Minor), Skin Breathing

Background & Adventure Notes

Sea snakes are related to, though considerably less aggressive and dangerous than, larger sea serpents found throughout mythology and religion.

Tortoise

Description

Tortoises are reptiles with a bony or cartilaginous shell developed from their ribs which acts as a shield, often protecting them from predatory attacks. While they are similar, the term 'turtle' tends to be used to describe species that live in the sea or in fresh-water whilst the term tortoise usually refers to land-dwelling, non-swimming species.

Tortoises have short, sturdy legs and have a reputation for moving very slowly. This slow pace is mainly due to their heavy and cumbersome shells. Being land-based, tortoises tend to have heavier shells than their sea faring counterparts. The color of a tortoise shell varies between species and in some cases between individuals. Shells are commonly brown, black, or olive green with only a few species having more colorful or patterned shells.

Lifestyle

Like most other reptiles, tortoises lay eggs. Though the exact process differs between species, the majority of tortoise eggs are deposited into holes where they are left to incubate themselves. There is currently no known species of turtle or tortoise where the mother cares for her young.

Tortoises are herbivores and tend to eat grasses, leaves, flowers and fruit. The majority of species live in scrubland, tortoises can live in more desert-like environments provided there is enough food for them to eat.

Abilities and Combat

Tortoises are very intelligent creatures with some tests showing that they perform better than white rats at learning how to navigate mazes. They have exceptional night vision and color vision that can distinguish near ultraviolet to red.

Tortoise - Reptile			
Level	1	DB	60
Size	Miniscule	Hits	68
BMR Type	Quadruped	Init	1
BMR	12	Stamina	45
# Enc	1-5	Will	56
Outlook	Aloof.	Magic	42
Treasure	- - -		
Attacks:			
Bite Attack – Tiny Puncture			30

Skills:
Endurance (6) 53, Navigation (6) 28, Perception (5) 44, Resistance - Magic (6) 42, Resistance - Stamina (5) 45, Resistance - Will (6) 56, Bite Attack - Tiny Puncture (6) 30

Talents:
Critical Resistance (Major) – Puncture, Critical Resistance (Major) - Slash, Instinctive Defense, Multiple or Peripheral Eyes (Minor), Natural Weapon (Teeth), Night Vision, Tough Hide (Major), Toughness, Shrink (Greater)

Instead of having teeth, tortoises have rigid beaks and use their jaws, which are covered in horny ridges to cut and chew food. They will then use their tongues to help swallow the food.

Background & Adventure Notes

Tortoises are eaten in a number of different countries across the globe. In Grand Caymen turtles and tortoises are bred and farmed specifically for their meat.

Giant tortoises are believed to have been widespread in prehistoric times but became extinct around the time of the appearance of man. It is assumed that humans hunted them for food which may have led to their extinction.

In Graeco-Roman mythology the tortoise is said to be highly promiscuous and sexually potent. They are associated with Aphrodite and Hermes and have strong erotic connections.

In some Chinese mythologies it is believed that when a tortoise has lived 1,000 years it is able to speak in a human voice and tell the future.

Among some North American tribes both tortoises and turtles were thought to house the souls of dead ancestors. Each year turtles and tortoises would be taken captive and released into individual houses. How it reacted to its release was then a powerful portent. If it ate from the hand it was considered very good luck whereas if it ran away and never came back it was considered very bad luck.

Viper

Description

Vipers are venomous snakes found all over the world with the exception of a number of isolated islands, Antarctica and the Arctic. There are 265 different species of viper, classified into four different groups: Fea's viper, night adders, pit vipers and true vipers. Pit vipers, unlike other vipers have heat-sensitive pits located between their eyes and their nostrils. One of the best known pit vipers is the rattlesnake which has a rattle like structure at the end of its tail which it uses to ward off would be attackers.

Vipers range in size from the hump-nosed viper which is on average 30cm long to the bushmaster which can reach up to 13 feet (4m) in length. All vipers have triangular shaped heads and a stocky build. Vipers have long, hinged fangs which inject venom. When not in use, these fangs are folded back against the roof of the viper's mouth. The majority of vipers live on the ground but there are a few species that spend their entire lives living in trees.

Different species of viper are different colours. As ambush predators they depend heavily on camouflage and as such you tend to find different colourations in different habitats ranging from light brown to green.

Viper - Reptile

Level	1	DB	50
Size	Medium	Hits	106
BMR Type	Worm/Snake	Init	11
BMR	8	Stamina	65
# Enc	1-10	Will	47
Outlook	Aggr.	Magic	32
Treasure	- - -		

Attacks:

Bite Attack – Tiny Puncture	27

Skills:
Ambush (6) 53, Endurance (6) 46, Navigation (3) 13, Perception (6) 47, Resistance - Magic (5) 32, Resistance - Stamina (6) 65, Resistance - Will (5) 47, Stalking & Hiding (6) 103, Tracking (4) 27, Bite Attack - Tiny Puncture (3) 27

Talents:
Enhanced Scent, Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Natural Camouflage, Natural Weapon (Teeth), Poison Bite/Sting (Greater), Quiet Stride, Subtle, Tough Hide (Minor), Heat Vision (Major)

Lifestyle

Vipers are a diverse group that are found in habitats ranging from deserts to rainforests. Though some are active during the day, the majority of vipers are nocturnal, as are their preferred prey. Vipers found in temperate climates are known to congregate together in dens to overwinter and benefit from the other vipers' body heat. Likewise in cool temperatures vipers will bask in the sun to keep their bodies warm. Vipers are preyed on by hawks, weasels and larger snakes. More often they are killed by humans.

Abilities and Combat

Vipers have a very keen sense of smell, using both their tongues and their nostrils to pick up scents. Pit vipers also have heat sensing pits on their faces that help locate prey. Though these pits have a relatively short range, they give pit vipers a distinct advantage when hunting at night. As an ambush predator, vipers will locate their prey and then lie in wait for it to come close enough for them to strike.

Vipers use their venom to immobilise their prey and to aid in digestion. In humans a viper's venom will produce symptoms such as pain, local swelling and necrosis, loss of blood and disruption of the blood clotting system. Death from a viper bite is most often caused by a collapse in blood pressure.

Vipers only tend to attack when threatened. When threatened, they will lift the front of their bodies off the ground and hiss loudly to ward off would be attackers. In the case of rattlesnakes, they also rattle their tails. In defensive attacks vipers may deliver a dry bite without any venom.

Background & Adventure Notes

Viper meat is considered a delicacy in many parts of the world. Vipers are also hunted for their skins which are used to produce shoes, handbags and other accessories.

Rattlesnakes appear extensively in Aztec, Mayan and other Central American cultures. Ancient Mayans believed that the rattlesnake acted as a conduit to the 'otherworld'.

Animals Reptiles - Racial Stats

Names	ST	CO	AG	QU	SD	RE	IN	PR	END	PP	Stam.	Will	Magic
Alligator	1 (4)	2 (7)	-5 (6)	1 (3)	2 (4)	-3 (0)	-3 (4)	1 (2)	60	0	10	10	10
Boa/Python	2 (5)	3 (7)	2 (4)	0 (3)	1 (5)	-3 (0)	-2 (3)	-2 (3)	60	0	25	0	5
Caiman	-5 (6)	2 (6)	-5 (6)	1 (2)	1 (4)	-3 (0)	-3 (4)	-1 (2)	60	0	20	5	5
Cobra	0 (5)	3 (7)	2 (4)	0 (4)	0 (4)	-3 (0)	-2 (3)	-2 (3)	60	0	15	10	5
Crocodile	3 (4)	3 (7)	-6 (6)	0 (3)	3 (4)	-3 (0)	-3 (4)	1 (2)	60	0	10	10	10
Komodo Dragon	2 (3)	4 (6)	-6 (6)	-3 (5)	3 (4)	-3 (0)	-3 (4)	1 (2)	60	0	10	10	10
Lizard	-8 (0)	4 (6)	0 (5)	2 (2)	-5 (7)	-3 (0)	-3 (4)	-6 (6)	60	0	30	0	0
Sea Snake	-5 (7)	1 (7)	2 (4)	1 (3)	0 (4)	-3 (0)	-2 (3)	-2 (2)	60	0	20	5	5
Tortoise	-6 (7)	2 (3)	-8 (7)	-6 (6)	5 (3)	-3 (0)	-1 (2)	0 (2)	60	0	10	10	10
Viper	0 (5)	3 (7)	3 (4)	2 (3)	1 (5)	-3 (0)	-2 (3)	-2 (3)	60	0	15	10	5

Animals - Amphibian

Animals - Amphibian - Stats

Names	Lvl	Size	BMR Type	BMR	Init	DB	Hits	Attacks	#Enc	Out-look	Treas.	Stam.	Will	Magic
Poisonous frogs and toads	0	Miniscule	Swim : Quad	10:12	6	22	29	(See SKILLS)	1	Aloof	---	30	8	15
Poisonous Sala-manders	0	Miniscule	Quad : Swim	12:10	1	22	31	(See SKILLS)	1	Aloof	---	37	20	25

Poisonous Frogs and Toads - Amphibians

Level	0	DB	22
Size	Miniscule	Hits	29
BMR Type	Swim : Quad.	Init	6
BMR	10 : 12	Stamina	30
# Enc	1	Will	8
Outlook	Aloof	Magic	15
Treasure	- - -		

Attacks:

None

Skills:

Endurance (2) 14, Jumping (3) 29, Navigation (1) 2, Perception (3) 24, Resistance – Magic (1) 15, Resistance – Stamina (1) 30, Resistance – Will (1) 8, Swimming (3) 9

Talents:

Amphibious, Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Night Vision, Poison Immunity, Poison Secretion (Major), Skill Specialization (Jumping x2), Skin Breathing, Shrink (Greater), Water Vision

Description

Frogs and toads are a diverse group of carnivorous amphibians. They range in size from the 0.3 inch (7.7mm) tall Paedophryne amanuensis to the 11 inch (300mm) tall goliath frog. The coloration of frogs and toads varies wildly from the dark browns and greens used for camouflage to the bright yellows and oranges used to warn of toxicity. Despite these variations in size and color, there are a number of characteristics seen across almost all frogs and toads. Generally all frogs and toads have protruding eyes, a cleft tongue, no tail and limbs that fold in underneath the body.

There is no biological difference between frogs and toads. The term frog is most often used to refer to species that are aquatic or semi-aquatic and have smooth skin whilst the term toad is used to describe species that tend to live on land and have drier skin.

Lifestyle

Frogs and toads live in a diverse range of habitats including rivers, lakes, wetlands, forests, rainforests and grasslands. While some frogs and toads are adapted to spending the majority of their time in water, others live in trees or to burrow underground.

Most frogs and toads are born in water as tadpoles and then grow and metamorphose into their adult form before leaving the water. While frogs and toads can survive up to forty years in captivity, in the wild most frogs and toads will only live for around four-teen years.

Frogs and toads are cold blooded and feed mainly on invertebrates, smaller frogs and fish.

Abilities and Combat

While most frogs may be relatively defenceless, using only natural camouflage and their ability to leap great distances to avoid predators, some frogs and toads have developed poisons and toxicities making them poisonous to eat and in some cases touch. The toxicity of a poisonous frog or toad depends on the species. Some are poisonous enough to kill a healthy adult within minutes whereas other species have little effect on humans at all. Poisonous frogs and toads make predators aware of their toxicity by being brightly colored and easily identifiable.

A number of species of frogs and toads can absorb water and oxygen directly through the skin allowing them to spend long periods of time in water with only a small amount of skin breaking the surface of the water. Aquatic and semi-aquatic frogs have webbed feet and strong legs to help propel them through the water efficiently.

Frogs and toads have bulbous eyes on the side of their heads which give them binocular vision over a field of 100° and a total visual field of almost 360°. These eyes are equipped with a membrane which can be closed but allows the frog to see when underwater. Frogs can also hear very well both above and below water.

Background & Adventure Notes

The poison from poison dart frogs was used by some cultures to poison the tips of arrows and darts which would then have devastating effects on a target. In addition there are many reports of people licking toads and frogs as the poisons excreted through their skin has a hallucinogenic effect; however this may be an urban myth.

Across a number of religions and cultures frogs have been regarded as a symbol of fertility, birth and regeneration. According to European folklore it is unlucky to kill a frog as it may house the soul of dead children. In addition, if a frog enters a house it is said to bring good luck.

Despite their relation to frogs, toads have a much more sinister reputation. They are often associated with evil, greed and envy. It is said that the toxic secretions from a toad's skin were used by witches to brew evil potions. Both frogs and toads are associated with witches and magic users and are popular as familiars. In the middle ages it was believed that witches could turn themselves into a frog or a toad at will.

Poisonous Salamanders- Amphibians

Level	0	DB	22
Size	Miniscule	Hits	31
BMR Type	Quad. : Swim	Init	1
BMR	12 : 10	Stamina	37
# Enc	1	Will	20
Outlook	Aloof	Magic	25
Treasure	- - -		

Attacks:

None

Skills:

Climbing (3) 8, Endurance (2) 16, Navigation (3) 12, Perception (3) 15, Resistance - Magic (2) 25, Resistance - Stamina (2) 37, Resistance - Will (1) 20, Stalking & Hiding (3) 35, Swimming (3) 8

Talents:

Amphibious, Accelerated Healing, Instinctive Defense, Night Vision, Poison Immunity, Poison Secretion (lesser), Regeneration (Major), Skin Breathing, Shrink (Greater), Water Vision

Description

Salamanders have a lizard-like appearance with long tails, slender bodies and a short nose. Unlike lizards however they have moist skin which usually makes them reliant on living in the vicinity of water or wetland. Some species of salamander are almost fully aquatic whilst others tend to live on land when they reach adulthood.

The majority of poisonous salamanders are light-brown or black in color with orange, red or yellow underbellies. They have grainy skin which is not slimy to the touch. Salamanders range in size from 1 inch (2.7cm) in length to 70 inches (1.8m) in length but poisonous salamanders are usually between 6 and 10 inches (15 - 25cm)

Lifestyle

Salamanders are nocturnal carnivores and opportunistic predators that will eat anything of a reasonable size that they can catch. However, their diet mainly consists of invertebrates such as blood worms and mosquito larvae. Salamanders that live on land catch their prey by shooting out a sticky tongue

which ensnares the victim and pulls it back into the salamander's mouth. Aquatic salamanders on the other hand tend to catch their prey by biting it and chomping at it.

Salamanders start life as a tadpole and tend to spend their larval stage living almost exclusively in water. Once they have reached adulthood some species of salamander will then leave the water and continue life nearly entirely on land. Salamanders can live between 3-5 years with some surviving as long as 10 years in captivity.

Abilities and Combat

Poisonous salamanders excrete a toxin through their skin, however the concentration of this toxin, and therefore the potency of the poison, varies between species and even populations. The rough-skinned newt is one of the most poisonous salamanders. Handling the creature is fine but even a tiny fragment of skin can be fatal if ingested.

The eastern newt is not only highly poisonous but can survive up to thirty minutes after being swallowed. This defence mechanism gives the salamander a chance of surviving until its predator has regurgitated it after realising it is poisonous.

A salamander's skin is very thin and serves as a respiratory membrane so that they can 'breathe' through it without lifting their head out of the water.

The vision of a salamander is adapted to their nocturnal lifestyle and they do not see very well in color. While a salamander's sense of smell is very acute and plays a large part in the marking of territories and courtship rituals, they use their vision to catch their prey.

When threatened, some salamanders will detach their tails which will then wriggle around for a short period. While the predator is focussing on the tail, the salamander will make its escape. Salamanders are capable of regenerating tissue and within weeks of losing an entire limb will have regenerated it again.

Background & Adventure Notes

Salamanders have long been associated with fire. Some legends believe that salamanders are born from fire whilst others suggest that salamanders live in the hottest part of a fire and seek out this habitat. Because of their supposed love of fire, salamanders are said to have an immunity to fire and heat. While this is untrue for natural salamanders, there are draconic variants for whom this is the reality.

Animals - Amphibians Racial Stats

Names	ST	CO	AG	QU	SD	RE	IN	PR	END	PP	Stam.	Will	Magic
Poisonous Frog and Toads	-8 (1)	1 (4)	-3 (4)	-6 (7)	-4 (3)	-3 (0)	-4 (4)	-7 (7)	60	0	15	5	10
Poisonous Salamander	-8 (1)	2 (4)	-3 (3)	-6 (7)	-4 (4)	-3 (0)	-4 (4)	-7 (7)	60	0	10	10	10

Animals - Water

Animals Water - Stats

Names	Lvl	Size	BMR Type	BMR	Init	DB	Hits	Attacks	#Enc	Out-look	Treas.	Stam.	Will	Mag
Crab	0	Tiny	Multilegged	12	0	80	51	(See SKILLS)	1-10	Aloof	- - -	37	20	10
Dolphin / Porpoise	2	Large	Swim	35	19	44	142	(See SKILLS)	1-12	Aloof	- - -	69	60	52
Electric Eel	1	Large	Swim	29	8	38	107	(See SKILLS)	1-100	Aloof	- - -	54	20	15
Giant Squid / Colossal Squid	4	Gigantic	Swim	88	5	18	305	(See SKILLS)	1	Aloof	- - -	76	51	45
Jelly Fish	0	Small	Swim	17	4	18	72	(See SKILLS)	1-1,000	Aloof	- - -	34	20	18
Lobster	0	Miniscule	Multilegged	12	0	80	36	(See SKILLS)	1-10	Aloof	- - -	42	20	10
Moray Eel	0	Large	Swim	21	8	38	107	(See SKILLS)	1-100	Aloof	- - -	54	25	15
Octopus	1	Medium	Swim	19	7	34	61	(See SKILLS)	1	Aloof	- - -	37	15	15
Rays	0	Medium	Swim	21	6	24	76	(See SKILLS)	1-50	Aloof	- - -	42	20	15
Sea Lion	0	Large	Swim : Quad.	27 : 16	10	28	117	(See SKILLS)	1-50	Aloof	- - -	54	20	19
Sharks	3	Medium	Swim	28	15	64	131	(See SKILLS)	1-12	Aggr.	- - -	77	52	52
Walrus	1	Large	Swim : Quad.	28 : 20	6	62	146	(See SKILLS)	1-100	Aggr.	- - -	58	39	25
Whales														
Baleen Whale	2	Gigantic	Swim	128	1	62	303	(See SKILLS)	1-5	Aloof	- - -	63	63	55
Beaked Whale	2	Gigantic	Swim	64	10	50	298	(See SKILLS)	1-10	Aloof	- - -	74	52	30
Killer Whale	3	Huge	Swim	54	11	52	191	(See SKILLS)	1-20	Aloof	- - -	79	64	50
Narwhal	2	Large	Swim	37	9	48	148	(See SKILLS)	5-20	Aloof	- - -	69	52	45

Crabs

Description

Crabs are crustaceans with thick exoskeletons, eight legs and a single pair of claws. They are found throughout the world's oceans, in freshwater and on land. There are a wide variety of different crab species, all of which vary in size and appearance. The smallest species of crab is the pea crab which is parasitic and lives inside clams, oysters and mussels and measures only a 0.1 of an inch. The largest species of crab is the Japanese spider crab which has a huge leg span of up to 13 feet (4m).

Lifestyle

Crabs are omnivorous, eating a mixed diet of plant matter such as algae and fungi and animals such as molluscs and worms. The exact make up of a crab's diet varies between species with some being highly specialised in hunting or foraging certain foods. Crabs work together to provide food for their family and to protect their young. The majority of crab species tend to be aggressive, especially between males of the same species. Male crabs fight over females, territory and food.

Crab - Water			
Level	0	DB	80
Size	Tiny	Hits	51
BMR Type	Multilegged	Init	0
BMR	12	Stamina	37
# Enc	1-10	Will	20
Outlook	Aloof	Magic	10
Treasure	- - -		

Attacks:

Claw Attack - Tiny Crush	15

Skills:
Endurance (1) 21, Navigation (2) 7, Perception (3) 15, Resistance - Magic (2) 10, Resistance - Stamina (1) 37, Resistance - Will (2) 20, Swimming (1) 5, Claw Attack - Tiny Crush (3) 15

Talents:
Hammerhands, Immunity to Bleed, Immunity to Stuns, Instinctive Defense, Natural Weapon (Claw), Reverberating Strength, Tough Hide (Greater), Toughness, Shrink (Major)

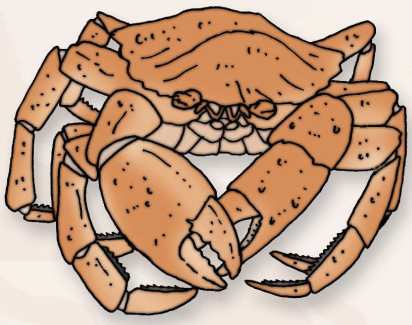
Abilities and Combat

All crabs have a pair of claws which they use for grasping food, in aggressive displays and to defend themselves. Crabs are no threat to humans and at best can deliver a nasty nip. As such crabs tend to avoid humans where possible. While the majority of crabs walk sideways, a number of crabs are known to be able to walk forwards.

Background & Adventure Notes

Crabs are extensively fished around the word.

In Greek mythology the constellation of Cancer the crab was created by the Goddess Hera after the crab came to the aid of the hydra and tormented Hercules as he attempted to kill it.



Dolphin / Porpoise

Description

Dolphins and porpoises are sea dwelling mammals with streamlined bodies that are well adapted for speed and agility in water. The dolphin's tail (known as the fluke) propels the animal forward while the pectoral fins, aided by the entire tail section, allow it to change direction. As mammals, dolphins and porpoises do not have gills. They breathe through a blow hole at the top of their head and have to continually surface for air.

Dolphins and porpoises vary in colour depending on the species but tend to be various shades of grey with a lighter belly. A number of species have lines, patterns or patches of different colors. Dolphins and porpoises range in size from the smallest (Maui's dolphin) which reaches a length of 4 feet (1.2m) to the largest (the orca) which can be up to 31 feet (9.5m) long. On average porpoises are shorter and squatter than dolphins.

Dolphin / Porpoise - Water			
Level	2	DB	44
Size	Large	Hits	142
BMR Type	Swim	Init	19
BMR	35	Stamina	69
# Enc	1-12	Will	60
Outlook	Aloof	Magic	52
Treasure	- - -		

Attacks:

Bite Attack - Miniscule Puncture	36
Tail Attack – Small Impact	51

Skills:
Acrobatics (5) 44, Endurance (9) 52, Jumping (5) 31, Mental Focus (6) 40, Navigation (9) 52, Perception (9) 76, Resistance - Magic (6) 52, Resistance - Stamina (9) 69, Resistance - Will (8) 60, Swimming (9) 51, Tail Attack – Small Impact (9) 51, Bite Attack - Miniscule Puncture (6) 36

Talents:
Accelerated Healing, Agile Defense, Blazing Speed, Enhanced Senses, Extremely Nimble, Giantism (Minor), Instinctive Defense, Lesser Resistance (Stamina), Lightning Reflexes, Multiple or Peripheral Eyes (minor), Natural Camouflage, Natural Weapon (Teeth), Night Vision, Ultrasound Echolocation

Lifestyle

Dolphins and porpoises are found across the globe. Most commonly they are found in the relatively shallow seas of the continental shelves. Dolphins are very social creatures, living in groups (known as pods) of up to a dozen individuals. In some areas where there is an overabundance of food, a number of pods may congregate and form superpods which can number up to 1,000 individuals. Members of pods form strong social connections. Dolphins and porpoises have been known to stay with injured or sick individuals, sometimes helping them to the surface to breathe.

Dolphins are very intelligent animals and show signs of playful behaviour, culture and altruism. Dolphins have been observed 'playing' with objects or other animals including passing objects between members of a group, throwing objects out of the water and actively 'playing' with other animals including humans, dogs and humpback whales. In recent years dolphins and porpoises have been observed using tools and training their offspring to use the same tool. In addition, dolphins have been known to help protect swimmers from sharks and to help guide whales out of shallow waters.

Dolphins are famous for playfully jumping out of the water. There are a number of reasons that dolphins perform these acrobatic leaps. Most often it is simply to save energy as the air resistance is far less than water resistance. However, these leaps are also used as social displays, communication and to dislodge parasites.

Dolphins and porpoises are carnivores. Their diet consists mainly of fish and squid. One common 'hunting' method amongst dolphins and porpoises is where the pod circles a school of fish, causing them to huddle together in a ball and then one by one the members of the group will plough through the school, feeding on the trapped fish.

Abilities and Combat

Dolphins' and porpoises' hearing is ten times better than that of a human. Their incredible ability to locate objects and remain aware of their surroundings is achieved through echolocation. It is believed that a dolphin's teeth act as antennae to pinpoint the exact location of an object and to gain an insight into its shape and size. The majority of dolphins also have very acute vision both in and out of the water but are thought to have no sense of smell.

For the most part dolphins and porpoises are very friendly towards humans, however there have been some instances where they have been unusually aggressive. It is believed that dolphins are aggressive for similar reasons to humans: disputes between individuals and competition for females. In the majority of instances 'attacks' by dolphins or porpoises on humans result in minor injuries, however, especially in the case of larger dolphin species such as orcas, there have been a number of fatalities.

Dolphins have a strong ability to heal and recover from some quite extreme injuries. These injuries rarely become infected and heal very quickly and even very deep wounds will not cause a dolphin to bleed to death. Instead these wounds are known to heal in such a way that the dolphin's streamlined body shape is perfectly restored.

Background & Adventure Notes

In some parts of the world dolphins are eaten as food and are hunted regularly using harpoons. However, the meat of a dolphin is very high in mercury and as such may cause health problems for humans who eat them.

Dolphins are known to have been helping humans in their fishing efforts since ancient Rome. In the modern era dolphins and humans are known to cooperate in Santa Catarina, Brazil where dolphins chase fish towards fishermen and signal them to cast their nets.

Dolphins have been and continue to be used in a number of different militaries for a number of different reasons ranging from finding mines to rescuing lost or trapped humans.

In ancient Greece dolphins were considered the king of the fishes and seeing one riding in a ship's wake was considered a good omen. There are a number of ancient Greek myths in which dolphins save people that would otherwise have drowned. To this day, seafarers honour the dolphin as a saviour of shipwrecked mariners with many believing them to be kinder and more sensitive than any human being.

Electric Eels

Description

Electric eels are freshwater fish. They have long, cylindrical bodies with a slightly flattened snout and a square mouth. Their skin is dark grey or dark brown and often has a lighter underbelly (usually yellow or orange). The average electric eel will grow to roughly 6.5 feet (2m) in length. Particularly large specimens have been known to reach 8 feet (2.5m).

Lifestyle

Electric eels tend to live in very calm waters including rivers, swamps and creeks. Despite having gills, they surface roughly every 10 minutes or so to breathe air. This adaptation allows them to live in very poorly oxygenated water that other gilled animals would not survive in. An electric eel's diet consists mainly of invertebrates such as shrimps and crabs. However, they have also been known to eat fish, amphibians and small mammals.

Electric Eel - Water			
Level	1	DB	38
Size	Large	Hits	107
BMR Type	Swim	Init	8
BMR	29	Stamina	54
# Enc	1-5	Will	20
Outlook	Aloof	Magic	15
Treasure	- - -		
Attacks:			
Electric Shock – Medium Electric			30

Skills:
Ambush (6) 46, Contortions (4) 26, Endurance (3) 17, Navigation (4) 17, Perception (3) 35, Resistance - Magic (3) 15, Resistance - Stamina (5) 54, Resistance - Will (3) 20, Stalking & Hiding (2) 56, Swimming (6) 30, Electric Shock - Medium Electric (6) 30

Talents:
Agile Defense, Giantism (Minor), Blazing Speed, Enhanced Senses, Extremely Nimble, Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Natural Camouflage, Natural Weapon (Electric Shock), Night Vision, Subtle, Electrical Immunity, Gills, Electrical Pulse Location

Abilities and Combat

An electric eel is capable of producing electric shocks of up to 600 volts. This ability is used both in hunting and in self-defence. In both cases the shock is enough to kill smaller animals and at the very least deter larger animals. Electric eels are known to be able to produce these shocks intermittently over at least an hour without any lessening of the effect and without any signs of fatigue. Their skin has a slimy coating which protects it from its own electric current.

While intelligent races will often receive a shock from an electric eel if it enters its habitat, these shocks rarely result in deaths. However, multiple shocks can cause heart failure or stun a creature causing it to drown should it fall into the water.

Electric eels have a very good sense of hearing but very poor eyesight. To make up for this lack of eyesight, electric eels can also emit a low-level charge of less than 10 volts which they use as a form of radar to locate their prey.

Background & Adventure Notes

Electric eels are capable of emitting strong electric shocks hours after their death. It is for this reason they are rarely eaten, even in places where they are relatively common.

In antiquity physicians used electric eels to treat a wide variety of ailments including numbing the feet of gout sufferers and easing the pain of those suffering from persistent headaches.

Giant Squid / Colosal Squid

Description

The colossal squid and giant squid are the two largest species of squid on the planet and the largest known invertebrates. Differences between the two species include that the colossal squid is generally thought to be slightly larger in terms of mass, with a wider and stouter body. However, both species average at around 43 feet (13m) long due to the colossal squid's longer mantle but shorter tentacles. Also, while the giant squid has tentacles lined with suckers and small teeth, the colossal squid's tentacles are also covered in sharp hooks.

Much like other squid, colossal squid and giant squid have a mantle with a fin along each side, gills, a mouth with a sharp, horny beak and a siphon which

Giant Squid / Colossal Squid - Water			
Level	4	DB	18
Size	Gigantic	Hits	305
BMR Type	Swim	Init	5
BMR	88	Stamina	76
# Enc	1	Will	51
Outlook	Aloof	Magic	45
Treasure	- - -		

Attacks:

Tentacle Attack - Medium Slash	71
Bite Attack – Small Puncture	51
Martial Arts Sweeps	51
Martial Arts Strikes	63

Skills:
Endurance (15) 65, Martial Arts Strikes (11) 63, Martial Arts Sweeps (8) 51, Navigation (8) 37, Perception (8) 53, Resistance - Magic (8) 45, Resistance - Stamina (11) 76, Resistance - Will (8) 51, Swimming (15) 71, Tentacle Attack - Medium Slash (15) 71, Bite Attack – Small Puncture (8) 51

Talents:
Agile Defense, Immunity to stuns, Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Natural Camouflage, Natural Weapon (beak), Night Vision, Reverberating Strength, Cold Resistance (Major), Giantism (Greater), Decoy

shoots out a precise jet of water to propel the squid forwards. Using this method of propulsion, squid are surprisingly fast and agile when escaping predators.

Lifestyle

Giant and colossal squid are found throughout the world's oceans. They are believed to live up to a depth of 7,200 feet (2.2km). Because giant squid are few in numbers and live at such depths, little is known about them. They are carnivorous and are believed to be slow moving ambush predators feeding on large fish and other squid. Giant squid and colossal squid are thought to have very slow metabolisms and as such survive on as little as 1oz (30g) of prey each day.

Abilities and Combat

The colossal squid and giant squids have long tentacles with powerful suckers and deadly teeth on them. Many whales have been discovered with scars thought to have been caused by the colossal squid and giant squid's formidable tentacles. It is very rare that a human will ever encounter a giant or colossal squid because of the depths it lives at but needless to say, any animal that encounters a giant or colossal squid could suffer some serious damage by their tentacles.

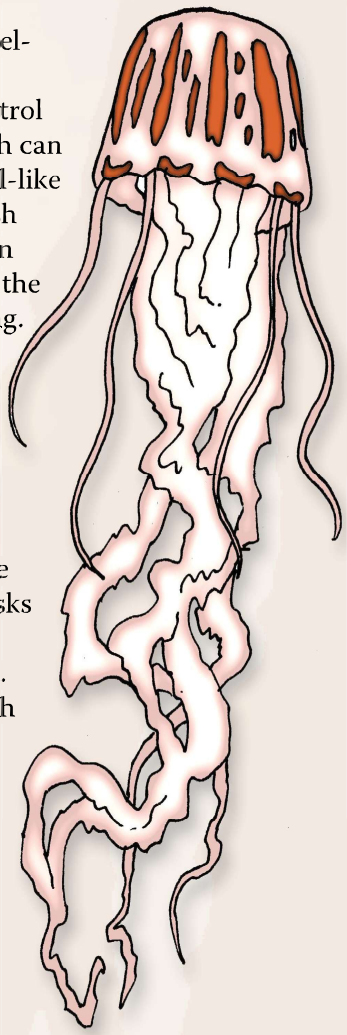
Background & Adventure Notes

Giant and Colossal squids are known to attack ships and can easily cut up or shred the hull of a ship using their sharp, curved claws and suction cups.

The giant and colossal squids are thought to be closely related to the monstrous (and in some worlds mythical) Krakens.

Jellyfish

Description



Jellyfish are marine animals each with a gelatinous umbrella-shaped bell and tentacles. While they have limited control over their movement jellyfish can move by pulsation of the bell-like body. To what extent jelly fish actively swim differs between species with some spending the majority of their time drifting. The jellyfish's stinging tentacles are equipped with stingers to stun and capture prey and to ward off would be attackers.

Different species of jellyfish vary in size dramatically. The smallest species have bell disks from as small as 0.01 inches and similarly small tentacles. The largest species of jellyfish has a bell size of up to 6.5 feet (2m) and tentacles that can reach 100 feet (30m) (though it is rare that they do).

Jelly Fish - Water			
Level	0	DB	18
Size	Small	Hits	72
BMR Type	Swim	Init	4
BMR	17	Stamina	34
# Enc	1-1,000	Will	20
Outlook	Aloof	Magic	18
Treasure	- - -		
Attacks:			
Sting Attack – Small external Poison			26

Skills:
Contortions (3) 14, Endurance (3) 27, Navigation (2) 4, Perception (3) 14, Resistance - Magic (3) 18, Resistance - Stamina (2) 34, Resistance - Will (3) 20, Swimming (3) 6, Sting Attack – Small External Poison (3) 26

Talents:
Agile Defense, Blazing Speed, Immunity to Bleed, Immunity to Stuns, Instinctive Defense, Lightning Reflexes, Natural Weapon (Sting), Poison Bite/Sting (Greater), Poison Immunity, Skill Specialization (Sting Attack x2), Toughness, Shrink (Minor)

Lifestyle

Jellyfish are common near coastlines around the world and are found in every ocean, living in a diverse range of habitats from the surface to the deep sea. Jellyfish are carnivorous and have a very mixed diet. They will eat plankton, crustaceans, fish eggs, small fish and even other jellyfish. Jellyfish do not actively hunt. While they drift through the water, they use their tentacles as nets, snaring any animal that gets caught.

Abilities and Combat

Jellyfish stings range in severity. Some stings will have little or no effect on humans, some will tingle and some will cause unbearable agony. The sea wasp, a jellyfish found in waters around Australia, has a sting so potent it can kill an adult human within minutes. However the stings are so short that just wearing pantyhose is enough to prevent the stings penetrating the skin. In a year, roughly 40-50 people are killed by jellyfish stings. The most potent stings can cause anaphylaxis and eventual death. Even beached and dying species of jellyfish are still capable of stinging and killing a human. In most cases antivenoms are available if they can be reached in time.

Background & Adventure Notes

Jellyfish are believed to be the oldest multi-organed animal in existence with estimates for their existence ranging between 500 million to 700 million years.

Dried jellyfish is considered a delicacy in many countries and continues to gain popularity across the world. Jellyfish must be dried quickly as otherwise they can spoil within a matter of hours.

The popular myth that urinating on a jellyfish sting will help neutralise the poison is a complete fabrication. In most instances, a vinegar solution or salt water are best for remedying the majority of stings.

Lobsters

Description

Lobsters have long bodies with muscular tails, and the majority have four pairs of legs and one pair of large claws. Lobsters are crustaceans and much like other crustaceans have a thick protective exoskeleton which they have to shed in order to grow. This makes working out the average lifespan of a lobster very difficult. The current thinking is that lobsters can live up to 60 years in the wild.

The coloration of a lobster depends on the species, lobster colors can range from grey-brown to blue or orange. It is difficult to determine exactly how large lobsters can grow but an average lobster will be around 1.5 feet (50cm) with really large specimens growing to be up to 3 feet (1m) in length.

Lifestyle

Lobsters are bottom dwelling creatures. They are found in all the world's oceans, most often between shorelines and the continental shelf. Lobsters are solitary creatures living alone in crevices or burrows on the sea floor where they hide from predators and ambush passing prey.

Lobsters are omnivorous, eating mainly fish, molluscs and worms which they supplement with plant matter. It is believed that lobsters are cannibalistic due to a large number of lobster found with lobster shells in their stomach. Though cannibalism is one theory, most people believe instead that lobsters eat their shells after they have molted.

Lobster - Water			
Level	0	DB	80
Size	Miniscule	Hits	36
BMR Type	Multilegged	Init	0
BMR	12	Stamina	42
# Enc	1-10	Will	20
Outlook	Aloof	Magic	10
Treasure	- - -		

Attacks:

Claw Attack - Miniscule Crush	15

Skills:
Endurance (1) 21, Navigation (2) 7, Perception (2) 20, Resistance - Magic (2) 10, Resistance - Stamina (2) 42, Resistance - Will (2) 20, Swimming (1) 5, Claw Attack - Miniscule Crush (3) 15

Talents:
Immunity to Bleed, Immunity to Stuns, Instinctive Defense, Multiple or Peripheral Eyes (Minor), Natural Weapon (Claw), Reverberating Strength, Shrink (Greater), Tough Hide (Greater), Toughness

Abilities and Combat

Because lobsters tend to live in the murky depths of the ocean floor where it is very hard to see anything, they have very poor eyesight. In response to this, however, they have developed very acute senses of taste and smell and use their antennae as sensors to locate their prey.

Lobsters are slow moving as they walk about the sea floor but are capable of fleeing from predators or other threats by quickly curling and uncurling their abdomen which propels them backwards. Using this method lobsters have been known to reach speeds of up to 11 mph (18km/h).

Background & Adventure Notes

Lobsters are highly prized across the globe and make a huge profit for those who can catch them. They are often one of the most profitable commodities in coastal areas where they are found.

When dead, a lobster's digestive system starts to break down and begins decomposing from the inside. This makes the lobster taste bad. It is for this reason that the majority of people insist on cooking live lobster and not because they are poisonous if they are not fresh.

Moray Eels

Description

Moray eels have long, serpentine bodies with large dorsal fins that stretch almost their entire length. Moray eels have a very pointed head with a protruding snout and wide jaws. The majority of moray species have small eyes and large, sharp teeth used for tearing flesh.

Moray eels come in a range of colors from browns and greys to bright greens and yellows. The majority of species have spotted or striped bodies. On average a moray eel is around 5 feet (1.5m) in length, however, dependent on species they can range from 4.5 inches (11.5cm) (Snyder's moray) to 13 feet (4m) (the slender giant moray).

Lifestyle

The majority of Moray eels are found in the tropics or subtropics with the widest array of different moray species found in reefs in warm oceans. Moray eels spend the majority of their time hidden inside crevices and alcoves several hundred meters under the

Moray Eel - Water			
Level	0	DB	38
Size	Large	Hits	107
BMR Type	Swim	Init	8
BMR	21	Stamina	54
# Enc	1	Will	25
Outlook	Aloof	Magic	15
Treasure	- - -		

Attacks:

Bite Attack - Tiny Puncture	16

Skills:
Ambush (3) 31, Contortions (3) 21, Endurance (3) 17, Navigation (3) 12, Perception (3) 35, Resistance - Magic (1) 15, Resistance - Stamina (3) 54, Resistance - Will (2) 25, Stalking & Hiding (3) 61, Swimming (3) 16, Bite Attack - Tiny Puncture (3) 16

Talents:
Agile Defense, Enhanced Senses, Extremely Nimble, Instinctive Defense, Lesser Resistance (All), Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Natural Camouflage, Natural Weapon (teeth), Night Vision, Reverberating Strength, Subtle, Cold Resistance (Minor), Giantism (Minor)

water. From these hidden alcoves moray eels ambush their victims, suddenly emerging from their hiding place and devouring their prey. Moray eels mostly feed on fish, molluscs, crustaceans and sea snakes.

Abilities and Combat

Moray eels rely heavily on their acute sense of smell. With the majority of morays living deep underwater where there is very little light, morays have poor vision and little need for the sense. The head of a moray eel is too narrow to create the pressure necessary to swallow, so they use a secondary set of jaws in their throat to grasp the prey and transport it into the digestive system. This secondary jaw has hooked teeth and a strong bite mechanism, however it lacks the ability to release its grip.

Moray eels are shy and secretive and are especially wary of humans. As such, they will only attack humans in self-defence. If given the opportunity moray eels will flee from humans. In some parts of the world it has become relatively common for divers to hand feed moray eels. Unfortunately, due to the moray eel's poor eyesight, the human finger or hand is often mistaken for food. In addition, as the moray eel cannot release the grip of its secondary jaw, the eel will either do some serious damage to the human or will have to be killed and have its jaw broken so the human can free itself.

Moray eels have thicker skin than most other species of eel and secrete a protective mucus over their bodies which in some species are poisonous.

Background & Adventure Notes

Moray eels are more dangerous dead than alive, as when eaten some species have been known to cause ciguatera fish poisoning.

Reef-associated roving coralgroupers have been known to recruit moray eels to help them hunt for food by flushing prey out of narrow crevices. This is the only known instance of two different species of fish hunting cooperatively.

Eels were considered a minor god by the ancient Egyptians. The Phoenicians had a sanctuary dedicated to the god of war in which was a pool filled with eels.

In antiquity the eel was considered a cure for alcoholism. If you drown an eel in a vat of wine, it is said that anyone who then drinks from that vat will develop a deep loathing of all forms of alcohol.

Octopuses

Description

Octopuses are well known for their bulbous heads, large eyes and eight arms. In most species these arms have suction cups which are used to catch and hold their prey. Octopuses have a mouth and a hard beak at the centre point of their arms and three hearts, two of which pump blood around the gills while the other pumps blood to the rest of the body. Octopuses do not have a skeleton which allows them to squeeze through small holes and crevices.

Octopuses have a short life expectancy. On average they will live around 2 years with many not making it past 6 months and very few living to five years. The size of an octopus depends on the species but they can be as small as 1 foot (30cm) and may grow to 4.3 feet (1.3m).

Lifestyle

Octopuses are found in tropical and temperate oceans inhabiting a diverse range of habitats including coral reefs, pelagic waters and the ocean floor. Octopuses that live on the ocean floor tend to eat mainly crabs, molluscs, whelks and clams whilst those that are not bottom dwellers tend to eat more prawns and fish. Octopuses swim by shooting a jet of water in a specific direction, propelling it forward.

Octopuses are solitary creatures only ever interacting with other octopuses when mating. After mating male octopuses can only survive a couple of months, and females will remain with her young for roughly a month after they have hatched, during which time they neglect to eat causing the females to die of starvation.

Abilities and Combat

Octopuses are believed to be one of the most intelligent of all invertebrates and capable of easily adapting their behaviour to better suit their needs. Some recent experiments of octopuses suggest that they have a memory system capable of storing both long and short term memories.

Octopuses have very good eyesight although color vision varies between species. In addition octopuses have an organ which helps them sense the orientation of their body. By far the most acute sense that octopuses have however is their sense of touch. The

Octopus- Water			
Level	1	DB	34
Size	Small	Hits	61
BMR Type	Swim	Init	7
BMR	19	Stamina	37
# Enc	1	Will	15
Outlook	Aloof	Magic	15
Treasure	- - -		

Attacks:

Tentacle Attack – Tiny Crush	30
Bite Attack – Tiny Puncture	15
Martial Arts Sweeps	35

Skills:

Contortions (4) 25, Endurance (3) 16, Martial Arts Sweeps (6) 35, Navigation (3) 13, Perception (3) 25, Resistance - Magic (2) 15, Resistance - Stamina (3) 37, Resistance - Will (2) 15, Stalking & Hiding (6) 65, Swimming (6) 35, Tentacle Attack - Tiny Crush (5) 30, Bite Attack – Tiny Puncture (2) 15

Talents:

Agile Defense, Blazing Speed, Immunity to Stuns, Instinctive Defense, Lightning Reflexes, Limited Regeneration (Minor), Multiple or Peripheral Eyes (Lesser), Natural Camouflage, Natural Weapon (teeth), Night Vision, Poison Bite/Sting (Minor), Cold Resistance (Major), Shrink (Minor), Decoy

suction cups are equipped with receptors that allow it to 'taste' what it is touching. Despite this, an octopus' brain cannot collate information about the overall shape or position of an object. They can distinguish variations in texture but cannot then integrate this information into a larger picture.

All octopuses are venomous, often using their venom to paralyse prey. However only the blue-ringed octopus is known to be deadly to humans. When agitated, the blue-ringed octopus is known to bite its would-be attacker. If this happens to be a human, the venom can be fatal as there is no known anti-venom. The victim will quickly become paralysed which will include their respiratory function. If they are given rescue breathing or hooked up to a ventilator to breathe for them the paralysis will pass in a matter of hours.

Octopuses are best known for their defensive mechanisms, of which they have a number. When attacked, some octopuses will detach one of their arms, which will crawl away autonomously. This will hopefully distract the predator giving the octopus a chance to escape. In addition most octopuses have the ability to eject a thick, black ink. This cloud of ink not only screens the octopus' escape but is also thought to interfere with the predator's sense of smell, making it easier for the octopus to escape. In some instances the ink cloud operates as a decoy with the predator attacking that instead of the octopus. Some species of octopus will also use their ability to squirt ink to disorientate their prey, making it easier to catch them.

An octopus' main defense is to hide. A number of octopus species are camouflaged or have the ability to change the color, transparency and reflectivity of their skin to blend into their surroundings. Some species combine this ability with their incredibly flexible bodies to accurately mimic other, more dangerous animals such as lionfish, sea snakes or eels.

Background & Adventure Notes

Octopus is eaten around the world. Most common in Japanese cuisine, it is now become more common in other countries where the tentacles and other body parts are prepared in a variety of different ways, sometimes depending on the species.

As they have no bones octopuses are extremely flexible and often do break out of their aquariums and into other aquariums if there is one nearby. Octopuses have even been known to find their way onto fishing boats in search of food.

The octopus is not portrayed in a very good light in religions, mythologies and legends. The ancient Greeks associated it with the Kraken and believed they could sink entire ships, while Hawaiians believe them to be a 'false creator' who made an attempt to create man and then led a revolt against the gods. Even in modern stories such as Jules Verne's Twenty Thousand Leagues Under The Sea the octopus is portrayed as monstrous and evil.

Rays

Description

Rays are cartilaginous fish with flattened bodies and long pectoral fins which are attached to the head. Many species of ray have developed their pectoral wings into broad flat 'wings' and have no anal fin. They have eyes on the top of the head to allow them to slide along the sea floor hoovering up prey. Rays commonly eat snails, clams, oysters, crustaceans and fish and as such most have developed strong, rounded teeth for crushing shells.

The size of a ray varies between species. The smallest species of ray is the short-nosed electric ray which is only 4 inches (10cm) across and the largest are the manta rays which can reach up to 30 feet (9m) across.

Rays - Water			
Level	0	DB	24
Size	Medium	Hits	76
BMR Type	Swim	Init	6
BMR	21	Stamina	42
# Enc	1-50	Will	20
Outlook	Aloof	Magic	15
Treasure	- - -		
Attacks:			
Tail Attack - Tiny Puncture			21

Skills:
Ambush (2) 21, Contortions (1) 6, Endurance (3) 16, Navigation (3) 12, Perception (3) 35, Resistance - Magic (3) 15, Resistance - Stamina (3) 42, Resistance - Will (3) 20, Stalking & Hiding (3) 51, Swimming (3) 31, Tail Attack - Tiny Puncture (3) 21

Talents:
Agile Defense, Blazing Speed, Enhanced Senses, Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Lesser), Natural Camouflage, Natural Weapon (Tail), Night Vision, Poison Bite/Sting (Major), Skill Specialization (Swimming x2), Skill Specialization (Tail Attack – Tiny Puncture), Subtle, Cold Resistance (Minor)

Lifestyle

Rays live in a variety of different geographical regions in a variety of different habitats. The manta ray is one of very few species who live in the open sea. Most species spend most of their time on the sea floor in coastal waters. They are found in tropical, subtropical, temperate and cold-water environments around the globe.

Abilities and Combat

On the whole, rays are not aggressive creatures. The majority hunt by sweeping along the sea floor and devouring any prey that they find. While very few rays have any abilities or adaptations to help them attack or kill their prey, a number have adaptations for defense, most famously stingrays. Stringrays are a family of rays most of which have one or more barbed stingers on the tails. On average stingers are around 1.1 feet (35cm) long and carry two venom glands.

Background & Adventure Notes

Ancient Greek dentists used to use stingray venom as an anaesthetic.

Stingray venom has been used in a number of myths and legends as a poison. In Greek mythology Odysseus, the great king of Ithaca, was killed when his son stabbed him using a spear tipped with stingray venom.

Sea Lions

Description

Sea lions are sea dwelling mammals, best known for their long foreflippers and their ability to walk on all fours. There are a number of different species of sea lion but they all share a number of common characteristics including having coarse, short fur and being big, bulky and cumbersome on land whilst being streamlined and agile underwater.

When swimming, sea lions propel themselves with their strong foreflippers. Their streamlined bodies reduce drag in the water and allow them to glide through the water between strokes. Thanks to the flexibility of the sea lions' spine they are capable of incredible feats of agility underwater.

Sea Lion - Water			
Level	0	DB	28
Size	Large	Hits	117
BMR Type	Swim : Quad.	Init	10
BMR	27 : 16	Stamina	54
# Enc	1-1,000	Will	20
Outlook	Aloof	Magic	19
Treasure	- - -		
Attacks:			
Bite Attack – Tiny Puncture			16

Skills:
Contortions (3) 16, Endurance (3) 27, Mental Focus (3) 15, Navigation (3) 17, Perception (3) 37, Resistance - Magic (3) 19, Resistance - Stamina (3) 54, Resistance - Will (3) 20, Swimming (3) 26, Bite Attack – Tiny Puncture (3) 16

Talents:
Agile Defense, Blazing Speed, Enhanced Scent, Enhanced Senses, Instinctive Defense, Lesser Resistance (Stamina), Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Natural Weapon (Teeth), Skill Specialization (Swimming), Cold Resistance (Minor), Giantism (Minor), High Pressure Tolerance (Minor), Increased Lung Capacity, Water Vision

Lifestyle

Sea lions are found in a wide range of habitats across the globe from subarctic waters to the tropical regions of oceans. The size of a sea lion will vary between species. An average length across all species is around 6.5 feet (2m) long. The largest species of sea lion is Steller's sea lion which can grow up to 10 feet (3m) in length. Stats included are for an average sea lion.

Sea lions live in colonies of, in many cases, thousands of individuals. Within the colony there are smaller sub groups with very close social connections. Sea lions are very social creatures who enjoy living in close proximity to each other. Sea lions spend a lot of time on rocks, beaches, wharves or marinas basking in the sun. While there is no biological need for sea lions to bask, it is their favourite pastime.

Sea lions consume a variety of different sea food including fish, squid and clams. In most cases sea lions will forage near coastlines for their prey and are known to consume large quantities of food in one sitting. Sea lions can remain at sea for over two weeks at a time. They dive almost continuously, returning to the surface to breathe and rest.

Abilities and Combat

Sea lions have a relatively good sense of sight and can see in color. However their vision is limited to the blue-green area of the spectrum. They have an acute sense of hearing both in and out of the water. Whilst underwater, sea lions use their whiskers to detect vibrations and as such be wary of predators and prey around them.

Sea lions tend to travel at about 7.5 mph (12km/h) underwater unless they are threatened. They can dive to a depth of around 280m and remain underwater for nearly 10 minutes. However, it is more common that they only dive 26 feet (8m) and will remain underwater for around 3 minutes.

It is very rare for a sea lion to attack a human. In the majority of cases, it is thought that attacks occur when humans stray into their territory. In the most severe cases humans have been bitten by large aggressive males.

Background & Adventure Notes

A number of different species of sea lion are easily trained and can perform tricks such as catching balls on their noses and clapping. Sea Lions can even be trained to find and detain swimmers both on the surface and underwater.

In Scottish mythology selkies were sea lions that could shed their skin and take human form. If a female selkie shed their skin and was captured by a man it was said that she would become his wife. However, if she ever found her skin again she would return to the sea and the man would mourn his loss and die of sadness.

Sharks

Description

Shark do not have bones like most other fish. Instead, they have skeletons made of cartilage which is flexible yet durable. In addition, it is roughly half the density of bone, making it easier for sharks to float and save energy moving around a large skeleton.

Instead of being affixed to the jaw bone, sharks' teeth are embedded into the gum and are continually replaced throughout the shark's life with some sharks having as many as 30,000 teeth in their lifetime. The shape and size of the teeth depend on the species and its diet. Sharks that feed on crustaceans tend to have flatter teeth more adapted to crushing shells whereas sharks that feed on smaller fish have thin pointy teeth

adapted for gripping their prey. Those that eat larger fish have large, serrated teeth to saw through flesh.

Shark size varies depending on the species. The smallest is the dwarf lantern shark which lives in very deep waters and is 6.7 inches (17cm) long. The largest shark, and incidentally the largest fish, is the whale shark which can grow up to 39 feet (12m) in length.

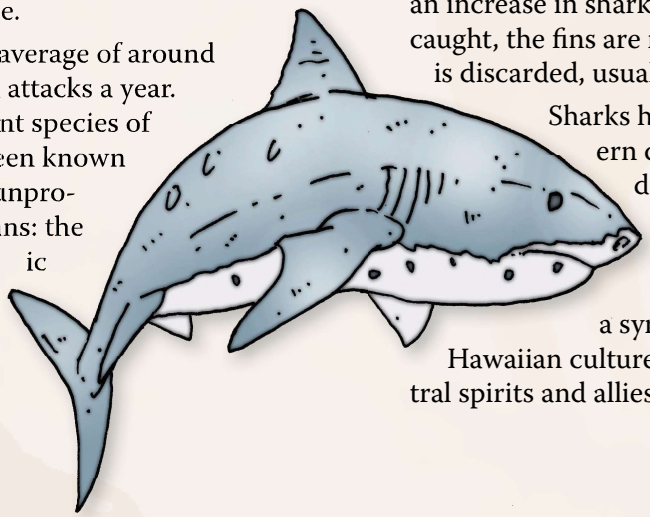
Lifestyle

Sharks are found in seas across the globe and are relatively common up to depths of 6,500 feet (2,000m). A shark's lifestyle varies between some species. Some are highly social, living in large schools whilst others lead the life of a solitary hunter, only congregating to mate. As well as hierarchies within social groups, cross-species hierarchies exist with some species being subservient to larger species during feeding. The majority of sharks are carnivorous, eating fish, crustaceans and aquatic mammals. Many sharks hunt in packs, cooperating with each other to herd, capture and kill their prey.

Abilities and Combat

Sharks have a very acute sense of smell with some species thought to be able to detect as little as one part per million of blood in water. In addition, sharks can determine the exact direction of a scent based on when the scent was detected in each nostril. Like most fish, sharks have the ability to detect vibrations in the water. The majority of shark species need to constantly swim to make water pass through their gills so they can breathe.

Worldwide there is an average of around four unprovoked shark attacks a year. Out of over 350 different species of shark only four have been known to be involved in fatal unprovoked attacks on humans: the great white, oceanic whitetip, tiger and bull sharks.



Sharks - Water			
Level	3	DB	64
Size	Medium	Hits	131
BMR Type	Swim	Init	15
BMR	28	Stamina	77
# Enc	1-12	Will	52
Outlook	Aggressive	Magic	52
Treasure	- - -		

Attacks:

Bite Attack – Medium Puncture	75

Skills:

Endurance (12) 71, Frenzy (12) 61, Navigation (8) 38, Perception (12) 76, Resistance - Magic (9) 52, Resistance - Stamina (9) 77, Resistance - Will (9) 52, Stalking & Hiding (10) 89, Swimming (12) 65, Bite Attack - Medium Puncture (12) 75

Talents:

Agile Defense, Blazing Speed, Enhanced Scent, Enhanced Senses, Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Lesser), Natural Camouflage, Natural Weapon (teeth), Skill Specialization (Bite Attack – Medium Puncture), Subtle, Tough Hide (Minor), Toughness, Infrasound Hearing (Water)

Background & Adventure Notes

Sharks are often hunted for their fins which is used in shark fin soup. The popularity of this soup has led to an increase in shark fishing activities. When shark are caught, the fins are removed and the rest of the shark is discarded, usually back into the sea.

Sharks have a very bad reputation in western culture. They are associated with danger, doom, insatiable hunger, greed and hostility. However, in aboriginal Australian culture the shark is revered and seen as a symbol of strength and nobility. In Hawaiian culture sharks are believed to be ancestral spirits and allies of kahunas (shaman).

Walruses

Description

Walruses are found in shallow waters throughout the Arctic and sub-Arctic regions of the Northern Hemisphere. The walrus is a large, bulky, marine mammal with large flippers, prominent tusks and whiskers. Similar to seals and sea lions, walruses can walk on all fours by turning their rear flippers forwards. However, unlike sea lions and seals, walruses do not propel themselves through water using their front flippers. They move through the water using whole body movements, similar to dolphins.

Lifestyle

Walruses are relatively social animals, living between 20 and 30 years in the wild. They spend a vast amount of their time foraging on the sea floor for food. Walruses have a varied diet and are very opportunistic in what they eat. The majority of their diet is made up of shrimp, crabs, soft corals, sea cucumbers and molluscs. Walruses do not tend to dive particularly deep underwater and as such usually live in shallower waters.

In summer walruses migrate from their icy homes to rocky beaches or outcrops. This migration can cause massive groups of walruses, sometimes as many as tens of thousands of individuals to descend on a single location. These journeys are often over very long distances.

Abilities and Combat

A walrus will have between 400 to 700 whiskers reaching up to a foot (30cm) in length. These whiskers are highly sensitive and not only detect vibrations and movement in the water, but are also used in foraging. When foraging a walrus' whiskers can differentiate between objects as small as 0.12 of an inch (3mm).

Walruses do not dive as deep as seals or sea lions but can remain underwater significantly longer. The deepest recorded dive of a walrus is 260 feet (80m) but they can remain submerged for up to 30 minutes.

Walruses have very good short range vision which they use when foraging underwater for prey. However, their long range vision is very poor. They have an air sac under their throat which they can inflate and which helps them keep their head above water whilst sleeping.

Walrus - Water

Level	1	DB	62
Size	Large	Hits	146
BMR Type	Swim : Quad.	Init	6
BMR	28 : 20	Stamina	58
# Enc	1-100	Will	39
Outlook	Aggressive	Magic	25
Treasure	- - -		

Attacks:

Tusk Attack - Medium Slash	32

Skills:

Endurance (6) 56, Navigation (5) 22, Perception (6) 52, Resistance - Magic (5) 25, Resistance - Stamina (5) 58, Resistance - Will (6) 39, Swimming (6) 52, Tusk Attack - Medium Slash (6) 32

Talents:

Agile Defense, Enhanced Senses, Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Natural Weapon (Tusk), Skill Specialization (Swimming x2), Skill Specialization (Endurance), Tough Hide (Major), Toughness, Cold Resistance (Major), Giantism (Minor), Water Vision, Increased Lung Capacity

A walrus' tusks are elongated canines and are seen in both males and females. These tusks can reach a length of 3 feet (1m) and are used to dig out prey, to aid foraging and to pierce holes in ice. Tusks tend to be slightly bigger amongst males who also use them for fighting and dominance displays. It is often the males with the largest tusks that tend to dominate social groups.

Background & Adventure Notes

Walrus meat is eaten regularly in areas where walruses live. In ancient times hunters would use all parts of the walrus including fermenting the flippers, using the tusks to create tools and rendering their natural oils for warmth and light.

The walrus is heavily featured in the religion and folklore of many peoples indigenous to the Arctic. The Chukchi people believe that the bottom of the sea is ruled by a walrus-headed woman who is linked to the Inuit goddess Sedna. A number of Arctic peoples believe that the aurora borealis is a special world inhabited exclusively by those who died by violence and that the ever-changing rays represent deceased souls playing catch with a walrus head.

Whales

Description

There are two sub-orders of whales; the toothed whales which includes sperm whales, killer whales, pilot whales and beluga whales, and the baleen whales which includes blue whales, humpback whales, bowhead whales and minke whales. The main difference between these two suborders is that while the toothed whales have teeth and tend to hunt and eat live prey, baleen whales are filter feeders, eating mostly krill and other small organisms.

All whales are marine mammals possessing tails with horizontal flukes, blowholes on top of their heads and forelimbs that have adapted over the millennia into fins. Whales are extremely large creatures. Even the smallest whale (the pygmy sperm whale) is 11.5 feet (3.5m) long. The largest whale, and the largest animal known to have ever existed, is the blue whale which has an average length of 100 feet (30m).

Whales need to surface every so often to breathe. They breathe through blowholes which are located on top of their heads allowing them to stay almost fully submerged when breathing.

Lifestyle

Whales inhabit every ocean in the world with population numbers estimated to be in their millions. The lifespan of any species of whale is very poorly documented. It is thought that whaling has prematurely killed the majority of older whales. Research suggests that humpback whales may live as long as 80 years in the wild. Some dating techniques suggest that some bowhead whales are over 200 years old. If this is correct, they would be the oldest living mammals on the planet.

Toothed whales are known to travel in groups (called pods). Within these groups, individuals form long term close bonds and are known to take part in cooperative hunting. Baleen whales on the other hand live much more solitary lives, only meeting up to mate.

Whales are very intelligent creatures and have been observed exhibiting behaviours that suggest they are capable of teaching and learning, cooperating and scheming and that they grieve when relatives or members of their pod die.

Baleen Whale - Water

Level	2	DB	62
Size	Gigantic	Hits	303
BMR Type	Swim	Init	1
BMR	128	Stamina	63
# Enc	1-5	Will	63
Outlook	Aloof	Magic	55
Treasure	- - -		

Attacks:

Ram Attack – Large impact	50

Skills:
Endurance (9) 63, Navigation (7) 32, Perception (9) 69, Resistance - Magic (9) 55, Resistance - Stamina (9) 63, Resistance - Will (9) 63, Swimming (9) 50, Ram Attack – Large Impact (9) 50

Talents:
Enhanced Senses, Immunity to Stuns, Instinctive Defense, Multiple or Peripheral Eyes (Minor), Natural Camouflage, Tough Hide (Major), Toughness, Cold Resistance (Major), Giantism (Greater), Increased Lung Capacity, Infrasound Hearing (Water)

Beaked Whale - Water

Level	2	DB	50
Size	Gigantic	Hits	298
BMR Type	Swim	Init	10
BMR	64	Stamina	74
# Enc	1-10	Will	52
Outlook	Aloof	Magic	30
Treasure	- - -		

Attacks:

Ram Attack – Medium impact	53
Bite Attack – Small Puncture	53

Skills:
Endurance (9) 58, Navigation (6) 27, Perception (9) 66, Resistance - Magic (6) 30, Resistance - Stamina (9) 74, Resistance - Will (9) 52, Swimming (9) 53, Ram Attack – Medium impact (9) 53, Bite Attack – Small puncture (9) 53

Talents:
Blazing Speed, Enhanced Senses, Immunity to Stuns, Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Natural Camouflage, Natural Weapon (teeth), Tough Hide (Minor), Toughness, Cold Resistance (Major), Giantism (Greater), Increased Lung Capacity, Infrasound Hearing (Water)

Killer Whale - Water

Level	3	DB	52
Size	Huge	Hits	191
BMR Type	Swim	Init	11
BMR	54	Stamina	79
# Enc	1-20	Will	64
Outlook	Aggressive	Magic	50
Treasure	- - -		

Attacks:

Bite Attack – Large Puncture	62
Ram Attack – Medium Impact	62

Skills:
Acrobatics (3) 17, Endurance (12) 71, Navigation (8) 39, Perception (8) 62, Resistance - Magic (9) 50, Resistance - Stamina (12) 79, Resistance - Will (10) 64, Stalking & Hiding (7) 52, Swimming (12) 62, Bite Attack – Large Puncture (12) 62, Ram Attack – Medium Impact (12) 62

Talents:
Accelerated Healing, Blazing Speed, Enhanced Senses, Immunity to Stuns, Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Natural Camouflage, Natural Weapon (teeth), Tough Hide (Minor), Toughness, Cold Resistance (Minor), Giantism (Major), Increased Lung Capacity, Infrasound Hearing (Water)

Narwhal - Water

Level	2	DB	48
Size	Large	Hits	148
BMR Type	Swim	Init	9
BMR	37	Stamina	69
# Enc	5-20	Will	52
Outlook	Aloof	Magic	45
Treasure	- - -		

Attacks:

Tooth Attack – Medium Puncture	51
Bite Attack – Small Puncture	51

Skills:
Endurance (9) 58, Navigation (9) 42, Perception (9) 66, Resistance - Magic (8) 45, Resistance - Stamina (9) 69, Resistance - Will (9) 52, Swimming (9) 71, Tooth Attack – Medium Puncture (9) 51, Bite Attack – Small Puncture (9) 51

Talents:
Blazing Speed, Enhanced Senses, Immunity to Stuns, Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Natural Weapon (Tooth), Natural Weapon (Teeth), Skill Specialization (Swimming x2), Tough Hide (Minor), Toughness, Cold Resistance (Major), Giantism (Minor), Increased Lung Capacity, Infrasound Hearing (Water)

Abilities and Combat

Unlike fish, whales propel themselves through the water by moving their tails vertically as opposed to horizontally. Baleen whales catch their food by filtering seawater through a comb-like structure in their mouth which is called the baleen. Toothed whales on the other hand actively hunt their prey using echolocation to find and track their prey.

Whales can communicate with each other vast distances, with some researchers suggesting they can hear each other over thousands of miles of ocean. It is thought that baleen whales who live more solitary lives are actually in constant contact with other whales through their 'songs'.

Background & Adventure Notes

Whales have been extensively hunted since the 17th century. They are hunted for whale oil, meat and ambergris (an ingredient in perfume taken from the intestine of sperm whales). This continual hunting has had an adverse effect on whale populations, with many species now seriously endangered.

Whales are an integral part of a number of cultures and myths across the world. In many cultures, whales are associated with divinity. Ghanaians and Vietnamese will sometimes hold funerals for beached whales as they are revered by fisherman.

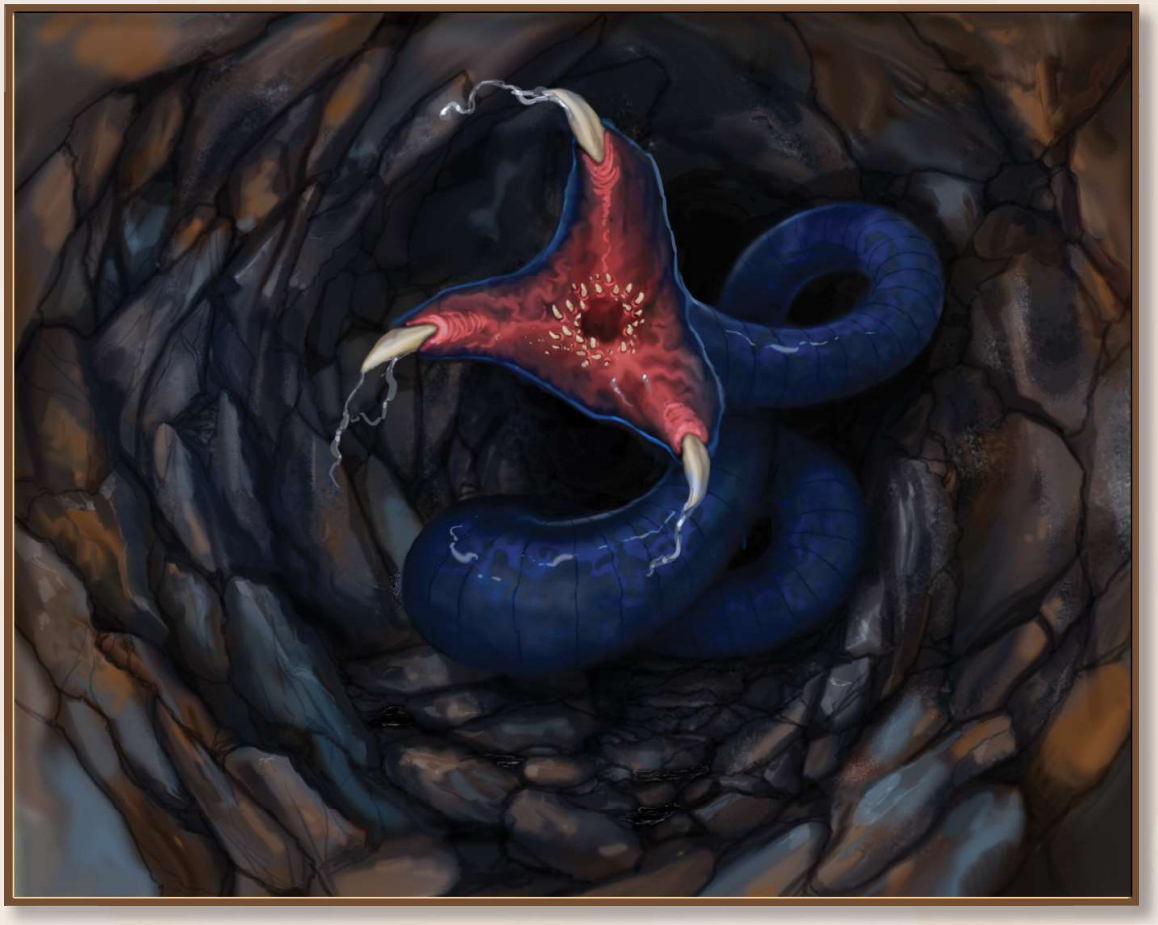
Whales often appear on seaman's maps in the corner to indicate the presence of sea monsters.

Animals Water - Racial Stats

Names	ST	CO	AG	QU	SD	RE	IN	PR	END	PP	Stam.	Will	Magic
Crab	-6 (6)	2 (4)	-7 (7)	-4 (4)	-2 (2)	-3 (0)	-3 (3)	-4 (4)	60	0	20	10	0
Dolphin / Porpoise	-2 (4)	0 (2)	1 (3)	0 (8)	1 (4)	-1 (2)	1 (5)	0 (2)	60	0	10	10	10
Electric Eel	-8 (2)	0 (2)	1 (5)	0 (3)	-4 (4)	-5 (2)	-5 (5)	-7 (7)	60	0	25	5	0
Giant Squid / Colossal Squid	4 (8)	0 (2)	-6 (5)	-4 (4)	0 (3)	-3 (0)	-6 (6)	3 (2)	60	0	20	5	5
Jelly Fish	-8 (0)	1 (1)	-7 (6)	-3 (3)	-6 (6)	-5 (0)	-7 (6)	-8 (8)	60	0	20	5	5
Lobster	-6 (6)	2 (4)	-7 (7)	-4 (4)	-2 (2)	-3 (0)	-3 (3)	-4 (4)	60	0	20	10	0
Moray Eel	-8 (3)	0 (2)	1 (5)	0 (3)	-3 (3)	-5 (2)	-5 (5)	-7 (7)	60	0	25	5	0
Octopus	-8 (8)	0 (1)	2 (3)	-3 (5)	-5 (5)	-3 (1)	-5 (5)	-1 (2)	60	0	20	5	5
Rays	-8 (3)	0 (1)	-4 (5)	-4 (5)	-5 (5)	-3 (0)	-3 (3)	-8 (8)	60	0	25	5	0
Sea Lion	-6 (6)	0 (2)	-1 (2)	-2 (5)	-3 (3)	-3 (3)	-1 (3)	-6 (6)	60	0	25	5	0
Shark	1 (7)	2 (4)	1 (2)	1 (8)	-2 (3)	-3 (0)	-1 (2)	2 (4)	60	0	20	5	5
Walrus	-4 (6)	0 (4)	-5 (5)	-3 (4)	-2 (4)	-3 (0)	-3 (3)	0 (4)	60	0	25	5	0
Whales													
Baleen Whale	1 (6)	0 (4)	-5 (3)	-5 (6)	-1 (5)	-3 (0)	-2 (2)	1 (4)	60	0	10	10	10
Beaked Whale	-3 (6)	-2 (4)	-1 (6)	-1 (6)	-2 (3)	-3 (0)	-2 (2)	0 (3)	60	0	25	5	0
Killer Whale	2 (6)	1 (4)	-3 (3)	0 (6)	-2 (4)	-3 (2)	-1 (1)	1 (4)	60	0	15	10	5
Narwhal	-4 (7)	-2 (4)	-3 (6)	-1 (5)	-2 (3)	-3 (0)	-2 (2)	0 ()	60	0	20	5	5

() = heroic stat assignment

Land Creatures



Overview

These beasts dwell on land and are among the most fierce creatures faced by adventurers.

Land Creatures Stats

Names	Lvl	Size	BMR Type	BMR	Init	DB	Hits	Attacks	#Enc	Out-look	Treas.	Stam	Will	Mag
Abraxas	4	Large	Biped	24	17	49	170	(See SKILLS)	1-4	Hostile	PN2N	113	52	45
Almiraj	5	Medium	Quadruped	31	16	48	110	(See SKILLS)	1	Prot.	- - -	55	71	76
Barghest	5	Medium	Quadruped	30	13	32	147	(See SKILLS)	1	Cruel	P2NN2	99	72	69
Caustic Slime	4	Large	Worm/ Snake	14	5	10	174	(See SKILLS)	1	Hungry	N2--	90	81	36
Cerberus	9	Large	Quadruped	29	14	79	194	(See SKILLS)	1-3	Cruel	R3N2(10)N3	84	67	80
Chameleon Amoeba	8	Medium	Worm/ Snake	7	4	28	170	(See SKILLS)	1	Hungry	N2N4(5)N2	110	76	60
Chimera	10	Large	Quadruped	33	16	59	196	(See SKILLS)	1-3	Aggr.	R2N5(10)N3	100	80	76
Dire Bear	12	Large	Quadruped	34	9	107	202	(See SKILLS)	1-2	Berserk	---	128	62	54
Dire Boar	9	Large	Quadruped	35	15	108	212	(See SKILLS)	1-4	Berserk	---	124	58	32
Flamedarters	5	Medium	Quadruped	27	21	92	159	(See SKILLS)	3-20	Aggr.	-PP	82	70	58
Fungus Men (Mold Form)	2	Small	Worm/ Snake	6	13	20	139	(See SKILLS)	1	Hostile	PPP	84	72	83
Fungus Men (Humanoid Form)	5	Medium	Biped	11	14	32	158	(See SKILLS)	1-4	Hostile	PP3P	78	56	98
Giant Furred Snake	4	Large	Worm/ Snake	16	16	54	176	(See SKILLS)	1	Aloof	---	90	78	66
Giant King Cobra	6	Huge	Worm/ Snake	32	12	54	220	(See SKILLS)	1-2	Aloof	---	107	88	59
Giant Millipede	4	Large	Multi-legged	17	14	74	180	(See SKILLS)	1-2	Hungry	-PP	110	80	66
Ki-Lin	7	Medium	Quadruped	36	20	46	120	(See SKILLS)	1-4	Domin.	R3R5-	54	54	78
Magmamen	3	Medium	Biped	9	6	45	130	(See SKILLS)	1-10	Prot.	PNN	104	48	52
Manticore	6	Large	Quadruped	34	11	67	193	(See SKILLS)	1-4	Aggr.	NR4N8	106	60	53
Medusa	7	Medium	Biped	11	17	52	103	(See SKILLS)	1-2	Domin.	R5R4(5)R8	32	52	64
Rockworm	10	Large	Worm/ Snake	22	12	75	216	(See SKILLS)	1	Hostile	---	132	102	79
Sandwyrm	11	Huge	Worm/ Snake	32	14	77	231	(See SKILLS)	1	Hungry	---	124	92	84
Sphinx	14	Large	Quadruped	33	16	46	152	(See SKILLS)	1-2	Aloof	R3R5(10)N4	64	82	86
Unicorn	10	Large	Quadruped	34	18	44	167	(See SKILLS)	1-10	Aloof	---	82	92	106
Zephyr Hound (Air)	6	Medium	Quadruped	36	19	64	153	(See SKILLS)	1-10	Bellig.	PP3P	86	66	62
Zephyr Hound (Earth)	6	Medium	Quadruped	25	14	59	158	(See SKILLS)	1-10	Bellig.	PP3P	118	50	62
Zephyr Hound (Fire)	6	Medium	Quadruped	35	20	62	153	(See SKILLS)	1-10	Bellig.	PP3P	106	46	66
Zephyr Hound (Water)	7	Medium	Quadruped	34	21	64	157	(See SKILLS)	1-10	Bellig.	PP3P	106	54	78

Abraxas

Abraxas			
Level	4	DB	49
Size	Large	Hits	170
BMR Type	Biped : *Swim*	Init	17
BMR	24 : *12*	Stam	113
# Enc	1-4	Will	52
Outlook	Hostile	Magic	45
Treasure	PN2N	Build	Monster

DB Breakdown: (QU 24, Tough Hide (Minor) 20, Dense Muscle 5)

Attacks:

Bite - Medium Puncture	102
Constrict - Medium Grapple	86
Melee Weapon - Broadsword	82

Skills:

Ambush (15) 64, Camouflage (14) 66, Climbing (10) 97, Endurance (15) 170, Jumping (8) 67, Perception (15) 56, Resistance - Magic (8) 45, Resistance - Stamina (15) 113, Resistance - Will (10) 52, Stalking & Hiding (15) 69, Swimming (10) 52, Tracking (15) 56, Melee Weapon - Broadsword (10) 82, Bite - Medium Puncture (15) 102, Constrict - Medium Grapple (12) 86, Foraging/Survival (Jungle) (15) 56

Talents:

Blazing Speed, Dense Musculature, Giantism (Minor), Lesser Resistance (Stamina), Lightning Reflexes, Natural Climber, Natural Weapon (Bite), Natural Weapon (Constrict), Tough Hide (Minor), Toughness

Description

The Abraxas is a hybrid creature of man, snake and fowl which haunts tropical jungles, preying upon all that crosses its path. With the head of a fowl, legs made from the body of a snake and the torso of a man with powerful shoulders and arms the Abraxas is assumed to be named after its demonic counterpart.

The cocks head sports brilliant plumage of scarlet, gold and emerald which is mirrored in the scales of the serpentine legs. The body is also dusted with a light covering of gold scales which cause light to ripple across the surface of the torso as it moves.

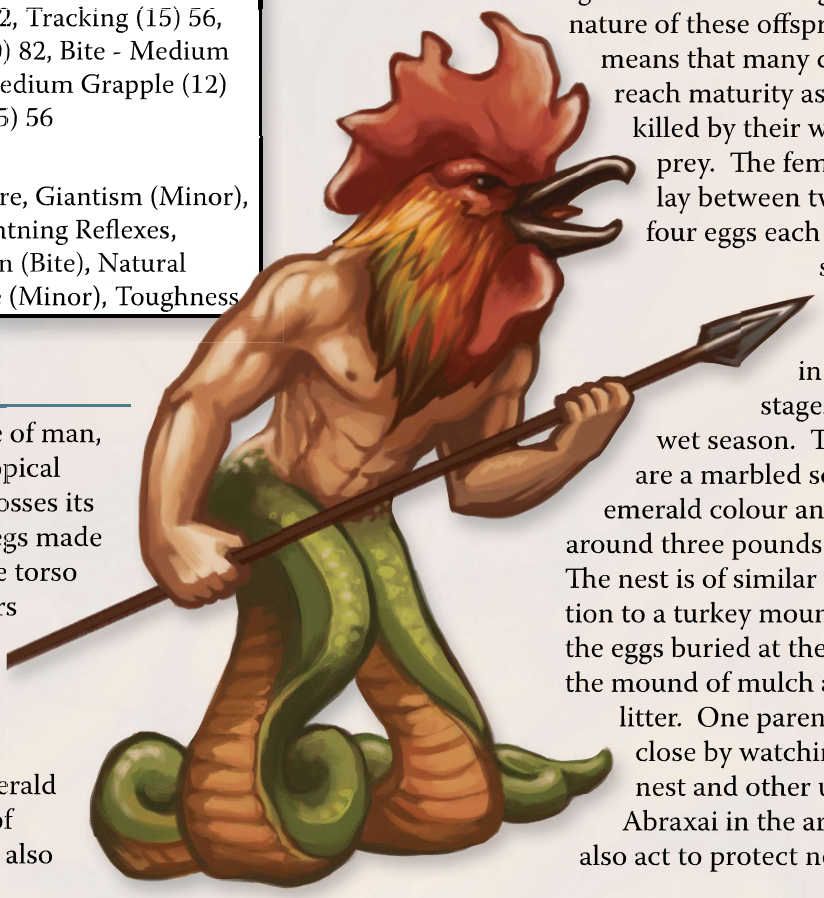
Standing between seven and eight feet tall at crown of the head the Abraxas is both an awe inspiring and terrifying sight as it wends its way through the undergrowth of its jungle home.

The Abraxas is surprisingly fast and is a capable climber, able to use its serpentine legs to great effect when climbing the great trees of the jungle.

Lifestyle

The Abraxas is a violent creature which attacks all that comes into its hunting range, a range it will defend against all comers, with the exception of other Abraxai. More akin to beasts than men, Abraxai are always on the hunt for food and food is loosely defined as anything other than another Abraxai. Abraxai are carnivorous, with no preference to the type or nature of the meat they are consuming and they will just as gladly consume decaying corpses as they will live prey.

Abraxas will mate for life, having offspring every year though the violent and aggressive nature of these offspring means that many do not reach maturity as they are killed by their would-be prey. The female will lay between two and four eggs each dry season with the eggs hatching in the early stages of the wet season. The eggs are a marbled scarlet and emerald colour and weigh around three pounds each. The nest is of similar construction to a turkey mound with the eggs buried at the centre of the mound of mulch and forest litter. One parent is always close by watching the nest and other unmated Abraxai in the area will also act to protect nests.



Abilities and Combat

The Abraxas is a cunning but not intelligent fighter and once they attack, they will not relent, even unto their death. It is capable of performing ambush attacks though this more a result of it seeing the prey first and staying still as it waits for the prey rather than any premeditated attempt at hiding. One attack they will use with a larger foe or groups of foes is to climb a tree and then drop down from above on their chosen target. A successful ambush attack from above like this grants a +15 bonus to the grapple attack.

They will employ any weapons they can find with a modicum of skill, though the older Abraxas have managed to gain some skill and often have a weapon they prefer. The younger ones will grab branches or long limbs to use as crude clubs or spears.

The Abraxas' beak is also a powerful weapon. The sharp slightly curved beak is able to deliver a vicious bite and the Abraxas will often grapple its foe with its powerful legs inflicting a constriction attack while biting and hitting the foe with a weapon. Once the Abraxas has grappled a foe it becomes single minded in killing its prey, ignoring all else. It will target vulnerable areas, such as the eyes, seeking to disable the foe quickly.

When entering battle, the Abraxas gives out what can only be called a shriek which will bring other Abraxai in the area.

Grapple And Constrict Foe

The Abraxas can make a grapple attempt each round against one opponent and if successful they have wrapped their legs around their foe and may now make attacks against the bound foe at +10. It takes a Medium Strength maneuver to break free from the grapple.

Background

The origins of the Abraxas are often debated as they are an unusual creature and such hybrids are often the result of magic gone awry or deliberate experimentation. Their similarity to a local demon who shares the same name is often used as justification to back the claim that they originate from the demonic planes, whilst other scholars say the Abraxas gave rise to the demon legends.

Abraxas live for over thirty years and many have attempted to tame these wild beasts to no avail. They have no ability to be domesticated; attacking the would-be owner at the first opportunity or killing themselves attempting to bash their way out of confinement.

Adventure Notes

Killing an Abraxas is a rite of passage for many of the jungle tribes and doing so is one way for an adventurer to win favour with the tribes. One point to note though is that using magic is seen as cheating and there are often other taboos around magic use to consider.

The eggs of the Abraxas are prized amongst collectors for their beauty and can fetch between 10 and 25 gold depending on the quality and nature of the marbling on the shell. Likewise the head plumage is a sought after commodity due to its size and strength and can fetch 1 to 3 silver a feather in both upmarket clothing venues or with performing troupes and circuses.

There are rumours of a giant species of Abraxas who roam a deep cleft valley in some lost Jungle though no reliable witnesses have ever seen, or at least returned, to confirm these rumours.

Almiraj

Description

Appearing as a hound sized hare with silky fur the colour of honey or butter the Al-mi'raj's supple form can be seen darting through the undergrowth and open plains of almost any wilderness area. The Al-mi'raj sports a horn of onyx which thrusts from its forehead above the brow.

Lifestyle

The Al-mi'raj is a mystical creature and as such it appears when it is needed most. It does not seek to upset the balance of nature and the taking of smaller creatures for food is seen as normal. It is when an imbalance occurs that these beings start to appear, whether it is too many predators such as humans or other races overhunting to fires, famine and plague which may wipe out an area.

Al-mi'raj will appear to save or protect their charges, able to communicate and guide them or defend them as required. Once the balance has been restored, they return to wherever they came from.

Almiraj			
Level	5	DB	48
Size	Medium	Hits	110
BMR Type	Biped : *Swim*	Init	16
BMR	31 : *16*	Stam	55
# Enc	1	Will	71
Outlook	Protective	Magic	76
Treasure	- - -	Build	Rogue

DB Breakdown: (QU 22, Tough Hide (Lesser) 10, Agile Defense 16)

Attacks:

Horn Attack - Medium Puncture	79

Skills:

Camouflage (9) 53, Endurance (18) 110, Foraging/Survival Woods (8) 48, Jumping (8) 48, Perception (18) 79, Power Point Development (15) 98, Resistance - Magic (12) 76, Resistance - Stamina (7) 55, Resistance - Will (9) 71, Stalking & Hiding (9) 71, Swimming (4) 28, Horn Attack - Medium Puncture (18) 79, Foraging/Survival Plains (8) 48

Spells:

Spell -Blur (8) 56, Spell -Boost Quickness (6) 46, Spell -Detect Magic (6) 46, Spell -Dispel Magic (8) 56, Spell -Minor Healing (6) 46, Spell -Moving Ways (8) 56, Spell -Animal Forms (7) 61, Spell -Cure Disease (12) 80, Spell -Nature's Strength (8) 66, Spell -Neutralise Poison (6) 56, Spell -Tree Door (7) 61

Talents:

Agile Defence, Blazing Speed, Extremely Nimble, Focused Eloquence (Lesser) (Cleric), Lesser Resistance (Magic), Lightning Reflexes, Natural Weapon (Horn), Rending Horns, Succor (Minor), Tough Hide (Lesser)

Dire and unnatural creatures in an area will draw the Al-mi'raj as well and they will either remove the threat or draw away the smaller creatures. In exceptional cases two or more may work together to face a particularly dangerous adversary when the ability to leave has been taken away.

Abilities and Combat

In battle the Al-mi'raj attacks with its horn, able to make a piercing attack which can penetrate through tough armour and cause serious damage. The horn never becomes lodged or stuck and the attack cycle is a stab and then powerful thrust with the back legs to disengage the horn.

The Al-mi'raj also has a number of spells it knows and can cast as required and it will use these to best advantage.

Rending Horn (20)

The Al-mi'raj horn is made of a magical form of onyx which is able to pierce their foes armour with surprising ease. The horn increases the horns attack size by one level and also reduces the protection provided by armour by 20 DB.

In addition, if an open-ended hit (roll natural 96+) is scored the horn has rent the armour permanently reducing its DB by 5. Note that this will reduce the physical aspect of a suit of armour's protection but not the magical protection. When the suit is reduced to 0 DB it is ruined and any magical enchantment is lost.

For example, a suit of +10 Chainmail (40 Base DB, 10 Magical DB) can be reduced down to 5 Base and 10 Magical DB (15 total) and still function but as soon as the last five base DB is lost the suit is destroyed. Note that against the horn the suit would have counted as providing 30 DB not 50 DB due to the nature of the horn.

Spells

The Al-mi'raj knows the following spells:

Blur, Boost Quickness, Detect Magic, Dispel Magic, Minor Healing, Moving Ways, Animal Forms, Cure Disease, Nature's Strength, Neutralise Poison and Tree Door.



Background

The Al-mi'raj is obviously of mystical background and legends state that the Al-mi'raj was created by divine beings to protect nature's smaller brethren. Guardian of rabbits, hares, squirrels and other small animals, the Al-mi'raj takes on all who would hunt and kill them, be it wolf, man, disaster or disease.

The horn is said to be the source of its powers and it is much sought after for its magical properties of protection, though those who traffic and deal in such fare should be wary of the wrath of those beings that created the Al-mi'raj.

Adventure Notes

The Al-mi'raj horn and fur are both sought by magicians of a darker nature and will fetch prices as high as 1000gp for a horn and 400gp for the pelt.

Be warned, however, as the Al-mi'raj are protected and while killing one in fair combat is seen as nothing more than nature playing out, deliberately hunting or even desecrating the body of an Al-mi'raj slain in a fair fight can bring the wrath of nature down on those who do so. The range and impact of this can vary depending on the scope of the transgression.

Barghest

Description

A large, powerfully built black dog whose eyes glow a deep red when attacking, the Barghest is a frightening beast to look upon. Its teeth are large with long canines and the mouth almost seems to overflow with teeth. The paws have long black claws that end in sharp points.

Barghest stand four to five feet at the shoulder and have chests as wide as a full grown man. Their body ripples with muscles and their strength is said to be overwhelming.

The fur of a Barghest is a deep blue black that appears to shimmer and ripple as the beast moves and at night, the Barghest's preferred time to hunt, the nature of the fur allows the beast to blend in with its surroundings. When hunting the Barghest's eyes damp down, becoming a red so dark as to be almost black but once they leap into the fray their eyes come alive, casting an eerie glow across the battle scene.

The Barghests that have been seen and recorded are always male.

Barghest

Level	5	DB	32
Size	Medium	Hits	147
BMR Type	Biped : *Swim*	Init	13
BMR	30 : *15*	Stam	99
# Enc	1	Will	72
Outlook	Cruel	Magic	69
Treasure	P2NN2	Build	Rogue

DB Breakdown: (QU 12, Tough Hide (Minor) 20)

Attacks:

Bite - Small Puncture	97
Claws - Small Slash	74

Skills:
Ambush (16) 84, Camouflage (15) 68, Cantrips (2) 18, Climbing (8) 56, Endurance (18) 147, Jumping (8) 56, Perception (18) 89, Power Point Development (1) 18, Resistance - Magic (10) 69, Resistance - Stamina (12) 99, Resistance - Will (8) 72, Stalking & Hiding (18) 88, Swimming (6) 46, Tracking (18) 74, Bite - Small Puncture (18) 97, Claws - Small Slash (14) 74

Cantrips:
Heal Bruise, Heal Cut

Talents:
Assassin Training, Blazing Speed, Blend With The Night , Curse Of Daylight, Dreadful Stare , Enhanced Senses, Lesser Resistance (All), Lightning Reflexes, Natural Weapon (Bite, Natural Weapon (Claws), Reverberating Strength, Severing Bite , Tough Hide (Minor), Toughness

Lifestyle

The Barghest has never been seen in packs and in truth none know where these beings of the night originate from. Many speculate that they cross over from another realm during the new moon as gathered evidence suggests that attacks and sightings are more prevalent during the new moon.

Barghest are found everywhere from forests to cities and are able to hunt effectively in any environment.

Barghests exist for the hunt and the kill and enjoy stalking their prey, driving them to some spot apparently chosen for the kill. The more fear they can create in their prey the longer they will prolong the hunt, though never allowing it to pass into the dawn

hours if possible. The Barghest withdraws at night, often lairing in some hidden cave or sewer if they are near or in a city. They will continue a hunt across a number of nights with it terminating in either the death of the prey, the Barghest being driven off or killed or the full moon.

Barghests are known to consume their prey and this appears to be all that they eat as there have never been reports of attacks on livestock.

A Barghest's lair will be underground with at least three exits and it will weaken key areas so that it can collapse them behind it when it flees if confronted in its lair in daylight hours.



Abilities and Combat

The Barghest is a cunning and intelligent foe who will stalk and drive their prey towards a secluded area if possible. They normally attack single people or small parties though they have been known to work a party to separate their chosen prey. A Barghest is an ambush hunter and as such they avoid direction confrontation unless they have the advantage. A Barghest is an intelligent foe that will use all of its abilities to their maximum potential.

Their ability to project fear by making eye contact with their prey allows them to drive their prey onwards. Those who have survived tell of the pure dread they felt as the Barghest emerged from the night, its glowing eyes piercing their soul.

Once they commit to an attack, they are decisive and aggressive, attacking from cover and using their strength to overwhelm weaker foes. On stronger foes they will use hit and run type attacks, breaking off to blend back into the night and letting the damage caused by their bite bring down or weaken their foe, while they continue to harass and pursue them.

Blend With The Night (15)

The Barghest has the ability to fade back into the night which is more than just simple camouflage and the effect of their fur. At will, the Barghest can blur its form and mask its heat and other signatures, even damping the sound it makes. This effectively makes it hidden to even infrared and ultraviolet forms of vision and gives it a bonus to Stalking & Hiding and Ambush checks based on the phase of the moon.

The phase of the moon determines the effectiveness of this ability as given below:

New ..... +50
Quarter ..... +40
Half..... +25
Three Quarter ..... +10

The Barghest can use this ability at will but it only works at night.

Severing Bite (25)

The bite delivered by a Barghest is able to rend flesh and open deep wounds and, when combined with the saliva of the hound itself, prevents clotting. This creates a bite that causes severe damage and bleeding to those unlucky enough to have been bitten.

Each successful bite attack deliver an additional 2 Hits of damage to the target who must also make a Stamina RR (90) or take 1 Hit per round bleeding damage. Each successful bite inflicted increases the Hits taken by 2, the bleeding by 1 and the RR threshold by 10. So a characters second hit would do 4 Hits, require a Stamina RR(100) and if failed would give 2 Hits per round bleeding and so on.

Reverberating Strength (15)

The strength and power of the Barghest is such that it does twice the normal concussion damage with any successful hit.

Dreadful Stare (25)

The Barghest is able to project a sense of fear and dread by making eye contact with their prey. This includes an ability to compel a victim to meet their eyes if the Barghest is within fifty feet of the victim unless they make a Will RR(90) roll.

They also use this to freeze their foe with terror to allow them to close and attack.

Once eye contact is made the target must make the following Will based roll.

CRR (120) – No Effect

CRR (110) – Character is frozen in place for 1 round and then flees for 1 minute

CRR (100) – Character is frozen in place for 2 rounds and then flees for 2 minutes

CRR (90) – Character is frozen in place for 2 rounds and then flees for 5 minutes

CRR (80) – Character is frozen in place for 4 rounds and then flees for 8 minutes. Next check is at -10 if inside the 8 minutes, -5 if after the 8 minutes.

CRR (70) – Character is frozen in place for 5 rounds and then flees for 10 minutes. Next RR check is at -20 if inside the 10 minutes, -10 if after the 10 minutes.

Failure – Character is paralysed, unable to flee or reason and will remain huddled on the ground until they are attacked (treat as prone), the Barghest leaves the area or twenty minutes have passed. Each minute a Will RR can be made with the required threshold equal to 150 - (Minutes past x 5)

Curse Of Daylight (-20)

During the day, from the first hour past sunrise to the last hour before sunset the Barghest is greatly reduced in ability with the following impacts:

Blend With The Night has no effect even in complete darkness underground

Severing Bite has its RR threshold reduced to 60 from 90 and successive hits give only a +5 to the threshold and +1 to hits taken and +1/2 to bleeding (so one extra bleeding every two hits).

Dreadful Stare has its Will RR reduced to 50 from 90 and the character receives a +10 to their CRR check.

Background

The Barghest's origins are a mystery and to those who study such things a matter of debate and conjecture. That they are from another plane is held as common knowledge but which plane and the manner of their crossing is unknown.

Barghest are known to appear mainly at the start of the new moon with attacks occurring across the following weeks in diminishing numbers until the moon is at full and the attacks have ceased.

There is never more than one in an area and the distribution of attacks seems random. A single Barghest will engage in between three and five hunts in a normal cycle and there are several Barghests which have come to be well known. Some of the more famous ones are given below.

A valley has come to be known as One Eyes Haunt as the Barghest that appears in the area lost an eye in a battle several decades ago, though the fighter died later from his wounds. One Eyes is a particularly cunning and ferocious member of his kind and after the battle in which he lost his eye he systematically hunted down the family of the fighter until they left the area.

Pale Mark Woods is named after the Barghest who hunts there who ran afoul of a magician who managed to drive the beast off with a powerful fire bolt. The resulting scar has created a white slash down the side of the beast and he is known to prefer hunting mages and those who use any form of magic.

There are rumours that the Barghest can change shape and often wander through a village to choose their prey or befriend travellers only to hunt them later. Folklore has them appearing as a pale skinned man, a large black dog and even a black cat though no evidence has been found to support this.

Adventure Notes

Barghest may be encountered by characters either due to one of them becoming a target for the creature or due to them being hired to hunt the creature down by one of the victims who has managed to survive the first night.

A Barghest's lair will often contain the remnants of its prey as it will take them back to the lair to consume at leisure. This is the only loot that a Barghest will have as it does not collect or care about the items on its victims.

Some mages will pay upwards of five hundred to one thousand gold for a Barghest corpse to study though it is not often that one is ever handed over.

Caustic Slime

Description

Caustic Slime appears as a cloudy, viscous ooze which will cover an area of wall, floor or ceiling, even coating any furniture or other matter in an area. It favours damp, underground areas and the more observant and cautious can see that it moves at a slow pace, spreading slowly to engulf any organic matter it encounters. The surface of the ooze appears to have a flexible skin or rind while the interior is more fluid with small slow moving eddies able to be observed by those brave enough or stupid enough to get close to the being.

Slimes dislike fire and intense cold and will move themselves away from sources of both.

Lifestyle

Caustic slimes are non-intelligent scavengers that haunt the depths of the earth, slowly moving across the damp underground looking for and digesting any organic matter they come across. Living and reacting from survival instincts only they have no particular preference for any form of food, as long as it is organic.

The slime can dissolve metals very effectively due to its caustic nature but it does not appear to do this deliberately nor are they attracted to metal objects. They do however dissolve any metal that they encounter as they move through their underground realm.



The slimes reproduction is normally the result of the slime becoming too large and splitting or by a smaller break away piece becoming separated from the main body and managing to survive.

Caustic Slime			
Level	4	DB	10
Size	Large	Hits	174
BMR Type	Worm/Snake	Init	5
BMR	14	Stam	90
# Enc	1	Will	81
Outlook	Hungry	Magic	36
Treasure	N2 - -	Build	Monster

DB Breakdown: (QU 10)

Attacks:

Pseudo Palp - Medium Crush	90

Skills:
Ambush (8) 68, Camouflage (8) 66, Climbing (12) 94, Endurance (15) 174, Perception (12) 76, Resistance - Magic (6) 36, Resistance - Stamina (12) 90, Resistance - Will (9) 81, Pseudo Palp - Medium Crush (15) 90, Foraging/ Survival Underground (8) 36

Talents:
Caustic Nature, Critical Resistance Major (Slash), Critical Resistance Major (Pierce), Critical Resistance Minor (Crush), Dark Vision (Greater), Electrical Immunity, Giantism (Minor), Immunity to Bleed, Immunity to Stuns, Multiple or Peripheral Eyes (Minor), Natural Climber, Natural Weapon (Pseudo Palp), Quiet Stride, Subtle, Susceptible (Fire), Susceptible (Cold)

Abilities and Combat

Caustic slimes when encountered are not aggressive and are content to move at their steady pace, though they will be 'aware' that the party represents food. If an opportunity is available to feed on the party the slime will do so. Normally this arise because one or more members of the party have either walked onto the slime as it was spread out across the floor, leant on a wall where the slime was or rarely, had the slime drop down onto them from the ceiling when it sensed food below it.

If a slime is attacked it will react violently, drawing back to create palp like appendages with which it strikes out, causing concussion and acid damage. The slime will fight until it is killed or the attackers have withdrawn from its reach.

The slimes attack delivers both a MA Strikes critical and an Acid critical one size smaller. A person coated in the slime due to either walking on the slime and being enveloped or having the slime drop upon them receives a Large Acid attack each round. Removing the slime is problematic and upon the slime being killed if the person is still coated they receive a Huge acid attack as the caustic matter slides off them and a Small Acid attack each round for four subsequent rounds. Sufficient water will wash away this substance.

Electrical Immunity (30)

Slimes are immune to electrical attacks as they are able to earth the charge straight through them.

Susceptible To Fire (-15)

Slimes are vulnerable to fire and take double damage from fire based attacks.

Susceptible To Cold (-15)

Slimes are vulnerable to cold and take double damage from cold based attacks.

Immunity To Stun

Given their nature Slimes are immune to all stun damage.

Immunity To Bleeding

Given their nature Slimes are immune to all bleed damage.

Caustic Nature (20)

Because slimes are so caustic any weapons, armour and other materials that come into contact with the slime must make an RR or become corroded and useless. The RR difficulty is based upon the material being attacked and the wielder can add their Agility or Quickness as deemed appropriate.

Wood, soft leathers and similar organic material	140
Hard leathers, hard woods, stone, soft metals	120
Metals, magical woods	100
Magical metals, very hard metals	80

Note that enchanted items decrease the RR threshold by a further 20.

Background

Caustic slime has been studied by a number of well-known mages across the ages, many looking for a useful application of its organic devouring properties. Some cities in the past have even cultivated one as a form of garbage disposal.

The slime appears to behave as a single entity though it is suspected that it is not so much a creature as a colony. The slime can separate out two to four smaller parts and often does so to feed effectively when food is spread out, though there is always a central mass which is larger than the two to four breakaways. It has been observed that if a slime piece is separated from the central mass by more than twenty feet or for a period of more than two hours the smaller mass often dies, though on rare occasions it will move on to become a new slime. Slimes do not digest materials such as gems and crystals so these can often be seen suspended within the slimes main body.

Races such as Dwarves have a particular hatred for slimes as they can both ruin and collapse structures by removing any wood used in the construction and they desecrate the Dwarven dead by invading burial tombs and dissolving them. Other races such as Orcs and Trolls will utilise slimes as a form of living trap by keeping an area stocked with food for the slime.

Adventure Notes

When a slime is killed it reduces to a clear liquid which is very caustic, creating a new danger for the unwary until it eventually neutralises itself over the period of an hour. The caustic material will eat into stone and other dissolvable material. However, if it is captured within a glass container of some kind the caustic material can be sold to mages and various craftsmen who use it for a variety of jobs. A vial of the material will fetch between eight and twelve silver. Do note that the use of fire or cold attacks destroys the slime in such a way that there is no left over material.

Cities with extensive catacombs or underground cities will hire adventurers to remove a particularly troublesome slime which has invaded and is causing problems. They will normally let the characters keep any loot found within the creature as a form of extra reward.

Cerberus

Description

Cerberus, the guardian hounds, are huge, three headed dogs with a powerful, wide chest that tapers to a pair of muscular hind legs. Cerberus resembles a large Rottweiler in terms of physical build and facial looks though the fur is a glossy blue black that ripples with bluish highlights when the hound moves. Cerberus have both male and female genders with the males tending to be a heavier build.

A Cerberus is the size of a horse and is an intimidating and overwhelming sight. Their wide, powerful jaws are set with glistening white teeth and long fangs. Their eyes are black set in a wide head with short pointed ears. In torch light the eyes of a Cerberus reflect a deep crimson red, and these eyes glinting out from the dark have caused fear in many a would-be thief.

Lifestyle

A Cerberus instinctively has to guard something, whether this is a task that has been set them or something they have decided upon themselves. Once they do this, they will continue in this duty unto death and if what they are guarding has been stolen they will track down the thief with a relentless vigour. If only one item from a cache is stolen the Cerberus will not pursue unless released to do so unless there are more than one of them guarding the treasure in which case one will leave to pursue the thief.

In the wild Cerberus will form a pack with a dominant male and one to three females. They will claim an area of over fifty square miles and while they are a large animal, their magical heritage means that they consume far less than would a natural being of their size. They are also able to digest almost any form of organic matter, making them able to survive in some harsh environments.

Every six years the females will come into heat and will bear three to six pups that grow to adult hood in three years. Only about one in nine pups born in a pack will be a male. A Cerberus lives for an average of fifty years, though some have lived as long as seventy years. In the pack the males will leave to create their own pack or form into an all-male band when they reach the age of six or seven.

Cerberus			
Level	9	DB	79
Size	Large	Hits	194
BMR Type	Quad : *Swim*	Init	14
BMR	29 : *15*	Stam	84
# Enc	1-3	Will	67
Outlook	Cruel	Magic	80
Treasure	R3N2(10)N3	Build	Monster

DB Breakdown: (QU 14, Tough Hide (Major) 40, Dense Musculature 5, Instinctive Defence 20)

Attacks:

Bite Attack - Medium Puncture	112
Claws - Medium Slash	92

Skills:

Ambush (15) 71, Camouflage (15) 66, Climbing (8) 57, Endurance (27) 194, Jumping (8) 57, Perception (22) 91, Resistance - Magic (12) 80, Resistance - Stamina (12) 84, Resistance - Will (9) 67, Stalking & Hiding (17) 70, Swimming (8) 32, Tracking (19) 87, Combat Style Pounce (15) 82, Claws - Medium Slash (20) 92, Bite Attack - Medium Puncture (30) 112

Talents:

Dark Vision (Lesser), Aura Of Fear (Minor), Dense Musculature, Draining Bite, Enhanced Scent, Giantism (Minor), Instinctive Defence, Lightning Reflexes, Natural Weapon (Claws), Natural Weapon (Bite), Poison Immunity, Rending Bite, Severing Bite , Tough Hide (Major), Toughness

Abilities and Combat

Cerberus is an intelligent and deadly foe which uses its abilities to best effect. Each of the heads of the Cerberus has a different bite. Which head has which power varies from hound to hound and each of the heads will have a different ability. The powers of each head are Rending Bite, Severing Bite and Draining Bite.

A Cerberus hound is an intelligent if brutal fighter who will close with their foe rapidly, using their size to advantage by either Charging if the room allows or making a Pounce attack. They will target whoever they perceive as being the strongest in the party, often heavily armed fighters or mages, and will employ their head's powers to best effect.

A Cerberus may engage up to three medium sized or smaller foes within their front 180 degrees, two large and one huge or larger foe.

Aura Of Fear (Minor)

The Cerberus generates an aura which causes all beings within 20' to make a Will RR (100) roll or they will flee in abject terror for one minute.

Rending Bite (20)

The Cerberus' bite is magical in nature and is able to tear through their foes armour with surprising ease. The magic enhances the bites attack size by one level and also reduces the protection provided by armour by 20 DB.

In addition, if an open-ended hit (roll natural 96+) is scored the bite has torn the armour permanently reducing its DB by 5. Note that this will reduce the physical aspect of a suit of armour's protection but not the magical protection. When the suit is reduced to 0 DB it is ruined and any magical enchantment is lost.

For example, a suit of +10 Chainmail (40 Base DB, 10 Magical DB) can be reduced down to 5 Base and 10 Magical DB (15 total) and still function but as soon as the last five base DB is lost the suit is destroyed. Note that against the bite the suit would have counted as providing 30 DB not 50 DB due to the nature of the magic.

Severing Bite (25)

The bite delivered by a Cerberus is able to rend flesh and open deep wounds and, when combined with the saliva of the hound itself, prevents clotting. This creates a bite that causes severe damage and bleeding to those unlucky enough to have been bitten.

Each successful bite attack deliver an additional 2 Hits of damage to the target who must also make a Stamina RR (90) or take 1 Hit per round bleeding damage. Each successful bite inflicted increases the Hits taken by 2, the bleeding by 1 and the RR threshold by 10. So a characters second hit would do 4 Hits, require a Stamina RR(100) and if failed would give 2 Hits per round bleeding and so on.

Draining Bite (20)

The bite has the ability to drain magical power from its victim, causing a loss of Power Points and healing the Cerberus. On a successful bite the Cerberus will drain 10 + 3D10 PP from the victim and gain a similar number of Hits in magical healing. The victim must resist against the draining with a Magic RR (100).

Background

The Cerberus found in the world today are thought to have been bred by infusing the blood of their ultimate ancestor, the demonic being known as Cerberus that guards the paths of the dead. Unlike their ancestor, they do not have the mane and tail of snakes. Like the demon Cerberus, they do have three heads and an affinity for guarding and protecting.



Cerberus can be found both in the wild, where they have adapted to become effective hunters, often locating a place and then guarding it fiercely, or in captivity where they have been set to guard a particular area or treasure. No one knows how wild packs came about but some suspect that a breeder of the hounds died or lost control and the beasts have escaped. Whatever the case the wild packs now form a potentially significant threat to those who stumble upon them.

Wherever they are found, they are always a threat to those that would trespass upon or take what they are guarding.

Adventure Notes

Cerberus pups are highly prized in many locations as they can be bonded with an area, person or item and will act as a loyal and effective guard. In some kingdoms they use them to guard gates and other locations of importance where only certain people are allowed to pass.

Players most often will encounter a Cerberus who has been set to guard a treasure, though stumbling upon a wild pack that has established a den in an old ruin is also not unheard off. The latter can often be the more deadly encounter given there can be between two and eight adults plus young.

Players could also be contracted to protect someone from a hunting Cerberus, though in such cases it may be wise to determine what was stolen and from whom as the owner may also be a part of the hunt.

Chameleon Amoeba

Description

Appearing as an amorphous gel coating an area the Chameleon Amoeba is a voracious and effective ambush hunter. Their outer skin is able to mimic both the colour and texture of any surface they cover, effectively allowing them to ambush the unwary.

A single amoeba, when spread out to its thinnest, can cover an area of ten square feet, often covering both the floor and walls to allow it to enfold its prey. A favourite trick is to cover a small entrance becoming transparent and allowing prey to walk into the amoeba.

Lifestyle

Chameleon Amoeba are mainly found in underground settings though it is not unheard of for one or more to move into a city, haunting its sewers during the day and dark alleys at night. Some cities have even had people taken from their homes when the Chameleon Amoeba has entered through an open window or covered a doorway.

They will avoid Caustic Slimes who see them as another source of food and an area which has a Caustic Slime will have none of these creatures.

Chameleon Amoeba feed on almost all organic matter though they seem to have a preference for living prey and will move on once an area becomes hunted out or avoided. They hunt from an instinctive level and while showing cunning and survival traits they are not intelligent.

Reproduction within Chameleon Amoeba is via budding where an amoeba will produce between one and four buds each year, placing them in deep crevices where they mature. Certain underground races hunt for these young and create a soup from them which is surprisingly nutritious.

An amoeba will not need to feed for a month if it can capture a medium sized prey, taking two to three days to digest its victim and leaving behind any non-organic matter.

Chameleon Amoeba

Level	8	DB	28
Size	Medium	Hits	170
BMR Type	Worm/ Snake	Init	4
BMR	7	Stam	110
# Enc	1	Will	76
Outlook	Hungry	Magic	60
Treasure	N2N4(5)N2	Build	Monster

DB Breakdown: (QU 8, Tough Hide (Minor) 20)

Attacks:

Pseudo Pods - Small Crush	99

Skills:

Ambush (25) 129, Camouflage (24) 98, Climbing (12) 88, Endurance (27) 170, Perception (20) 100, Resistance - Magic (10) 60, Resistance - Stamina (15) 110, Resistance - Will (10) 76, Stalking & Hiding (25) 154, Pseudo Pods - Small Crush (25) 99, Foraging/Survival Underground (12) 54

Talents:

Chameleon (Greater), Cold Resistance (Minor), Critical Resistance Major (Slash), Critical Resistance Major (Pierce), Critical Resistance Minor (Crush), Dark Vision (Lesser), Immunity to Stuns, Lesser Resistance (Stamina), Multiple or Peripheral Eyes (Lesser), Natural Climber, Natural Weapon (Pseudo Pods), Poison Immunity, Quiet Stride, Subtle, Susceptible (Fire), Tough Hide (Minor)

Abilities and Combat

Chameleon Amoeba can sprout one to six pseudo tentacles that it can use to grapple and drag a victim into its embrace. They can also surge forward up to five feet in a wave like motion to engulf up to a medium size prey and cover the head and torso (or equivalent) of larger prey. An amoeba can attack up to four targets with the tentacles spread out amongst those targets. It will attempt to grapple only one target and for each tentacle above two on that target it will receive a +5 to its grapple attempt. The other targets will be subject to a small Crush attack from the tentacles. Once a prey is engulfed, they are squeezed and suffocated until dead and then digestion begins. If the amoeba makes a successful ambush attack it is considered to have engulfed its target with its body.



Being ambush hunters, they will wait for their prey to be within five feet before attacking and are intelligent enough to attack stragglers or the last member of the party, working to quickly engulf them to stop any noise.

Once they are wrapped around a victim, they form a tough, two inch thick layer over them, secreting a liquid that bonds them to the prey. The only way to remove them is to apply fire, which will also harm the victim (both will take the same damage). Given the prey is wrapped tight they cannot effectively struggle though they can make Stamina RR(150) to try and break free, creating a tear through which they can escape. This does no damage to the amoeba.

The amoeba can only engulf one prey at a time and once it has done so it will sprout tentacles to attack those nearby while also moving away at half speed, seeking to climb a wall or escape with the prey.

Chameleon Amoeba do not take bleeding or stun damage, making them difficult foes to incapacitate or drive away once they have engulfed a foe.

An amoeba will always try to have an escape route, even if it is a deep crevice into which it can slide into to escape attacks.

Engulf And Crush

After a successful grapple attack the victim is engulfed and begins to be crushed and for every round that the victim has been enveloped they cannot breathe and suffer a further grapple attack at +10 per round.

Chameleon (Greater)

Able to blend into the background and mimic both its texture and colour, even to the point of becoming transparent when covering glass. This ability provides a +30 to Stalk & Hide and Ambush skills.

Susceptible To Fire (-15)

Slimes are vulnerable to fire and take double damage from fire based attacks.

Cold Resistance (Minor)

Creatures with this ability have a significant tolerance to natural cold. In game terms, this is equivalent to lowering the temperatures at which Stamina RRs must be made by 20 degrees Celsius (i.e. to -16 and -38 degrees Celsius) and by 35 degrees Fahrenheit (i.e. to 5 and -35 degrees Fahrenheit).

Background

Chameleon Amoeba are a common enough predator in the underground realms that the citizens there are familiar with them and their habits. This does not mean that they don't suffer their predations but they know how to watch for them.

Surface races however are not so fortunate and cities and mines suffer greatly when one or more of these creatures moves in. Mysterious disappearances and unsolved murders are common enough that an amoeba can often hunt for years before chance uncovers its existence. Slums and poorer areas of the city with their poor lighting, large homeless populations and general lack of care of the rest of the city create the perfect hunting grounds. Often it is sewer workers who come across the discarded materials after feeding who first suspect that all is not right. They are also the most likely to be eaten.

Chameleon Amoeba have been recorded down through the centuries and it is clear that they evolved here and are a part of the eco-system.

Adventure Notes

Players will encounter Chameleon Amoeba in their travels through dungeons, underground ruins and even the sewers of cities. They can even be recruited to hunt one of them down if its predation in a city has become noticed.

There are also rumours of Chameleon Amoeba who have grown to giant size, able to engulf large prey, which dwell deep in the depths of the earth. Certainly the dwarves have a number of legends around these beings and of small outposts being wiped out with no bodies left behind to tell the tale.

Chimera

Description

Chimera possesses a lion's body the size of a large horse with two heads (one lion, one goat) and their tail is a serpent which can spew fire from its mouth. The Chimera are always female and their colouring can range from a deep tawny gold through to a pale tan with the serpent's tail often being either gold or bronze in colour.

Suspected to be the result of magical cross-breeding, the Chimera is a strange creature that appears to be able to propagate itself by means unknown, given they are all female.

Lifestyle

The Chimera is an aggressive, almost insane being that hates all life and will attack any living beings it encounters on sight. They know no fear.

The Chimera young are abandoned at birth and those that survive will grow rapidly, attacking and devouring whatever prey they can find, even each other. Once they reach young adult they will leave behind the area of their birth and begin a random journey which is full of destruction. At some stage they will have created one to four young, often in a remote location they have travelled through, and will then move on.

The Chimera is carnivorous and will literally eat anything they kill, leaving nothing behind as their two heads are able to crush and consume even the toughest bones and hide.

When a Chimera encounters another Chimera they will fight to the death, having no ability to recognise the other as being one of its own kind.

Chimera			
Level	10	DB	59
Size	Large	Hits	196
BMR Type	Quad : *Swim*	Init	16
BMR	33 : *17*	Stam	102
# Enc	1-3	Will	80
Outlook	Aggressive	Magic	76
Treasure	R2N5(10)N3	Build	Ranger

Attacks:

Horn Attack - Medium Puncture	109
Claw Attack - Medium Slash	99
Bite Attack - Medium Puncture	87
Use Blood Magic (Fire Bolt)	74

DB Breakdown: (QU 14, Tough Hide (Major) 40, Dense Musculature 5)

Skills:

Climbing (8) 64, Endurance (30) 196, Foraging/Survival Woods (6) 38, Jumping (8) 64, Perception (20) 98, Resistance - Magic (10) 76, Resistance - Stamina (13) 102, Resistance - Will (11) 80, Stalking & Hiding (16) 69, Swimming (5) 24, Tracking (12) 62, Combat Style - Pounce (8) 69, Horn Attack - Medium Puncture (30) 109, Claw Attack - Medium Slash (15) 99, Bite Attack - Medium Puncture (14) 87, Use Blood Magic Fire Bolt (18) 74, Foraging/Survival Plains (6) 38, Foraging/Survival Mountains (6) 38

Talents:

Dense Musculature, Enhanced Senses, Giantism (Minor), Greater Blood Magic (Fire Bolt), Heat Resistance (Major), Immunity to Stuns, Lesser Resistance (All), Lightning Reflexes, Natural Weapon (Claw), Natural Weapon (Bite), Natural Weapon (Horn), Poison Immunity, Reverberating Strength, Tough Hide (Major), Toughness

Abilities and Combat

The Chimera will charge in as soon as it spots its prey, unleashing fire bolts from its serpent's tail (100' range) until it closes with a target. The Chimera can fight a foe with each head if they are within the front 180º of the body and may also attack another target within 360º which is in range of its tail with either a bite or bolt attack.

The Chimera is an aggressive fighter which will rake with its claws as well as bite with the lion's head and gore or butt with the goat's head. The tail is able to bite or shoot fire bolts though it cannot do both at once.

There is no subtlety or planning to a Chimera attack, it attacks the closest target until they are dead and continues to the next and so on. It does not retreat, it knows no fear and as such it is an implacable foe that will either kill all it faces or be slain. Given their immunity to poison and stuns they are a formidable foe.

Fire Bolt

The Chimera's snake head can shoot forth a Fire Bolt as per the spell Elemental Bolt (HARP pg. 133) at a range of 100' with an attack size of Small. It can do this twelve (CO Bonus) times per hour.

Fire Bolt Breathe Attack (Greater Blood Magic)

Elemental Bolt (Fire), Small Attack, Range 100'

5 + 2 (tiny to small) + 0 (Range) = 7 PP DP

7 x 3 = 21 DP total

Poison Immunity

The Chimera is immune to all forms of poison.

Immunity To Stuns

The Chimera is unable to be stunned.

Background

Thought to be the product of a crazed mage who tried to create the perfect guard creature to protect his keep, the creation process for the Chimera went horribly wrong. The beast created was uncontrollable and turned on its creator in its fury. Though this has never been confirmed, it has been observed that Chimera have spread out from a single location over the past few hundred years and that the first reported attacks came from a remote region high in the mountains.

Experiments on the slain bodies of Chimera have revealed that the magic used to create them was unstable and tainted by some form of corruption, whether through poor practices or the intervention of something darker is unable to be determined.

Whatever their point of origin the Chimera have grown to become a significant threat, one which has nations ensure that magical and non-magical forces are deployed to hunt and kill this destructive creature.

Adventure Notes

Most nations have a standing bounty for the hide of a Chimera, often in the hundreds of gold coin range. Any area which is subject to an attack is also likely to want to have it removed quickly and adventurers can make some coin both from hire and bounty if they are quick.

Finally, mages would love to how the Chimera breeds as nothing they have studied to date has shed any light on this seemingly impossible act. Those who dabble in magically created creatures would pay well for this information as being able to create a hybrid which could breed true would be a valuable outcome.



Dire Bear

Description

Infused with magical energy the dire bear is a large and dangerous predator. Resembling their normal cousins, the dire bear has grown to massive proportions, often sporting areas of callused and twisted skin caused by the magical growth. Their claws will have grown even longer, some reaching lengths of twelve inches or more.

Dire Bear			
Level	12	DB	107
Size	Large	Hits	202
BMR Type	Quad : *Swim*	Init	9
BMR	34 : *17*	Stam	128
# Enc	1-2	Will	62
Outlook	Berserk	Magic	54
Treasure	- - -	Build	Monster
Attacks:			
Claws Attack - Medium Slash			141
Bite Attack - Medium Puncture			123
Bear Hug – Medium Grapple			110

DB Breakdown: (QU 22, Tough Hide (Greater) 60, Dense Musculature 5, Instinctive Defense 20)

Skills:
Ambush (20) 75, Climbing (10) 100, Endurance (30) 202, Foraging/Survival Woods [Choose 1 of: Forest/Arctic/Mountains] (13) 50, Frenzy (18) 78, Jumping (10) 80, Perception (25) 89, Resistance - Magic (11) 54, Resistance - Stamina (22) 128, Resistance - Will (15) 62, Stalking & Hiding (22) 107, Swimming (12) 59, Combat Style - Pounce Attack (8) 75, Bear Hug – Medium Grapple (25) 110, Claws Attack - Medium Slash (36) 141, Bite Attack - Medium Puncture (28) 123

Talents:
Combat Awareness, Critical Resistance Minor (Crush), Critical Resistance Minor (Slash), Dense Musculature, Enhanced Senses, Giantism (Minor), Instinctive Defence, Lesser Resistance (Stamina), Natural Climber, Natural Weapon (Claw), Natural Weapon (Bite), Night Vision, Quiet Stride, Tough Hide (Greater), Toughness



Lifestyle

The magic that caused their growth has also twisted their perceptions and the dire bear is an aggressive opponent that will attack all that crosses its path. Fuelled by an insatiable hunger the dire bear will roam incessantly across a wide range.

Abilities and Combat

Dire Bears are an aggressive opponent that will attack most groups, seeking to kill and drag away an opponent to eat as soon as possible. They rely on their thickened skin and large size to barge their way in and overwhelm opponents while their large claws and bite tear their attackers apart.

Background

Dire Bears are the product of wild magic or magical backlash. This magical event has infused the creature with both size and hunger due to the increase in demands on its body. The magical change has driven these beings insane and they will attack everything they see, driven by hunger.

Some Mages have attempted to recreate the process to create guardian beasts via direct infusion of

magical energies to create a permanent effect. To date there has been no successful outcome and it has often led to the mage's death where due precautions were not taken.

Adventure Notes

Players can encounter dire bears when travelling though forest and mountainous regions though it is more likely that they will hear of one terrorising an area and respond for the often notable reward. Dire bear pelts will fetch a good price when cleaned and cured. Many nobles will also pay for the head so it can be mounted and displayed in their halls.

Nomadic tribes on the fringes of civilisation often see Dire Bears as the ultimate totem creature signifying the strength and destructive force of nature herself. They are also a threat often beyond the ability of these small nomadic tribes to overcome and they will turn to outsiders for help, even if it is done grudgingly. Slaying one of these beasts in single combat would also earn the tribes respect in some situations. Other tribes may view the slaying of their totem creature from a distinctly hostile standpoint and the party could become the target of the vengeful tribesmen.

Dire Boar

Description

Dire boars are a larger, smellier version of their normal cousins. Destructive and brutal, the dire boar will have elongated tusks, callused, thickened skin and broad hooves. Created from a magical backlash or overflow the dire boar is an engine of destruction and anger.

Lifestyle

Dire Boars are angry and insane, attacking and eating anything that moves. They exist only to eat and kill and will go out of their way to attack something they have seen. They dig up vast amounts of land and will decimate crop lands as they root for food. Omnivores the dire boar will strip an area of all food and move on, attracted by the next source of food. They find human settlements attractive with their refuse piles, paddocks and even livestock.

On occasion two or more are created at the same time and these will, rarely, form a herd and work together rather than turning on each other.

Dire Boar

Level	9	DB	108
Size	Large	Hits	212
BMR Type	Quad : *Swim*	Init	15
BMR	35 : *18*	Stam	124
# Enc	1-4	Will	58
Outlook	Berserk	Magic	32
Treasure	- - -	Build	Monster

DB: Breakdown: (QU 24, Tough Hide (Major) 40, Agile Defence 24, Instinctive Defence 20)

Attacks:

Charging/Goring - Medium Slash	129
Bite Attack - Medium Puncture	109
Hoof Attack - Medium Crush	105

Skills:

Ambush (15) 68, Endurance (30) 212, Foraging/Survival Woods (18) 60, Frenzy (20) 82, Perception (30) 84, Resistance - Magic (6) 32, Resistance - Stamina (20) 124, Resistance - Will (12) 58, Stalking & Hiding (18) 69, Swimming (12) 83, Charging/Goring - Medium Slash (30) 129, Bite Attack - Medium Puncture (30) 109, Hoof Attack - Medium Crush (26) 105

Talents:

Agile Defence, Enhanced Senses, Immunity to Stuns, Instinctive Defence, Lesser Resistance (Stamina), Lightning Reflexes, Night Vision, Tough Hide (Major), Toughness, Natural Weapon (Tusk), Natural Weapon (Bite), Natural Weapon (Hoof), Giantism (Minor)



Abilities and Combat

Dire boars charge straight into combat, seeking to smash their foe to the ground and rend them with their tusks. Once they are in the thick of the fight, they will slash with their large tusks at those in front of them. If they take serious wounds, they will break free to turn and charge again. A dire boar becomes enraged as it fights and will never break off from combat.

Background

Dire boars are created from magic, swollen with it as it has caused great change in their body. This change has driven the boar insane and it seethes with anger and hunger, driven to attack and destroy or consume just about everything it can. When these creatures occur in areas close to habitation they are drawn to the inhabited areas by the smell. Once they arrive, they will engage in an orgy of violence and hunger, killing and consuming what they can.

Most kingdoms have a standing reward for the death of these creatures due to the amount of destruction they can cause.

Adventure Notes

Dire boar encounters are often dangerous and brutal and can occur in any outdoor location where normal boar are found. Entering an area decimated by one of these creatures is similar to entering a war zone with the land torn and shredded, trees smashed and wildlife dead or gone.

Player-characters will be called on to help defend villages or hunt down one of these beasts, especially in border areas where military aid can be sparse or otherwise occupied.

Flamedarters

Description

Flamedarters are reptilian predators similar in size to grey wolves. Their tough scaly hide varies across the spectrum of reds, oranges and yellows, often darker around the head and fading towards the tail and from the spine round to the belly.

Their tails are quite thick at the base and taper to a fine point, making up half their body length. They stand about three feet at the shoulder and are around eighteen feet long with triangular heads, a purple mouth filled with saw teeth and pitch black eyes.

Flamedarter

Level	5	DB	92
Size	Medium	Hits	159
BMR Type	Quadruped	Init	21
BMR	27	Stam	82
# Enc	3-20	Will	70
Outlook	Aggr.	Magic	58
Treasure	- PP	Build	Monster

DB Breakdown: (QU 32, Tough Hide (Major) 40, Instinctive Defence 20)

Attacks:

Attack Bite - Medium Puncture	104
Attack Claws - Small Slash	84

Skills:

Ambush (12) 69, Attack Bite - Medium Puncture (18) 104, Attack Claws - Small Slash (18) 84, Camouflage (9) 55, Climbing (15) 78, Contortions (9) 60, Endurance (18) 159, Foraging/Survival [Chose 1 Badlands|-Desert|Volcanic] (10) 50, Jumping (6) 48, Perception (15) 65, Resistance - Magic (10) 58, Resistance - Stamina (12) 82, Resistance - Will (10) 70, Stalking & Hiding (10) 75, Tracking (8) 45

Talents:

Combat Awareness, Extremely Nimble, Heat Resistance (Major), Instinctive Defence, Lightning Reflexes, Tough Hide (Major), Toughness, Natural Weapon (Claw), Natural Weapon (Bite), Adrenal Gland (Major)

Lifestyle

Flamedarters are pack like in their social organisation with the largest and strongest male becoming the leader. The alpha male will mate with all females in the pack in a similar fashion to a lion pride. Younger males form the hunting parties and will range across several miles to kill and return prey to their den.

Flamedarters are territorial and will seek to drive away other predators, including other Flamedarter packs, from their range. They are not nomadic and once they have a den established, they will stay unless driven out by hunger, disaster or a stronger pack expanding its range.

Their dens are complex affairs established either in caves which they have extended or dug out of dirt



or sandstone. The egg hatchery and alphas den will always be located next to each other deep inside and have several exits.

Abilities and Combat

Flamedarters are pack hunters and it is rare to encounter only one. The pack will coordinate its attacks to bring down their chosen prey and is smart enough to work away at larger groups, seeking to isolate individuals or split groups apart for easier kills.

Adrenal Gland (Major)

The Firedarter has the ability to trigger a surge of adrenaline through its system producing an increase in speed, initiative and ability to dodge attacks.

This ability grants the Firedarter a +10 to initiative, + 10 to BMR and +15 to DB for 10 rounds four times per day.

Heat Resistance (Major)

The Flamedarters have a significant tolerance to natural heat. In game terms, this is equivalent to raising the temperatures at which Stamina RRs must be made by 50 degrees Celsius (i.e. to 82, 93, and 104 degrees Celsius) and by 90 degrees Fahrenheit (i.e. to 180, 200 and 220 degrees Fahrenheit).

Background

Flamedarters have some obvious ties to fire within their ancestral makeup however, current day Flamedarters are solidly linked to the prime plane and are found in areas of high heat, whether they be deserts, bad lands, tropical climates or areas of regular volcanic activity. They can be found as far north/south as the mid temperate regions with some packs having been driven in search of food or land as far as volcanic regions in the far edges of the temperate zones.

They are seen as a pest and apex predator by civilisations and as such are often hunted under bounty when their numbers grow to impact pastured lands or if a pack moves into an area.

Adventure Notes

Parties can come across Flamedarter hunting parties, only discovering so when attacked for the first time. Often the Flamedarters will seek to kill and drag off the parties' mounts or caravan oxen which can be a critical event if this leaves the party stranded in hostile terrain.

Going into a cramped and often narrow Flamedarter den can be an undertaking fraught with danger due to ambushes from side tunnels and cave ins.

Fungus Men (Doppelganger Mold)

Description

Fungus Men is the name given to a species of magical mold which exhibits a low level of intelligence and self-awareness as well as developing a shape changing ability once a colony reaches a critical mass. Normally occurring when the colony is around fifteen cubic feet in volume, the colony gains an instinctual intelligence and can reshape itself, flowing from floors, walls and ceilings to coalesce into mockeries of the humanoid form. The colony will mimic the form of the most intelligent being within its location or which it was exposed to during its incubation.

Prior to the fungus gaining critical mass it appears as a dark green fungus which resembles bracket fungi, growing in clusters across an area. As the clusters join together they gain density and eventually transform into a greenish-black mass which can then coalesce into its chosen form.

Lifestyle

Fungus Men, once in humanoid form, will locate and attack potential victims, attacking with a direct viciousness and mindless fury. It appears that in this final stage the colony is driven by the desire to propagate itself by infecting other living creatures (or their corpses) and converting them into new mold. These spores are dangerous for up to sixty feet downwind (thirty-feet radius in still conditions) for two hours after death of the mold.

When the colony is killed it rapidly dissolves into a slimy mass which then releases spoors which can infect nearby life forms if they breathe them in. Only by burning the remains can the mold be stopped from spreading, a fact seldom exercised in initial encounters.

Abilities and Combat

Fungus Men have two forms; their mold form which is their gestation form and their humanoid form which is their maturity stage. In mold form they are basically a slowly moving mass of mold whose only attack is their spores. At maturity they gain the ability to change shape and also attack with their hands.

In both forms they are immune to all forms of electrical attack but they are vulnerable to fire based attacks and, given their nature, they are immune to both stuns and bleeding.

In combat the humanoid form will attempt to infect their opponents while bludgeoning them with their hands. They do not exhibit any level of sophistication in their hand attacks, opting to bash away.



Fungus Men (Mold Form)

Level	2	DB	20
Size	Small	Hits	139
BMR Type	Worm/Snake : Swim	Init	13
BMR	6 : 3	Stam	84
# Enc	1	Will	72
Outlook	Hostile	Magic	83
Treasure	PPP	Build	Monster

DB Breakdown: (QU 10, Tough Hide (Lesser) 10)

Attacks:

None

Skills:

Ambush (9) 57, Camouflage (9) 53, Climbing (9) 44, Contortions (8) 52, Endurance (9) 139, Perception (9) 75, Resistance - Magic (9) 83, Resistance - Stamina (8) 84, Resistance - Will (8) 72, Stalking & Hiding (9) 87, Swimming (5) 24, Foraging/Survival Underground (8) 52

Talents:

Electrical Immunity, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Lesser Resistance (Magic), Natural Camouflage, Regeneration (Greater), Susceptible To Fire, Tough Hide (Lesser), Poison Spores, Shrink (Minor)

Amorphous

Fungus Men can easily change their shape, and only hold a given shape by emergent will. Fungus Men can use this ability to evade being hit in combat by shifting their form so that an attack misses. This technique of attack avoidance is reflected as a bonus to DB equal to double the Fungus Man's Agility bonus. This ability also allows a Fungus Man to travel through small openings by attenuating its body. Such openings need to be at least 6" wide by 1" tall for the Fungus Man to fit through. Note it takes three rounds for a Fungus Man to coalesce into humanoid form.

Fungus Men (Humanoid Form)			
Level	5	DB	36
Size	Medium	Hits	158
BMR Type	Biped : Swim	Init	14
BMR	11 : 5.5	Stam	78
# Enc	1-4	Will	56
Outlook	Hostile	Magic	98
Treasure	PP3P	Build	Monster

DB Breakdown: (QU 12, Tough Hide (Minor) 20, Amorphous 4)

Attacks:

Attack Fist - Medium Crush	90

Skills:

Ambush (12) 60, Brawling (7) 49, Camouflage (10) 60, Climbing (9) 59, Contortions (8) 46, Endurance (15) 158, Jumping (5) 39, Perception (12) 76, Resistance - Magic (15) 98, Resistance - Stamina (8) 78, Resistance - Will (8) 56, Swimming (5) 39, Foraging/Survival Underground (8) 52, Attack Fist - Medium Crush (13) 90

Talents:

Electrical Immunity, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Lesser Resistance (Magic), Natural Camouflage, Regeneration (Greater), Susceptible To Fire, Tough Hide (Minor), Poison Spores, Amorphous

Electrical Immunity (30)

Fungus Men are immune to electrical attacks as they are able to earth the charge straight through them, negating any damage.

Susceptible To Fire (-15)

Fungus Men are vulnerable to fire and take double damage from fire based attacks.

Immunity To Stun

Given their nature Fungus Men are immune to all stun damage.

Immunity To Bleeding

Given their nature Fungus Men are immune to all bleed damage.

Regeneration (Greater)

Poison Spores

Fungus Men (and their bodies) emit invisible tiny spores. Anyone within 5' of a Fungus Man is at risk of breathing in these spores. Each round any character in range must make a Stamina RR and look up the result on the Cascading Resistance Roll table below:

CRR (100)..... No Effect

CRR (90)..... Roll 1d100-20 on Internal Poison Critical Table

CRR (80) ..... Roll 1d100-10 on Internal Poison Critical Table

CRR (70) ..... Roll1d100 on Internal Poison Critical Table

CRR (60) ..... Roll1d100+10 on Internal Poison Critical Table

CRR (50) ..... Roll1d100+20 on Internal Poison Critical Table

Failure..... Target receives maximum result from the Internal Poison Critical Table.

Anyone who suffers any result leading to a critical will also lose d10 hits per day until cured or dead as the spores multiply internally. A Neutralize Poison spell can cure this effect. Any character who dies through Fungus Man poisoning will turn into a mass of fungus within 24 hours.

Background

The mold is referred to as Doppelganger Mold by sages and its origins are not clearly understood. It first appeared about a thousand years ago when there was a significant outbreak of the mold in deep mines, leading to a series of battles. Since that time the mold has never been seen in those numbers again, though they do still turn up in mines and other underground locations. They have also spread across a significant part of the known world.

Some have theorised that they are in fact some form of invasive golem developed to infiltrate and disrupt enemy's lines in a deep earth combat which has spilled over into the surface world.

Whatever the case may be the Fungus Men have established themselves as an ongoing and dangerous threat to those who would mine the earth or delve into its buried secrets.

Adventure Notes

Fungus Men are normally encountered within the confines of tunnels, mines and caves. On rare occasions a colony will establish itself within a city. Within a city it is very possible for the colony to spread and grow in the sewers beneath poor quarters for months until they draw attention to themselves. This can lead to adventurers being hired to supplement the guards as they seek to clear them from this noxious area.

Fungus Men do not collect treasure as such. In the fungus sludge, the possessions of former victims can sometimes be salvaged. Thorough cleansing is recommended!

Giant Furred Snake

Description

Known as the Winter Bane amongst the northern tribes the Giant Furred Snake is a large serpent which has evolved to exist within the icy northern climates. Adults can measure as much as fourteen feet in length and be almost two feet in diameter. The Giant Furred Snake has both scales and fur. The fur grows from the joins in the scales and is around six inches long in adults. Always pure white, the fur has excellent thermal properties and is able to keep the snake warm and active in even the coldest temperatures. It also acts as excellent camouflage, allowing this ambush hunter to be very effective.

Their head is a flat, broad diamond shape with eyes that range in colour from crystal blue to clear. Their mouths are deep blue on the inside as is their forked tongue.

Lifestyle

Giant Furred Snakes are lone hunters who stalk mainly seals and smaller prey such as foxes, rabbits and rodents. Their front teeth are wedge shaped and allow the snake to bite and twist chunks of flesh out of their kills to be swallowed if their kill is too large.

In early spring males and females will come together into small groups and form a mounting mass which can last for five to seven days before they go their separate ways. They will not eat during this time and once the group has broken up, they will hunt as they move away from each other.



The female lays four to eight eggs which she the places into a pouch which forms during her pregnancy on her underside. Here the eggs will stay for another two months before hatching. Once they have hatched the mother will kill a suitable prey and leave the young to feed and then fend for themselves. The young grow rapidly in their first nine weeks, reaching a length of two to three feet during this time. It is not uncommon for one or more of the young to be eaten by their siblings if food is scarce, or the opportunity arises.

Giant Furred Snakes are not territorial and will roam over a large area during the warmer seasons prior to finding a suitable location to sleep and hunt during the winter time.

Abilities and Combat

The Giant Furred Snake is an ambush hunter who is patient and able to hide for long periods of time. Their insulating fur means they are always warm and at their quickest. The Giant Furred Snake is quite content to strike at a given target and then leave the poison to do its work. They appear to be able to track the scent of their poison and find the prey once it has perished.

Once a person or beast has been bitten the snake will target that particular prey, biting it again as opportunity arises to eventually kill the target.

Cold Immunity

This creature has an innate immunity to naturally occurring cold, although it can still be harmed by Cold criticals delivered by magical and elemental sources.

Heat Vision (Major)

The Giant Furred Snake can see the world as a mosaic of hot and cold regions, identifying anything that is even a fraction of a degree above or below ambient temperature. Their range is equivalent to normal vision, except they can distinguish fractional degrees differences out to 30 feet, temperature differentials of one to nine degrees Fahrenheit at 150 foot, and higher temperature differentials beyond that range.

Poison Bite (Major)

The Giant Furred Snake delivers a poisonous bite whenever they inflict a wound on a foe. The poison is resolved as a Cascading Resistance Roll using the following table:

CRR (120)..... No Effect
CRR (110)..... 1d100-20 on Internal Poison Critical Table
CRR (100)..... 1d100-10 on Internal Poison Critical Table
CRR (90)..... 1d100 on Internal Poison Critical Table
CRR (80) ..... 1d100+10 on Internal Poison Critical Table
CRR (70) ..... 1d100+20 on Internal Poison Critical Table
Failure ..... Character receives maximum result from the Internal Poison Critical Table

Background

Sages have studied the Giant Furred Snake for a number of centuries, fascinated by this deviation to the reptilian norm. Many have theorised that they are a cross over from some form of elemental life form. How this happened or if this is even a valid hypothesis is a point of contention. Certainly there is enough documented records and fossil remains to suggest the current day snake has evolved from a more mundane ancestor.

To the tribes in the north they are one more danger in an area where the environment is dangerous enough. They are also a good source of food and their hides are used as both armour and cold protection. Indeed the armor-smiths of those tribes have perfected crafting flexible armour from their hide which provides similar protection to scale mail while also keeping its wearer warm and hidden.

Giant Furred Snake (Winter Bane)

Level	4	DB	54
Size	Large	Hits	176
BMR Type	Worm/Snake	Init	16
BMR	16	Stam	90
# Enc	1	Will	78
Outlook	Aloof	Magic	66
Treasure	- - -	Build	Monster

DB Breakdown: (QU 14, Tough Hide (Minor) 20, Instinctive Defence

Attacks:

Attack Bite - Medium Puncture	90

Skills:

Ambush (15) 72, Attack Bite - Medium Puncture (15) 90, Camouflage (15) 69, Climbing (14) 78, Contortions (12) 66, Endurance (15) 176, Perception (15) 81, Resistance - Magic (10) 66, Resistance - Stamina (15) 90, Resistance - Will (12) 78, Stalking & Hiding (15) 92, Foraging/Survival Cold Climates (12) 58

Talents:

Cold Resistance (Major), Enhanced Senses, Heat Vision (Major), Instinctive Defence, Lightning Reflexes, Poison Bite/Sting (Major), Quiet Stride, Tough Hide (Minor), Toughness, Natural Weapon (Bite), Gigantism (Minor)

Adventure Notes

Found in the snow bound north, it is not unheard of for these creatures to travel south in harsh winters or even colder autumn and spring seasons. Being lone hunters they are found more often by accident, one that can be fatal to small groups or lone travellers.

Giant King Cobra

Description

Giant king cobras are identical in appearance to their smaller brethren and are far more deadly. With an average length of over thirty feet the king cobra is a fast moving and lethal foe. The scales of the king cobra range in colour from olive-green and tan through to black. They have a number of faint, pale yellow cross bands that run down the length of the body. The belly scales are cream to pale yellow in colour and are smooth to the touch.

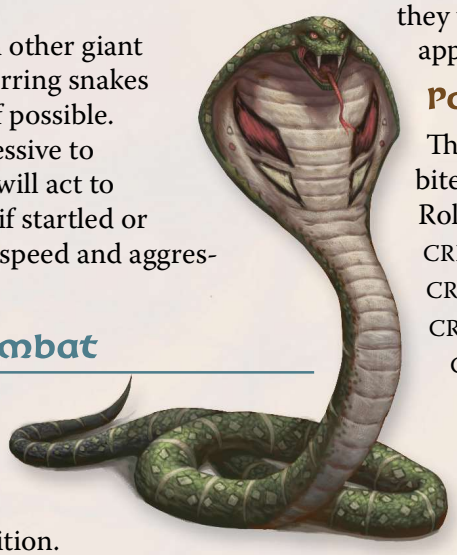
The juvenile black cobra are identifiable by their shiny black scales and narrow yellow bands. The head of an adult king cobra is quite massive and bulky in comparison to its body and they can expand their jaws to swallow large prey such as small boars and even children. The male king cobra is larger and thicker than the female and the average lifespan of a king cobra is about forty years.

Lifestyle

King cobra are found throughout temperate forests and tropical jungle regions of the world. They prefer wetter climes and find highland forests to their liking. They can often (as often as these rare creatures are found) be found near rivers and lakes.

The king cobra is unusual in that the female will stay with their nest eggs until the young are hatched and they fiercely defend their nest. The nest will contain from six to twelve eggs and it can take up to ninety days for the eggs to hatch from the mounded leaf nest the parent has created.

King cobras will feed on other giant snakes in the area, preferring snakes to other forms of food if possible. While not directly aggressive to humanoid species they will act to protect themselves and if startled or attacked will react with speed and aggression.



Abilities and Combat

King Cobra, like all snakes, are ambush hunters and they prefer to strike quickly from a concealed position.

Giant King Cobra			
Level	6	DB	48
Size	Huge	Hits	220
BMR Type	Worm/Snake : *Swim*	Init	12
BMR	32 : *16*	Stam	107
# Enc	1-2	Will	88
Outlook	Aloof	Magic	59
Treasure	- - -	Build	Monster

DB Breakdown: (QU 8, Tough Hide (Minor) 20, Instinctive Defence 20)

Attacks:

Bite Attack - Large Puncture	111

Skills:

Ambush (21) 96, Camouflage (16) 69, Climbing (10) 80, Contortions (10) 65, Endurance (21) 220, Foraging/Survival [Choose Forest or Jungle] (15) 60, Perception (21) 99, Resistance - Magic (12) 59, Resistance - Stamina (20) 107, Resistance - Will (16) 88, Stalking & Hiding (20) 110, Swimming (12) 84, Bite Attack - Large Puncture (21) 111

Talents:

Cold Intolerance (Minor), Enhanced Senses, Giantism (Major), Instinctive Defence, Lightning Reflexes, Natural Weapon (Bite), Poison Bite/Sting (Greater), Quiet Stride, Tough Hide (Minor), Toughness

They are also patient hunters and are capable of moving quietly through their home forest with a level of stealth that belies their size. Once they do attack they will seek to bite one or more foes and withdraw to let their poisonous bite do the work. If cornered they will fight with great ferocity until an opening appears and use their speed to escape.

Poison Bite (Greater)

The giant king cobra is able to deliver a poisonous bite which is resolved as a Cascading Resistance Roll using the following table:

CRR (140) ..... No Effect
CRR (130) ..... 1d100-20 on Internal Poison Critical Table
CRR (120) ..... 1d100-10 on Internal Poison Critical Table
CRR (110) ..... 1d100 on Internal Poison Critical Table
CRR (100) .... 1d100+10 on Internal Poison Critical Table
CRR (90) ..... 1d100+20 on Internal Poison Critical Table
Failure ..... Character receives maximum result from the Internal Poison Critical Table

Background

Giant King Cobra originated some centuries back, though whether this was the result of a deliberate breeding and magical program or from a freak magical occurrence is not known. Certainly there appeared quite a number of them over a short period which devastated the primitive tribes of the area. Since then they have spread across a large area of the world, often being captured and used in circuses or as guards only to escape.

Escaped individuals pose only a threat as long as they are alive but there have been a few cases where collectors have had mated pairs which have escaped and they go on to create a new colony.

Once the young hatch the mother abandons them. The young will travel for quite some distance on instinct to move themselves out of their mother's hunting range. This behaviour has led to the quite rapid expansion of this species.

Adventure Notes

Giant Cobras are hunted not only to remove the threat they pose to a given area's inhabitants and stock but also for their skin which is prized by collectors and some armour smiths who work with exotic leathers. In addition the toxins that can be harvested from their venom sacs is used both medically and by those of a darker ilk.

Adventure Hook: The party has heard a rumour that the local assassins guild wants to possess a live giant king cobra to utilise for its poison. This has moved on from being a wish to an actual possibility with reports that a giant king cobra has been spotted hunting near one of the close by border towns. Rumours suggest a reward of several hundred gold for the live snake and even more for viable eggs.

Giant Millipede

Description

Giant Millipedes are upsized version of the common millipede, growing up to ten feet long with hard segmented bodies which can reach two to three feet in diameter. They can range in colour from deepest black through to a mid-green with some rare species having scales in shades of bright blue or deep red, most common in cave dwelling species.

Giant Millipede			
Level	4	DB	74
Size	Large	Hits	180
BMR Type	Multilegged	Init	66
BMR	17	Stam	110
# Enc	1-2	Will	80
Outlook	Hungry	Magic	66
Treasure	- PP	Build	Monster

DB Breakdown: (QU 14, Tough Hide (Major) 40, Instinctive Defence 20)

Attacks:

Attack Bite - Medium Puncture	87

Skills:

Ambush (15) 68, Attack Bite - Medium Puncture (15) 87, Camouflage (12) 58, Climbing (15) 77, Endurance (15) 180, Foraging/Survival Forest (15) 62, Perception (15) 78, Resistance - Magic (12) 66, Resistance - Stamina (15) 110, Resistance - Will (14) 80, Stalking & Hiding (12) 57, Tracking (10) 58

Talents:

Combat Awareness, Enhanced Senses, Instinctive Defence, Lesser Resistance (Stamina), Poison Bite/Sting (Major), Tough Hide (Major), Toughness, Natural Weapon (Bite), Giantism (Minor), Critical Resistance (Minor) (Crush)

Lifestyle

Giant Millipedes are monstrous scavengers that feast on the detritus of the world, whether it be in the depths of a forest or in the deep underground these scavengers are at home. Being omnivorous, they supplement their diet with whatever prey is of the correct size, including small mammals up to the size of dogs or sheep. Larger prey are not attacked unless they are in the way of this simple minded beast or are unlucky enough to stumble across a nest of these creatures.

Abilities and Combat

Giant Millipedes are simplistic fighters who attack what they want to eat, is in their way or is near their nest. In all cases they will seek to flee if they take too much damage. While their bite is their most obvious weapon, they also secrete a toxic venom through their pores.

Due to their physical makeup and segmented armour Giant Millipedes are resistant to Crush attacks.

Poison Secretion (Major)

Giant Millipedes poison is treated as a contact poison and anyone who fights a Giant Millipede using unarmed fighting techniques must make a Stamina Cascading RR each round. Anyone who takes any injury from a Giant Millipede must also make a Stamina Cascading RR.

CRR (120) ..... No Effect
CRR (110) ..... 1d100-20 on External Poison Critical Table
CRR (100) ..... 1d100-10 on External Poison Critical Table
CRR (90) ..... 1d100 on External Poison Critical Table
CRR (80) ..... 1d100+10 on External Poison Critical Table
CRR (70) ..... 1d100+20 on External Poison Critical Table
Failure ..... Character receives maximum result from the External Poison Critical Table

Background

Giant Millipedes are generally regarded as a magic induced mutation within the millipede family, one that occurred a long time in the past. These creatures are hunted by primitive tribes for their scales which are fashioned into armour and their poison which is used on primitive weapons. Modern alchemists also utilise the poison from the Giant Millipedes, seeking the two large glands for use in various medicines or contact poisons.

Adventure Notes

In most cases adventurers stumble across these creatures as they are foraging for food or when they enter a ruin or cave which holds a nest of these creatures. Rarely they may be hired to collect the poison glands or even harvest eggs for some alchemists farming project.



Ki-Lin

Ki-Lin			
Level	7	DB	46
Size	Medium	Hits	120
BMR Type	Quad : *Swim*	Init	20
BMR	36 : *18*	Stam	54
# Enc	1-4	Will	54
Outlook	Dominating	Magic	78
Treasure	R3R5-	Build	Ranger

DB Breakdown: (QU 26, Tough Hide (Minor) 20)

Attacks:

Horn - Small Puncture	84
Hooves - Small Crush	72

Skills:
Ambush (8) 56, Endurance (24) 120, Foraging/Survival Woods (10) 58, Jumping (7) 45, Perception (20) 80, Power Point Development (14) 98, Resistance - Magic (8) 78, Resistance - Stamina (6) 54, Resistance - Will (6) 54, Stalking & Hiding (10) 66, Swimming (4) 30, Horn - Small Puncture (24) 84, Hooves - Small Crush (16) 72

Spells:
Spells - Haste (10) 74, Spells - Hues (8) 64, Spells - Distractions (6) 54, Spells - Fear (12) 78, Spells - Phantasm (8) 64, Spells - Stun Cloud (10) 74, Spells - Dispel Magic (8) 54, Spells - Blur (6) 44, Spells - Fire Nerves (9) 69, Spells - Traceless Passing (6) 54

Talents:
Blazing Speed, Final Escape, Focused Eloquence Lesser (Mage), Focused Eloquence Lesser (Ranger), Greater Resistance (Magic), Lightning Reflexes, Magic Horn, Natural Weapon (Horn), Natural Weapon (Hoof), Regeneration (Minor), Tough Hide (Minor)

Description

The Ki-Lin is a magical creature with a body the shape of a greyhound though it is in size more akin to a small horse. Its snowy hide shifts and shines, seeming to reflect at one time the swirl of foam and light from a wild sea to the cold shimmer of light from glacial ice and the shine of moonlight across a snow bound land.

The head is that of a noble stag with a single thin spire of polished white that shines like a star on a cold winter's night sky. The horn's spiral has four sharp



edges that spiral up to the razor point. The eyes give away this awe-inspiring beast's true nature as they are as black and cold as the dark of a deep winter's night.

Lifestyle

The Ki-Lin is the antithesis of the Unicorn in many ways, as evil as the Unicorn is good and yet this beast is bound to no will nor does it conspire with other dark ilk. It is instead the embodiment of free will and unfettered conscience where it does as it will when it will. Many believe it is a reflection of the darker side of nature, that which lies underneath the beauty, the thorn in the rose.

Ki-Lin wander the wild lands and hidden places, following their own unfathomable goals as they haunt these places. They attack those who seek to enter what they deem their own lands though this can turn into a form of torturous play as they strike and torment their targets, wounding instead of killing, terrifying and playing with their foe before finally losing interest and finishing them off.

Ki-Lin do mate and do have young which remain with the adults for three to five years before moving on. A mated couple will mate for life but will only be together through the mating season and when raising young.

Abilities and Combat

The Ki-Lin is an intelligent and resourceful foe who will use its spells to good effect, using distractions, fear, stun cloud and phantasm to soften up foes while haste and blur help it during attacks. When attacking its foes the Ki-Lin will use it magical horn to good effect while its hooves can cause serious injury when brought into play.

Magical Horn (20)

The Ki-Lin's horn is an enchanted weapon which provides a +15 magic bonus to OB and causes any critical to be treated as one size larger.

Spells

A Ki-Lin will know the following spells: Haste, Hues, Distractions, Fear, Phantasm, Stun Cloud, Dispel Magic, Blur, Fire Nerves and Traceless Passing.

Final Escape (10)

When cornered or facing death (last 10 HP) the Ki-Lin will teleport out of combat as a last resort, going back to some lair or location it had set as a focus in years past. The Ki-Lin can only do this once a day and this will trigger even if the Ki-Lin is unconscious or stunned. In many cases the Ki-Lin may well be dying but it prefers to die on its terms and not be used as a trophy.

Background

The Ki-Lin is older than recorded history and has haunted the woods and forests of all lands for time immemorial. They have avoided the scrutiny of mages and sages across the centuries, often by the expediency of killing those who would seek to capture them. In any event, even unto death the Ki-Lin has the last laugh as its body will teleport away to some hidden location.

Where these beings came from and even if they are native to this world is one of the many questions that surround this beast, if a beast it is.

Some scholars have come across trees which have been craved with odd geometric patterns, often found where Ki-Lin are known to haunt. The patterns have defied understanding to this day and many do not believe it is the Ki-Lin who carves these. Those who take the patterns for study or for collections often find they suffer ill fortune until the pattern is either returned to where it was found or burned.

Adventure Notes

The capture of a Ki-Lin or even the retention of its body would be a prize worthy of a great reward as mages have wanted to study this reclusive and dangerous beast for centuries. The mysteries of its origin and potential study of the horn are prized goals for many.

More commonly characters may be called upon to remove a Ki-Lin that has wandered into an area and is causing death and fear or one that inhabits an area which people wish to move into.

Magmamen

Description

Magmamen are living lava, encased within an outer skin of obsidian. As they move the obsidian cracks and slides to reveal their molten core beneath. Roughly humanoid in shape Magmamen are squat and powerful creatures, standing an average of five feet six. They have neither gender nor anything beyond rudimentary features. Their hands are crudely hewn and they wield weapons made of obsidian if they wield any weapon at all.

Lifestyle

Magmamen live in areas with active volcanoes and often are found living in or near volcanoes and other sources of extreme heat. Very little is known about these creatures and their origin as no form of communication has ever been established. They treat all intrusions as a threat and will attack any who come near. If facing being overrun or destroyed, a settlement will leave by diving into the magma and riding the magma tubes and currents to a new location, or at least that is the theory.

What they eat, what drives them and why they appear where they do is still unknown.

Magmamen

Level	3	DB	45
Size	Medium	Hits	130
BMR Type	Biped	Init	6
BMR	9	Stam	104
# Enc	1-10	Will	48
Outlook	Prot.	Magic	52
Treasure	PNN	Build	Fighter

DB Breakdown: (QU 0, Tough Hide (Major) 40, Dense Musculature 5)

Attacks:

Attack Punch - Medium Crush	86
Attack Thrown Polearm (Javelin or Spear)	67
Attack Polearms (Spear)	67

Skills:

Ambush (8) 49, Camouflage (5) 35, Climbing (8) 57, Endurance (12) 130, Perception (10) 61, Resistance - Magic (6) 52, Resistance - Stamina (10) 104, Resistance - Will (6) 48, Stalking & Hiding (6) 39, Attack Punch - Medium Crush (12) 86, Attack Thrown Polearm (Javelin or Spear) (9) 67, Attack Polearms (Spear) (9) 67, Foraging/Survival Badlands (5) 33

Talents:

Combat Awareness, Dense Musculature, Lesser Resistance (Stamina), Tough Hide (Major), Toughness, Critical Resistance (Minor) (Slash), Heat Immunity, Magma Burn, Cold Intolerance (Major)

Abilities and Combat

Magmamen are direct combatants who use their obsidian fists to cause damage and, on rare occasions, employ long shards of obsidian as spears or javelins. When in desperate situations Magmamen will utilise their Magma Burn ability, but as they take damage to do so it is not a commonly used attack.

Heat Immunity

Magmamen are immune to all effects from natural heat and fire. They are affected normally by Heat criticals from magical attacks.

Magma Burn (25)

The Magmamen sprays Magma from within its own body into a ten-foot radius around itself, taking 25 hits damage each time it does so. All people within the impacted area suffer a 1d100+10 Heat Critical each round for four rounds unless they can cover themselves with water. If a target is subject to a

subsequent attack, then the Heat Critical receives a further +10 for each round of attack.

In addition to the above, flammable items such as clothing, wood and similar will be set on fire, metal will heat up and soft metals such a lead and gold will melt.

Obsidian Weapons

Obsidian – The obsidian weapons below shatter on a fumbled attack (used as a melee weapon) or shatter when they miss (used as a thrown weapon). On a successful attack they splinter in the wounds causing 1 bleeding hit per round until they are removed and the wound is bound. It takes one round to remove the splinters.

Obsidian Spear – Large Puncture, RI:20', PB:+15, PBR:10'

Obsidian Javelin – Medium Puncture, RI:25', PB:+10, PBR:15'

Background

Magmamen are an unusual race which appears to be able to breed, adapt and move freely through magma. Many mages link the Magmamen to similar species found on the elemental plane of Fire and have theorised that an elementalist of great power somehow either bought one of these beings through and changed them or created a duplicate creature.

Whatever their history is, the Magmamen are as much a mystery today as they were millennia ago when they first started to appear.



Adventure Notes

All encounters with Magmamen occur within volcanic regions, either on the surface or far below. In all cases these encounters will turn violent as the Magmamen seek to drive away or kill the adventurers. Some groups have tried to capture a Magmaman but none have succeeded.

Manticore

Description

Appearing from a distance as an unkempt lion, the Manticore has the face of a brutish man and a long tail crowned with spines. Downwind they are unmistakable as their odour of blood, both fresh and rotten, and their general dirty condition lead them to have a distinctive presence.

Manticora are covered in shaggy reddish brown fur which appears matted and dirty. The adult males have ragged manes which are a darker colour than their main body's fur. The tail darkens to a deep brown and then black skin as it fans out to contain the greenish black spines.

Their bat-like wings have a span of twelve feet and like the rest of this foul creature are often dirty and unkempt, shedding dust and other debris as the Manticore launches itself into the air with a powerful leap and thrust of its wings.

The humanoid faces are quite rough, like an unfinished sculpture of a human with deeply tanned skin, a dour expression and tawny eyes over a coarse nose and a wide, fleshy lipped mouth full of broken and rotting teeth.

Lifestyle

Manticore dwell in ruins and abandoned places in packs and even will inhabit the sewers of larger cities if they can find easy egress to such a place. Manticora have long haunted the settlements of the various races as this puts them close to their favoured food source. Above all,they will hunt and consume the mannish races but they will also snack upon other races.

Manticore			
Level	6	DB	67
Size	Large	Hits	193
BMR Type	Quad : Fly	Init	11
BMR	34 : 48	Stam	106
# Enc	1-4	Will	60
Outlook	Aggr.	Magic	53
Treasure	NR4N8	Build	Monster

DB Breakdown: (QU 22, Tough Hide (Major) 40, Dense Musculature 5)

Attacks:

Bite - Medium Puncture	109
Spine - Small Puncture	99

Skills:

Ambush (12) 60, Climbing (15) 84, Endurance (21) 193, Jumping (10) 74, Perception (20) 70, Resistance - Magic (9) 53, Resistance - Stamina (15) 106, Resistance - Will (10) 60, Stalking & Hiding (15) 71, Tracking (14) 68, Bite - Medium Pierce (20) 109, Spine - Small Puncture (20) 99, Foraging/Survival Deserts (16) 62

Talents:

Combat Awareness, Dense Musculature, Giantism (Minor), Lesser Resistance (Stamina), Natural Weapon (Claws), Natural Weapon (Spines), Night Vision, Poison Bite/Sting (Minor), Reverberating Strength, Sureshot (Spines), Tough Hide (Major), Toughness

Manticore resent the intelligent races, feeling anger and hurt which has lasted down through the ages from their very origins as a cursed tribe of man whose evil deeds were punished with a divine curse. Forever outcast, they take their vengeance upon those they encounter, killing quickly and quietly to conceal their presence.

Manticora dwell in family packs which can range from three through to a dozen individuals, including young. When a pack becomes too large a mated pair will leave the pack and form their own pack some distance away. In large cities several packs have been known to operate, each with their own territory. Beyond cities they will inhabit ruins and desolate places which are near the borders or close to trade routes where they can ambush and kill entire caravans.

Manticore dens will often have clothes and furniture in various states of disarray as the Manticore seeks to mimic what their ancestors had. The furnishings and clothes are dragged to the den and kept until it is destroyed by time or a random rage.

Abilities and Combat

The Manticore will engage targets at range first, utilising its deadly spines by whipping its tail back and then forward to fire a heavy bone spine at an individual. An adult Manticore will have eight spines, an adolescent six spines and a young four spines.

They will also use their night vision to good effect, choosing darkened areas which give them an advantage at both range and in close combat.

Finally, once they close to combat, they will use their claws to rake their foe.



Bone Spines
- Poison Bite/String (Minor)

The spines on a Manticores tail can be flicked at a target at range causing damage similar to a cross bow (Medium Puncture, RI: 60', PB: +30, PBR: 30'). Adult Manticore spines are also coated with a poison which is resolved as a Cascading Stamina Resistance Roll using the following table:

CRR (100) ..... No Effect
CRR (90) ..... 1d100-20 on External Poison Critical Table
CRR (80) ..... 1d100-10 on External Poison Critical Table
CRR (70) ..... 1d100 on External Poison Critical Table
CRR (60) ..... 1d100+10 on External Poison Critical Table
CRR (50) ..... 1d100+20 on External Poison Critical Table
Failure ..... Character receives maximum result from critical table

Background

Legend speaks of a tribe of men who sought to dominate those around them and who turned to practices of torture, demon worship and even cannibalism as their thirst for power and dominion grew. A primitive and cruel tribe, their excess drew down the wrath of an unknown God who cursed the tribe to become the beasts they were. The curse was twisted by one of the demons they worshipped and from this was born the race of the Manticore. A twisted, evil and resentful being, they know no pride or sense of purpose other than the desire to destroy those who have what they have lost.

Adventure Notes

Manticore are a rare foe but when encountered they can be dangerous with the pack always ready to avenge the death of one of their own. Often the adventurers are brought in to solve a case of several disappearances, whether of individuals or even whole caravans. Braving the Manticora den is no task to be taken lightly as they will use cunning and guile to bring down the adventurers who dare to invade their realm.

Medusa

Description

Appearing as a beautiful maiden with a voluptuous physique clad in diaphanous material, if clad at all, the medusa walks with a sensuous sway to her body. However, where there should be a cascade of dark hair there is instead a writhing nest of red eyed black serpents whose soft hisses create a continual background noise as the medusa stalks her prey.

The beauty of the face is tainted by the hint of the malice that lies beneath, betrayed by a sneer or twist of the full red lips, not that many can study the face for long. Eyes of coldest green, full of malice and hate, are often the last thing seen by many a being as the medusa's curse turns their flesh to stone.

Lifestyle

The Medusa are solitary creatures inhabiting distant ruins or underground dwellings. They dislike the company of their own kind tolerating each other only when the situation is dire enough to warrant such cooperation.

Medusa are driven to kill other races, finding in them something that perhaps they themselves lack and thus resent. Each home of a Medusa will be furnished in opulence with goods stolen or found and they can be served by slaves taken and blinded by the Medusa, though even a small mistake will see the slave bitten by the writhing snakes and devoured at leisure.

Medusa favour bows and love to hunt dangerous foes as even if they are attacked their petrifying gaze assures them of victory in almost any situation. The arrows are coated with the snake hair poison and any strike from them can be just as lethal as the gaze and a direct bite.

Male Medusa are not commonly encountered as they are subjugated members of the race kept in stall and traded like prize horses. Lacking both the hair and gaze the males appear as muscular humans with bronze scaled skin and green eyes. The males are immune to both the gaze and poison of their female counterparts and as such represent a threat to the Medusa, hence why they are kept on such short leashes. Make no mistake, the males are as cruel and capricious as their females and will turn on those who would free them simply because they can.

Medusa			
Level	6	DB	52
Size	Medium	Hits	103
BMR Type	Biped : Swim	Init	17
BMR	11 : 6	Stam	32
# Enc	1-2	Will	52
Outlook	Dominating	Magic	64
Treasure	R5R4(5)R8	Build	Warrior Mage

DB Breakdown: (QU 12, Chain Mail Armour 40)

Attacks:

Missile Weapon – Bow + Poison	78
Melee Weapon – Broadsword + Poison	66
Bite Attack - Tiny Puncture + Poison	52

Skills:
Ambush (5) 41, Armor (13) 58, Attunement (4) 42, Brawling (8) 42, Climbing (6) 32, Contortions (4) 26, Endurance (20) 103, Jumping (4) 22, Perception (14) 80, Poisoning (4) 42, Power Point Development (8) 87, Resistance - Magic (6) 64, Resistance - Stamina (4) 32, Resistance - Will (6) 52, Sniping (4) 36, Stalking & Hiding (4) 36, Swimming (4) 22, Melee Weapon - Broadsword (12) 66, Missile Weapon - Bow (18) 78, Bite Attack - Tiny Puncture (10) 52

Spells:
Spell - Blade Turn (5) 47, Spell - Darkness (6) 52, Spell - Deflections (7) 57, Spell - Blur (4) 32, Spell - Counterspell (2) 22, Spell - Dispel Magic (3) 27, Spell - Elemental Bolt (Earth) (5) 47, Spell - Fire Nerves (5) 47, Spell - Fly (4) 42, Spell - Invisibility (5) 47, Spell - Shock (4) 42, Spell - Spikes (7) 57, Spell - Stun Cloud (8) 62

Talents:
Dark Vision (Lesser), Enhanced Senses, Focused Eloquence Lesser (Mage), Lesser Resistance (Magic), Lightning Reflexes, Natural Weapon (Bite), Petrification, Poison Bite/Sting (Minor), Shield Training, Speed Loader, Subtle, Sureshot

Medusa mate every three to six years and produce one to two offspring with only one in ten born being a male.

Abilities and Combat

Medusa are fearsome foes who use bows, spells and their natural abilities to best effect. They do have dark vision but prefer to fight in well lighted areas where their gaze attack is most effective.

They will always apply poison from their snake hair to any weapons they use and are not above using swords or pole arms to take the fight to those who have thwarted their gaze attack.

In addition to their gaze attack and normal attack the Medusa's hair may also attack up to four opponents per round in any direction. Each opponent attacked above one creates a cumulative -5 to the attack roll, so -5 for the second attack, -10 for the third and -15 for the fourth. The snakes also act as eyes for the Medusa warning her of attacks from behind, effectively granting her 360O vision.

Contrary to myth a Medusa is immune to their own gaze, whether reflected or not and viewing them through a mirror is no guarantee of safety (decrease Will RR target value by 20).

Spells

Medusa cast spells as a Mage and may select up to 12 spells from the mage list. Below is a common selection.

Blade Turn, Darkness, Deflections, Blur, Counterspell, Dispel Magic, Elemental Bolt (Earth), Fire Nerves, Fly, Invisibility, Shock, Spikes, Stun Cloud

Medusa Snake Venom - Poison Bite/String (Minor)

When a snake bites its victim it delivers a poison which is resolved as a Cascading Stamina Resistance Roll using the following table:

CRR (100) ..... No Effect
CRR (90) ..... Paralysed for 1d10+5 rounds
CRR (80) ..... Paralysed for 6d10 minutes
CRR (70) ..... Paralysed for 1d5 hours
CRR (60) ..... Paralysed for 1d5 + 5 hours
CRR (50) ..... Paralysed for 1d5 days
Failure ..... Paralysed for 1d10 +5 days

This venom can also be coated on weapons for a similar effect (CRR check is made at +10)

Petrification (25)

When an opponent fights a Medusa and they are not taking precautions to make an indirect form of attack they may become petrified (turned to stone). Each round that an opponent makes an attack or casts a spell the Medusa may roll a Gaze check (OE roll, up to two per round), the value of which becomes the target for a Will RR with failure indicating that the opponent has become petrified. Upon failure use the following to determine the duration of petrification:

Failure By	Effect
1-25	Petrification for 6d10 minutes
26-50	Petrification for 2d10 hours
51-100	Petrification for 2d10 days
101+	Petrification for d10 months

If the Medusa is slain the petrification is reversed, returning the victims to life. However, if the statue form has taken significant damage (lost limb, pierced, lost head) the victim is returned to life with that damage often resulting in the death of the person from shock or worse.

Background

The origins of Medusa are shrouded in time and certainly they are not telling if they know. There are many theories ranging from cursed individuals to worshippers of some long forgotten Goddess. One fact remains that as far back as recorded history goes there has been mention of snake haired people.



The Medusa have no culture themselves, mainly as a result of their reclusive lifestyle but it may well be that the current state of affairs is the result of some long ago power struggle between the male and female parts of the society. Certainly the current manner in which they live works to keep the males separated and under the control of the females.

Medusa regularly go through their statues and, for those victims they have lost interest in or whom may be an issue due to relatives, saw off an arm or limb. While this doesn't impact the 'beauty' of the statue for the Medusa it does ensure that even if returned to life the victim will not outlive the Medusa by long at all.

Adventure Notes

Medusa prey on caravans and other sources of wealth and characters may well be hired to try and rescue a captured person. Medusa also delight in kidnapping beautiful young women to blind and use as slaves and again this can create a rescue scenario. If a victim has been turned to stone but not yet damaged there is the chance of a rescue via the death of the Medusa involved.

Beyond the above Medusa are known for the wealth and opulence of their palaces and as such are often targets for the simple motivation of greed, a state which has led many to become an unwilling participant in a feast where they feature quite prominently.

Rockworms

Description

Rockworms appear as large, twenty-feet long, armoured earth worms and share the earth worms lack of eyes. Their 'head', really just the front of the worm, is a large circular maw ringed with white teeth. They generate and secrete a magical acid from glands that ring the mouth, breaking down anything they come into contact with. They have a long appendage which extends from their mouth allowing them to feel things in front of them and also grapple foes and drag them into their mouth.

Their scales range from dull brown through to ochre in colour and are segmented rings that circle the body. As the Rockworm grows the scales develop small splits that expand and then harden, allowing the Rockworm to grow without becoming overly vulnerable.

Lifestyle

Rockworms are by turns dormant and active, staying active for four months before creating a suitable nest and sleeping for eight months. During their active period they will devour several miles of stone and rock, seeking mineral rich deposits.

Rockworms are extremely aggressive to other Rockworms. They will seek to kill any others they encounter. They reproduce by splitting in half and this occurs when they reach a length of in excess of twenty-five feet. During their hibernation the worm will split and two worms will wake from the hibernation and go their separate ways.



Rockworms excrete a foul substance which has been said to be the foulest smelling substance on the planet. This stench is often the first warning a party will have that they are in the realm of a Rockworm.

Abilities and Combat

Rockworms will use their prehensile tongues to grab more distant foes. They rely on their powerful bite and the associated acid to make short work of opponents.

Rockworms have a rudimentary intelligence and excellent sense of taste and smell. This combined with an excellent memory for smells and tastes means that they are capable of recalling foes who escaped their clutches and will attempt to prevent a second evasion.

Caustic Bite

Whenever a Rockworm delivers a critical on an opponent (either through its bite or its tongue), it automatically delivers an Acid critical of the same attack size.

Caustic Nature

Because the Rockworm is so caustic any weapons, armour and other materials that come into contact with it must make an RR or become corroded and useless. The RR difficulty is based upon the material being attacked and the wielder can add their Agility or Quickness as deemed appropriate.

Wood, soft leathers and similar organic material	140
Hard leathers, hard woods, stone, soft metals	120
Metals, magical woods	100
Magical metals, very hard metals	80

Note that enchanted items decrease the RR threshold by 20.

Background

Rockworms are fortunately few in number and mainly encountered when they follow a mineral vein close to the surface, bringing them into contact with miners and subterranean nations. Many scholars be-

Rockworm			
Level	10	DB	75
Size	Large	Hits	216
BMR Type	Worm/Snake	Init	12
BMR	22	Stam	132
# Enc	1	Will	102
Outlook	Hostile	Magic	79
Treasure	- - -	Build	Monster

DB Breakdown: (QU 10, Tough Hide (Major) 40, Dense Musculature 5, Instinctive Defence 20)

Attacks:

Attack Bite - Large Puncture	140

Skills:

Ambush (22) 88, Camouflage (22) 80, Climbing (15) 85, Endurance (30) 216, Perception (25) 107, Resistance - Magic (20) 79, Resistance - Stamina (25) 132, Resistance - Will (22) 102, Stalking & Hiding (25) 86, Tracking (19) 80, Attack Bite - Large Puncture (30) 140, Foraging/Survival Mountains (15) 62

Talents:

Caustic Nature, Dense Musculature, Enhanced Senses, Enhanced Toughness, Instinctive Defence, Lesser Resistance (Stamina), Night Vision, Tough Hide (Major), Natural Weapon (Bite), Giantism (Minor), Caustic Bite

lieve that the extensive underground realms owe their existence to these creatures who, when combined with nature, have created the network of tunnels and caverns within which they dwell.

Their origin is suspected to be magical and many feel they were created as a form of biological construct to create tunnels. Whatever the case they are now well beyond the control of any creator, if they ever were.

Adventure Notes

Rockworms are the bane and doom of many mines and the arrival of one in an area can lead to the loss of all the minerals within that area. As such when one is found bounties and mobilisation of forces is common and can be lucrative for a party involved if they manage to kill the beast.

Sandwyrms

Description

Sandwyrms are a serpentine being which grows to between twenty to thirty feet long and as large as five feet in diameter. Their scaly hides range in colour from a pale mud colour through sand coloured to a pale cream. This colouring provides them camouflage in their chosen environment.

Their head is more dragon-like than serpentine with a mouth filled with extremely sharp incisor teeth. Sandwyrms are capable of swift movement both above and through the desert sands, able to swim through the sands as if it was water.

Lifestyle

Sandwyrms are solitary creatures, living lives numbered in a few centuries if not killed.

There is no size differential between males and females and indeed it is impossible to tell them apart by normal observation.

Sandwyrms are a patient and skilled ambush hunter, content to remain motionless for days or weeks as they listen for vibrations in the sand. Once they sense prey they will track it by sound deep beneath the surface, before erupting upwards to surprise its victim. Sandwyrms are as intelligent as a wolf or other high end predator, exhibiting a high level of cunning in hunting and tracking prey over many leagues.

Sandwyrms mate at least once a decade and the female secretes its clutch of several eggs in buried caches in or around subterranean rock formations. Sandwyrms will protect their young until they are old enough to hunt; thereafter they will drive them out so that they seek new territories.

Abilities and Combat

Sandwyrms are the apex predators in their environment and are aggressive in defending what they see as their hunting range, attacking any intruder in their territory. In addition to their powerful bite, Sandwyrms have the following noteworthy abilities:

Elemental Channelling - Medium (Fire)

Sandwyrms can imbue their attacks with elemental Fire energy. By expending 5 Power Points, a Sandwyrm can deliver a Medium Heat critical on any successful bite attack.

Heat Immunity

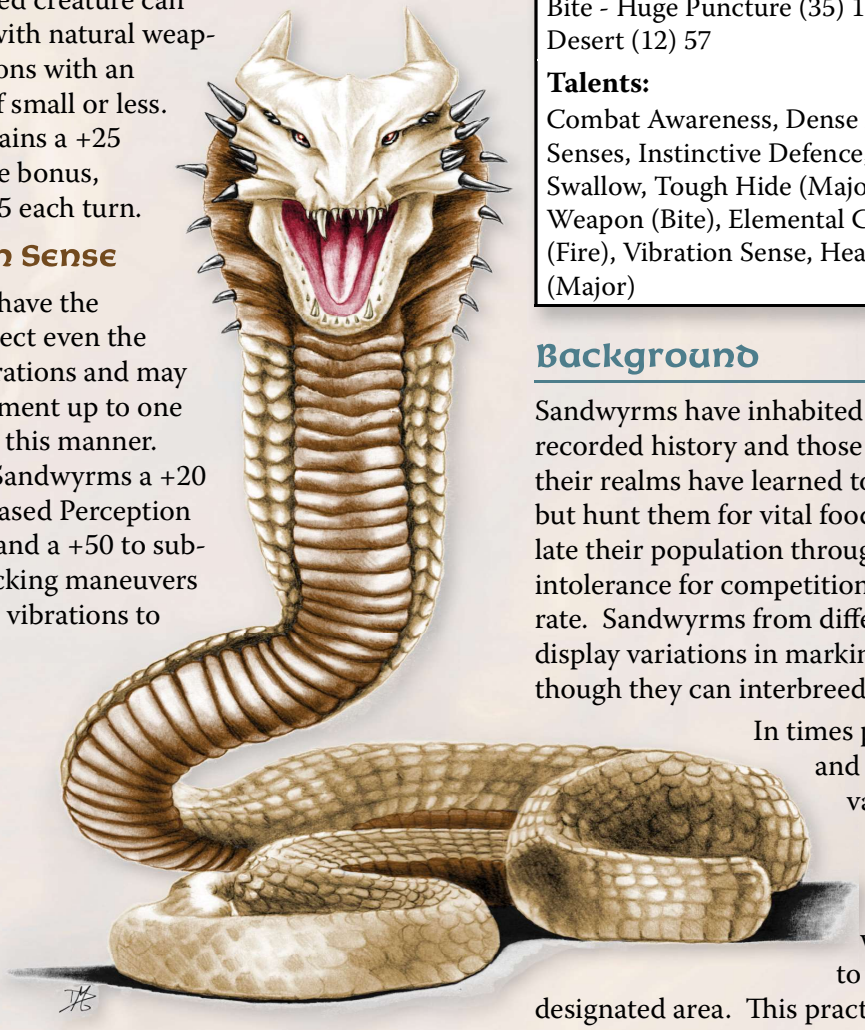
Sandwyrms are immune to all effects from natural heat and fire. They are affected normally by Heat criticals from magical attacks.

Swallow

A Sandwyrm is able to completely swallow a creature in a single attack (bite attack) when they achieve an open-ended result. The creature must be at least two sizes smaller than the attack size of the Swallow attack. Once the creature has swallowed its target the target begins to suffer from suffocation (as per Asphyxiation and Holding Breath, page 85, HARP). The swallowed creature can only attack with natural weapons or weapons with an attack size of small or less. Any attack gains a +25 circumstance bonus, reducing by 5 each turn.

Vibration Sense

Sandwyrms have the ability to detect even the slightest vibrations and may detect movement up to one mile away in this manner. This grants Sandwyrms a +20 to hearing-based Perception (vibrations) and a +50 to subsequent Tracking maneuvers to follow the vibrations to their source.



Sandwyrm			
Level	11	DB	77
Size	Huge	Hits	231
BMR Type	Worm/Snake	Init	14
BMR	32	Stam	124
# Enc	1	Will	92
Outlook	Hungry	Magic	84
Treasure	- - -	Build	Monster

DB Breakdown: (QU 12, Tough Hide (Major) 40, Dense Musculature 5, Instinctive Defence 20)

Attacks:

Attack Bite - Huge Puncture	140

Skills:

Ambush (12) 92, Camouflage (12) 75, Climbing (12) 84, Endurance (35) 231, Perception (30) 103, Power Point Development (5) 48, Resistance - Magic (20) 84, Resistance - Stamina (30) 124, Resistance - Will (16) 92, Stalking & Hiding (11) 80, Tracking (10) 63, Attack Bite - Huge Puncture (35) 140, Foraging/Survival Desert (12) 57

Talents:

Combat Awareness, Dense Musculature, Enhanced Senses, Instinctive Defence, Night Vision, Subtle, Swallow, Tough Hide (Major), Toughness, Natural Weapon (Bite), Elemental Channelling (Medium) (Fire), Vibration Sense, Heat Immunity, Giantism (Major)

Background

Sandwyrms have inhabited deep deserts for all of recorded history and those races that dwell within their realms have learned to not only live with them but hunt them for vital food. Sandwyrms self-regulate their population through their aggressive nature, intolerance for competition and low infant survival rate. Sandwyrms from different deserts will often display variations in markings and facial structure, though they can interbreed when bought together.

In times past they were captured and used as guardians in a variety of structures including tombs, prisons and even town moats. In all these cases their areas were lined with stone to keep them within their designated area. This practice ceased after a number

of Sandworms managed to break free (or were freed) and caused havoc.

Sandwyms recently have begun to expand from their normal ranges for reasons not clearly understood, some coming very close to the deserts edge and even hunting in border regions above and below the earth. Admittedly they are able to only go into friable earth and to a shallow depth but this incursion has caused concern amongst those nations that have never faced this threat before.

Adventure Notes

In most cases the party will stumble across one of these beasts when crossing deserts and become its prey. The Sandwyrm will stalk the party across their journey, seeking to attack lone party members as they are away from the main body.

The recent incursion of these creatures into lands bordering the deserts provides two opportunities, one is to kill, capture or drive off the encroaching creature and two is to discover why this is occurring.

Sphinx

Description

The Sphinx is a hybrid being with the body of a lion, the wings of an eagle and the head of a human. Its golden hide shines in the harsh sun of its desert homelands while its brown and gold wings span thirty feet, rising from its back behind the front shoulders. Golden eyes stare forth from a brown skinned face, watching the world with a calm detachment and great intelligence.

In size they are the size of a heavy set horse with all the body in proportion to this. Their powerful wings allow them to fly quite effectively and thus they are able to cover vast distances in good time.

Lifestyle

Sphinx are a solitary race, coming together only to mate and rear their young who leave the nest after three years.



Living a nomadic lifestyle for the majority of their lives, they are hunters of knowledge and strange lore and accumulate knowledge as others would hoard gold.

In their later years they sometimes settle down in an area, trading their knowledge through cryptic poems and riddles for other information. Sphinx in particular love riddles and problems and often will question travellers to gain new riddles or insights.

The Sphinx prefers desert climates or arid regions and will settle in ruins of ancient import or close to well-travelled roads or trade routes, often at an oasis or similar key location.

Abilities and Combat

Sphinxes are adept fighters using both their claws and wings when the fray becomes physical. They also have at their call a variety of spells learnt in their travels. The Sphinx will avoid combat unless it feels that it has been slighted, in which case its pride demands no less than reparation, or if someone refuses to answer its riddle or has given false information.

If pursuing a foe, they will often take flight and swoop down upon their foe, attempting to land upon them and pin them with their claws. In close combat they will rear back and rake with their claws or buffet with their wings.

The Sphinx though is an intelligent being and it will plan its combat or even decide to walk away if the foe is obviously overpowering.

Spells

A Sphinx will know around twenty to thirty spells drawn from any number of the Spheres as they gather spells as they travel. The spells listed below is a representative list of spells.

Arcane Bolt, Blur, Boost Reasoning, Counterspell, Detect Magic, Dispel Magic, Guess, Light, Moving Ways, Unlocking Ways, Calm, Charm, Confusion, Fear, Past Visions, Tongues, Blade Turn, Invisibility, Stun Cloud, Dancing

Sphinx			
Level	14	DB	46
Size	Large	Hits	152
BMR Type	Quad : Fly	Init	16
BMR	33 : 49	Stam	64
# Enc	1-2	Will	82
Outlook	Aloof	Magic	86
Treasure	R3R5(10)N4	Build	Monster

DB Breakdown: (QU 14, Tough Hide (Minor) 12)

Attacks:

Claws - Medium Slash	113
Wings - Medium Crush	75

Skills:

Attunement (10) 62, Charm (6) 36, Climbing (8) 61, Diplomacy (6) 36, Disguise (6) 48, Duping (7) 41, Endurance (25) 151.5, Flying/Gliding (15) 72, Interrogation (8) 46, Jumping (10) 71, Locks & Traps (8) 50, Perception (25) 105, Power Point Development (20) 105, Resistance - Magic (13) 86, Resistance - Stamina (6) 64, Resistance - Will (10) 82, Storytelling (20) 76, Foraging/Survival (Choose) (6) 50, Claws - Medium Slash (22) 113, Wings - Medium Crush (12) 75, Linguistics - Choose Written (14) 90, Linguistics - Choose Spoken (14) 90, Mundane Lore (Choose) (12) 84, Mundane Lore (Puzzles) (12) 66

Spells:

Spell -Blur (8) 52, Spell -Boost Reasoning (6) 42, Spell -Counterspell (6) 42, Spell -Detect Magic (5) 37, Spell -Dispel Magic (6) 42, Spell -Guess (4) 32, Spell -Light (6) 42, Spell -Moving Ways (5) 37, Spell -Unlocking Ways (6) 42, Spell -Calm (6) 52, Spell -Charm (5) 47, Spell -Confusion (6) 52, Spell -Fear (6) 52, Spell -Past Visions (5) 47, Spell -Tongues (5) 47, Spell -Blade Turn (6) 42, Spell -Invisibility (5) 37, Spell -Stun Cloud (8) 52, Spell -Dancing Weapons (5) 37, Spells -Arcane Bolt (6) 42

Talents:

Agile Defence, Combat Awareness, Enhanced Senses, Focused Eloquence Lesser (Harper), Giantism (Minor), Lesser Resistance (All), Lightning Reflexes, Natural Linguist, Natural Weapon (Claws), Natural Weapon (Wings), Tough Hide (Minor)

Weapons

Background

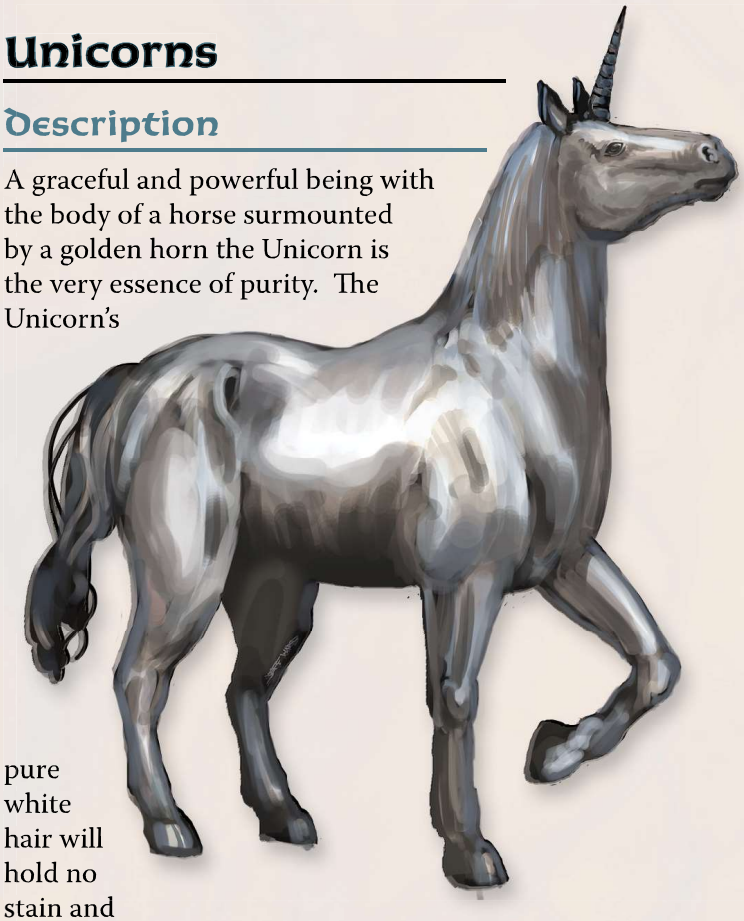
Sphinx have been found throughout history and their penchant for knowledge and riddles has led to them being one of the more well known if still reclusive of the monstrous races that dwell in the land. While they prefer the drier climates they have been found in almost all regions as they wander far and wide in their meandering quest.

Adventure Notes

Adventures can encounter Sphinxes almost anywhere though most often when they are delving into significant ruins or, if they have a reputation, they may even be sought out to be questioned by a Sphinx. Sphinx can also be sought by them to answer a problem or provide information around a quest or search for an item.

Unicorns

Description



A graceful and powerful being with the body of a horse surmounted by a golden horn the Unicorn is the very essence of purity. The Unicorn's pure white hair will hold no stain and glows with the light of a full moon and its mane is long flowing.

The Unicorn moves with a fluid grace and speed that belies its size and it is able to nimbly traverse the forests and glades that it calls home. Bound to nature and purity the Unicorn is found only in those areas where nature is pristine and pure.

The Unicorn's hooves range from pure white through to silver in colour while their eyes are shades of green and brown. Males are heavier built than females.

Lifestyle

Unicorns are members of the sylvan court and associate with and roam freely amongst the fey creatures of the world, acting as guardians of good and nature. Unicorns congregate in small herds of four to eight in total, though lone unicorns are not uncommon with these being mainly young adult males.

Foals are rare and cherished by the whole herd with a herd having only one or two foals in any given decade. Unicorns will sometimes seek out a champion who they will allow to ride them though this is done in times of great need where some evil threatens the lands they protect. At such time a male unicorn will set out to find a suitable partner.

Unicorn males have a weakness for humanoid females who are pure of heart and will often consent to their presence, forming a friendship that can last for years. Elves are also favoured and many of the long lived elves are able to wander freely amongst the herd.

Abilities and Combat

Unicorns will try and avoid battle if they can when the foe is not evil but willingly do so when the foe is evil. They are intelligent, strong and effective fighters and will utilise their spells first before entering combat. When they do enter combat they will try to charge the strongest foe and impale them on their horn first.

Spell	PP	PPx2
Arcane Bolt (100' 2d10)	7	14
Detect Magic	4	8
Dispel Magic	3	6
Moving Ways	4	8
Blade Turn	6	12
Deflections	7	14
Haste	5	10
Invisibility	5	10
Quiet Ways	3	6
Sleep	5	10
Spikes (Small slash 20' radius)	14	28
Stun Cloud (10 rounds 20' radius)	15	30
	78	**156**

Unicorn

Level	10	DB	44
Size	Large	Hits	167
BMR Type	Quad : *Swim*	Init	18
BMR	34 : *17*	Stam	82
# Enc	1-10	Will	92
Outlook	Aloof	Magic	106
Treasure	- - -	Build	Ranger

DB Breakdown: (QU 14, Tough Hide (Lesser) 10, Instinctive Defence 20)

Attacks:

Horn - Large Puncture	108
Hooves - Medium Crush	85

Skills:

Endurance (25) 167, Foraging/Survival Woods (10) 62, Jumping (8) 55, Perception (25) 99, Resistance - Magic (20) 106, Resistance - Stamina (11) 82, Resistance - Will (14) 92, Stalking & Hiding (10) 55, Swimming (4) 35, Horn - Large Puncture (33) 108, Hooves - Medium Crush (20) 85, Use Blood Magic (Arcane Bolt) (9) 59, Use Blood Magic (Sleep) (9) 59, Use Blood Magic (Stun Cloud) (9) 59

Talents:

Active Blood Magic (Arcane Bolt), Active Blood Magic (Detect Magic), Active Blood Magic (Dispel Magic), Active Blood Magic (Moving Ways), Active Blood Magic (Bladeturn), Active Blood Magic (Deflections), Active Blood Magic (Haste), Active Blood Magic (Invisibility), Active Blood Magic (Quiet Ways), Active Blood Magic (Sleep), Active Blood Magic (Spikes), Active Blood Magic (Stun Cloud), Blazing Speed, Enchantment Cure, Enhanced Senses, Giantism (Minor), Instinctive Defence, Lesser Resistance (All), Lightning Reflexes, Natural Weapon (Horn), Natural Weapon (Hoof), Neutralise Poison, Rending Horn, Succour (Major), Tough Hide (Lesser)

Unicorns will work to not be surrounded and if there are more than one will work as a team engaging in hit and run and mixed spell and melee attacks. Their horn attack is lethal and can quickly reduce foes armour to shreds and allows them to easily hit armour foes.

When forced into close combat they will strike with their front and rear hooves and stab with their horn, often rearing to hit a foe with their hooves and then slam down on them with their horn.

Blood Magic (156)

Unicorns have an innate ability to cast a variety of spells three times a day each. The spells able to be cast this way are:

Arcane Bolt (100', 2d10), Detect Magic, Dispel Magic, Moving Ways, Bladeturn, Deflections, Haste, Invisibility, Quiet Ways, Sleep, Spikes (Small slash, 20' radius) and Stun Cloud (10 rounds, 20' radius)

Neutralise Poison (45)

The horn of a Unicorn neutralises all poison within 10' as a continuous effect and acts as Poison Immunity for the Unicorn itself.

Rending Horn (20)

The Unicorn's horn is highly magical and apart from the above effect it also is able to pierce armour with surprising ease. The magic on the horn increases the horns attack size by one level (this is already shown in the stats) and also reduces the protection provided by armour by 20 DB.

In addition, if an open-ended hit (roll natural 96+) is scored the horn has rent the armour permanently reducing its DB by 5. Note that this will reduce the physical aspect of a suit of armours protection but not the magical protection. When the suit is reduced to 0 DB it is ruined and any magical enchantment is lost.

Background

Unicorns have been a part of the sylvan landscape from the earliest records of even the long lived elves. Acting as the protectors of nature and all that is good and pure in the land the Unicorns hold a place of reverence amongst many races. For those races which are darker in intent the Unicorn is a fearsome foe and much reviled and feared.

Mages of a darker ilk have long valued the horn and blood of Unicorn for various potions and magical workings where they corrupt the purity of the horn to their own ends.

Adventure Notes

Unicorns can be encountered in any wilderness area where the area is pristine or untouched. In many cases the encounter may well be the Unicorn coming to the aid of the party if they are fighting a common foe. The party may also be approached to help rescue a captured Unicorn or at the very least return its horn back to the wilderness from which it was taken.

Those who would hunt the Unicorn to sell its horn or in league with a dark mage or other forces will find themselves reviled if their deed is discovered. They will also find that others of the fey court will know of their deed and will seek to exact vengeance upon them for the slaying of a Unicorn marks those who do so in a way that can be seen by those of a fey nature.

Zephyr Hounds

Description

Coarse furred hounds the size of a small pony the Zephyr hounds uniformly have heavy set bodies with wide jaws and Rottweiler faces with short tails and ears. Their thick necks and muscular chest demonstrate the raw physical power of these beings.

Zephyr Hound (Air)			
Level	6	DB	64
Size	Medium	Hits	153
BMR Type	Quad : *Fly*	Init	19
BMR	36 : *72*	Stam	86
# Enc	1-10	Will	66
Outlook	Belligerent	Magic	62
Treasure	PP3P	Build	Rogue

DB Breakdown: (QU 24, Tough Hide (Minor) 20, Instinctive Defence 20)

Attacks:

Small Bite	94
Small Claw	81
Use Blood Magic (Breath)	70

Skills:

Ambush (10) 58, Climbing (8) 59, Endurance (20) 153, Jumping (8) 59, Perception (15) 60, Resistance - Magic (10) 62, Resistance - Stamina (12) 86, Resistance - Will (8) 66, Stalking & Hiding (12) 62, Small Bite (20) 94, Small Claw (16) 81, Use Blood Magic (Elemental Breath) (20) 70, Flying/Gliding (8) 98

Talents:

Active Blood Magic (Elemental Breath), Affinity of Air, Blazing Speed, Aura Of Fear (Minor), Flight, Greater Resistance (Will), Immunity to Stuns, Instinctive Defence, Lightning Reflexes, Natural Weapon (Bite), Natural Weapon (Claws), Night Vision, Regeneration (Minor), Tough Hide (Minor), Toughness, Greater Blood Magic (Planar Shift)

Zephyr hounds are linked to the four elements, though other types are suspected to exist. Each of the elements fur is distinctive to the species. Fire hounds have reddish copper fur which appears to ripple and shine with an inner flame. Earth hounds have a rich brown fur that seems to shift and change with shadows from the darkness beneath the ground. Air hounds have a pale blue fur which shifts with blues and whites as they run. Water hounds have a greenish blue fur that hints at the oceans depths and rolling waves.

Their eyes are uniformly red and their mouths have long fangs and sharp teeth while a deep red tongue lolls between the teeth. The sound of their baying is uniformly terrifying as it means they have the scent of their prey.

Lifestyle

Zephyr hounds run in packs of three to six and will hunt everything they can for food. The pack has a strict hierarchy with the largest hound being the alpha. Males and females are equally ferocious while young are never seen on the prime plane.

Zephyr hounds will lair on their elemental plane and roam the plane at will. They also cross over to the prime plane through means unknown, hunting an area and causing devastation before fading back to their home plane.

Some mages have summoned these creatures to do their bidding but this incurs a risk as the rest of the pack will seek to return their lost pack mate, hunting for the mage that has dared to do so. This is one of the few occasions that a single Zephyr hound may be encountered.

Abilities and Combat

Zephyr hounds utilise pack tactics using hit and run to soften up foes and then closing in as a pack. They will seek to split individuals away from the party and drive them into prepared ambushes. They are intelligent enough to know when they are in a losing battle and will fade away from the fight if they can.

The hounds are equally comfortable in day and night but will time their attacks to dusk or dawn if they can. The hounds will use their breath weapons to soften foes with some hanging back to blast foes while others close in, concentrating on the weakest in the party, seeking to kill them and drag away the body to be consumed later.

When closing into combat, the hounds will bite with their massive jaws seeking to bring down their foe.

Planar Shift (12)

Zephyr Hounds are able to shift between their native plane and this plane ten times per day at will. The phase takes only one round to complete and visually the creature fades away over that period. Each trip, either to or from their native plane takes up one of their daily uses and it is limited to being between the prime plane and their native plane. They cannot travel to other planes using this ability.

Planar Shift (Greater Blood Magic)

Planar Shift

4 PP

4 x 3 = 12 DP total



Zephyr Hound (Earth)			
Level	6	DB	59
Size	Medium	Hits	158
BMR Type	Quadruped	Init	14
BMR	25	Stam	120
# Enc	1-10	Will	50
Outlook	Belligerent	Magic	66
Treasure	PP3P	Build	Rogue

DB Breakdown: (QU 14, Tough Hide (Major) 40, Dense Musculature 5)

Attacks:

Bite - Small Puncture	102
Claw - Small Slash	88
Use Blood Magic (Breath)	77

Skills:

Ambush (10) 56, Climbing (8) 61, Endurance (20) 158, Jumping (8) 61, Perception (20) 158, Resistance - Magic (12) 66, Resistance - Stamina (16) 120, Resistance - Will (8) 50, Stalking & Hiding (12) 60, Tracking (6) 32, Bite – Small Puncture (21) 102, Claw – Small Slash (16) 88, Use Blood Magic (Elemental Breath) (20) 77

Talents:

Active Blood Magic (Elemental Breath), Affinity of Earth, Aura Of Fear (Minor), Dense Musculature, Greater Resistance (Stamina), Immunity to Stuns, Lightning Reflexes, Natural Weapon (Bite), Natural Weapon (Claws), Night Vision, Stone Sense, Tough Hide (Major), Toughness, Greater Blood Magic (Planar Shift)

Zephyr Hound (Fire)			
Level	6	DB	62
Size	Medium	Hits	153
BMR Type	Quad : Flight	Init	20
BMR	35 : 70	Stam	106
# Enc	1-10	Will	56
Outlook	Belligerent	Magic	66
Treasure	PP3P	Build	Rogue

DB Breakdown: (QU 22, Tough Hide (Minor) 20, Instinctive Defence 20)

Attacks:

Bite - Small Puncture	92
Claw - Small Slash	82
Use Blood Magic (Breath)	72

Skills:

Ambush (10) 56, Climbing (8) 56, Endurance (20) 153, Jumping (8) 56, Perception (15) 62, Resistance - Magic (10) 66, Resistance - Stamina (12) 106, Resistance - Will (10) 56, Stalking & Hiding (8) 46, Bite – Small Puncture (21) 92, Claw – Small Slash (18) 82, Use Blood Magic (Elemental Breath) (20) 72, Flying/Gliding (5) 81

Talents:

Active Blood Magic (Elemental Breath), Affinity of Fire, Blazing Speed, Aura Of Fear (Minor), Flight, Immunity to Stuns, Instinctive Defence, Lightning Reflexes, Natural Weapon (Bite), Natural Weapon (Claws), Night Vision, Regeneration (Minor), Tough Hide (Minor), Toughness, Greater Blood Magic (Planar Shift)

Elemental Breath (33)

Each hound utilises a breath weapon which, apart from being made of the element they hail from, is identical in all other respects. The breath attack delivers a conical attack that extends 50' from the mouth and widens to 10' foot across at its terminus. This will attack all creatures within its area of attack but can be blocked by walls and other hard cover. The breath attack delivers a Small Elemental attack of the given type.

Elemental Cone Breath Attack

Elemental Cone (Element), Small Attack, Range 50', Base Cone 8'

9 + 2 (tiny to small) = 11 PP

11 x 3 = 33 DP total

Flight

Air and Fire Zephyr hounds are able to fly (via magical means) at twice their base movement rate.

Aura Of Fear (Minor)

All Zephyr Hounds can, at will, generate an aura of fear about themselves. The fear aura has a range of 20'. All those within the area of the aura must make a Will RR (100) or flee from the Hound in abject terror for a one minute.

Elemental Affinity

Each hound has an Affinity for its element and receives a +20 bonus to its Defensive Bonus and all Resistance Rolls against magic on this element.

Zephyr Hound (Water)			
Level	7	DB	64
Size	Medium	Hits	157
BMR Type	Quad : Swim	Init	21
BMR	35 : 16	Stam	106
# Enc	1-10	Will	54
Outlook	Belligerent	Magic	78
Treasure	PP3P	Build	Rogue

DB Breakdown: (QU 24, Tough Hide (Major) 40)

Attacks:

Bite - Small Puncture	95
Claw - Small Slash	86
Use Blood Magic (Breath)	79

Skills:

Ambush (8) 44, Climbing (8) 56, Endurance (22) 157, Jumping (8) 56, Perception (23) 75, Resistance - Magic (10) 78, Resistance - Stamina (15) 106, Resistance - Will (8) 54, Stalking & Hiding (8) 44, Swimming (10) 66, Bite – Small Puncture (24) 95, Claw – Small Slash (20) 86, Use Blood Magic (Breath) (22) 79

Talents:

Active Blood Magic (Elemental Breath), Affinity of Water, Aura Of Fear (Minor), Blazing Speed, Immunity to Bleed, Immunity to Stuns, Lesser Resistance (All), Lightning Reflexes, Natural Weapon (Bite), Natural Weapon (Claws), Night Vision, Regeneration (Minor), Tough Hide (Major), Toughness, Greater Blood Magic (Planar Shift)

Background

Zephyr hounds are natives of the elemental planes and have been recorded throughout history. Destructive and dangerous they are, like all elemental beings, a force to be reckoned with.

Many times a mage has summoned one of these beings and bound it to service, only to have the pack appear at some later date and lay waste to their manse and surrounding area.

Packs on the hunt will work out from their point of origin in a spiral, sometimes staying for months before either exhausting the food supply or being driven away. Why they actually come to the prime plane is not known though there are a number of widely varied and disparate theories.

Adventure Notes

Zephyr hounds are a destructive and dangerous force which when unleashed draws an immediate response from the nation in which they have appeared. This often leads to bounties and parties being hired to help track and kill or drive away these beings. In the wilderness a party may well stumble upon a pack which has been hunting in an area and become the target of such a pack. The pack itself will be laired in either caves or ruins and given they drag their prey back to the lair to consume there can be a good amount of loot for the survivors.

Mages using the Zephyrs as guard beasts can also be a source of encounter with this being as the party either encounters them in their role as a guard beast or is hired to protect the mage who has become the target for these beings' revenge.

Land Animals - Racial Stats

Names	ST	CO	AG	QU	SD	RE	IN	PR	END	PP	Stam.	Will	Magic
Abraxas	11 (8)	6 (8)	2 (6)	4 (8)	-4 ()	-4 ()	0 ()	0 ()	60	0	15	10	5
Almiraj	0 ()	4 (2)	0 (8)	3 (8)	2 (6)	2 (6)	0 ()	0 ()	30	30	8	10	12
Barghest	2 (8)	2 (8)	2 (4)	0 (6)	2 (4)	2 ()	2 ()	0 ()	55	5	15	10	5
Caustic Slime	8 (6)	4 (8)	2 (4)	1 (4)	4 (8)	-4 ()	0 ()	0 ()	60	0	12	12	6
Cerberus	7 (6)	2 (8)	0 (4)	1 (6)	3 (4)	1 (1)	1 (1)	0 ()	60	0	10	8	12
Chameleon Amoeba	4 (6)	5 (8)	0 (4)	0 (4)	2 (8)	0 ()	0 ()	0 ()	60	0	14	6	10
Chimera	8 (8)	4 (8)	2 (6)	1 (6)	2 (2)	4 ()	4 ()	2 ()	60	0	12	10	8
Dire Bear	13 (8)	8 (8)	3 (6)	3 (8)	-4 ()	-4 ()	-2 ()	0 ()	60	0	14	10	6
Dire Boar	11 (6)	8 (8)	4 (8)	4 (8)	-4 ()	-4 ()	-2 ()	0 ()	60	0	12	12	6
Flamedarters	4 (4)	2 (6)	2 (8)	8 (8)	1 (4)	0 ()	0 ()	0 ()	60	0	12	10	8
Fungus Men													
Fungus Men (Mold Form)	-1 ()	9 (8)	0 ()	5 ()	4 (8)	0 (4)	0 (8)	0 (2)	60	0	10	8	12
Fungus Men (Humanoid Form)	6 (6)	6 (8)	2 ()	6 ()	2 (2)	0 (4)	0 (8)	0 (2)	60	0	10	8	12
Giant Furred Snake	7 (8)	3 (6)	1 (4)	1 (6)	3 (4)	0 ()	2 (2)	0 ()	60	0	12	10	8
Giant King Cobra	15 (8)	5 (6)	1 (6)	1 (6)	4 (4)	0 ()	0 ()	0 ()	60	0	15	10	5
Giant Millipede	7 (8)	6 (8)	0 (2)	1 (6)	2 (4)	0 ()	0 (2)	0 ()	60	0	12	10	8
Ki-Lin	2 ()	4 (4)	2 (6)	5 (8)	2 (6)	0 (6)	2 ()	0 ()	30	30	8	8	14
Magmamen	5 (8)	8 (8)	2 (2)	0 ()	1 (4)	0 (2)	2 (4)	0 (2)	50	10	12	8	10
Manticore	10 (8)	4 (8)	0 (6)	3 (8)	0 ()	0 ()	0 ()	0 ()	60	0	12	10	8
Medusa	0 (2)	0 (2)	4 (6)	2 (4)	0 (6)	2 (4)	2 (4)	2 (2)	25	35	8	10	12
Rockworm	11 (8)	8 (8)	2 (4)	1 (4)	4 (6)	0 ()	2 ()	0 ()	60	0	15	10	5
Sandwyrm	14 (8)	8 (8)	4 (4)	2 (4)	6 (4)	0 ()	1 (2)	0 ()	50	10	12	10	8
Sphinx	9 (6)	2 (6)	4 (2)	1 (6)	2 (4)	2 (4)	2 (2)	2 ()	35	25	8	10	12
Unicorn	9 (4)	2 (4)	2 ()	3 (4)	2 (6)	2 (4)	2 (4)	0 (4)	45	15	8	8	14
Zephyr Hounds													
Zephyr Hound (Air)	3 (6)	4 (6)	4 (6)	4 (8)	-4 (2)	0 ()	0 (2)	0 ()	60	0	12	10	8
Zephyr Hound (Earth)	7 (8)	5 (8)	2 (4)	1 (6)	-2 (2)	0 ()	0 (2)	0 ()	60	0	12	10	8
Zephyr Hound (Fire)	4 (4)	4 (6)	2 (6)	3 (8)	-4 (2)	0 ()	2 (2)	0 (2)	60	0	12	10	8
Zephyr Hound (Water)	4 (6)	6 (6)	2 (4)	4 (8)	-4 (2)	0 (2)	2 (2)	0 ()	60	0	12	8	10

Sea Monsters



Overview

Many and varied are the aquatic monsters. Freshwater rivers and lakes can be home to strange and elusive creatures, but the largest and most perilous creatures are denizens of the seas and deep oceans.

Sea Monsters - Stats

Names	Lvl	Size	BMR Type	BMR	Init	DB	Hits	Attacks	#Enc	Outlook	Treas.	Stam	Will	Mag
Bishop Fish	9	Medium	Swim : Biped	19 : 9	12	10	95	(See SKILLS)	1	Aloof	R3NP2	79	106	99
Blink Shark	6	Large	Swim	34	15	64	129	(See SKILLS)	1	Hungry	- - -	87	72	63
Blood weed	1	Medium	Swim	18	-14	-14	90	(See SKILLS)	1	Aloof	- - -	-3	63	11
Charybdis	12	Gigantic	Swim	248	-6	-5	358	(See SKILLS)	1	Berserk	N3R5R10	102	136	117
Demon Whale	9	Gigantic	Swim	138	0	40	336	(See SKILLS)	1	Bellig.	N2N4R6	94	98	95
Dobharchu	2	Large	Swim : Quad	21 : 14	5	50	145	(See SKILLS)	1-4	Hungry	- - -	74	46	25
Drogue Weed	1	Medium	Worm/Snake	13	3	32	100	(See SKILLS)	1	Hungry	- -P1	27	63	26
Electric Jelly Fish	1	Medium	Swim	19	-4	14	92	(See SKILLS)	1-15	Hungry	- - -	66	23	23
Giant Hellbender	4	Large	Swim : Quad	23 : 13	10	20	163	(See SKILLS)	1	Hungry	PNN	73	53	55
Giant Lobster	6	Medium	Multilegged	13.875	1	82	151	(See SKILLS)	1	Aggr.	- - P1	74	91	55
Grendel	8	Large	Biped : Swim	18 : 28	6	53	183	(See SKILLS)	1-6	Aggr.	N3R5N3	84	92	70
Hippocampus	4	Large	Swim	38	17	24	167	(See SKILLS)	50-200	Prot.	- PP	98	90	74
Hydra	10	Huge	Swim : Quad	48 : 16	2	46	234	(See SKILLS)	1	Berserk	N3R5R8	109	109	68
Kraken	30	Gigantic	Swim	208	1	66	393	(See SKILLS)	1	Berserk	N2R4R8	137	164	116
Lake Monster	6	Gigantic	Swim	74	13	50	320	(See SKILLS)	1	Aloof	PPP	103	73	71
Leviathan Ray	12	Gigantic	Swim	10568	-5	58	360	(See SKILLS)	1	Aloof	R4R4(5) R8(5)	85	117	87
Pond Stalker	4	Large	Swim	28	-8	-8	184	(See SKILLS)	1-5	Hungry	PPP2	96	102	62
Red Feeder	3	Medium	Swim	22	8	50	138	(See SKILLS)	30-50	Hungry	- PP	93	64	46
Spineshark	6	Gigantic	Swim	66	15	38	329	(See SKILLS)	1	Hungry	- - P1	89	66	61
Vampire Leech	1	Miniscule	Worm/Snake	2	-10	20	81	(See SKILLS)	1-50	Hungry	- - -	50	72	30
Water Watcher	8	Huge	Multilegged	22	10	8	203	(See SKILLS)	1	Hostile	P1P2N3	80	96	77

Bishop Fish

Description

Bishop Fish are roughly five foot (1.5m) in length with pointed heads which are said to resemble a bishop's mitre. A bishop fish resembles a man more than a fish with two strong legs at the rear of its body and arms in the place of pectoral fins. The fingers and toes of a bishop fish are webbed. This along with webbing between the legs and from either arm to the body, makes the bishop fish a very adept swimmer despite its more human appearance.

Bishop fish have very large eyes and a small, fishlike mouth. Both male and female specimens have long whiskers beneath their mouth, making them look as if they have a beard. Their bodies are covered in scales which tend to be brown in colour allowing them to blend with their surroundings at the bottom of ponds, lakes and rivers. Bishop fish are not amphibious and will die of asphyxiation if they remain out of water for too long.

Lifestyle

Bishop fish are very elusive creatures. They are rarely caught unawares or seen by anyone that they do not intend to be seen by. For this reason very little is known about them and their Lifestyle. It is thought that they are extremely solitary creatures with only one living in any given body of water (with the exception of those living along coastlines). Bishop fish live exceptionally long lives and are thought to reproduce

Bishop Fish			
Level	9	DB	10
Size	Medium	Hits	95
BMR Type	Swim : Biped	Init	12
BMR	19 : 9	Stam	79
# Enc	1	Will	106
Outlook	Aloof	Magic	99
Treasure	R3NP2		
Attacks:			
Claw Attack – Medium Slash			79

Skills:
Endurance (10) 65, Healing (30) 104, Navigation (15) 74, Perception (30) 105, Power Point Development (2) 55, Resistance – Magic (20) 99, Resistance – Stamina (15) 79, Resistance – Will (20) 106, Stalking & Hiding (15) 105, Swimming (30) 89, Claw Attack – Medium Slash (20) 79, Mundane Law – History (14) 72, Divination (CoM) – Augury (30) 94, Use Blood Magic Tongues (CoM) (20) 85

Talents:
Dark Vision (Lesser), Enhanced Senses, Lesser Resistance (Will), Natural Camouflage, Natural Weapon (Claws), Physick, Subtle, Active Blood Magic Tongues, Increased Lung Capacity, Water Vision, Pressure Receptors (Water)

asexually thus avoiding the need for a mate.

The only reason that bishop fish are known to exist at all is because there have been a few well documented cases of them emerging from their watery homes to pass some great insight or quest to an unexpecting passer-by. The outcomes of these interactions are often far-reaching, leading many to believe that bishop fish have the ability to see the future and discern when their intervention is required. The truth of the matter is that while Bishop Fish do have some talents with divination, for the most part it is just that they are incredibly old and wise.

Abilities and Combat

Bishop fish have developed the magical ability to speak any language depending on who it is they are addressing. They are very considered with what they say however as they will soon need to return to the water to breathe.

Bishop fish are known to be very good healers. For this reason they are often actively sought by injured explorers and adventurers who will throw gold and riches into lakes and rivers in the hope of gaining the bishop fish's favour.

Bishop fish are very good at hiding and are perceptive of even the slightest movements in the water around them. For this reason, it is near impossible to ever catch a bishop fish unawares. Despite having sharp claws on their fingers, bishop fish will always flee rather than fight. If cornered however, they have been known to use these claws to free themselves and escape.

Background & Adventure Notes

Given their skills at divination, bishop fish will often 'see' catastrophes and political upheaval coming long before anyone else does. For this reason, they have been known to set many adventurers on their path or advise against courses of action that will only lead to further catastrophe.



Many people have attempted to catch a bishop fish to gain constant access to their prophetic ability and healing powers. None have been successful. It is said that an ancient ruler once caught one, but on seeing it, the high priest was touched by the creatures divinity and had it secretly released.

Blink Shark

Description

Blink sharks look very similar to other sharks. They have cartilaginous skeletons which make it easier for them to float and saves energy when moving, they have large jaws filled with serrated teeth which they use for sawing through flesh. The only visible difference between blink sharks and other species are that blink sharks are noticeably bigger, averaging around twelve feet (3.5m) in length and with some large males reaching as much as 20 feet (6m).

Lifestyle

Blink sharks live incredibly solitary lives, only congregating to mate. They are found in coastal, temperate waters but have been known to move further from the shore to find suitable quantities of prey. Blink sharks are not territorial and will only stay in one area as long as there remains enough prey to sustain them. They are carnivorous and will eat almost any creature that it can catch.

Little is known about the Lifestyle of blink sharks as they are exceptionally difficult to document and tend to evade or eat anyone who tries to do so.

Abilities and Combat

Blink sharks have the inherent magical ability to teleport from one place to another in the blink of an eye (hence their name). This ability is used very often in hunting and in evading any creature seeking to catch it or do it harm. When they are not hunting or evading capture, blink sharks will swim like other species of shark.

Like other species of shark, blink sharks have a very good sense of smell. However, due to their superior hunting abilities, blink sharks tend to rely on it less than other species. In addition, blink sharks can detect even the slightest vibrations in the water which allows them to easily find any prey that may be nearby.

Blink Shark			
Level	6	DB	64
Size	Large	Hits	129
BMR Type	Swim	Init	15
BMR	34	Stam	87
# Enc	1	Will	72
Outlook	Hungry	Magic	63
Treasure	- - -		

Attacks:

Bite Attack - Large Puncture	86

Skills:

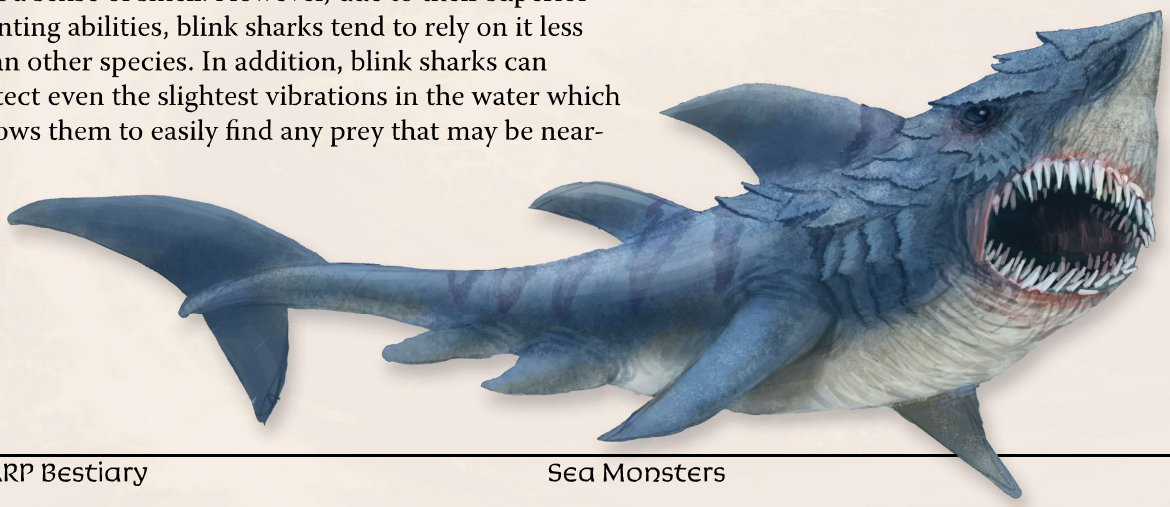
Endurance (18) 84, Frenzy (10) 58, Navigation (10) 52, Perception (21) 85, Power Point Development (18) 100, Resistance - Magic (12) 63, Resistance - Stamina (15) 87, Resistance - Will (14) 72, Stalking & Hiding (10) 86, Swimming (21) 87, Bite Attack - Large Puncture (20) 86, Use Blood Magic Long Door (CoM) (21) 75

Talents:

Agile Defense, Extremely Nimble, Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Natural Camouflage, Natural Weapon (Teeth), Active Blood Magic Long Door, Infrasound (Water), Pressure Receptors (Water), Giantism (Minor)

Background & Adventure Notes

There have been a few instances of blink sharks teleporting onto land to prey on creatures by the shore. It is very rare however and in most cases, is due to the shark being sick or desperate.



Blood Weed

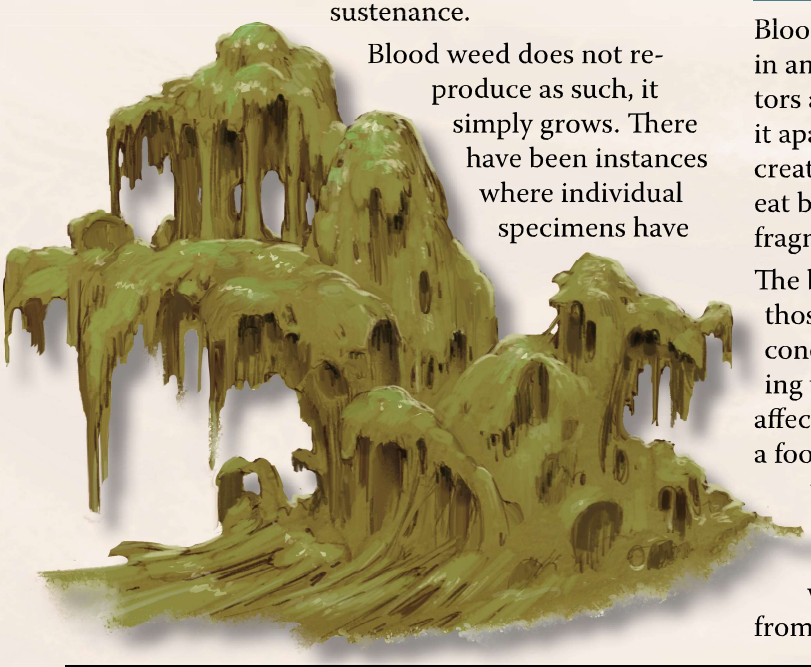
Description

Blood weed looks similar to some varieties of seaweed. It is dark red or purple in colour and can grow to great lengths. Unlike seaweed however, blood weed is not a plant, it is an animal. Blood weed does not photosynthesise but instead consumes algae from its surroundings through a number of very small 'mouths'. These mouths appear as small indentations to the naked eye and contain no teeth at all.

Blood weed secretes a chemical as part of its digestion process. This chemical causes all animals that come into contact with it to fly into a killing rage and mindlessly kill all nearby creatures. In many cases this includes the blood weed itself. However, once a blood weed has been destroyed, any remains will slowly reform into new blood weed. In many instances the fragments will form separate individuals which will go their separate way. The only way to truly destroy blood weed is by fire.

Lifestyle

Blood weed is most often found far out to sea or in lakes and ponds with little or no other animals. In almost all respects, blood weed acts like a plant rather than an animal. It is normally found at the top of the water but particularly large specimens have been known to reach to a depth of three meters with the areas nearer the surface providing the bulk of the sustenance.



Blood weed does not reproduce as such, it simply grows. There have been instances where individual specimens have merged leading some to believe that one individual has subsumed the other. This is however false. Individuals have been known to become entangled and grow around each other but they remain two completely distinct entities.

Blood Weed			
Level	1	DB	-14
Size	Medium	Hits	90
BMR Type	Swim	Init	-14
BMR	18	Stam	-3
# Enc	1	Will	63
Outlook	Aloof	Magic	11
Treasure	- - -		

Attacks:

None

Skills:

Endurance (1) 30, Resistance - Magic (3) 11, Resistance - Will (3) 63, Swimming (3) 1

Talents:

Critical Resistance (Major) (Crush), Critical Resistance (Major) (Puncture), Critical Resistance (Major) (Impact), Critical Resistance (Major) (Electrical), Immunity to Bleed, Immunity to Stuns, Immunity to Wounds, Natural Camouflage, Regeneration (Greater), Susceptible – Fire, Natural Poison

Abilities and Combat

Blood weed cannot see, hear or sense other creatures in any way. It has no need to. It has no natural predators as anything that comes close enough simply tears it apart causing it to reform later. Even those few creatures that are immune to its secretions and can eat blood weed will not digest it fully leaving small fragments to grow anew when passed.

The blood weed's secretions cause a killing frenzy to those who come into contact with a high enough concentration of it. For smaller creatures, simply being within 10 feet of a medium sized specimen will affect them. Large creatures may need to be within a foot for the concentration to be enough to affect them. When affected creatures, will lash out and attempt to kill anything it can. Once the animal is no longer exposed to the secretions, they will recover quickly from its effects but may die from combat injuries sustained while enraged.

Natural Poison

The blood weed's secretions cause a killing frenzy to those who come into contact with a high enough concentration of it. The secretions are diluted the further from the creature you get. The distance from the blood weed at which a creature will feel the effects is based on their constitution stat bonus as follows:

Con	**Distance**
<1	50'
1 – 5	30'
5 – 10	20'
10 – 20	10'
>20	5'

If the Blood Weed is not in water, creatures will only be affected if they touch it with their bare skin.

The effects of the Blood Weed poison are instantaneous. When affected, creatures will be in a killing rage and will attempt to kill anything it can. This means the following:

- The character's mind is reduced to be little more than that of an animal. He will have no thoughts other than attacking the nearest target and is unable to tell friend from foe.
- Mind influencing spells cast on the effected creature now have an additional -30 difficulty as you need to battle the effect of the Blood Weed.
- Infected characters will attack in the fashion that they ordinarily would (whether this is with weapons or with magic). If for whatever reason they cannot attack in this fashion, they will always continue to attempt to attack, even if it is with bare hands
- Infected characters cannot parry or use any combat skills or talents except weapon or brawling skills. No custom combat styles may be used.
- The character will move in the most direct path to their closest target and fight that target until they are dead. They will then move to the next target closest to their new position. The character is cognizant enough to go around obstacles. NPCs, characters, and other living things are not obstacles, they are foes.
- The character receives a +10 to his initiative roll.
- The character receives a +10 bonus to all attack rolls.
- The character receives a +10 bonus to his Adjusted Attack Roll (added to weapon size modifier).
- The character ignores all Damage Caps.
- The character receives a bonus of +20 against all Stuns while in a killing frenzy.
- The only DB bonus the character receives is for armor, shield and magical items (i.e., no Qu modifier, no skill modifier, etc.)
- He will continue to fight on until he is dead or the effects of the Blood Weed poison have worn off.

Once a creature has moved out of range of the Blood Weed poison, they will return to normal in 20 – their constitution bonus rounds.

Background & Adventure Notes

In some places blood weed is farmed and its secretions bottled and sold on the black market. There have been a number of instances where blood weed secretion has been slipped into an unsuspecting person's drink causing them to commit murder.

Blood weed is easily dealt with by removing it from the water with a net. Once out of water, as long as it is not touched with bare skin, the blood weed can be moved and burned with very little risk.

Charybdis

Description

A Charybdis is a very mysterious creatures that live at the bottom of the sea, usually amongst or under rocks. Those that claim to have seen one describe it as a mammoth creature with a serpentine body, large flippers and an enormous mouth. The effect of its insatiable appetite is seen frequently by mariners and discussed often.

Roughly three times a day, the Charybdis will awake from its slumber and gulp down huge quantities of sea water. The sheer scale of this causes huge whirlpools in the surrounding water and many unsuspecting vessels have been consumed by the Charybdis by falling into one. Once the creature has finished eating and digesting anything that was caught, the water that was consumed and anything that could not be digested is excreted in a great jet of water which has been known to reach a height of 100 feet from the surface of the water (to say nothing of the distance travelled before reaching the surface).

Lifestyle

Very little is known about the Charybdis, how they live, how they mate or how they survive. All that is known is the results of its appetite and the damage done by its eating habits. They are thought to live very solitary lives at a great depth. There is no evidence that the creatures engage in any activity other than eating, excreting and sleeping. The frequency of the Charybdis' eating remains constant all year round suggesting that the creature does not move or change its activity with the seasons.

Abilities and Combat

Despite their reputation for death and destruction, Charybdis aren't aggressive creatures. If attacked, they have little means of retaliation or defense. For the most part however, the regular disruptions in the surrounding water and the depths at which they live means that other animals tend to give them a wide berth. If a Charybdis were attacked, it would use its large flippers to bat the attacker away.



Charybdis			
Level	12	DB	-5
Size	Gigantic	Hits	358
BMR Type	Swim	Init	-6
BMR	248	Stam	102
# Enc	1	Will	136
Outlook	Berserk	Magic	117
Treasure	N3R5R10		

Attacks:

Flipper Attack – Huge Impact	115
Martial Arts Sweeps	96

Skills:

Endurance (39) 118, Martial Arts Sweeps (20) 96, Navigation (9) 44, Perception (25) 82, Resistance - Magic (39) 117, Resistance - Stamina (15) 102, Resistance - Will (30) 136, Stalking & Hiding (20) 79, Swimming (39) 85, Flipper Attack – Huge Impact (39) 115

Talents:

Critical Resistance (Minor) (Impact & Crush), Dense Musculature, Greater Resistance (All), Immunity to Stuns, Natural Camouflage, Natural Weapon (whirlpool), Reverberating Strength, Toughness, High Pressure Tolerance (Major), Whirlpool, Water Bolt, Giantism (Greater)

Charybdis has very poor eyesight. This is due to living at depths where there is very little light. Their size and Lifestyle is such that they do not require great senses. As such their hearing is similar to that of a human.

The majority of the damaged wreaked by Charybdis is by the whirlpool created when they eat and the jet of water they let off once they have finished digesting. Despite their destructive nature, neither of these are offensive manoeuvres, they are simply part of the creature's digestion process.

Background & Adventure Notes

GMs can use Charybdis to make passage to a certain place particularly difficult by sea. In the Odyssey, Odysseus had to pass between the Charybdis and another sea monster known as Scylla.

Demon Whale

Description

Despite their name, there is no evidence to suggest that demon whales are not native to this world. Their lack of enchantment or magical abilities suggest that they have nothing to do with actual demons.

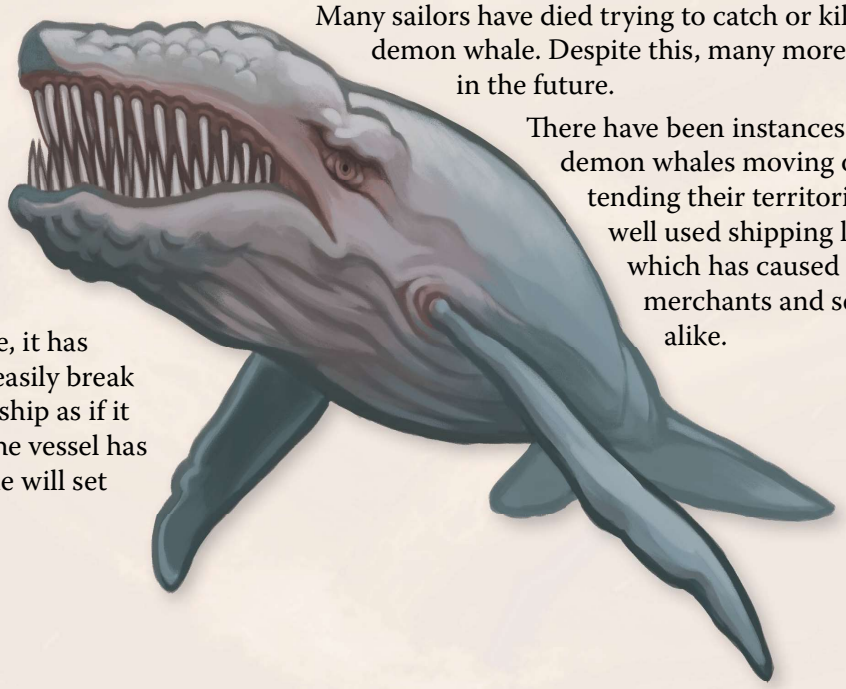
Demon whales are huge. A fully-grown specimen tends to be between 60 and 70 feet in length. They are white or grey with small black eyes and large mouths filled with razor sharp teeth. These teeth can reach lengths of around five inches and can easily tear through steel.

Lifestyle

Demon whales are solitary beasts and will not permit ships of any kind in their territory. For this reason, very little is known about them. They live in deep water which allows enough room for the creature to reach attack speed before breaching the surface and attacking any incautious seamen who have carelessly strayed into their territory. They are carnivorous and will eat any manner of meat but prefer the taste of sentient beings such as humans, elves, dwarves and orcs.

Abilities and Combat

Demon whales are so rare that is in incredibly uncommon for two individuals to ever come into contact. As such, the only combat a demon whale will ever engage in is against ships and other craft that it finds in its territory. When attacking, a demon whale will dive to the depths and then swim straight upwards, gaining speed as it goes. By the time it reaches the surface, it has reached such speeds that it can easily break the hull of even the most sturdy ship as if it were made of wet tissue. Once the vessel has been destroyed, the demon whale will set about eating the crew.



Demon Whale

Level	9	DB	40
Size	Gigantic	Hits	336
BMR Type	Swim	Init	0
BMR	138	Stam	94
# Enc	1	Will	98
Outlook	Bellig.	Magic	95
Treasure	N2N4R6		

Attacks:

Bite Attack – Gigantic Puncture	105
Butt Attack – Huge Impact	105

Skills:

Endurance (25) 96, Frenzy (20) 81, Navigation (10) 51, Perception (25) 79, Resistance - Magic (25) 95, Resistance - Stamina (15) 94, Resistance - Will (20) 98, Stalking & Hiding (10) 31, Swimming (30) 105, Butt Attack – Huge Impact (30) 105, Bite Attack – Gigantic Puncture (30) 105

Talents:

Critical Resistance (Major) (Crush), Immunity to Stuns, Lesser Resistance (All), Natural Weapon (Teeth), Tough Hide (Major), Toughness, Cold Resistance (Minor), High Pressure Tolerance (Major), Increased Lung Capacity, Giantism (Greater)

Background & Adventure Notes

Many sailors have died trying to catch or kill a demon whale. Despite this, many more will try in the future.

There have been instances of demon whales moving or extending their territories into well used shipping lanes which has caused chaos to merchants and seamen alike.

Dobharchu



Dobharchu			
Level	2	DB	50
Size	Large	Hits	145
BMR Type	Swim : Quad	Init	5
BMR	21 : 14	Stam	74
# Enc	1-4	Will	46
Outlook	Hungry	Magic	25
Treasure	- - -		

Attacks:

Claw Attack – Small Slash	62
Bite Attack – Small Puncture	62
Martial Arts Sweeps	37

Skills:

Ambush (6) 38, Endurance (9) 55, Frenzy (6) 40, Jumping (3) 32, Martial Arts Sweeps (4) 37, Navigation (9) 46, Perception (9) 48, Resistance - Magic (4) 25, Resistance - Stamina (9) 74, Resistance - Will (6) 46, Stalking & Hiding (7) 63, Swimming (9) 62, Tracking (6) 33, Claw Attack - Small Slash (9) 62, Bite Attack – Small Puncture (9) 62

Talents:

Agile Defense, Instinctive Defense, Lightning Reflexes, Natural Weapon (Tooth), Natural Weapon (Claw), Quiet Stride, Tough Hide (Minor), Increased Lung Capacity, Water Vision, Pressure Receptors (Water), Giantism (Minor)

Description

Dobharchu are similar in appearance to otters. They are however a lot bigger and a lot fiercer. They have long, sinuous bodies with a long, rudder-like tail and short legs with large, flat, flipper-like paws. At the end of each digit, the Dobharchu has long, razor sharp claws which are used for digging and catching their prey. In addition to these claws, dobharchu have a mouth full of needle sharp teeth which they use for tearing apart their prey.

Dobharchu are covered in very thick dark brown fur. The fur is so dense that it prevents water from ever reaching the creature's skin, helping to keep it warm whilst swimming. They have extremely sensitive (and very long) whiskers on their muzzles and small black , forward facing eyes.

The average dobharchu is roughly 6.5 feet (2m) in length from the tip of its tail to its snout. They are incredibly muscular and can weigh as much as 90lbs (40kg).

Lifestyle

Dobharchu live in and around great lakes, rivers and streams. They use their fierce claws to dig huge burrows underground. These burrows not only act as a nesting ground and home for the Dobharchu but also allow them to slip in and out of the water unnoticed and often stretch across the creature's territory so that they can move about it without noticed.

Dobharchu mate for life and paired individuals will defend each other and their young to the death. Dobharchu are born in litters of between three and five and will remain with their parents until they are about two years old at which point they will be forced out of the burrow and the territory by their parents. The majority of Dobharchu pups do not live to three years due to predation and fights over territory with other Dubharchu.

Dobharchu are carnivores and will eat almost anything that strays onto their territory. A creature the size of a deer will feed an individual for a day. A creature the size of an adult human will feed a mated pair for a couple of days. It is for this reason that so many humans, elves and orcs are attacked and eaten by Dobharchu.

Abilities and Combat

Dobharchu are very adept at swimming and are very quick and agile both in and out of water. They have a great sense of smell and very good eyesight. In addition, their whiskers detect disturbances in the water and allow them to pinpoint the location and direction of movement of animals nearby.

Dobharchu have very sharp claws on all their paws and a mouth full of very sharp teeth. When attacking smaller prey they will attack the neck and attempt to rip out the jugular with their razor sharp teeth. With larger prey, they will slash at them with their claws and either try to drive them into the water (where the Dubharchu will have the advantage) or prevent them from fleeing until they are weakened through blood loss and then go in for the kill.

The fur of the Dobharchu is so thick and tough that it acts as a kind of armour, protecting the creature against the attacks of would-be predators.

Background & Adventure Notes

When a Dobharchu is killed, it lets out a loud, high pitched whistling noise. This noise attracts the creature's mate who will emerge to seek vengeance on those that killed its mate. For Dobharchu that aren't mated, the whistle will attract the creature's parents or siblings if they are in the area.

Drogue Weed

Drogue Weed			
Level	1	DB	32
Size	Medium	Hits	100
BMR Type	Worm/Snake	Init	3
BMR	13	Stam	27
# Enc	1	Will	63
Outlook	Hungry	Magic	26
Treasure	- - P1		

Attacks:

Tendril Attack - Tiny Slash	47
Tendril Attack – Medium Crush	57

Skills:

Endurance (5) 40, Frenzy (6) 45, Perception (6) 47, Resistance - Magic (6) 26, Resistance - Stamina (4) 27, Resistance - Will (4) 63, Stalking & Hiding (6) 120, Swimming (6) 37, Tendril Attack - Tiny Slash (6) 47, Tendril Attack – Medium Crush (6) 57

Talents:

Agile Defense, Blazing Speed, Enhanced Senses, Extremely Nimble, Immunity to Stuns, Lightning Reflexes, Natural Camouflage, Natural Weapon (Tendrils), Natural Weapons (Thorns), Quiet Stride, Skill Specialization (Tendril Attack – Medium Crush x2), Skill Specialization (Tendril Attack – Tiny Slash), Subtle, Tough Hide (Lesser), Pressure Receptors (Water)

Description

Drogue Weed is a carnivorous water organism that appears to many to be a rather harmless plant but is in fact a vicious killer. To the untrained eye drogue weed looks like a cross between sea weed and a thorn bush. Long thorny tendrils stretch across the surface of the water and gather together at one central point. This 'head' of the drogue weed appears simply to be a large, tangled mass of the tendrils but is actually the heart and brain of the drogue weed.

On average drogue weed tendrils reach around 6.5 to 10 feet (2 to 3m) from the 'head'. Each individual can have an infinite number of tendrils reaching in every direction however, the growth of such tendrils requires an incredible amount of sustenance for the drogue weed. This leads the majority of drogue weed specimen to have roughly twenty individual tendrils.

Lifestyle

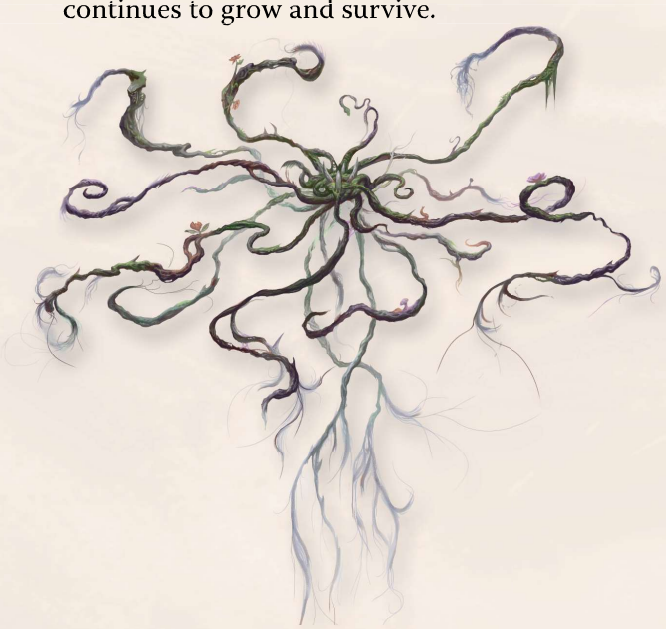
Drogue weed can be found in almost any body of water big enough to hold it. They thrive in habitats where there is a large supply of prey. There have been instances of drogue weed in smaller bodies of water growing too fast and consuming the entire animal population of the water. Without sufficient prey to maintain its existence, the drogue weed will eventually die from starvation.

Abilities and Combat

The 'head' of the drogue weed is very sensitive to disturbances in the water and can very quickly detect the size, location and direction of any creature within a roughly 300 feet (90m) radius. The drogue weed will then slowly wriggle its tendrils towards the prey, being careful not to cause alarm or move suddenly, before quickly whipping towards the creature and wrapping around it. The drogue weed's thorns act as claws which dig into the creature and prevent it from slipping out of the drogue weed's grasp. Creatures snared by the drogue weed are either constricted to the point of asphyxiation, bleed to death through wounds inflicted by its thorns or simply die of starvation.

Background & Adventure Notes

Drogue weed can be used in moats and other water defences to prevent anyone swimming across. However, it requires that fresh (and living) prey is regularly added to the water to ensure the drogue weed continues to grow and survive.



Electric jellyfish

Description

Electric jellyfish are very similar in appearance to other species of jellyfish. They have a gelatinous umbrella-shaped bell which makes up the bulk of their mass and a number of long tentacles. Electric jellyfish are slightly larger than other species of jellyfish however with their bodies averaging around 1.5 feet (0.5m) in length and their tentacles reaching as far as 4 feet (1.2m). Electric jellyfish move by pulsating their bell-like bodies.

Lifestyle

Electric jellyfish are found in seas and oceans but are relatively rare. They tend to live nearer the surface of the water but tend to congregate in areas where there is an abundance of food. Like their non-electric cousins, electric jellyfish are carnivorous but do not actively hunt. Their tentacles discharge an electric current whenever they sense a creature passing by.

Electric Jellyfish

Level	1	DB	14
Size	Medium	Hits	92
BMR Type	Swim	Init	-4
BMR	19	Stam	66
# Enc	1-15	Will	23
Outlook	Hungry	Magic	23
Treasure	- - -		

Attacks:

Electric Attack – Small Electric	23
Martial Arts Strikes	18

Skills:

Ambush (2) 17, Contortions (4) 17, Endurance (6) 32, Martial Arts Strikes (5) 18, Perception (4) 18, Resistance - Magic (4) 23, Resistance - Stamina (6) 66, Resistance - Will (4) 23, Stalking & Hiding (3) 57, Swimming (6) 23, Electric Attack – Small Electric (6) 23

Talents:

Critical Resistance (Major) (Electric), Critical Resistance (Minor) (Crush), Extremely Nimble, Immunity to Stuns, Instinctive Defense, Lesser Resistance (Stamina), Natural Camouflage, Natural Weapon (Tentacles), Subtle, Electrical Immunity, Electric Shock



Abilities and Combat

The electric current discharged by electric jellyfish is sufficient to stop the heart of smaller fish (those around three inches (7cm) in length). Slightly larger creatures may be stunned by the shock but will probably survive. Should a human stray into electric jellyfish territory, the shock will be relatively painful but is unlikely to cause death or serious injury. There have however been a few cases of humans swimming through areas densely populated by electric jellyfish which, due to the number of shocks administered over a significant length of time has led to unconsciousness and in some cases death.

Background & Adventure Notes

Enterprising alchemists have been known to try and harness the electrical power of electric jellyfish to power their machines. However, such a great number of electric jellyfish are required, that it is not seen as a particularly worthwhile endeavour.

Some healers and medicine men use electric jellyfish shocks as a means of pain relief. The results of this practice are mixed.

Giant hellbenders

Giant Hellbender			
Level	4	DB	20
Size	Large	Hits	163
BMR Type	Swim : Quad	Init	10
BMR	23 : 13	Stam	73
# Enc	1	Will	53
Outlook	Hungry	Magic	53
Treasure	PNN		

Attacks:

Martial Arts Sweeps	48
Bite Attack – Medium Puncture	68
Pounce Attack – Large Unbalancing	62
Claw Attack – Small Slash	62

Skills:

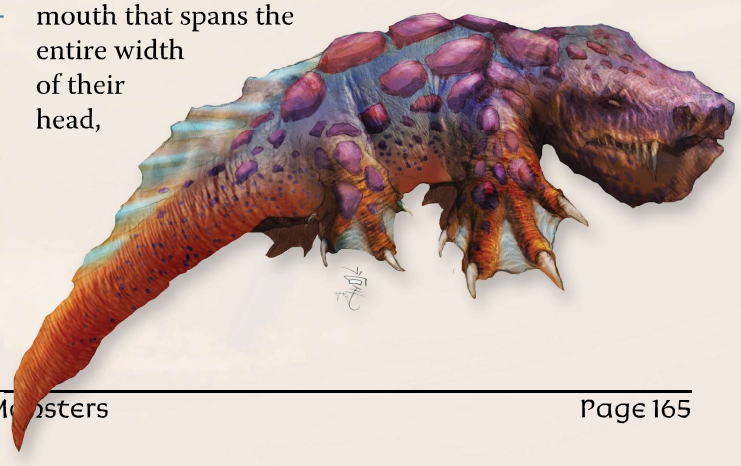
Ambush (15) 75, Endurance (15) 73, Jumping (5) 33, Martial Arts Sweeps (8) 48, Navigation (8) 40, Perception (15) 64, Resistance - Magic (9) 55, Resistance - Stamina (8) 73, Resistance - Will (8) 53, Stalking & Hiding (15) 95, Swimming (15) 68, Bite Attack – Medium Puncture (15) 68, Pounce Attack – Medium Unbalancing (12) 62, Claw Attack – Small Slash (12) 62

Talents:

Enhanced Scent, Lightning Reflexes, Natural Camouflage, Natural Weapon (Teeth), Natural Weapon (Claws), Subtle, Tough Hide (Lesser), Amphibious, Pressure Receptors (Water), Giantism (Minor)

Description

Giant hellbenders are large, four legged amphibians with long, flat tails and flat heads. An average specimen is about seven feet (2m) in length and stand just over a foot (30cm) tall. Giant hellbenders are blue-grey in colour and camouflage very well with the murky water that they tend to live in. They have short, sharp claws on their webbed feet and a wide mouth that spans the entire width of their head,



filled with needle like teeth which they use for ripping through their prey's flesh. They have small beady eyes on the sides of their heads and large nostrils at the end of their snout.

Lifestyle

Giant hellbenders tend to live in mashes, stagnant pools and freshwater shallows but can live in any habitat that has murky water for it to hide in and a steady supply of prey. They spend the vast majority of their time lurking in the water, watching and waiting for suitable prey to ambush. Giant hellbenders will only leave their watery domains to hunt or to seek out a mate. In both instances, they will not stray far from their homes.

Giant hellbenders are carnivorous and will eat any meat. However, they prefer land-based prey and will only resort to eating fish and crustaceans if their favourite quarry is in short supply. Giant hellbenders can go months without eating however so it is rare that they ever resort to that.

Abilities and Combat

Giant hellbenders do not have particularly good eyesight. Instead they have an incredibly good sense of smell which they use for searching out their prey. They lie in wait, with their nostrils poking just about the waterline, waiting to catch the scent of an unsuspecting passer-by. When such a creature is discerned, the giant hellbender will spring with surprising agility from its hiding place and ambush the prey. Smaller creatures will be swallowed whole while larger animals will be dragged or knocked into the water where the giant hellbender with bite and claw at it whilst keeping it submerged and waiting for it to die.

Giant hellbenders are very adept at swimming but are ungainly when walking on land. It is for this reason that if a hellbender fails in knocking/dragging its prey into the water after the initial attack, it will more often than not retreat back into the water and attempt to attack again from a different location.

Background & Adventure Notes

Giant hellbenders are such a nuisance and responsible for the deaths of so many unwary travellers, that killing them is always considered a good deed. Those unable to track and kill the creatures are expected to report them to local authorities so that the steps can be taken to rid the area of the creature.

Giant hellbender hides are often used as lightweight waterproof armor or coverings for shields.

Grendels

Grendel			
Level	8	DB	53
Size	Large	Hits	183
BMR Type	Biped : Swim	Init	6
BMR	18 : 28	Stam	84
# Enc	1-6	Will	92
Outlook	Aggr.	Magic	70
Treasure	N3R5N3		

Attacks:

Martial Arts Strikes	100
Martial Arts Sweeps	73
Claw Attack – Small Slash	48
Bite Attack – Medium Puncture	48
Brawling	93

Skills:
Ambush (10) 65, Brawling (20) 93, Endurance (25) 93, Martial Arts Strikes (27) 100, Martial Arts Sweeps (10) 73, Navigation (10) 56, Perception (20) 83, Resistance - Magic (13) 70, Resistance - Stamina (15) 84, Resistance - Will (15) 92, Stalking & Hiding (10) 43, Swimming (10) 43, Tracking (10) 63, Bite Attack – Medium Puncture (5) 48, Claw Attack – Small Slash (5) 48

Talents:
Dense Musculature, Hammerhands, Natural Camouflage, Natural Weapon (Claw), Natural Weapon (Teeth), Night Vision, Reverberating Strength, Tough Hide (Major), Blend with the Night, Giantism (Minor)

Description

Grendels are large humanoid creatures with tough scaly skin and immense strength. They walk on two feet and adults average around ten feet (3m) tall. Descriptions of their precise features are few as they are described as being covered in a shroud of darkness which hides their gruesome characteristics. A Grendel has very tough, bony claws at the end of each of its digits and small, thorn-like hairs protrude from their thick, scaly skin. They have a large mouth filled with razor sharp teeth which they use for ripping through the flesh of their victims.

Lifestyle

Grendels live in family groups of a mated pair and their offspring. The offspring leave when the next litter is born and will wander the wilderness to find a mate and establish a home of their own. Often, upon the death of their mate, older Grendels will leave their home ranges to live with one of their offspring. Grendels are fiercely territorial and consider themselves the owner and protector of their piece of land. They will react aggressively to any creature that they deem is disturbing the natural order either through excessive noise, destruction of natural habitat or unnecessary killing of wild animals.

Grendels are found in marshy areas or on river banks where they build crude dens in which to live and raise their young. During the day Grendels will sleep in their den before awaking at dusk and setting out to hunt. Grendels are carnivorous and will eat any meat that provides them a suitable meal. There are instances of Grendels resorting to cannibalism should an unrelated individual stray onto their land.

Abilities and Combat

Grendels will fight and kill anything that they deem food or a threat to them or their territory. When fighting, Grendels will use their large hands and immense strength to pummel their quarry into submission. For the most part, Grendels will only use their claws for digging but have been known to claw at larger prey to quicken the creature towards death. For smaller prey, Grendels will simply grab the creature and bite it in half with its razor sharp teeth.



Being clouded in darkness allows Grendel to go unnoticed when they want and makes it difficult for anyone that would attack them to identify exactly where their weak areas are. Spending so much of their time around water, Grendels do have the ability to swim short distances but they are by no means adept swimmers.

Background & Adventure Notes

Defeating Grendels is a common way for heroes to prove themselves.

Raucous parties or noise from building projects has been known to attract nearby Grendels who will attempt to destroy those that are disturbing their peace.

Hippocampi

Description

Hippocampi are often likened to horses in their appearance. Where a horse would have its hind legs however, a hippocampus has a large, powerful tail. In addition, hippocampi have much larger, rounder eyes, better suited for seeing underwater and their front legs end in webbed feet instead of hooves. These webbed feet have small claws at the end of each digit which are used in combat. A hippocampus' teeth are a lot shorter than those of a horse and are used exclusively for cutting pieces from seaweed and other plants to supplement their diets.

An average hippocampus is around 12 feet (3.5m) from nose to the tip of their tail. The vast majority are a green-brown colour similar to seaweed, but they have also been known to be black, white and yellow.

Lifestyle

Hippocampi are incredibly proud creatures. They will not accept lightly any incursion onto their seas or mistreatment of any of their population. Though some are used as mounts for water based sentient races, most often these individuals have devoted themselves to their masters out of gratitude, to repay a debt or because their master is particularly kind, beneficent and honourable. Instances where people have abducted hippocampi and attempted to bend them to their will usually end with the hippocampus attacking its abductor and escaping.

Hippocampi live in large seas and oceans. They fprm large groups of between 50 and 200 individuals. They



Hippocampus			
Level	4	DB	24
Size	Large	Hits	167
BMR Type	Swim	Init	17
BMR	38	Stam	98
# Enc	50 - 200	Will	90
Outlook	Prot.	Magic	74
Treasure	- PP		

Attacks:

Martial Arts Sweeps	65
Tail Attack – Large Unbalancing	71
Claw Attack – Small Slash	61

Skills:
Ambush (5) 43, Endurance (15) 77, Martial Arts Sweeps (12) 65, Navigation (15) 72, Perception (15) 88, Resistance - Magic (12) 74, Resistance - Stamina (15) 98, Resistance - Will (12) 90, Stalking & Hiding (9) 83, Swimming (15) 91, Tracking (5) 43, Tail Attack – Large Unbalancing (15) 71, Claw Attack – Small Slash (10) 61

Talents:
Agile Defense, Blazing Speed, Lesser Resistance (Magic), Lesser Resistance (Stamina), Lightning Reflexes, Multiple of Peripheral Eyes (Minor), Natural Camouflage, Natural Weapon (Claws), Natural Weapon (Tail), Portage Skills, Skill Specialization (Swimming x2), Giantism (Minor)

have a very complex social structure with each 'herd' having a leader who will ultimately make all decisions that will impact the entire herd. Hippocampi are relatively peaceful creatures but will attack if they believe something is a threat to themselves, the herd or their territory.

Hippocampi are omnivorous. They will eat algae, kelp and plankton as well as some seaweeds. For the most part a herd will try to remain in a single territory long term and will pick one with enough food that their presence will not damage the local ecosystems. When food begins to get short, the herd will usually head off in search of a new territory before things get too bad.

Abilities and Combat

Hippocampi are very fast swimmers which is why they are so revered as sea mounts. They have very good eyesight and because their eyes are on the side of their heads, they have a roughly 300 degree field of vision. In combat a hippocampus will lash out with its powerful tail to knock their opponents off balance or knock them out. In a life or death situation, they will also use the claws on their webbed feed to scratch at their opponent (though their claws are too small to do too much damage).

Background & Adventure Notes

Hippocampi will always help out someone who is in dire need unless they are overtly evil.

Hydra

Description

Hydra are large amphibious sea creatures. They are born with nine heads, each at the end of a long neck protruding from the creature's body. When one of these heads is decapitated, three more grow in its place. This is why the number of heads hydra varies between individuals. Each head on a hydra has a long snout with a large mouth filled with razor sharp teeth.

The body of a hydra is long and streamlined, ending in a long, barbed tail. Hydra have a pair of legs near

the front of their bodies and a smaller pair at the back. Their feet are flipper-like and adapted more for a life in water, but they are more than capable of walking on land as well.

Hydra are covered in thick scales that act as a kind of armor. An average fully grown individual is about 20 feet (6m) in length, however, when stood out of the water they are usually only around 8 feet (2.5m) tall. Hydra have been known to live for hundreds of years.

Lifestyle

Hydra are found in lakes and large bodies of water or marshes. They are very solitary creatures and will spend the vast majority of their time underwater only leaving to hunt. Hydra are nocturnal and sleep during the day before waking up and hunting at night. Hydra are carnivores but can kill and eat enough to last them a week in a relatively short space of time (thanks to the number of heads they have).

Hydra have a special hatred for sentient beings such as men and elves (as they have been hunted by them in the past) which is why, if a hydra finds a settlement on their territory, they will quickly set about attempting to destroy it or the people living there.

Hydra

Level	10	DB	46
Size	Huge	Hits	234
BMR Type	Swim : Quad	Init	2
BMR	48 : 16	Stam	109
# Enc	1	Will	109
Outlook	Berserk	Magic	68
Treasure	N3R5R8		

Attacks:

Bite Attack – Large Puncture	96
Tail Attack – Large Unbalancing	96

Skills:

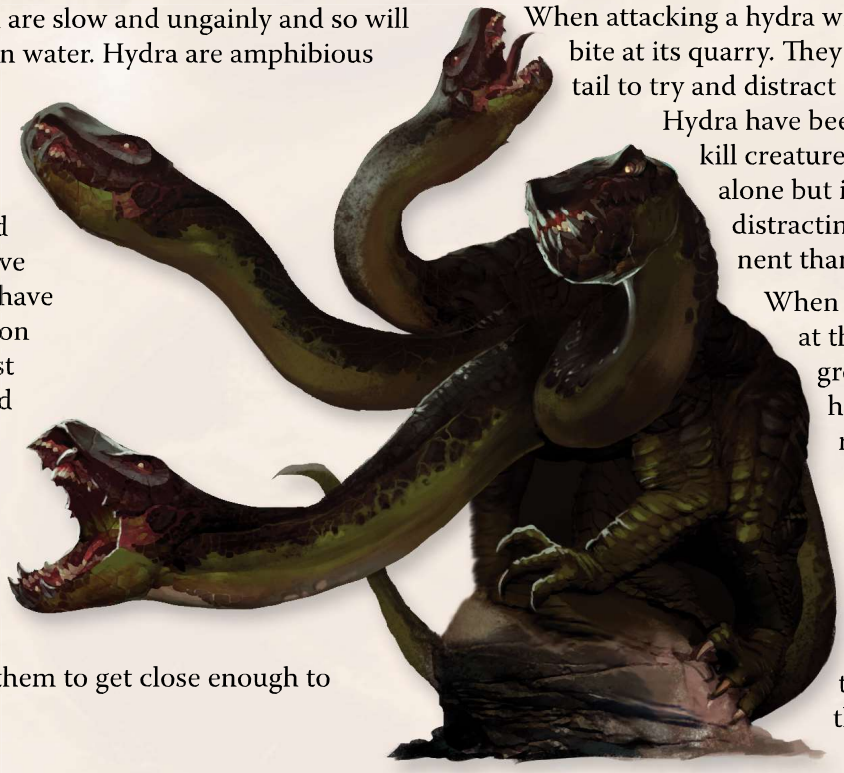
Ambush (10) 66, Endurance (30) 114, Frenzy (20) 94, Navigation (10) 49, Perception (25) 86, Resistance - Magic (15) 68, Resistance - Stamina (25) 109, Resistance - Will (25) 109, Swimming (20) 86, Bite Attack – Large Puncture (30) 96, Tail Attack – Large Unbalancing (39) 96

Talents:

Accelerated Healing, Breath Weapon (Major), Limited Regeneration (Greater), Natural Weapon (Claw), Natural Weapon (Tail), Poison Immunity, Tough Hide (Major), Toughness, Natural Poison, Water Vision, Amphibious, Giantism (Major)

Abilities and Combat

On land hydra are slow and ungainly and so will prefer to stay in water. Hydra are amphibious and despite their preference for an aquatic Lifestyle, could just as easily live on land. They have very acute vision which is almost equally as good above and below water. This helps them to spot their prey from a great distance and lie in wait for them to get close enough to attack.



When attacking a hydra will use its many heads to bite at its quarry. They will also use their barbed tail to try and distract or unbalance their foe. Hydra have been known to impale and kill creatures with their barbed tail alone but it is more often used for distracting or battering their opponent than as a precision weapon.

When a hydra's head is cut off at the neck, three more will grow back in its place. These heads grow at an alarming rate. On average, all three heads can grow back to full size in a little under thirty seconds. Despite this amazing regenerative capability, hydras who lose legs or their tails in battle will not grow them back. Their wounds do heal at a particularly

fast rate, but their regenerative capabilities are restricted to their heads.

Hydras have Poisonous breath which will burn any exposed skin that it comes into contact with and, after enough exposure can start to corrode metal. In addition, a hydra's blood is incredibly toxic. While small quantities on exposed skin will have only a minor effect, if ingested or injected into a creature's blood stream, it means all but certain death. Because its blood is so poisonous, hydra are immune to poison.

Natural poison

Hydras have very toxic blood. Below is a breakdown of the Resistance Roll for those that come into contact with it.

CRR (160).....No Effect
CRR (150).....1d100-20 on external poison critical table
CRR (140).....1d100-10 on external poison critical table
CRR (130).....1d100 on external poison critical table
CRR (120).....1d100+10 on external poison critical table
CRR (110).....1d100+20 on external poison critical table
Failure .....Death in 1d10 rounds

If hydra blood is ingested, RR are at -20 and criticals should be rolled on the internal critical table.

Background & Adventure Notes

Hydra blood is a very potent poison. As such, there is always demand amongst the more nefarious herbalists and traders for this commodity. It is common for adventurers to seek out hydra in an attempt to slay them and make a small fortune selling off the creature's blood.

The killing of a hydra is often used as a riteof passage for would be heroes. However, it is no mean feat and the vast majority will not succeed.

Kraken

Description

The Kraken is a monstrous cephalopod. It has a large bulbous body similar to that of an octopus but much larger with huge eyes and with a massive gaping maw, filled with needle sharp teeth. The creature's body alone can reach 100 feet (30m) in height, with its mouth reaching roughly 30 feet (9m) across. From this titanic body protrudes ten long tentacles. These can reach lengths of up to 300 feet 650 feet (200m).

Kraken

Level	30	DB	66
Size	Gigantic	Hits	393
BMR Type	Swim	Init	1
BMR	208	Stam	137
# Enc	1	Will	164
Outlook	Berserk	Magic	116
Treasure	N2R4R8		

Attacks:

Martial Arts Strikes	163
Martial Arts Sweeps	163
Sucker Attack – Large Slash	138
Bite Attack – Gigantic Puncture	163

Skills:
Ambush (25) 93, Endurance (65) 153, Frenzy (30) 108, Martial Arts Strikes (75) 163, Martial Arts Sweeps (75) 163, Navigation (15) 57, Perception (75) 135, Resistance - Magic (4) 116, Resistance - Stamina (25) 137, Resistance - Will (60) 164, Swimming (50) 138, Sucker Attack – Large Slash (50) 138, Bite Attack – Gigantic Puncture (75) 163

Talents:
Critical Resistance (Major) (Crush), Greater Resistance (All), Hammerhands, Natural Camouflage, Natural Weapon (Teeth), Natural Weapon (Suckers), Reduced Sleep Requirement, Reverberating Strength, Tough Hide (Greater), Toughness, Giantism (Greater)

Each tentacle is covered in large 'suckers' which have serrated edges and can easily cut through flesh and bone. Kraken are a very dark green or black colour.

Lifestyle

Kraken sleep on the surface of the water with their large tentacles wrapped around their bodies. Many unwary mariners have mistakenly believed them to be small volcanic islands and landed on them. Simply traversing the body of the kraken may not wake it and some sailors have stood on top of a live kraken without ever knowing. However, lighting a fire, attempting to 'dig' or take samples of the strange land mass is sure to wake it and incur its wrath.

Kraken can go months without sleeping and will stay submerged and relatively inactive for very long periods of time. A kraken will only become active when it is hungry or if it spies ships passing nearby. Kraken are carnivorous but will consume a ship



whole. Though they love the taste of human flesh, a kraken will eat other sea creatures such as whales if ships are in short supply.

Abilities and Combat

Kraken have very good eyesight and even by moonlight can perceive a vessel passing overhead from their position at the depths of the ocean. When the kraken spots a likely prey, it will quickly move from its hiding sport (causing strange tides for the sailors) and manoeuvre to surround the vessel(s) with its body and tentacles. Then, all at once it will strike out with its tentacles, dragging the ship down into the water, and into its massive jaws. The action of the kraken gulping down its prey, the ship and a great deal of water, causes a whirlpool type effect meaning that even those who escape the initial attack are inevitably sucked down into the water to be swallowed by the creature.

Background & Adventure Notes

Kraken are incredibly rare and incredibly had to kill. Simply surviving an attack is a worthy achievement.

The serrated edges of kraken 'suckers' are highly prized due to their uses as weaponry and butcher's knives. However, very few are in existence due to the trouble in separating one from a kraken and living to tell the tale.

Lake Monsters

Description

Lake monsters are large, dinosaur-like creatures that can be found in large lakes in almost every climate. Lake monsters have relatively small, pointed heads on the end of a long, thick neck. They have streamlined bodies that ends in a long, powerful tail. They have two pairs of oar-like flippers at the front and back of their bodies to propel them through the water. Lake monsters tend to be blue-grey in color and average around 30 feet (9m) in length.

Lake Monster

Level	6	DB	50
Size	Gigantic	Hits	320
BMR Type	Swim	Init	13
BMR	74	Stam	103
# Enc	1	Will	73
Outlook	Aloof	Magic	71
Treasure	PPP		

Attacks:

Bite Attack – Medium Puncture	85
Bite Attack – Medium Unbalancing	64

Skills:

Ambush (21) 91, Endurance (15) 80, Navigation (15) 64, Perception (15) 77, Resistance - Magic (15) 71, Resistance - Stamina (21) 103, Resistance - Will (15) 73, Stalking & Hiding (21) 96, Swimming (21) 85, Bite Attack – Medium Puncture (21) 85, Butt Attack – Medium Unbalancing (10) 64

Talents:

Blazing Speed, Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Natural Camouflage, Natural Weapon (Teeth), Night Vision, Subtle, Tough Hide (Minor), Toughness, Giantism (Greater)

Lifestyle

Lake monsters tend to be very shy creatures. It is rare that anyone living on land will ever see one. They live close to the lake bed, eating fish and other creatures living within the lake. When prey is scarce, lake monsters have been known to kill and eat birds sitting on the surface of the water or animals stood on the banks drinking from the lake.

Lake monsters are solitary creatures and live for a very long time. Provided that nothing happens to their habitat or food source, a lake monster could live as long as 1,000 years. When they begin to come towards the end of their lifespan, a lake monster will reproduce asexually. For this reason many believe that lake monsters are immortal but they are not.

Abilities and Combat

Attacks on humans and other sentient beings are very rare as they are far too big for a lake monster to eat. Lake monsters will tend not to attack anything bigger than an average sized dog. In water a lake monster will use its superior size and speed to catch a fish unawares, using its razor sharp teeth to rip through its flesh. When attacking creatures on the surface of the water a lake monster will sneak as close as possible without being seen and then attack suddenly with frightening speed before returning to the depths. Lake monsters have very good eyesight and can see in very low light at the bottom of their lakes.

Background & Adventure Notes

As so little is known about them, lake monsters are often feared or revered amongst the local populous. There are numerous rumours that their skin, teeth or eyes can be used in potions, for spells or to ward off evil spirits. None of them are true.



Leviathan Rays

Leviathan Ray			
Level	12	DB	58
Size	Gigantic	Hits	360
BMR Type	Swim	Init	-5
BMR	10568	Stam	85
# Enc	1	Will	117
Outlook	Aloof	Magic	87
Treasure	R4R4(5)R8(5)		

Attacks:

Barrel Roll Attack–Gigantic Unbalancing	85

Skills:
Endurance (39) 120, Navigation (10) 47, Perception (10) 57, Resistance - Magic (35) 87, Resistance - Stamina (15) 85, Resistance - Will (30) 117, Stalking & Hiding (23) 97, Swimming (39) 110, Barrell Roll Attack – Gigantic Unbalancing (39) 110

Talents:
Critical Resistance (Major) (Slash, Unbalancing, Puncture, Impact & Crush), Immunity to Stuns, Natural Camouflage, Reduced Sleep Requirement, Subtle, Tough Hide (Greater), Toughness, Giantism (Greater)

Description

Leviathan rays are very similar in appearance to an ordinary stingray with a few notable exceptions. The most obvious of these is their size. Leviathan rays average around a mile (1.6km) in both width and length at their widest and longest points. Other noticeable differences are the lack of a sting, far shorter tails compared to their bodies and very rough, rocky skin which they use for camouflage when sleeping on the ocean floor.

Lifestyle

Another major difference (although not as noticeable) is that unlike most other rays, leviathan rays are filter feeders that will very slowly move through the water, catching plankton in their large baleen mouths. Because of this feeding pattern, Leviathan rays will spend large quantities of time near the surface of the water where the plankton is most abundant. A Leviathan ray will swim along eating almost continuously. They will only stop once every couple of months to descend to the bottom of the ocean to sleep.

Leviathan rays are incredibly rare. Their size and diet demands a very large territory in which to feed and that no other leviathan rays feed in the same waters. Leviathan rays will mate only once in their lifetime, ordinarily producing roughly twenty offspring. Starting life at about 6 feet (1.8m) in length, and without the ability to move at any real pace, the majority of leviathan ray young are eaten by larger, faster moving predators within their first year. Once they are a year old, they are normally too large for predators to bother with.

Abilities and Combat

Leviathan Rays will never fight with each other. They are not territorial creatures and they are so rare it is uncommon that two individuals will come into contact. Because of their size they are rarely troubled by other creatures.



Should something annoy or hurt them, they will dive under the water and perform a barrel roll to dislodge, disorientate or drown whatever it was that was irritating it. In most cases, the impact of being caught in one of these barrel rolls is enough to kill most creatures or at least dissuade themfrom approaching the leviathan ray again.

Leviathan rays can go for long periods of time without sleep. As they use such little energy in their day-to-day activities of slowly floating on the top of the water, leviathan rays can easily go a month without sleeping and often go a lot longer.

Background & Adventure Notes

Leviathan rays are often mistaken for small islands. Because of this, many adventurers have misguidedly landed on a leviathan ray and buried or hidden their loot there. They are understandably upset when they return to find that their loot and the island is no longer there. Because of this, there is often a great deal of loot hidden about the surface of a leviathan ray or amongst the tunnels that are its insides. It offers great rewards for adventurers who can board the leviathan ray, find the loot and disembark before the monster dives.

Giant Lobster

Giant Lobster			
Level	6	DB	82
Size	Medium	Hits	151
BMR Type	Multilegged	Init	1
BMR	13.875	Stam	74
# Enc	1	Will	91
Outlook	Aggr.	Magic	55
Treasure	- - P1		

Attacks:

Claw Attack - Medium Crush	79
Claw Attack – Medium Slice	58
Martial Arts Strikes	58
Martial Arts Sweeps	58

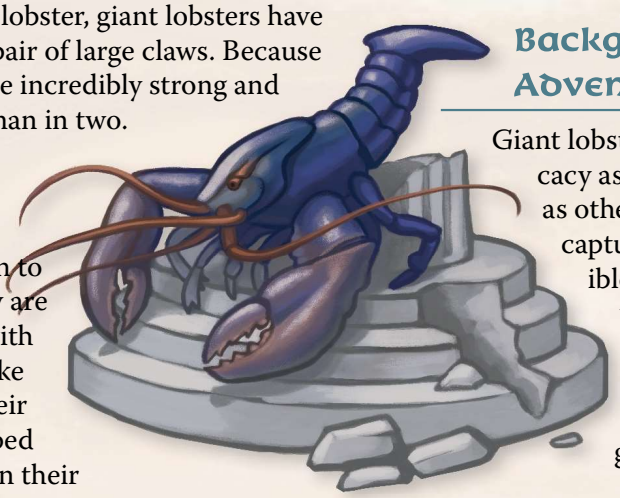
Skills:
Endurance (21) 91, Martial Arts Strikes (10) 58, Martial Arts Sweeps (10) 58, Navigation (8) 40, Perception (15) 73, Resistance - Magic (10) 55, Resistance - Stamina (10) 74, Resistance - Will (20) 91, Swimming (10) 58, Claw Attack - Medium Crush (21) 79, Claw Attack – Medium Slice (10) 58

Talents:
Critical Resistance (Minor) (Slice), Hammerhands, Immunity to Bleed, Immunity to Stuns, Instinctive Defense, Multiple or Peripheral Eyes (Minor), Natural Camouflage, Natural Weapon (Claw), Tough Hide (Greater), Toughness

Description

Giant lobsters are very similar to other species of lobster except for their size. They have long bodies and muscular tails encased in a very thick, very hard shell. Like most other species of lobster, giant lobsters have four pairs of legs and one pair of large claws. Because of their size, these claws are incredibly strong and can easily cut a grown human in two.

Giant lobsters are similar in colouration to other species of lobster and can range from grey-brown to grey-blue. On average they are around six feet in length with three foot long claws. Unlike other species of lobster, their back legs are more developed allowing them to rear up on their hind legs and balance themselves with their muscular tails.



Lifestyle

Giant lobsters are bottom dwelling creatures. They are found in deep oceans but have been known to come closer to shore if food is scarce in their more natural habitat. Giant lobsters are solitary creatures and will give other individuals a very wide berth. Due to their size and appetite, it is very difficult for two giant lobsters to live in close proximity.

Giant lobsters spend most of their time slowly roaming the sea bed and ambushing any unsuspecting prey that may pass them. They are capable of sudden bursts of speed through the water, propelled by their powerful tail. This speed is short-lived however and giant lobsters will rarely chase their quarry if they do not catch it on their first attempt.

Abilities and Combat

Though they can't walk on their hind legs, giant lobsters will stand up on them to scare off predators and to attack prey that is taller than them. When attacking they will use their giant claws to grab the creature or slash at it until it bleeds to death. When confronted with creatures too large to catch in its claws, giant lobsters will batter the creature with its claws in an attempt to scare it off.

Giant lobsters have very poor eyesight but very good senses of taste and smell and use their antennae to locate their prey. Much like other species, giant lobsters' gills allow them to breathe both in and out of water. However, they find it a lot more difficult to breath air and will suffocate if placed in a body of water that is not oxygenated.

Background & Adventure Notes

Giant lobsters are considered a rare delicacy as not only do they taste as good as other species of lobster but their capture and cookery requires incredible amounts of planning and hard work. It is for this reason that dignitaries in coastal regions will serve cooked giant lobster to show off to high ranking guests.

Pond Stalkers

Pond Stalker			
Level	4	DB	-8
Size	Large	Hits	184
BMR Type	Swim	Init	-8
BMR	28	Stam	96
# Enc	1-5	Will	102
Outlook	Hungry	Magic	62
Treasure	PPP2		
Attacks:			
Digestion Attack – Large Acid			49

Skills:
Contortions (15) 70, Endurance (15) 94, Resistance - Magic (15) 62, Resistance - Stamina (10) 96, Resistance - Will (15) 102, Swimming (15) 49, Digestion Attack – Large Acid (15) 49

Talents:
Critical Resistance (Major) (Crush), Critical Resistance (Minor) (Slash & Puncture), Immunity to Bleed, Immunity to Stuns, Natural Camouflage, Natural Weapon (Electric shock), Neutral Odor, Poison Immunity, Subtle, Electrical immunity, Electric Shock, Giantism (Minor)

Description

Pond stalkers are shapeless masses of gelatinous ooze. They are easy to miss and difficult to describe. Only those with the most acute water vision will be able to spot them in their watery habitat. Pond stalkers are entirely translucent and can only be seen due to the relative difference in the viscosity of the pond stalker's interior when compared to the surrounding water. A fully grown pond stalker will average around 10 feet (3m) in diameter.

Lifestyle

Due to their gelatinous form, pond stalkers float below the surface of water and are driven along by currents. In still water the pond stalker will undulate slightly to propel itself slowly forwards. Pond stalkers are omnivorous and will attempt to eat anything that they come into contact with.

Pond stalkers reproduce asexually, detaching a part of themselves that will then float off on its own and slowly grow to maturity. As this process requires that the parent pond stalker reduces in size, it is only carried out by individuals in environments where there is an abundance of food available and enough space for both parent and child to coexist without coming into contact.

Abilities and Combat

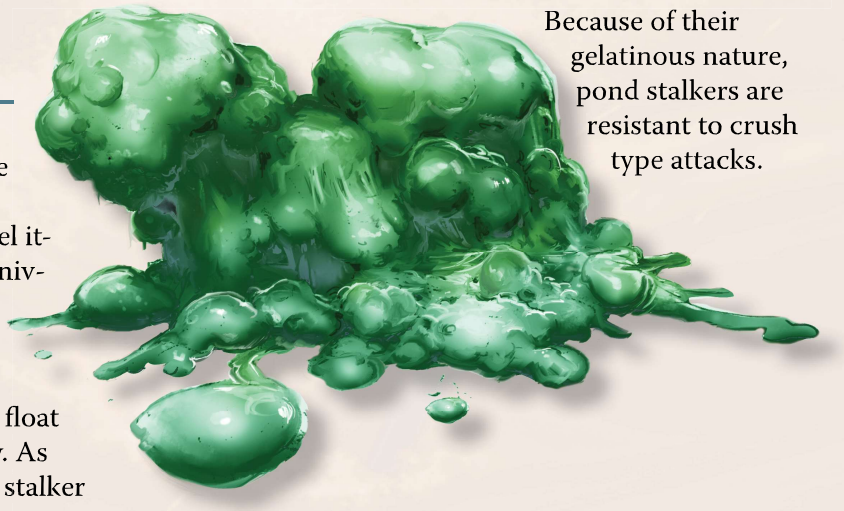
Pond Stalkers give off a short pulse of electric energy when they come into contact with anything floating or swimming in the water. This pulse is adequate to paralyze anything smaller than the pond stalker and scare off anything bigger. Once its prey has been paralysed, the pond stalker will absorb it into its gelatinous body and slowly digest it. Whether the creature has gills or not, the pond stalker is too dense to allow any form of breathing within its gelatinous body so absorbed creatures quickly asphyxiate.

As pond stalkers are immune to electric attacks, when two pond stalkers come into contact, the larger will normally consume the smaller simply by absorbing it. In instances where they are both fully grown or roughly the same size, it is not unheard of that after a short tussle, they will simply 'bounce' off each other.

Pond stalkers don't have any senses as such, instead they simply move through their watery world digesting anything that gets too close. For this reason they are easy to avoid if you are able to spot them in the water.

Background & Adventure Notes

Some larger castles have been known to catch pond stalkers and install them in their moats. This 'encourages' would be attackers and spies not to attempt to swim across and acts as a sort of recycling facility with food waste and pests being thrown into the moat to feed the pond stalker.



Because of their gelatinous nature, pond stalkers are resistant to crush type attacks.

Red Feeders

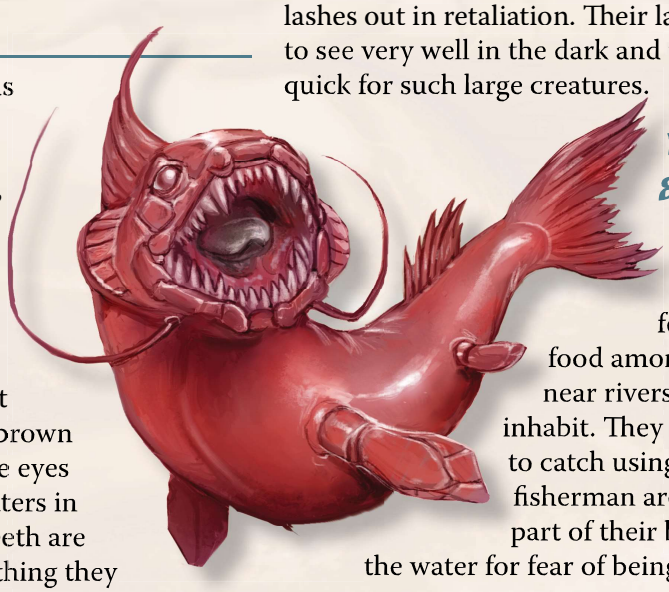
Red Feeder			
Level	3	DB	50
Size	Medium	Hits	138
BMR Type	Swim	Init	8
BMR	22	Stam	93
# Enc	30-50	Will	64
Outlook	Hungry	Magic	46
Treasure	- PP		
Attacks:			
Bite Attack – Medium Puncture			66

Skills:
Endurance (12) 78, Frenzy (12) 68, Navigation (12) 50, Perception (12) 74, Resistance - Magic (9) 46, Resistance - Stamina (12) 93, Resistance - Will (10) 64, Stalking & Hiding (7) 65, Swimming (12) 66, Bite Attack – Medium Puncture (12) 66

Talents:
Blazing Speed, Enhanced Scent, Enhanced Senses, Immunity to Stuns, Instinctive Defense, Lightning Reflexes, Multiple or Peripheral Eyes (Minor), Natural Camouflage, Natural Weapon (Teeth), Night Vision, Tough Hide (Minor), Toughness

Description

Red Feeders are large, carnivorous fish with large eyes and long, sharp teeth. On average they are around four feet (1.2m) in length, 1 foot (0.3m) in width and 2.5 feet (0.75m) in height. Their teeth are around 2.5 inches (6.5cm) long and razor sharp. Their scales have a reddish hue (hence their name) when the light hits them but are mostly grey or brown otherwise. Red Feeders' very large eyes help them to see in the murky waters in which they live and their sharp teeth are used for stripping flesh from anything they deem as prey.



Lifestyle

Red feeders tend to live in deep, slow moving rivers and lakes. They live in packs of between 30 and 50 individuals. They are carnivorous and will eat almost any living creature that enters their territory. They have been known to attack, kill and consume creatures as large as elephants. When there is a lack of food, red feeders have been known to eat smaller and weaker members of their own pack.

When they are not feeding, red feeders tend to float or swim very slowly along the bottom of the river or lake, never straying far from the bulk of the pack and never leaving their territory. Red feeders reproduce once a year with females laying eggs and then protecting them until a 'worthy' male approaches to fertilise them. Any males deemed 'unworthy' will be chased off, attacked or killed by the mother.

Abilities and Combat

Red feeders have an incredibly strong bite and their sharp teeth are perfectly designed for ripping through flesh. When attacking their prey, the pack will surround the prey with individuals darting in quickly to take a bite before re-joining the pack. These attacks cause quite a frenzy in the water but reduce the risk of individuals being injured or killed by the prey as it lashes out in retaliation. Their large eyes allow them to see very well in the dark and they are surprisingly quick for such large creatures.

Background & Adventure Notes

Given their size, red feeders are a popular food amongst villages that live near rivers and lakes that they inhabit. They are relatively easy to catch using the right bait but fisherman are very wary about any part of their body ever entering the water for fear of being eaten alive by their quarry.

Some places have been known to use large tanks filled with red feeders as a more barbaric form of torture or death penalty. It is expensive to maintain however as they need to be fed on a regular basis.

Spinesharks

Spineshark			
Level	6	DB	38
Size	Gigantic	Hits	329
BMR Type	Swim	Init	15
BMR	66	Stam	89
# Enc	1	Will	66
Outlook	Hungry	Magic	61
Treasure	- - P1		

Attacks:

Bite Attack – Large Puncture	83
Fin Attack – Large Slash	74
Spine Attack – Gigantic Slash	83

Skills:
Endurance (21) 89, Frenzy (11) 60, Navigation (10) 49, Perception (20) 82, Resistance - Magic (12) 61, Resistance - Stamina (15) 89, Resistance - Will (12) 66, Stalking & Hiding (20) 79, Swimming (21) 83, Bite Attack – Large Puncture (21) 83, Fin Attack – Large Slash (16) 74, Spine Attack – Gigantic Slash (21) 83

Talents:
Blazing Speed, Critical Resistance (Minor) (Slash), Lightning Reflexes, Multiple or Peripheral Eyes (Lesser), Natural Camouflage, Natural Weapon (Teeth), Natural Weapon (Fin), Natural Weapon (Spines), Tough Hide (Minor), Toughness, Pressure Receptors (Water), Giantism (Greater)

Description

Spinesharks, like other species of shark, have cartilaginous skeletons. This makes them more flexible, quicker and means that less energy is wasted keeping themselves afloat. Spinesharks have large, serrated teeth which are perfectly adapted for tearing through the flesh of their prey.

Spinesharks are dark blue/grey on their top halves with lighter white/grey bottom halves. They average around 25 feet (7.6m) in length. They have very thick skin and large, serrated spines (hence their name) along their back. Their fins are tougher, more rigid and sharper than any other species of fish. Spinesharks use both their spines and fins in defence and hunting.

Lifestyle

Spinesharks are solitary creatures, only ever gathering to mate. During mating season it is normally the males with the largest spines that attract the most mates. Though they are not territorial, males have been known to fight and kill other males if they cross paths. For the most part this is to assert their dominance and reduce competition for females and food.

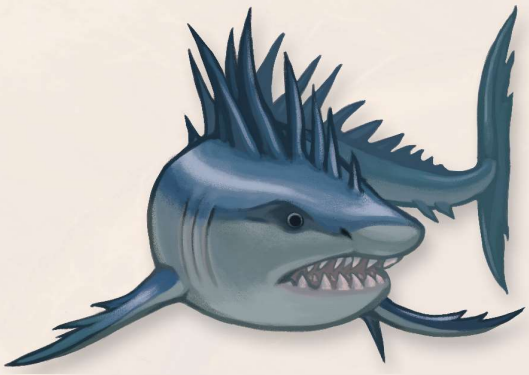
Spinesharks are carnivorous and eat large fish, porpoises and other, smaller species of shark. They tend to live in the open ocean but have been known to enter shallower coastal waters when food becomes scarce.

Abilities and Combat

When hunting smaller prey, spinesharks will tend to either swallow them whole or bite a large chunk out of them with their ferocious teeth. When attempting to kill larger, faster or more dangerous prey however, spinesharks will also use their spines and their fins. Both weapons allow them to slash at their prey as they race past them and allows them to make a hasty retreat if necessary.

When attacking other spinesharks or very dangerous creatures, spinesharks will normally dart past them two or three times, slashing them open with their spines or fins and wait for them to bleed to death. This method is only employed when hunting very large creatures however as it attracts other spinesharks and carnivores in the vicinity.

Spinesharks do not have particularly good senses of smell or sight. Instead, they are incredibly good at sensing disturbances in the water and can tell from quite some distance exactly where any creatures are and how big they are.



Background & Adventure Notes

There are a number of instances of spinesharks attacking ships at sea, mistaking them for large, slow moving sea creatures. The result tends to be that large slashes are made in the hull of the ship requiring the crew to mend the holes and bail out the water or risk sinking into spineshark infested waters.

Vampire Leeches

Description

Vampire leeches vary in size depending on how recently they have fed. A mature vampire leech on the verge of death through lack of food can be as small as one inch (2.5cm). Mature vampire leeches that live in a food rich environment and have just feed can grow to around two feet (61cm) in length.

Vampire leeches tend to be black in colour with a lighter underside. However, when they have just fed, their skin is stretched tight and becomes semi-transparent giving the leech a reddish hue as the blood inside is revealed.

Lifestyle

Vampire leeches live in ponds, lakes and slow-moving rivers. They tend not to live in deep water as the majority of their preferred prey is found in the shallows. Their favourite prey includes large land-based creatures such as cows, buffalo, deer, humans and other intelligent species who come to the water to drink or wash. They lie in wait, often amongst plants and vegetation under the water for suitable prey to pass by. When they are not feeding, vampire leeches are mostly inactive. They will only move if it is absolutely necessary to seek out a better location for ambush.

Abilities and Combat

Vampire leeches don't really have much in terms of senses, when a creature brushes past them and their hiding place, they will latch on and begin to very quickly drain it. An average Vampire leech can drain a litre of blood in ten minutes. Because of this, the skin of a vampire leech can stretch to almost ten times its own size.

Vampire leeches have no defensive mechanisms beyond their natural camouflage. If noticed quick enough, a vampire leech can be removed but it will leave a very nasty cut in its prey which will continue to bleed until medical attention is given.



Vampire Leech			
Level	1	DB	20
Size	Miniscule	Hits	81
BMR Type	Worm/Snake	Init	-10
BMR	2	Stam	50
# Enc	1-50	Will	72
Outlook	Hungry	Magic	30
Treasure	- - -		

Attacks:

Bite Attack – Tiny Puncture	66

Skills:
Ambush (6) 64, Contortions (6) 54, Endurance (6) 66, Navigation (4) 11, Perception (3) 26, Resistance - Magic (6) 30, Resistance - Stamina (4) 50, Resistance - Will (6) 72, Stalking & Hiding (5) 104, Tracking (3) 26, Bite Attack – Tiny Puncture (6) 66

Talents:
Immunity to Bleed, Immunity to Stuns, Instinctive Defense, Natural Camouflage, Natural Weapon (Teeth), Skill Specialization (Bite Attack – Tiny Puncture x4), Shrink (Greater), Subtle, Tough Hide (Lesser), Toughness

Background & Adventure Notes

There have been some horrible accidents where less perceptive doctors and healers have accidentally used vampire leeches instead of ordinary leeches on their patients.

Vampire leeches are used by some, more exotic assassins as they are quick acting and almost always lethal. However, they're very dangerous to keep and carry with you. In addition, finding a body sapped of blood by a vampire leech miles from the nearest water source tends to lead to a lot of questions.

Water Watcher

Water Watcher			
Level	8	DB	10
Size	Large	Hits	173
BMR Type	Swim	Init	11
BMR	25	Stam	80
# Enc	1	Will	96
Outlook	Hostile	Magic	77
Treasure	P1P2P3		

Attacks:

Martial Arts Strikes	96
Martial Arts Sweeps	91
Bite Attack - Large Crush	98

Skills:

Ambush (25) 82, Endurance (20) 83, Frenzy (15) 73, Martial Arts Strikes (25) 96, Martial Arts Sweeps (20) 91, Navigation (8) 44, Perception (20) 74, Resistance - Magic (15) 77, Resistance - Stamina (15) 80, Resistance - Will (25) 96, Stalking & Hiding (15) 112, Swimming (10) 71, Bite Attack - Large Crush (27) 98

Talents:

Accelerated Healing, Hammerhands, Lightning Reflexes, Natural Camouflage, Natural Weapon (Teeth), Quiet Stride, Reduced Sleep Requirement, Water Vision, Pressure Receptors (Water), Giantism (Minor)

Description

A Water Watcher is a large cephalopod with a number of long tentacles emanating from the sides of its body. The body of the water watcher is large and dense, housing the creature's hard beak, large eyes and gills. The skin of a water watcher is a greeny-grey, helping them to blend into the stagnant pools and other still bodies of water that they call home.

An adult water watcher is roughly ten feet across from the front of its body to the rear. However, an adult's tentacles can reach lengths of over 100 feet.

Lifestyle

Water watchers spend the majority of their time with their bodies sat at the bottom of the water with their tentacles probing out across the entirety of the pool, pond or lake that they call home. When a creature that is large enough to provide a good meal comes within reach, the water watcher will grab at it with its tentacles and cram it into its beak. When it is not eating, it is very still with many mistakenly believing that the creature is sleeping or dead. This is not the case. Water watchers move so little that they require very little in the way of sleep and are constantly vigilant for prey.

Because of their size, water watchers have very few natural predators. Young and adolescent individuals have been known to be attacked by larger creatures in search of a good meal. In these cases, the loss of a tentacle will not do too much harm to the water watcher and it is rare that predators will go straight for the creature's body.



Abilities and Combat

Water watchers are very strong and, though their eyesight isn't very good, they have receptors on their skin which can detect vibrations in the water. Outside of water their tentacles can sense vibrations in the air but this is much less accurate. Water watchers can heal very quickly and will not flinch at losing a tentacle in battle.

In combat water watchers will attempt to strike, trip or grasp their quarry with their tentacles. Once they have hold of their foe they will attempt to swallow them whole or bite them in half with their beaks.

Water watchers will continue to grow throughout their lives so long as there is space and a large enough quantity of prey to sustain it. Although they don't require much food (because of their sedentary nature), if they outgrow their source of prey, that will begin to starve and very slowly die.

Background & Adventure Notes

Killing a water watcher is incredibly hard. For the most part adventurers will be lucky just to survive an encounter.

What watchers are especially fond of lurking in stagnant pools close to out-of-the-way shortcuts and rarely used tracks. This allows them to snatch prey from the water and the banks without drawing too much attention to themselves.

Sea Monsters - Racial Stats

Names	ST	CO	AG	QU	SD	RE	IN	PR	END	PP	Stam.	Will	Magic
Bishop Fish	2 (5)	2 (5)	1 (1)	1 (4)	5 (3)	3 (4)	3 (4)	4 (4)	30	30	5	10	15
Blink Shark	5 (7)	2 (4)	2 (2)	2 (6)	-2 (4)	-2 (2)	0 (2)	3 (3)	30	30	15	10	5
Blood Weed	-8 (1)	3 (8)	-8 (1)	-8 (1)	6 (8)	-6 (2)	-8 (1)	-7 (8)	60	0	0	20	10
Charybdis	20 (5)	7 (4)	-6 (2)	-7 (2)	6 (2)	-4 (4)	-4 (3)	8 (8)	60	0	0	20	10
Demon Whale	22 (6)	4 (3)	-6 (3)	-3 (3)	2 (2)	-2 (3)	-2 (2)	8 (8)	60	0	10	10	10
Dobharchu	7 (5)	3 (4)	1 (4)	-4 (4)	0 (3)	-3 (4)	-1 (1)	1 (5)	60	0	15	10	5
Drogue Weed	-5 (6)	-1 (2)	3 (3)	2 (3)	7 (7)	-4 (1)	-8 (1)	-5 (7)	60	0	5	15	10
Electric Jellyfish	-6 (0)	1 (2)	-7 (5)	-6 (3)	-6 (5)	-5 (0)	-7 (6)	-7 (8)	60	0	20	5	5
Giant Hellbender	3 (4)	2 (7)	-4 (4)	1 (4)	2 (2)	-3 (3)	-2 (2)	1 (3)	60	0	15	5	10
Grendel	8 (6)	4 (3)	0 (4)	2 (2)	7 (4)	0 (4)	0 (2)	5 (5)	60	0	10	10	10
Hippocampus	2 (4)	2 (2)	2 (3)	3 (4)	8 (5)	1 (6)	1 (4)	2 (2)	60	0	20	10	0
Hydra	7 (5)	7 (5)	1 (3)	1 (2)	7 (5)	-3 (3)	-3 (2)	7 (5)	60	0	10	10	10
Kraken	26 (6)	12 (4)	2 (4)	1 (2)	8 (4)	-2 (1)	- 3 (1)	12 (8)	60	0	10	10	10
Lake Monster	3 (5)	2 (4)	1 (5)	1 (4)	1 (3)	-2 (3)	0 (3)	1 (3)	60	0	20	5	5
Leviathan Ray	20 (3)	6 (4)	-4 (2)	-5 (4)	7 (4)	-2 (3)	-6 (2)	8 (8)	60	0	5	15	10
Giant Lobster	4 (8)	3 (4)	-7 (3)	-2 (3)	0 (3)	-2 (2)	-3 (3)	2 (4)	60	0	10	15	5
Pond Stalker	-7 (2)	10 (8)	-8 (2)	-8 (4)	8 (8)	-8 (3)	-6 (2)	0 (1)	60	0	10	10	10
Red Feeder	3 (6)	5 (7)	0 (3)	0 (5)	-1 (3)	-3 (1)	-3 (1)	3 (4)	60	0	15	10	5
Spineshark	3 (6)	3 (4)	1 (2)	2 (7)	-2 (3)	-3 (1)	-1 (2)	4 (5)	60	0	15	10	5
Vampire Leech	-12 (0)	4 (6)	2 (6)	-7 (2)	8 (8)	-6 (2)	-7 (2)	-8 (4)	60	0	10	10	10
Water Watcher	10 (7)	5 (5)	1 (3)	1 (4)	1 (2)	-1 (4)	0 (1)	6 (4)	60	0	0	15	15

Air Creatures



Overview

Winged creatures, the flying monsters savour the freedom of the skies. Daring travellers among the clouds can be equally bloodthirsty opponents in battle.

Air Creatures - Stats

Names	Lvl	Size	BMR Type	BMR	Init	DB	Hits	Attacks	#Enc	Outlook	Treas.	Stam	Will	Mag
Geryon	2	Medium	Worm/Snake : Fly	10 : 69	8	63	110	(See SKILLS)	1-8	Aggr.	P2N2N4	87	40	36
Gorcrow	1	Medium	Fly : Biped	43 : 9	36	60	102	(See SKILLS)	3-20	Aloof	-PP	53	51	57
Great Falcon	10	Medium	Biped : Fly	17 : 69	27	62	183	(See SKILLS)	1-2	Aggr.	PNN	121	74	69
Ki-Rin – Young Adult	15	Medium	Quad : *Fly*	27 : 54	20	48	149	(See SKILLS)	1-2	Aloof	RN3P2	94	82	116
Ki-Rin – Adult	18	Medium	Quad : *Fly*	27 : 54	21	48	160	(See SKILLS)	1-2	Aloof	RN3P2	101	82	118
Lammasu – Male	11	Medium	Biped : Fly	14 : 115	10	52	166	(See SKILLS)	1	Aggr.	NN2N4	110	72	70
Lammasu – Female	9	Medium	Biped : Fly	14 : 115	18	52	155	(See SKILLS)	2-8	Prot.	NN4N4	102	64	72
Lammasu - Keeper	11	Medium	Biped : Fly	14 : 115	19	52	144	(See SKILLS)	1-2	Aloof	R2RN4	90	68	78
Mist Raven	4	Tiny	Biped : Fly	7 : 34	39	68	87	(See SKILLS)	2-20	Aloof	P2PP	66	68	104
Pegasus	13	Large	Quad : Fly	34 : 90	26	67	155	(See SKILLS)	1-12	Prot.	---	84	62	102
Viper Hawk	5	Small	Worm/Snake : Fly	16 : 37	24	88	126	(See SKILLS)	1-20	Prot.	PR4P	63	96	36

Geryon

Description

The powerfully muscled humanoid torso of the Geryon tapers down into the sinuous body of a snake while the head boasts an all too human face. A pair of snake scaled, bat-like wings sprout from a muscular back granting this being the power of flight. When fully spread the wings have a span of thirty feet and sweep from above the being's head down to almost touching the ground. The Geryon are nine feet long when fully grown from the tip of their snake tail to the top of their head though they stand only five feet tall. The torso comprises the top four feet of this length.

The humanoid body has a dusting of fine, transparent scales under which the Geryon have tan skin while the wings and snake body deepen into a deep green, dark blue or dark brown, depending on the clan. The back of the snake body often has either diamond or striped patterns which further define the clan to which the Geryon belongs.

Their eyes are snakelike with vertical slits and a golden colouring. They have hair which is often kept cropped short and ranges in colour from deep brown through to black.

Amongst some tribes the Geryon will tattoo their chests and arms in greens and reds. The tattoos are always circular, curling and twisting across the body.

The Geryon wear little clothing beyond harnesses for various tools and weapons though in battle they will don leather armour with a soft leather kirtle and segmented leather back armour for their snake half. They prefer bows, darts, javelins and short swords and use bucklers rather than shields due to the drag caused by shields when flying.

Lifestyle

Geryon live in clans and family groups ranging in size from a dozen individuals to well over a hundred. Males dominate the birth rate by a ratio of five to one. Females tend to be larger and stronger and rule the clan, leading the clan with a circle of elder females. Children are cared for and trained from a young age, reaching maturity by the age of six and having clan rights by nine when they pass the test of entry. The test is different for males and females, with tests being held each spring and overseen by the clan matriarch.

Clans are evenly split between those that roam across a large area and those that have some form of stronghold. In some places Geryon are valued allies while

Geryon			
Level	2	DB	63
Size	Medium	Hits	110
BMR Type	Worm/Snake : Fly	Init	8
BMR	10 : 69	Stam	87
# Enc	1-8	Will	40
Outlook	Aggr.	Magic	36
Treasure	P2N2N4	Build	Fighter

DB Breakdown: (QU 8, Soft Leather Armour 20, Tough Hide (Lesser) 10, Dense Musculature 5, Instinctive Defence 20)

Attacks:

Weapon - Short Bow	79
Weapon – Javelin	69
Claw – Small Slash	64
Constrict – Small Grapple	59

Skills:
Ambush (5) 31, Armor (4) 39, Brawling (6) 54, Climbing (4) 49, Endurance (9) 110, Flying/Gliding (9) 61, Perception (9) 49, Resistance - Magic (4) 36, Resistance - Stamina (9) 87, Resistance - Will (6) 40, Sniping (6) 36, Stalking & Hiding (4) 26, Weapon - Short Bow (9) 79, Weapon - Javelin (9) 69, Claw - Small Slash (8) 64, Constrict - Small Grapple (7) 59, Foraging/Survival Forest (6) 40

Talents:
Athletic, Dense Musculature, Instinctive Defence, Lesser Resistance (Stamina), Natural Weapon (Claw), Natural Weapon (Constrict), Sureshot (Bow), Tough Hide (Lesser), Toughness

others see them as a threat or beasts. The Geryon are neither particularly evil nor good but they are pragmatic and will do what they believe is needed to survive.

Abilities and Combat

When entering combat Geryon will initially attack using ranged attacks while flying, using javelins, darts and bows to great effect. Even when unarmed they will attack with heavy rocks. Geryon wear soft leather armour and have a naturally tough skin which provides protection against a range of attacks.

When they land they will attempt to swoop down onto foes and grapple them with their tails to pin the foe. If they can, they will fly back up into the air and drop their victim. While grappling they will also stab or claw at the grappled opponent.

Clans perform as a unit, with the young and females remaining aloft and sniping at targets while the males perform hit and run strikes, targeting key individuals such as leaders and mages.

The Geryon believe it is better to live and fight another day and will quit battle when it goes against them, even if it means abandoning their clan home. Though those who have driven them away had better remain wary for the Geryon will seek to exact revenge if they can.

Some Geryon are capable of using magic though they are very rare. Their magic wielders are Elementalists who focus on air and fire spells.

Dive & Grapple

The Dive attack is an aerial attack from above. The creature flies in, making a downward charge against a target on the ground. Like the normal Combat Action, Charge, the creature gains a +1 to OB and a -1 to DB for every foot of distance travelled in the dive, with the modifiers not exceeding +50 to OB and -50 to DB. The creature's skill in Flying/Gliding is used for this attack. If the target of the Dive is aware of the attack, and has a Pole Arm, they automatically gain initiative over the diving creature this round. The actual attack itself is a Medium Sweeps/Unbalancing attack, and if the result indicates that the target falls, then the creature is on top of the target and has him grappled.



Constrict

A grappled foe who fails a Hard Strength maneuver is considered to have been subject to a Crush attack as the coils tighten around them. The attack is made using the creature's full attack bonus for their grapple attack and the defender may only apply any DB provided by rigid armour (excludes shields). Each round that the foe is constricted grants a further +5 to the attack and a -5 to the Strength maneuver.

Background

The Geryon are not native to this plane though the time of their arrival and the why of it have been lost to history. It is known that in the past they ruled a kingdom that spanned a mountain range, subjugating other races. Why this fell or when is not known and the long lived elves remain close lipped about this part of history.

No one knows if the Geryon follow a Deity or not and this aspect of their life remains as shrouded as their past. Elves and Geryon have a formal if cold relationship while dwarves hold an abiding hatred of the race, though they never cite a reason as to why.

Since that time the Geryon have fallen to become a tribal race, roaming the more remote forest and mountain areas and establishing clan strongholds along rivers or trade routes where they can.

Clans will often act as mercenaries serving various powerful beings or nations. In some cases, they have been hired to provide units of elite aerial combatants and in this role they do excel.

There are a number of clans which have become xenophobic and these are found holed away in mountains and ruins, killing all who come near and barely tolerating other Geryon. These clans often raid civilised areas for loot and slaves or, in some cases, the pure pleasure of killing and destruction.

Adventure Notes

Geryon provide a wide variety of opportunities for adventurers from being hired by them to supplement a mercenary unit through to hunting down a rogue clan or individual. Given Geryon can haunt ruins and remote locations there is every chance that they will encounter one of the more xenophobic clans and potentially be in a world of trouble.

In those societies that see them as a threat there can be and often are bounties for the heads of Geryon and some societies go even further and value the snake hides as a soft, luxury leather when it is descaled and tanned.

Gorcrow

Description

The Gorcrow appears to be a much larger version of the common crow with midnight black plumage and a wingspan that can reach eight feet. Gorcrows are, like their smaller brethren, carrion birds and they haunt those places where such food is readily available.

Gorcrows have large, taloned feet and hard, sharp beaks which gives them a fearsome ability in combat which is only enhanced by training.

Gorcrow eyes range from a startling bright blue through to a deep, almost blue black.

Lifestyle

Gorcrows exist in what is referred to as a murder which can consist of three to twenty individuals. They mate during the spring seasons producing two to three eggs and couples only remain together for a single season.

They prefer high roosts and will often utilise tall trees and buildings in urban settings, cliff faces, or mountain sides in wilderness areas. During nesting season, they will seek out cliff faces and inaccessible high locations to roost. A nesting area can have several dozen murders meaning that several hundred of these birds are present. For those seeking to gain eggs or young it poses a significant threat as one parent will stay with the young at all times.

Like all carrion birds the Gorcrow is an opportunist and will scavenge off recent kills and is not above attacking the weak or sick if it looks to be an easy kill.

Gorcow			
Level	1	DB	60
Size	Medium	Hits	102
BMR Type	Fly : Biped	Init	36
BMR	43 : 9	Stam	53
# Enc	3-20	Will	51
Outlook	Aloof	Magic	57
Treasure	- PP	Build	Monster

DB Breakdown: (QU 40, Instinctive Defence 20)

Attacks:

Beak - Small Puncture	40
Claw - Small Slash (6)	30

Skills:

Acrobatics (6) 48, Ambush (6) 38, Camouflage (6) 41, Endurance (6) 102, Flying/Gliding (6) 48, Foraging/Survival Mountains (6) 46, Foraging/Survival Woods (6) 46, Navigation (6) 46, Perception (6) 69, Resistance - Magic (5) 57, Resistance - Stamina (6) 53, Resistance - Will (6) 51, Stalking & Hiding (6) 48, Tracking (6) 49, Beak - Small Puncture (6) 40, Claw - Small Slash (6) 30

Talents:

Combat Awareness, Enhanced Senses, Extremely Nimble, Instinctive Defence, Lightning Reflexes, Natural Weapon (Beak), Natural Weapon (Claw), Skill Specialization (Flying)

Given their size and numbers they are capable of taking down livestock and humanoid prey and have thus earned a bad reputation amongst the settled lands.

Battle fields draw these creatures along with their lesser brethren and often they have been found at sights of raids or banditry.

Abilities and Combat

Gorcrow will seldom attack a live prey by itself, instead calling with its harsh voice to bring others to its side before they attack en-masse via swooping and diving. Gorcrow will target the eyes of its victim and those that seek to drive them away, raking at the face of its chosen prey with their talons or hitting with their beak.

They will break off and wait if the victim is stronger than expected or others come to its aid. They are patient and one or two will watch for another opportunity.

Dive

The Gorcrow will dive from height, folding back its wings and free falling towards its target. The Dive attack is treated as a Charge attack the creature gains a +1 to OB and a -1 to DB for every foot of distance travelled, with the modifiers not exceeding +50 to OB and -50 to DB. The Gorcrow's skill in Flying/Gliding is used for this attack.

If the target of the Dive is aware of the attack, and has a Pole Arm, they automatically gain initiative over the diving creature this round. The actual attack itself delivers the creature's talon attack and also delivers a Medium Sweeps/Unbalancing attack. If the result indicates that the target falls, then the creature is on top of the target and has the target pinned.

Swoop & Slash

The Gorcrow swoops in on their target from height and slashes with their beak striking for damage before flying away. The attack is treated as a Charge attack the creature gains a +1 to OB and a -1 to DB for every foot of distance travelled, with the modifiers not exceeding +50 to OB and -50 to DB. The Gorcrow's skill in Flying/Gliding is used for this attack.

The attack uses the Gorcrow's talon or beak attacks doing normal damage against the target.

Background

The Gorcrow is a naturally occurring creature which goes about its existence with no sense of malice. It has been demonised, worshipped as a totem, hunted for its feathers and used as guards or couriers for centuries.



Gorcrows often have a sinister reputation which is not necessarily a reflection of their true nature. Magicians and darker ilk find the Gorcrow to be a useful and valuable servant due to their higher intelligence and their size.

Gorcrow

populations will grow during times of conflict and unrest as the sources of food are more common and easily obtained and conversely they fall, at least in the settled lands, during times of peace.

Their eggs are prized by some as a delicacy and their young are able to be reared and trained if taken within the first month of hatching. The price for a young Gorcrow varies from a few silver pieces to as much as ten gold pieces depending on the market and buyer.

Elves see the Gorcrow as a bird of dark omen but will punish those who hunt it for they see it as the messenger of the Gods of Fate.

Adventure Notes

Gorcrow can be a serious problem to a party if they have been weakened after a bad battle. This may see individuals or the whole party targeted as easy prey. Other times the party may be actively hunting them due to a bounty or even looking for the nesting area to gather eggs or young.

Great Falcon

Description

Great Falcons are similar in appearance to their smaller cousins, the peregrine falcon, though their legs and beaks have a mid-blue colouring rather than the peregrine's yellow and their top feathers are a deep royal blue.

The wingspan of a Great Falcon reaches just over twenty-five feet on an adult and their body can be nearly ten feet from beak to base of the tail feathers.

Like the peregrine falcons, the Great Falcon females are the larger members of the species with males being around twenty percent smaller than the females.

Lifestyle

The Great Falcons are rare today, found mainly in the deep mountains and deep wilderness areas. A Great Falcon will hunt over a quite extensive range and can travel great distances with ease. They will seldom fight each other and rely on displays of aggression and posturing to defend their hunting lands.

During mating season, the male Great Falcons will abandon their hunting grounds and seek out a mate who they woo with acts of aerial acrobatics and hunting prowess. Once a pair has mated they will remain in the female's territory until the young have left the nest. A female will normally lay one to two eggs in a season with the overall birth split between male and female being fairly even across the species.

In border areas Great Falcons can be a serious problem as they do not differentiate between a child and other prey, leading to these areas often hunting them down. Given the speed and height at which these birds fly this is often a futile exercise and the birds will have moved on from the area after a successful kill.

Great Falcon

Level	10	DB	62
Size	Medium	Hits	183
BMR Type	Biped : Fly	Init	27
BMR	17 : 68.5	Stam	121
# Enc	1-2	Will	74
Outlook	Aggr.	Magic	69
Treasure	PNN	Build	Monster

DB Breakdown: (QU 32, Tough Hide (Lesser) 10, Instinctive Defense 20)

Attacks:

Talons – Small Slash	130
Beak - Small Puncture	112

Skills:

Acrobatics (12) 80, Ambush (5) 41, Endurance (33) 183, Flying/Gliding (33) 129, Perception (33) 111, Resistance - Magic (11) 69, Resistance - Stamina (20) 121, Resistance - Will (15) 74, Tracking (10) 58, Beak - Small Puncture (25) 112, Talons - Small Slash (33) 130, Foraging/Survival Forest (10) 58, Foraging/Survival Mountains (10) 58

Talents:

Athletic, Combat Awareness, Enhanced Senses, Instinctive Defence, Tough Hide (Lesser), Natural Weapon (Claw, Beak), Skill Specialization (Flying)

Abilities and Combat

Great Falcons are predators and they hunt like most predatory birds by either diving from a great height and smashing their prey into the ground or swooping in to grab their prey and fly off, twisting and crushing the prey with their powerful claws.

They will only stand and fight if their nest is endangered or if their young are being attacked. At that time, they may well land and they will use their beaks and wings as well as doing a leaping attack to try and pin their attacker.

Dive

The Great Falcon will dive from height, folding back its wings and free falling towards its target. The Dive attack is treated as a Charge attack the creature gains a +1 to OB and a -1 to DB for every foot of distance travelled, with the modifiers not exceeding +50 to OB and -50 to DB. The Great Falcon's skill in Flying/Gliding is used for this attack.

If the target of the Dive is aware of the attack, and has a Pole Arm, they automatically gain initiative over the diving creature this round. The attack itself delivers the creature's talon attack and also delivers a Medium Sweeps/Unbalancing attack. If the result indicates that the target falls, then the creature is on top of the target and has the target pinned.

Swoop & Grab

The Great Falcon swoops in on their target from height and attempts to grapple their target with their talons and then fly away with them. They can only attempt this on Medium or smaller targets and the target cannot exceed 200 lbs in weight.



The attack is treated as being similar to a Charge attack the creature gains a +1 to OB and a -1 to DB for every two foot of distance travelled, with the modifiers not exceeding +30 to OB and -30 to DB. The Great Falcon's skill in Flying/Gliding is used for this attack.

If the target of the Dive is aware of the attack, and has a Pole Arm, they automatically gain initiative over the diving creature this round. The actual attack itself delivers a Large Grapple attack with any successful grapple indicating that the attack was successful.

The grappled victim may attempt a Hard Strength maneuver to break free but will then fall. The Falcon may make a beak attack each round against a pinned foe in addition to a Large Crush Attack (talons crushing the victim) each round.

Wing Buffet

The Great Falcon flares and flaps its wings causing any medium size or smaller creature to make a Hard Quickness Maneuver or be knocked prone.

In addition, loose debris such as leaves, dust and sand will be kicked up by the wind causing blindness in those who fail the check for 1-5 rounds. This additional effect does not occur if the environment does not allow this, for example, a stone area, grassy plain, etc.

Leap & Pin

The Great Falcon, when on the ground, can make a small jump and land upon a foe. The attack uses the Falcon's Talon skill and is resolved as both a talon attack and a Medium Sweeps/Unbalancing attack. If the result indicates that the target falls, then the creature is on top of the target and has the target pinned.

This can only be used against Medium or smaller targets and the target must be between 10' and 25' away from the Great Falcon with no intervening people or obstacles.

Background

The Great Falcon was thought to initially be an import from another plane but studies by various scholars over the centuries have concluded that they are a natural offshoot from the normal avian stock. The birds themselves have no taint of magic or elemental powers and annals found from ancient history show that these birds have existed for as long as races have kept records. Indeed the elven scholars have quoted the earliest records of their race as referencing these majestic birds.

On several occasions the Great Falcons have been captured, bred and trained as guards and mounts. When used as mounts, it is common that the bulk of the riders are female due to their lighter frames. Indeed, several kingdoms make successful use of these birds in hit and run or scouting units using bow equipped riders.

Adventure Notes

Characters will rarely be attacked by these birds and the most common encounters are either accidental, such as stumbling onto a nest, or deliberate, such as hunting one down for a reward or trying to capture a young Great Falcon for training or sale.

Ki-Rin

Description

The Ki-Rin has a deer's body covered in small golden scales, graceful legs which end in cloven hooves and the head which has a wide lipped, dragon like face. Twin horns of gold sit atop the head, sweeping back above small deer like ears while deep blue eyes look forth from under a heavy brow. A mane of rich coppery gold encircles the powerful neck, often appearing to move and flow in some non-existent wind. The tail fades from gold to copper at its tip and resembles that of an ox.

Able to fly but possessing no wings the Ki-Rin appears to walk on air as it gallops across the sky or descends from the clouds.

Lifestyle

Ki-Rin are singular beings who live high among the clouds or on another plane of existence, perhaps the sub-plane of Air as many philosophers have proposed. Whatever the case is, little is known about how these creatures came into existence, how they breed and where they live.

Many mages and adventurers have attempted over time to learn more about this elusive beast but the Ki-Rin always evaded any form of scrutiny with ease.

Both male and female Ki-Rin have appeared over time but no one has ever seen one of their young or even a mated pair.

Abilities and Combat

The Ki-Rin is a fearsome opponent whose abilities in combat work equally well on the ground and in the air. With the ability to move effortlessly between being on the ground and airborne fighting a Ki-Rin is no small undertaking and most attackers perish.

The Ki-Rin will work to neutralise the most powerful foes quickly, using flicker jump, its horns and hooves to good effect and draining the mana from magic wielding characters.

In the air they have unsurpassed mobility and are able to twist and turn at will, allowing them to bring their horns and hooves to bear.

The Ki-Rin will utilise hit and run tactics to wear down powerful foes or large groups, attacking them as opportunities permit.

Ki-Rin - Young Adult			
Level	15	DB	48
Size	Medium	Hits	149
BMR Type	Quad : *Fly*	Init	20
BMR	27 : *54*	Stam	94
# Enc	1-2	Will	82
Outlook	Aloof	Magic	116
Treasure	RN3P2	Build	Monster

DB Breakdown: (QU 18, Tough Hide (Lesser) 10, Instinctive Defence 20)

Attacks:

Horn - Small Puncture	116
Hooves - Small Crush	99

Skills:

Acrobatics (6) 47, Charm (10) 62, Diplomacy (9) 57, Endurance (32) 149, Flying/Gliding (30) 147, Perception (35) 108, Power Point Development (20) 113, Resistance - Magic (30) 116, Resistance - Stamina (18) 94, Resistance - Will (15) 82, Horn - Small Puncture (35) 116, Hooves - Small Crush (28) 99

Spells:

Spell - Air Wall (8) 53, Spell - Air Bolt (7) 48, Spell - Bladeturn (8) 53, Spell - Blur (4) 33, Spell - Deflections (8) 53, Spell - Detect Magic (4) 33, Spell - Dispel Magic (6) 43, Spell - Invisibility (5) 38, Spell - Minor Healing (5) 38, Spell - Moving Ways (7) 48, Spell - Resist Damage (4) 33, Spell - Steel Skin (8) 53, Spell - Stun Cloud (8) 53, Spell - Vacuum (5) 38

Talents:

Combat Awareness, Extremely Nimble, Flight, Instinctive Defence, Lightning Reflexes, Regeneration (Greater), Tough Hide (Lesser), Natural Weapon (Horn), Natural Weapon (Hoof), Greater Blood Magic – Stunning Hooves, Rending Horn, Flicker Jump, Magic Draining Aura

Finally the Ki-Rin can cast spells and uses these to great effect.

Rending Horns (20)

For the Ki-Rin, its horn is magic made real and is able to pierce their foes armour with ease. The horn increases the horn's attack size by one level and also reduces the protection provided by armour by 20 DB.

In addition, if an open-ended hit (roll natural 96+) is scored the horn has rent the armour permanently reducing its DB by 5. Note that this will reduce the physical aspect of a suit of armour's protection but

not the magical protection. When the suit is reduced to 0 DB it is ruined and any magical enchantment is lost.

For example, a suit of +10 Chainmail (40 Base DB, 10 Magical DB) can be reduced down to 5 Base and 10 Magical DB (15 total) and still function but as soon as the last five base DB is lost the suit is destroyed. Note that against the horn the suit would have counted as providing 30 DB not 50 DB due to the nature of the horn.

Flicker Jump (30)

The Ki-Rin can quickly phase across a distance of up to fifty foot and often combines this with a charge attack. The flicker jump can change their heading allowing them to appear behind a foe they were charging, still moving towards the foe.

The foe is treated as being unaware and is subject to a rear attack providing the Ki-Rin with a +40 to its OB.

The Ki-Rin can use this ability four times a day.

Magic Draining Aura (40)

Four times a day the Ki-Rin can generate an Aura out to fifty feet from its body in all directions that forces spell using characters to make a Magic RR (140) or lose 20 PP per round within the Aura. A successful RR prevents the loss of PP.

This Aura can be activated five times a day and lasts for ten rounds or until ended early by the Ki-Rin.

Regeneration (Greater)

The Ki-Rin has the ability to regenerate damage from all but fatal wounds. Their body regenerates 3 Concussion Hit each minute and their recovery rate for non-fatal injuries is halved.

True Blood Magic - Stunning Hooves (45)

Upon a successful hit with the Ki-Rin's powerful hooves the target must make a Stamina RR (110) or be stunned for 2 rounds. The Ki-Rin can use this ability three times per minute.

Stun Touch (5), +1 Rounds Stun (2), +10 RR (2) = 9 x 5 = 45

Spells

Air Wall, Air Bolt, Bladeturn, Blur, Deflections, Detect Magic, Dispel Magic, Invisibility, Minor Healing, Moving Ways, Resist Damage, Steel Skin, Stun Cloud, Vacuum.

Background

Ki-Rin appear during times of need or darkness though what defines those times is often seen only in hindsight. They speak little and offer only direct aid, sometimes halting the actions of adventurers for reasons known only to them at the time.

Sighting a Ki-Rin is seen as a sign of good luck by many while others, more pessimistic, point out that to see one means that something bad is happening or about to.



Many sages believe that the Ki-Rin serve one of the higher beings or deities who watches over the world. Whatever the case is the Ki-Rin have been a part of myths and legends from time immemorial and to this day little is known about them, their origin or why they do as they do.

On the rare occasion that a Ki-Rin is slain, its body dissolves rapidly into a mist which drifts off into the sky, leaving nothing behind.

Ki-Rin - Adult			
Level	15	DB	48
Size	Medium	Hits	160
BMR Type	Quad : *Fly*	Init	21
BMR	27 : *54*	Stam	101
# Enc	1-2	Will	82
Outlook	Aloof	Magic	118
Treasure	RN3P2	Build	Monster

DB Breakdown: (QU 18, Tough Hide (Lesser) 10, Instinctive Defence 20)

Attacks:

Horn - Small Puncture	127
Hooves - Small Crush	102

Skills:

Acrobatics (6) 47, Charm (10) 63, Diplomacy (9) 58, Endurance (42) 160, Flying/Gliding (30) 147, Perception (35) 109, Power Point Development (20) 114, Resistance - Magic (30) 118, Resistance - Stamina (21) 101, Resistance - Will (15) 82, Horn - Small Puncture (45) 127, Hooves - Small Crush (30) 102

Spells:

Spell - Air Wall (12) 68, Spell - Air Bolt (10) 64, Spell - Bladeturn (12) 68, Spell - Blur (8) 54, Spell - Deflections (12) 68, Spell - Detect Magic (6) 44, Spell - Dispel Magic (8) 54, Spell - Invisibility (8) 54, Spell - Minor Healing (7) 49, Spell - Moving Ways (9) 59, Spell - Resist Damage (8) 54, Spell - Steel Skin (10) 64, Spell - Stun Cloud (10) 64, Spell - Vacuum (7) 49

Talents:

Combat Awareness, Extremely Nimble, Flight, Instinctive Defence, Lightning Reflexes, Regeneration (Greater), Tough Hide (Lesser), Natural Weapon (Horn), Natural Weapon (Hoof), Greater Blood Magic – Stunning Hooves, Rending Horn, Flicker Jump, Magic Draining Aura

Adventure Notes

Character may be aided by a Ki-Rin at certain times through their adventures, other times they may be hindered or even attacked if they are about to do something that goes against the Ki-Rin's often unknowable goals, such as opening the tomb of that evil being to loot it even though that may well let it loose again.

Evil mages have wanted to gain access to a Ki-Rin's horn or even a captured Ki-Rin for centuries though it is believed that none have ever succeeded.

Lammasu

Description

Lammasu are an ancient race of winged, lion-like beings which dwell in deserts and hot plains, often finding cave systems near water to use as their homes.

Lammasu are larger than normal lions, averaging 600 lbs for females and as much as 800 lbs for males. The Lammasu have golden fur and intelligent emerald green eyes in a lion like face. Their wings have a pale gold underside and deep brown gold top with pinion feathers deepening to black along their length and have a span of over sixty feet.

Male Lammasu have heavy gold manes with a long chin beard and wider chests and shoulders than the females.

Lifestyle

The Lammasu are an intelligent race which lives in family tribes scattered across the desert and dry plain regions of the world. Normally non aggressive, their appearance can frighten many travellers and lead to unwanted conflict.

Lammasu mate for life and often find their mates at the "Gathering of Families" held each Spring and Autumn. These gatherings are a time when the families come together to share knowledge and stories and catch up with old friends.

The Lammasu are a carnivorous race and hunt their food across their wide ranges, with wild camel and goat a common staple of their diet.

Unable to wield or make tools the Lammasu are a race which uses verbal communication and stories to preserve their knowledge and the Lammasu story keepers, the Keepers, are valued and important members of the community.

Male Lammasu are rarer than the females with only one in twenty births being males. Most males will leave their family after the age of six when they are young adults and seek a mate from another tribe, though their mate has often been decided long before then by the matriarchs of the families. If a male is slain the elder females will select a new mate from amongst the families near them.

Lammasu - Male			
Level	11	DB	52
Size	Medium	Hits	166
BMR Type	Biped : Fly	Init	10
BMR	14 : 115	Stam	110
# Enc	1	Will	72
Outlook	Aggr.	Magic	70
Treasure	NN2N4	Build	Monster

DB Breakdown: (QU 12, Tough Hide (Minor) 20, Instinctive Defence 20)

Attacks:

Claw – Small Slash	113
Bite – Small Puncture	108

Skills:

Ambush (13) 58, Climbing (20) 88, Endurance (30) 166, Flying/Gliding (30) 92, Jumping (10) 68, Perception (30) 104, Resistance - Magic (12) 70, Resistance - Stamina (26) 110, Resistance - Will (16) 72, Stalking & Hiding (13) 58, Storytelling (10) 60, Tracking (12) 58, Claws - Small Slash (35) 113, Bite - Small Puncture (30) 108, Mundane Lore (A) (10) 62, Mundane Lore (B) (10) 62, Foraging/ Survival Desert (15) 70, Use Blood Magic (Lammasu Roar) (13) 60

Talents:

Blazing Speed, Combat Awareness, Enhanced Senses, Instinctive Defence, Tough Hide (Minor), Toughness, Natural Weapon (Claw), Natural Weapon (Bite), True Blood Magic (Lammasu Roar)

Lammasu - Female			
Level	9	DB	52
Size	Medium	Hits	155
BMR Type	Biped : Fly	Init	18
BMR	14 : 115	Stam	102
# Enc	2-8	Will	64
Outlook	Aggr.	Magic	72
Treasure	NN4N4	Build	Monster

DB Breakdown: (QU 12, Tough Hide (Minor) 20, Instinctive Defence 20)

Attacks:

Claw – Small Slash	102
Bite – Small Puncture	87

Skills:

Ambush (15) 62, Climbing (20) 82, Endurance (30) 155, Flying/Gliding (30) 92, Jumping (10) 62, Perception (30) 107, Resistance - Magic (10) 72, Resistance - Stamina (20) 102, Resistance - Will (12) 64, Stalking & Hiding (14) 60, Storytelling (15) 73, Tracking (14) 65, Claws - Small Slash (30) 102, Bite - Small Puncture (25) 87, Mundane Lore (A) (10) 64, Mundane Lore (B) (10) 64, Foraging/ Survival Desert (15) 74

Talents:

Blazing Speed, Combat Awareness, Enhanced Senses, Instinctive Defence, Lightning Reflexes, Tough Hide (Minor), Toughness, Natural Weapon (Claw), Natural Weapon (Bite)

Abilities and Combat

The Lammasu use their front claws and massive mouth to good effect and are intelligent and resourceful fighters. In addition, female Keepers know a variety of spells from the Mage and Vivamancer lists and use them.

Lammasu will never fight to the death unless defending their young and they will fight as a unit, using their size, aerial capability and strength.



Male Lammasu also have the ability to produce a roar that can stun their attackers and they will utilise this to maximum effect in combat.

Lammasu - Keeper			
Level	11	DB	52
Size	Medium	Hits	144
BMR Type	Biped : Fly	Init	19
BMR	14 : 115	Stam	90
# Enc	1-2	Will	68
Outlook	Aloof.	Magic	78
Treasure	R2RN4	Build	Rogue

DB Breakdown: (QU 12, Tough Hide (Minor) 20, Instinctive Defence 20)

Attacks:

Claw – Small Slash	87
Bite – Small Puncture	74

Skills:

Ambush (8) 54, Climbing (14) 70, Endurance (26) 144, Flying/Gliding (25) 84, Jumping (8) 52, Perception (30) 98, Power Point Development (12) 77, Resistance – Magic (12) 78, Resistance – Stamina (16) 90, Resistance – Will (14) 68, Stalking & Hiding (8) 44, Storytelling (12) 70, Tracking (8) 48, Claws – Small Slash (20) 87, Bite – Small Puncture (16) 74, Mundane Lore – Choose 3(12/12/12) 74/74/74, Foraging/Survival Desert (15) 78

Spells:

Spell - Fire Wall (10) 70, Spell - Presence (4) 40, Spell - Fire Bolt (9) 65, Spell - Spikes (11) 72, Spell - Quiet Ways (6) 50, Spell - Jolts (8) 60

Talents:

Blazing Speed, Combat Awareness, Enhanced Senses, Instinctive Defence, Lightning Reflexes, Tough Hide (Minor), Toughness, Natural Weapon (Claw), Natural Weapon (Bite), Focused Eloquence Lesser (Mage)

True Blood Magic - Lammasu Roar (45) (Male Only)

A male Lammasu can emit, three times per hour, a roar which forces everyone in a cone (50' long, 8' wide at the far end) in front of the Lammasu to make a Stamina RR (100) or be stunned for 3 rounds.

Stun Cone 9 x 5 = 45

Focused Eloquence Lesser (Mage) (Keeper Only)

Keepers are able to cast spells from the Magician circle with increased ability, gaining a +10 to all such spells.

Spells (Keeper Only)

Select up to twelve spells with a maximum total of 32 Ranks in spells from the Universal, Mage and Vivamancer lists.

Note: Base statistic bonus is 10, Mage Circle receives a further +10 from Focused Eloquence.

Background

The Lammasu are an ancient race which have lived on this world for thousands of years but their oldest tales speak of another world and a great flight across the planes aided by their deity Lammas.

Only the circle of Keepers, which are all female, knows the truth behind the tales and they keep this amongst themselves. Today they are seen as an odd race, sometimes villainised, sometimes worshipped but mostly left to their own devices. Traders seldom seek them out as they have nothing to trade but sages will petition for a hearing by the Keepers whose oral histories stretch back to ancient times and are many times the only unbroken records of events and places.

The Keepers often send the younger members out across the world to observe and to report events for the gaining of knowledge is the essence of the Keeper's world. It is not unusual to see this quiet race and the Sphinx in deep conversation around various topics.

Adventure Notes

Lammasu can be encountered by characters in desert areas and dry plains and the encounter is often peaceful. Lammasu Keepers are encountered in a wider range of areas and this can lead to offers of information for help, information that is often very useful to adventurers. Finally, the adventurers could be seeking out a Keeper for knowledge about an event, location or at the behest of someone else.

Mist Ravens

Mist Raven			
Level	4	DB	68
Size	Tiny	Hits	87
BMR Type	Biped : Fly	Init	39
BMR	7 : 34	Stam	66
# Enc	2-20	Will	68
Outlook	Aloof	Magic	104
Treasure	P2PP	Build	Rogue

DB Breakdown: (QU 48, Instinctive Defense 20)

Attacks:

Claw – Tiny Slash	57
Beak – Tiny Puncture	48

Skills:
Ambush (12) 57, Cantrips (CoM) (6) 43, Endurance (12) 87, Flying/Gliding (12) 57, Foraging/Survival Woods (12) 74, Perception (15) 88, Power Point Development (4) 43, Resistance - Magic (15) 104, Resistance - Stamina (10) 66, Resistance - Will (11) 68, Stalking & Hiding (12) 67, Tracking (8) 53, Claws - Tiny Slash (12) 57, Beak - Tiny Puncture (10) 48, Foraging/Survival Mountains (12) 74, Use Blood Magic (Air Form) (8) 53

Cantrips:
Create Water, Dry Wood, Heal Bruise, Heal Cut, Purify Drink, Purify Food

Talents:
Affinity of Air, Enhanced Senses, Instinctive Defense, Lesser Resistance (Magic), Lightning Reflexes, Natural Weapon (Claw), Natural Weapon (Beak), Speak with Magical Creatures (Choose 2), Speak with Normal Animals (Avian), Shrink (Major), True Blood Magic (Mist Form)

Description

Mist Ravens look to be common, if somewhat larger, Ravens on first glance as they glide effortlessly through the fogs and mists. They are a large bird with a two feet wingspan and piercing eyes above a sharp beak.

The more observant will notice a shimmer of silver along the wings and a faint peel of mist from the wings which betrays their unworldly origins.

When they land to observe the world with those too wise eyes, their long curved talons become obvious as they grip the Raven's chosen perch.

The Mist Raven's true magic ability becomes apparent when its body transforms into mist and slides away into the surrounding fog.

Lifestyle

Mist Ravens have a structure more like a wolf pack than birds. A dominant alpha male and female lead the pack. They vary from this norm in that there will be many mated pairs within the pack. The alphas will decide the hunting grounds, move the group on and also decide when to split off younger mated pairs to form their own pack.

Mist Ravens are omnivorous and highly opportunistic with their diet varying with location, season and serendipity. They are not above scavenging from carrion, including human and other intelligent species' dead whom they see as another source of food and a potential threat. This has led to Mist Ravens having a bad reputation in some lands and as gate keepers for the dead in others.

Mist Ravens live for over eighty years and alphas can reign for thirty or forty of those years. When an alpha is overthrown through a non-lethal challenge or steps down, they remain with the pack, becoming some form of respected elder.

Abilities and Combat

Mist Ravens have no real offensive capabilities beyond their claws and beaks which they apply by swooping and diving at their foe. They will not fight on the ground and when pressed will assume mist form and slide away. They are not vindictive or vengeful unless someone has gone out of their way to harm the pack.

True Blood Magic - Mist Form (12)

Mist Ravens will use their mist form to escape from attack when confronted by a stronger foe. A mist Raven can utilise this form 3 times per hour.

Air Form 4 x 3 = 12

Lesser Resistance - Magic (10)

Mist Ravens have retained some of their ancestor's resistance to magic and gain a +10 bonus when making Magic based resistance rolls.

Cantrips

Mist Ravens know a number of Cantrips and are able to cast them. No known Mist Raven has shown any ability beyond this.



Dive

The Mist Raven will dive from height, folding back its wings and free falling towards its target. The Dive attack is treated as a Charge attack the creature gains a +1 to OB and a -1 to DB for every foot of distance travelled, with the modifiers not exceeding +50 to OB and -50 to DB. The Mist Raven's skill in Flying/Gliding is used for this attack.

If the target of the Dive is aware of the attack, and has a Pole Arm, they automatically gain initiative over the diving creature this round. The actual attack itself delivers the creature's talon attack and also delivers a Medium Sweeps/Unbalancing attack. If the result indicates that the target falls, then the creature is on top of the target and has the target pinned.

Swoop & Slash

The Mist Raven swoops in on their target from height and slashes with their beak striking for damage before flying away. The attack is treated as a Charge attack the creature gains a +1 to OB and a -1 to DB for every foot of distance travelled, with the modifiers not exceeding +50 to OB and -50 to DB. The Mist Raven's skill in Flying/Gliding is used for this attack.

The attack uses the Mist Raven talon or beak attacks doing normal damage against the target.

Background

Mist Ravens are descendants of birds from the plane of Air who have bred with the normal Ravens of this world. More intelligent than their mundane cousins, the Mist Raven are a slowly spreading race, frequenting those climes that have mists and fogs.

Younger Mist Ravens have been known to serve as familiars for mages for many years and then leave, breaking the bond at will with no harm to either side. Those who have had Mist Raven familiars have sworn that they have their own language and that others will visit them from time to time, almost as if exchanging information.

Adventure Notes

Mist Ravens can be encountered as familiars or even offer themselves as a familiar to the party. In rare occasions a pack of the Mist Ravens can approach the characters for aid with removing some threat from their range, though how this is managed can vary from the birds leading the party to the foe to the alphas showing magical or expensive items to the party and then flying off only to return until the party understands what the Ravens are trying to do. Many times the second approach leads to the first, though after the foe is slain the Ravens will leave the offered goods with the party.

Pegasi

Description

A pure white winged horse the Pegasus is equally at home on the ground as it is in the sky. Large feathered wings of white plumage glimmer with silvery blue highlights while the long white mane shines with almost unbearable brightness in the full sun. Even the hooves are of purest white edged with silver.

The wings span over forty feet and the Pegasus itself is the size of a light riding horse, standing some five feet at the shoulder and weighing in at around one thousand pounds.

Pegasus			
Level	13	DB	67
Size	Large	Hits	155
BMR Type	Quad : Fly :*Swim*	Init	26
BMR	34 : 90 : 17	Stam	66
# Enc	1-12	Will	62
Outlook	Prot.	Magic	104
Treasure	- - -	Build	Monster

DB Breakdown: (QU 22, Tough Hide (Minor) 20, Dense Musculature 5, Instinctive Defense 20)

Attacks:

Hooves – Medium Crush	123
Bite – Small Puncture	98

Skills:

Cantrips (6) 41, Endurance (30) 155, Flying/Gliding (35) 105, Foraging/Survival Woods (15) 81, Jumping (10) 63, Perception (35) 105, Power Point Development (25) 115, Resistance - Magic (20) 102, Resistance - Stamina (12) 84, Resistance - Will (12) 62, Swimming (10) 38, Hooves - Medium Crush (35) 123, Bite - Small Puncture (20) 98

Spells:

Spell - Air Wall (15) 91, Spell - Blade Turn (12) 85, Spell - Darkness (9) 76, Spell - Deflections (10) 81, Spell - Fear (9) 76, Spell - Haste (9) 76, Spell - Invisibility (8) 71, Spell - Quiet Ways (8) 71

Cantrips

Create Water, Heal Bruise, Heal Cut, Purify Drink, Purify Food, Relieve Pain

Talents:

Accelerated Healing, Combat Awareness, Dense Musculature, Instinctive Defence, Lightning Reflexes, Portage Skills, Tough Hide (Minor), Toughness, Focused Eloquence Greater (Mage), Skill Specialization (Flying), Giantism (Minor), Natural Weapon (Hooves), Natural Weapon (Bite)

Lifestyle

Found in remote alpine valleys and glades the Pegasus is a shy and reclusive being, living its life in contentment among the small herd which is its family. An herbivore, the Pegasus is peaceful by nature but they will become fiery and aggressive if they or their herd are threatened.

Occasionally a young mare or stallion will wander further afield, drawn by adventure or curiosity, into contact with other races. Some will return while others will befriend someone and become partners, allowing them to ride upon their back. Some small few fall prey to those of darker intent and become enslaved or worse. Those who do become mounts, willingly or unwillingly, can carry up to 250 lbs.

Abilities and Combat

Pegasi have three main forms of defending themselves, their hooves, their bite and spells. Pegasi will use their physical attacks when cornered or in defence when there is no option but they prefer to fly above their attacker and cast spells to either drive them away or soften them up. Pegasi are equally capable of using their attacks in the air or on the ground.

Accelerated Healing

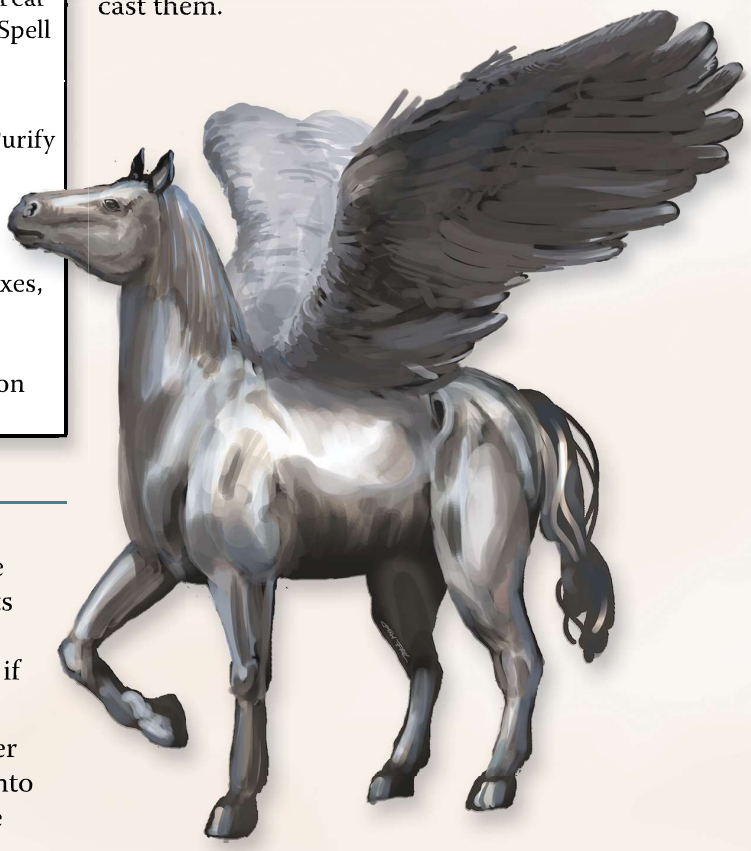
Being of a magical nature Pegasi are able to heal at twice the normal rate.

Focused Eloquence Greater (Mage)

Pegasi are able to cast spells from the Mage circle with increased ability, gaining a +20 to all such spells.

Cantrips

Pegasi know a number of Cantrips and are able to cast them.



Spells

Select up to twenty spells from the Universal, Mage and Elementalist (Air or Earth spells only) lists with a maximum of 80 Ranks in total. Pegasi will never learn or utilise fire based spells.

Note: Base statistic bonus is 10, Mage sphere receives a further +20 from Focused Eloquence.

Background

Pegasus are native to this plane and have existed in remote regions for as long as the races can recall. Some races have even bred a form of lesser Pegasus which they use as mounts, these Pegasi lack the magic use ability of their greater cousins.

Pegasi are peaceful by nature and prefer to remain secluded from the world, living their life in peace and tranquillity. On occasions though they have been motivated to fight against some great evil, and it is these events which have led to the popular image of great knights mounted on a mighty Pegasus.

Adventure Notes

Most encounters with Pegasi are with a single member of the species who is journeying to find adventure. A truly lucky adventurer may even befriend one and gain a loyal companion. Other encounters can range from stumbling upon a herd to rescuing a Pegasus from captivity or worse.

Viper Hawks

Description

With a long, muscular body patterned with black and dark grey scales and wide hard feathered wings of midnight black the Viper Hawk, as it is commonly called, is a sinuous and graceful creature. Its flat, diamond shaped head with long curved fangs lets all who see it know this creature is dangerous.

At adulthood they range in size from two feet to over four feet and with a body three to four times thicker than a snake of that size the Viper Hawk is one of the apex hunters for its region. Their wing span is an average of four feet and the base of the wings start about a third of the way down the body and run almost down to the tail.

In flight they are sinuous and agile, diving, turning and twisting with acrobatic ease and grace. On the ground they are not hampered by their wings, folding them away or even using them to help propel them along. The feathers are not soft like bird feathers as they are formed from specialised scales, giving them a strength that allows them to be used to support and move the snake swiftly while on the ground.

When launching into flight from the ground the Viper hawk will coil itself as if ready to strike and then launch itself with a powerful flex of its body, snapping its wings wide to almost glide before flapping its powerful wings to gain height. Those who have seen this say they resemble arrows shot from the ground, such is the speed of the launch.

Viper Hawk (Winged Snake)			
Level	5	DB	88
Size	Small	Hits	126
BMR Type	Worm/Snake : Fly	Init	24
BMR	16 : 37	Stam	63
# Enc	1-20	Will	96
Outlook	Prot.	Magic	36
Treasure	PR4P	Build	Monster

DB Breakdown: (QU 38, Tough Hide (Lesser) 10, Agile Defence 20, Instinctive Defence 20)

Attacks:

Bite – Tiny Puncture	89

Skills:

Acrobatics (5) 56, Ambush (10) 71, Camouflage (8) 60, Climbing (8) 73, Endurance (18) 126, Flying/Gliding (15) 91, Foraging/Survival Woods (9) 45, Perception (15) 91, Resistance - Magic (6) 36, Resistance - Stamina (9) 63, Resistance - Will (15) 96, Stalking & Hiding (10) 111, Tracking (9) 56, Bite Attack - Tiny Puncture (18) 89

Talents:

Agile Defence, Blazing Speed, Combat Awareness, Enhanced Senses, Extremely Nimble, Instinctive Defence, Lightning Reflexes, Natural Climber, Poison Bite/Sting (Major), Quiet Stride, Tough Hide (Lesser), Natural Weapon (Bite), Poisonous Spit (Major), Shrink (Minor), Heat Vision (Major)

Lifestyle

Viper Hawks are predators who hunt small prey such as lizards, rabbits and birds, being able to pursue both land and airborne prey. Unlike most snakes they are communal and a nest, as groups of these beings are called, can range in size from three or four adults through to a few dozen. The size of the nest is determined by the availability of food with most nests ranging over a fifty square mile area, though in harsh environments this can rise to a few hundred square miles.

Young are born from eggs and when they hatch they have no wings, just buds where they will form. By six months of age the Viper Hawk young will have developed their full set of wings and will be able to fly.

Viper Hawks secrete a resin which they use to build complex hives in the boughs of large trees or within caves high on cliffs. These hives are defended with vigour and have an egg chamber at their heart with a number of nurseries around this chamber. Hives can range from several feet across for a small nest to dozens of feet for a large nest. Adults seldom sleep within the hive, preferring to create small platforms in nearby trees with the same resin.

Viper Hawks love the shine of gold and silver and will often embed such items within their nest and platforms. This has led to the death of many adventurers who stop to gather the tempting treasure on display.

Abilities and Combat

The Viper Hawk has a number of attack options, with the main attack being to swarm around a target, biting it to deliver their powerful poison. Viper Hawks can also spit a stream of poison at the face of a dangerous foe, delivering the equivalent of a bite attack if it hits the eyes, open mouth or even open wounds of the target.

They will only attack targets they cannot eat if threatened or during nesting season when the young have hatched.

On the ground they will coil and strike or spit at attackers and will take to the air as soon as they can. They are fantastic ambush attackers if prepared and will strike out if startled. One attack method is to coil and launch themselves into flight directly at the target, attempting to attack the face.

They can bite up to eight times before their poison reserves are depleted and this will then be recovered at a rate of one bite amount per hour that passes. The spit attack uses an amount of poison equal to two bites.

Heat Vision (Major) (25)

Viper Hawks have effective "heat pits" like the more common pit vipers and they can see the world as a mosaic of hot and cold regions, identifying anything that is even a fraction of a degree above or below ambient temperature. Their range is equivalent to normal vision, except they can distinguish fractional degree differences out to 30 feet, temperature differentials of one to five degrees at 150 feet, and higher temperature differentials beyond that range.

Poisonous Bite (Major) (30)

The viper hawk is able to deliver a poisonous bite which is resolved as a Cascading Resistance Roll using the following table:

CRR (120) ..... No Effect
CRR (110) ..... 1d100-20 on Internal Poison Critical Table
CRR (100) ..... 1d100-10 on Internal Poison Critical Table
CRR (90) ..... 1d100 on Internal Poison Critical Table
CRR (80) ..... 1d100+10 on Internal Poison Critical Table
CRR (70) ..... 1d100+20 on Internal Poison Critical Table
Failure ..... Character receives maximum result from the Internal Poison Critical Table

Poisonous Spit Attack (Major) (30)

The viper hawk is able to project poison up to 5 feet from its mouth is a spray. The poison is only effective if it enters the body via the face or mouth (attack against the face) or via an open wound (target has had bleeding damage within combat sequence).

CRR (120) ..... No Effect
CRR (110) ..... 1d100-20 on Internal Poison Critical Table
CRR (100) ..... 1d100-10 on Internal Poison Critical Table
CRR (90) ..... 1d100 on Internal Poison Critical Table
CRR (80) ..... 1d100+10 on Internal Poison Critical Table
CRR (70) ..... 1d100+20 on Internal Poison Critical Table
Failure ..... Character receives maximum result from the Internal Poison Critical Table

Background

Scholars have studied Viper Hawks across the centuries. While it seems impossible that such a fantastic creature could exist naturally it appears that they are the result of strange, but not magical, evolution. Many refer to them as the Gods' joke given their improbable mix of traits.

Whatever the case of their origin may be, the Viper Hawks have been around as long as there is recorded history. Over the centuries the numbers have risen and fallen as the pressures of population impacted their hunting grounds.

In recent years Viper Hawks have taken to inhabiting cities, adapting their ways to a more nocturnal way of hunting, building their hives in the sewers and ruins of the poor quarters and feeding off the rodents and other small animals which abound in cities. Assassin guilds seeing an opportunity have developed a number of uses from luring people to hives to developing scents that attract the Viper Hawks to their target.

Adventure Notes

Adventuring parties can encounter Viper Hawks in the wild, often stumbling onto a hive by mistake when entering ruins, deep forests or caves. They could be hired to clear out a nest in a newly opened or reclaimed border area and even find one or more hives within a city. The last could well bring them into conflict with the local assassin's guild who may well have been cultivating the lair for various reasons.

Assassin guilds will also hire adventurers to raid a hive for viable eggs so they can start a new hive, paying good gold for each egg.

Air Creatures - Racial Stats

Names	ST	CO	AG	QU	SD	RE	IN	PR	END	PP	Stam.	Will	Magic
Geryon	5 (8)	4 (6)	2 (4)	0 (4)	0 ()	2 (4)	2 (2)	0 (2)	40	20	12	10	8
Gorcrow	0 ()	2 (2)	0 ()	12 (8)	6 (2)	3 (2)	3 (8)	3 (8)	60	0	15	5	10
Great Falcon	7 (6)	10 (8)	8 (6)	10 (6)	2 ()	2 ()	4 (2)	8 (2)	60	0	15	10	5
Ki-Rin – Young Adult	5 (6)	5 (5)	0 ()	4 (5)	3 (4)	2 (4)	3 (3)	3 (3)	30	30	8	8	14
Ki Rin - Adult	6 (6)	6 (5)	0 ()	4 (5)	3 (4)	3 (4)	4 (3)	3 (3)	30	30	8	8	14
Lammasu - Male	8 (8)	5 (6)	0 (2)	2 (4)	0 ()	2 (4)	2 (2)	2 (4)	45	15	12	10	8
Lammasu - Female	4 (6)	4 (6)	0 (2)	2 (4)	0 ()	3 (4)	3 (4)	2 (4)	45	15	12	10	8
Lammasu - Keeper	4 (4)	4 (4)	0 (4)	2 (4)	0 ()	4 (6)	4 (4)	4 (4)	45	15	12	10	8
Mist Raven	-2 ()	3 (2)	0 ()	18 (6)	1 (2)	2 (8)	2 (8)	0 (4)	50	10	6	10	14
Pegasus	11 (2)	6 (4)	0 ()	3 (8)	0 ()	4 (7)	3 (7)	4 (2)	30	30	10	8	12
Viper Hawk	-1 (4)	2 (2)	2 (8)	11 (8)	3 (8)	0 ()	0 ()	0 ()	60	0	10	14	6

Weres



Overview

Weres have been living in the shadows of civilised society from time immemorial. These beings have haunted the dark alleyways, forests and fringes of almost every nation and no race is immune from having them amongst its people.

The most common form of Were is the werewolf whose existence has been the source of legends and tales for millennia. Werewolf are the most well known as they are social creatures themselves and their packs often exist within normal society, hidden in plain sight. Well-known does not necessarily mean well understood.

Encounters and research have shown that there are a range of were species. The werebear are ferocious warriors and notorious loners who haunt the forests and dark places. Weretigers live in more tropical climes and are also lone hunters of the night and have a fierce reputation as hunters and killers. The agile werefox haunts the edges of society, surviving on thieving and pilfering.

What has baffled sages is the source of the infection, what is this disease which causes this transformation, where did it start and why does it mimic common animals in genus. Certainly, there is magic of some form at work here as the transitions between forms changes mass and size of the host. The fact that it appears tied in some manner to the phases of the moon for the just initiated is also baffling as is the effects of silver, acting as almost a poison, within these creatures.

Many sages have hypothesised that Weres are Nature's predators for sentient races, the natural balance of predator and prey asserting itself. Certainly these beings feed almost exclusively on their host race, seeming to prefer them to other sources of food, though they still do hunt deer and other creatures if the need arises.

Weres - Stats

Names	Lvl	Size	BMR Type	BMR	Init	DB	Hits	Attacks	#Enc	Outlook	Treas.	Stam	Will	Mag
Werewolf														
Alpha	25	Medium	Biped / Biped : Swim	15 / 18:8	34	86	191	(See SKILLS)	1	Prot.	N2R2N5	128	98	82
Beta	12	Medium	Biped / Biped : Swim	10 / 12:5	15	70	154	(See SKILLS)	1-2	Prot.	NN3N5	98	49	37
Fury	19	Medium	Biped / Biped : Swim	12 / 14:6	16	63	190	(See SKILLS)	1-4	Hostile	-NP	132	74	58
Seer	15	Medium	Biped / Biped : Swim	16 / 16:8	28	24	90	(See SKILLS)	1	Aloof	RN5N2	70	80	127
Shadow Hunter	22	Medium	Biped / Biped : Swim	16 / 17:8	35	84	142	(See SKILLS)	1-2	Aloof	N2N4N2	84	98	78
Pack	5	Medium	Biped / Biped : Swim	10 / 11:5	15	34	117	(See SKILLS)	1-12	Prot.	PN2N3	60	29	17
Werebear	19	Medium	Biped / Biped : Swim	16 / 18:8	27	88	180	(See SKILLS)	1	Prot.	NN2N3	130	90	81
Werefox	21	Medium	Biped / Biped : Swim	16 / 17:8	37	76	144	(See SKILLS)	1-2	Aloof	N2N4N2	88	106	94
Weretiger	19	Medium	Biped / Biped : Swim	16 / 18:8	34	72	173	(See SKILLS)	1	Domin.	NN2N3	117	94	81

Ecology

Weres have lived amongst and preyed upon the sentient races for all recorded history. Existing either in close knit packs or as loners, these beings are predators who hide amongst the nations of the world feeding on their people.

Weres will hunt their host race by preference but when the risk of discovery is high they will blend in, taking to wild prey to satiate their hunger.

Weres are adaptable to almost any climate and region. It is more the nature of the beast form which drives their location and chosen hunting grounds.

Lifestyle

Weres are split into two major groups, packs and loners. The packs form a rigid hierarchy and often have different sub species which perform various roles. The werewolves are the best example of this specialisation based on function with their packs often having five or more specialist roles.

Pack hunters will live in close knit groups dominated by an Alpha who rules the pack. These packs can exist within society, living amongst their host race or just as easily be found living on the edges of nations in the wilds, hunting and roaming in a manner much more akin to their beast side.

Loners tend to live on the fringes, hunting and moving, living a nomadic life much more in tune to their beast side. On rare occasions one of these creatures will settle down in a large population centre and hunt amongst its citizens whilst maintaining a façade of being one of the crowd. When they do move on they will normally make it appear that they too have fallen prey to their own predation.

Lycanthropy imparts an extended lifespan, often five to ten times that of their host race and as such even the most well established packs will move on to avoid suspicion.

It is known that Weres can control if their bite will cause a victim to transform or not as there are rare cases of survivors who have not transformed, though they often live under suspicion for many years within their community.

Weres live long lives, often into the hundreds of years, as a consequence of their change.

Gaining Control Of The Change

There are three talents which must be purchased in order and require elapsed time prior to being purchased. These talents, detailed below, allow the Were to eventually gain full control over their change.

Control Change, Minor (5)

The Were can resist the full moon change for 2d4 hours. This talent can only be learned after going through four full lunar cycles.

Control Change, Major (10)

The Were can supress their change altogether during the full moon, though they may to change during this time if so desired. The Were must have learned Control Change, Minor prior to this and must have been a were for at least twelve months.

Control Change, Greater (15)

The Were is able to change at will at any time, regardless of the moon cycle. The Were must have learned Control Change, Major prior to this and must have been a were for at least three years.

Werewolves

Overview

Packs

Werewolves are one of the more social of the Were species and as such are also one of the most dangerous and feared. Organised into packs led by an alpha, who can be male or female, werewolves have developed a number of subspecies which fulfil specific roles within the pack. How a werewolf is allocated or becomes one of these subspecies is not understood at all or even how these came about.

It is known that at the time an alpha infects a victim it can in some way influence the transformation that victim undergoes. The alpha appears to be the only creature able to do so with other subspecies simply creating a standard Were from their bite.

It is not known if the alpha can influence these other victims or not, post-infection.

Subspecies (Castes)

Alpha

There is only ever one alpha within a given pack and their rule is absolute. Whether this is through pheromones, some form of mental control or magic is not clearly understood. Alphas can be male or female and what makes one of the pack suitable to become an alpha is unclear.

Alphas have the ability to select the sub-species of the victims they chose to transform and can even create another Alpha, doing so when the clan grows too large. Once the new Alpha reaches puberty, they leave the current pack with a handful of other young members, often transformed for just this purpose, and set out to create a new pack home for themselves.

Seer (Mage)

The Seer subspecies is an extremely rare subspecies and are the only known species of a Were to use forms of magic. They have access to innate magical abilities and have the rare ability to develop more of these as they gain in power. They are always tied very closely to their Alpha and are extremely loyal, or at least are so tightly controlled that it is the same outcome.

Fury (Berserk)

Furies are true combatants and while not many are created by an Alpha, they are fearsome foes and most packs have four to eight of these beasts kept on a tight leash. Stronger, faster and more aggressive than their Pack brethren the Fury wades into battle tearing left and right with their claws and teeth. Their ability to heal quickly makes them a fearsome foe.

Shadow Hunter

The Shadow Hunters are the spies and assassins of the Pack. Often appearing as just a normal pack member, these stealthy and dangerous beings are the eyes and ears of the Alpha and often his way to quietly deal with challenges and rival Alphas. Agile and smart, these werewolves can move almost unseen when they need to and are trained to kill quietly and efficiently.

Beta (Champion)

The Beta is a step below the Alpha, strong, loyal and an exemplarily fighter, they often wield swords, axes and shields and some even don light chain armour. They form the elite guard and loyal cadre around the Alpha.

Pack Member

The Pack member is the bulk of the pack, still dangerous, loyal to their Alpha and living unseen and unnoticed amongst the races around them.

Ecology

Werewolves live amongst the races, in their cities and rural areas. Packs tend to form into three broad categories. City based packs often engage in trade or enterprise which provides them cover for their undertakings. Rural packs will own a farm or farms and be close knit, often forming generational bonds within an area and forming the leadership for that area. Finally, there are the wild packs, which live a more primitive lifestyle out in the borderlands and

wilds, hunting freely across a large area that they have claimed.

Where packs come into conflict it can create a large scale covert war with both packs fighting for dominance. There are cases, mainly amongst the city packs, where they have come to an agreement and manage to co-exist.

Background

Werewolves are perhaps the most well-known of Weres and have been recorded across written history. Where they originated from and why they exist is still a hotly debated topic amongst the sages of the world. Many speculate that nature created a predator able to successfully hunt the many races and thus maintain a form of balance. Others postulate a wild magic event which created them.

While this debate circles endlessly without resolution, one fact remains, they are amongst the races, have adapted across a wide variety of cultures and racial types and appear to homogenous within the breeds regardless of racial base.

Professions

Werewolves in their base form continue to gain levels and skill ranks in Professions and continue to develop their original Profession after they have turned.

The Moon

Unlike other Weres the Werewolf is strongly tied to the cycles of the moon and until they gain the ability to control their change they are bound to change on the full moon. The pack will ensure that those who have yet to learn control are kept safe during this time.

Rogue Werewolves

On occasion an individual undergoes the change outside of a pack and becomes a rogue. With no Alpha to dominate them, they become feral, hunting and killing in line with the lunar phases. Rogues are a threat to established packs as they draw unwanted attention and as such are as hunted by local packs as they are by their victims. Rogues are only ever of the Pack Member type.

Magic Users and Werewolves

It is very rare for a magic user to be turned and even if they are turned unless the Alpha makes them a Seer they lose their magical ability in Wereform. Rogue Werewolf mages are unable to cast any spells in Wereform.

Seers must be created from a magic user.

The Statistics Below

The following statistics are for a young pack lead by a mid-level Alpha who has recently been promoted from a Beta. It would be a more reasonable encounter for a mid-level party to stumble upon a new pack trying to establish themselves in an area.

Reading The Stat Block

The stat blocks that follow are for the Wereform of the Alpha based upon a character from Martial Law. The character has been advanced several levels from the ML version and has developed skills appropriate to their new form. Between forms skill ranks will remain unchanged.

The **Base** line in the stat block provides the information on DP and levels spent.

The **Purchased Skills** sub-section provides the skills and the Ranks purchased above those in the ML description.

Werewolf Alpha

Description

The Alpha Werewolf is the largest of the Werewolves in Wereform, towering seven feet tall with a powerful build in their Wereform. Alphas, male and female, have a distinctive ruff or 'mane' and some have even been known to wear light chain armour and wield weapons.

In human form they will have a commanding presence, able to dominate any situation and are often community leaders for city based packs. They tend to shy away from open politics but can be quite powerful in the underworld of a city.

Lifestyle

Alphas are leaders, they rule their pack with absolute authority and will tolerate no challenge to this authority. They can be male or female, the power is in the blood, not the gender. The alpha will, for city based packs, live in a well to do area, often owning a small mansion.

No one can explain why or how an Alpha gains its abilities, they rise from the ranks of the Betas who do not have these abilities at all, yet, once a beta rules a pack they change, gaining abilities and growing in stature.

Alpha Wereform - Overlay

Stats:

Racial stat modifiers -
ST:+6, **CO**:+8, **AG**:+6, **QU**:+2, **RE**:+2, **IN**:+2, **PR**:+4
Base Endurance: 50; **Base PP**: 10;
Racial RR modifiers - **Stam**: 12, **Will**: 12, **Magic**: 6

New Talents:

Agile Defence; Blinding Reflexes; Dark Vision (Lesser); Enhanced Toughness; Instinctive Defence; Lesser Resistance (Stamina); Regeneration (Major); Tough Hide (Lesser); Natural Weapon (Claw); Natural Weapon (Bite);
Control Caste (20) [Alpha Werewolf Only]: This is the ability of an Alpha Werewolf to choose the caste of the werewolf they have created or any of their pack have created. If the Alpha does not exercise this ability, the Werewolf becomes a normal Pack member;
Force Change (15) [Alpha Werewolf Only]: The Alpha can force any of its pack to assume Wereform at will, in an area covering a 100-foot radius. The character must be an Alpha;
Control Change (Minor); Control Change (Major); Control Change (Greater)

Forfeit Talents:

Lightning Reflexes; Preternatural Reflexes; Toughness

Other:

None

Alpha Werewolf (Wereform, Mid-level Alpha)

Base	Human Fighter Level 15 (ML pg. 91) + 4 Levels (190 DP on skills)		
Level	25	DB	86
Size	Medium	Hits	191
BMR Type	Biped / Biped : *Swim*	Init	34
BMR	15 / 18 : 7.5	Stam	128
# Enc	1	Will	98
Outlook	Prot.	Magic	82
Treasure	N2R2N5	Build	Fighter

DB Breakdown: (QU 22, Tough Hide (Lesser) 10, Agile Defence 34, Instinctive Defence 20)

Attacks:

Attack Weapon 1	114	Attack Claw	109
Attack Weapon 2	94	Attack Bite	96

Purchased Skills:

Attack Bite	10	Leadership	10
Attack Claw	15	Perception	10
Climbing	5	Resistance - Stamina	15
Endurance	25	Resistance - Will	5

Abilities and Combat

Alphas rarely enter direct combat as they provide command and control for the pack. When they do though, they are a foe to be reckoned with, powerful and capable they are deadly in close combat and have the speed to close in quickly when needed. Intelligent foes, they will fight when it makes sense and are willing to retreat to fight another day.



Background

Alpha's are the core of the pack and without them the pack can quickly descend into anarchy as the Betas fight for supremacy. It is rare that an Alpha will die with no direct hair but on those occasions when it does happen it can be disastrous for both the pack and any who are within that location, be it city or country, as the various parties will attack and turn many people to bolster their ranks.

Alpha Werewolf (Wereform, Mid-level Alpha) - Continued

Skills:
Acrobatics (10) 80, Ambush (10) 75, Animal Handling (1) 24, Appraisal† (5) 40, Armor (25) 109, Brawling (8) 74, Climbing (10) 104, Crafts† (3) 39, Duping (2) 29, Endurance (40) 191, Healing (3) 30, Herbcraft (1) 20, Jumping (10) 89, Leadership (10) 89, Navigation (1) 20, Perception (15) 91, Public Speaking (2) 29, Resistance - Magic (15) 82, Resistance - Stamina (15) 128, Resistance - Will (15) 98, Rope Mastery (3) 39, Runes (1) 20, Signaling (3) 30, Stalking & Hiding (10) 75, Swimming (10) 94, Tracking (5) 41, Combat Style Blindfighting (15) 94, Combat Style Disarm Foe (15) 94, Combat Style Mounted Combat (13) 100, Attack Weapon 1 (15) 114, Attack Weapon 2 (10) 94, Riding Horse (14) 83, Linguistics (Spoken) Racial (8) 55, Linguistics (Written) Racial (5) 40, Linguistics 2(Spoken) Common (5) 40, Linguistics 2(Written) Common (3) 30, Mundane Lore (A) Local Region (9) 59, Attack Claw (10) 109, Attack Bite (6) 96

Talents:
Blinding Reflexes, Dark Vision (Lesser), Enhanced Toughness, Instinctive Defence, Lesser Resistance (Stamina), Regeneration (Major), Shield Training, Tough Hide (Lesser), Skill Specialization (Weapon 2), Bonus Skill Ranks, Professional Adaptability, Skill Flexibility (Riding), Control Caste, Force Change, Control Change (Minor), Control Change (Major), Control Change (Greater), Natural Weapon (Claw), Natural Weapon (Bite)

Adventure Notes

It is extremely uncommon for a party to encounter an Alpha by themselves, they are normally well protected and surrounded by the pack. Parties can, however, unwittingly end up working for an Alpha, especially if they are engaged in underworld ventures or the Alpha is looking to expand its territory without being too obvious. Becoming caught up in a pack war can be an interesting and dangerous position to be in, especially as the rival pack now sees the party as an enemy.

Werewolf Beta

Beta Champion Wereform - Overlay

Stats:
Racial stat modifiers -
ST:+6, **CO**:+6, **AG**:+4, **QU**:+2, **RE**:+2, **IN**:+0, **PR**:+2
Base Endurance: 50; **Base PP**: 10;
Racial RR modifiers - **Stam**: 12 **Will**: 12, **Magic**: 6

New Talents:
Agile Defence; Dark Vision (Lesser); Instinctive Defence; Lightning Reflexes; Regeneration (Minor); Tough Hide (Lesser); Toughness; Natural Weapon (Claw); Natural Weapon (Bite); Control Change (Minor); Control Change (Major); Control Change (Greater)

Forfeit Talents:
Blinding Reflexes; Enhanced Toughness; Preternatural Reflexes

Other:
None

Werewolf Beta (Wereform, Recent Beta)

Base	Human Fighter Level 5 (ML pg. 91) + 3 Levels (140 DP on skills)		
Level	12	DB	70
Size	Medium	Hits	154
BMR Type	Biped / Biped : *Swim*	Init	15
BMR	10 / 12 : 5	Stam	98
# Enc	1-2	Will	49
Outlook	Prot.	Magic	37
Treasure	NN3N5	Build	Fighter

DB Breakdown: (QU 14, Tough Hide (Lesser) 10, Agile Defence 26, Instinctive Defence 20)

Attacks:

Attack Weapon 1	94	Attack Claw	102
Attack Weapon 2	69	Attack Bite	91

Purchased Skills:

Attack Bite	10	Leadership	10
Attack Claw	15	Perception	10
Climbing	5	Resistance - Stamina	15
Endurance	25		

Werewolf Beta (Wereform, Recent Beta) - Continued

Skills:
Acrobatics (3) 34, Ambush (2) 29, Animal Handling (1) 14, Appraisal† (4) 28, Armor (15) 89, Brawling (5) 54, Climbing (4) 79, Crafts† (3) 33, Endurance (15) 154, Healing (3) 23, Herbcraft (1) 13, Jumping (6) 59, Navigation (1) 13, Perception (8) 65, Resistance - Magic (5) 37, Resistance - Stamina (5) 98, Resistance - Will (5) 49, Rope Mastery (1) 23, Runes (1) 13, Signalling (1) 13, Stalking & Hiding (3) 34, Swimming (7) 69, Tracking (1) 14, Combat Style Blindfighting (5) 54, Combat Style Disarm Foe (6) 59, Combat Style Mounted Combat (6) 59, Attack Weapon 1 (9) 94, Attack Weapon 2 (6) 69, Riding Horse (6) 49, Linguistics (Spoken) Racial (6) 38, Linguistics (Written) Racial (5) 33, Linguistics 2(Spoken) Common (4) 28, Linguistics 2(Written) Common (3) 23, Mundane Lore (A) Local Region (5) 35, Attack Claw (8) 102, Attack Bite (6) 91, Leadership (5) 34

Talents:

Agile Defence, Dark Vision (Lesser), Instinctive Defence, Lightning Reflexes, Regeneration (Minor), Shield Training, Tough Hide (Lesser), Toughness, Skill Specialization (Weapon 2), Bonus Skill Ranks, Professional Adaptability, Skill Flexibility (Riding), Control Change (Minor), Control Change (Major), Control Change (Greater), Natural Weapon (Claw), Natural Weapon (Bite)

Description

The Beta is the heir apparent and the champion of the pack. Only a handful will exist at any given time and they are closely watched by the Alpha. Standing an average of six foot eight tall with wide shoulders and powerful build in Wereform, the Beta lives up to its role as the Champion and heir apparent.

Lifestyle

Betas do not live with the Alpha, as they are trusted lieutenants who often run their own sub operations. Charismatic leaders in their own right, the Beta commands the respect of the pack. Only the Seers will not answer to the Beta and while the Shadow Hunters will work for them, there is a wariness in the relationship on both sides.

Abilities and Combat

Betas are sub commanders and excellent fighters, leading from the front normally. They often follow the Furies into battle, keeping discipline and breaking up stronger foes. One on one they are ferocious fighters who will use every advantage they have. They are also not afraid to back out of a fight to live to fight another day.

Background

Betas have been with the packs since they Were-formed. Trusted and respected they also walk the knife edge of staying ahead of their rivals and at the same time not becoming a threat to the Alpha.

Adventure Notes

In cities and rural areas, the Beta is perhaps the most 'common' of the encounters that parties have which are not from confrontation or misadventure though it is likely the party will never know that they have been dealing with a Beta. In the wild Betas are often encountered leading raiding or hunting parties and as such will come into conflict with the party.

Furies

Description

Furies are the Berserks of the Werewolf pack, living for combat. They are often kept away from the public even in base form as they are aggressive and uncivil at best. Few in number they are shock troops unleashed on the enemies of the pack.

In Wereform they are hulking, over muscled brutes who use their claws and teeth to rend their opponents, leaping into battle and ignoring damage as they frenzy. In base form they are not much better, over muscled for their race, unwashed with lank hair and wild eyes.

Lifestyle

Furies live for combat and when not in combat they are kept in cellars, or more aptly, dungeons where they are supplied with food and other needs. They will spend a lot of time wrestling and fighting for dominance amongst themselves, though never to the point of death lest it bring the wrath of the Alpha down on them. They lead simplistic lifestyles which suits them fine.

Fury Wereform - Overlay

Stats:

Racial stat modifiers -
ST:+8, **CO**:+10, **AG**:+2, **QU**:+2, **RE**:-2, **IN**:-2, **PR**:+0
Base Endurance: 60; **Base PP**: 0;
Racial RR modifiers - **Stam**: 14 **Will**: 12, **Magic**: 4

New Talents:

Dark Vision (Lesser); Dense Musculature; Enhanced Toughness; Instinctive Defence; Lightning Reflexes; Regeneration (Minor); Tough Hide (Minor); Natural Weapon (Claw); Natural Weapon (Bite); Control Change (Minor); Control Change (Major); Control Change (Greater)

Forfeit Talents:

Blinding Reflexes; Preternatural Reflexes; Toughness

Other:

None

Werewolf - Fury

Base	Human Fighter Level 10 (ML pg. 91) + 5 Levels (240 DP on skills)		
Level	19	DB	63
Size	Medium	Hits	190
BMR Type	Biped / Biped : *Swim*	Init	16
BMR	12 / 14 : 6	Stam	132
# Enc	1-2	Will	74
Outlook	Hostile	Magic	58
Treasure	- NP	Build	Fighter

DB Breakdown: (QU 18, Tough Hide (Minor) 20, Dense Musculature 5, Instinctive Defence 20)

Attacks:

Attack Weapon 1	101	Attack Claw	128
Attack Weapon 2	86	Attack Bite	111

Purchased Skills:

Attack Bite	20	Leadership	20
Attack Claw	25	Perception	20
Endurance	35	Resistance - Stamina	15

Abilities and Combat

Furies are a hammer applied with maximum force. In combat they do one thing, charge in and fight until slain or they win. Fast and strong they seek to rend and bite their foes, revelling in the taste of blood and the smell of fear and death.

Werewolf - Fury

Skills:

Acrobatics (4) 38, Ambush (5) 43, Animal Handling (1) 12, Appraisal† (3) 19, Armor (20) 101, Brawling (8) 71, Climbing (10) 86, Crafts† (3) 29, Duping (1) 12, Endurance (20) 190, Frenzy (3) 98, Healing (3) 19, Herbcraft (1) 9, Jumping (10) 86, Navigation (1) 9, Perception (10) 58, Resistance - Magic (10) 58, Resistance - Stamina (10) 132, Resistance - Will (10) 74, Rope Mastery (3) 29, Runes (1) 9, Signaling (3) 19, Stalking & Hiding (5) 43, Swimming (8) 76, Tracking (5) 33, Trading (2) 17, Combat Style Blindfighting (10) 81, Combat Style Disarm Foe (10) 81, Combat Style Mounted Combat (8) 71, Attack Weapon 1 (10) 101, Attack Weapon 2 (9) 86, Riding Horse (10) 68, Linguistics (Spoken) Racial (8) 44, Linguistics (Written) Racial (5) 29, Linguistics 2(Spoken) Common (5) 29, Linguistics 2(Written) Common (3) 19, Mundane Lore (A) Local Region (6) 34, Attack Claw (12) 128, Attack Bite (10) 81

Talents:

Dark Vision (Lesser), Dense Musculature, Enhanced Toughness, Instinctive Defence, Lightning Reflexes, Regeneration (Minor), Shield Training, Tough Hide (Minor), Skill Specialization (Weapon 2), Bonus Skill Ranks, Professional Adaptability, Skill Flexibility (Riding), Control Change (Minor), Control Change (Major), Control Change (Greater), Natural Weapon (Claw), Natural Weapon (Bite)

Background

Furies often come from broken and dysfunctional backgrounds, made up of the thugs and bruisers of the world. They want for little past fighting, eating and drinking.

Adventure Notes

Encountering a pack of Furies can be a devastating encounter for an unprepared party as these beasts, once unleashed, will not stop until slain or victorious. Given they are often supported by other Weres, it can be a hard fight for the party to survive let alone win.

Seer

Seer Wereform - Overlay

Stats:

Racial stat modifiers -
ST:+2, **CO**:+2, **AG**:+2, **QU**:+2, **SD**: +2, **RE**:+4, **IN**:+4, **PR**:+2
Base Endurance: 0; **Base PP**: 0;
Racial RR modifiers - **Stam**: 12 **Will**: 12, **Magic**: 6

New Talents:

Accelerated Healing; Dark Vision (Lesser); Lesser Resistance (Magic); Natural Weapon (Claw); Natural Weapon (Bite); Control Change (Minor); Control Change (Major); Control Change (Greater); Use Magic In Wereform

Forfeit Talents:

None

Other:

None

Werewolf - Seer

Base	Human Mage Level 10 (ML pg. 95) + 2 Levels (100 DP on skills)		
Level	15	DB	24
Size	Medium	Hits	90
BMR Type	Biped / Biped : *Swim*	Init	28
BMR	16 / 16 : 8	Stam	70
# Enc	1	Will	80
Outlook	Aloof	Magic	127
Treasure	RN5N2	Build	Mage

DB Breakdown: (QU 24)

Attacks:

Attack Weapon 1	52	Attack Claw	37
Attack Weapon 2	32	Attack Bite	37

Purchased Skills:

Attack Bite	5	Perception	20
Attack Claw	5	Power Point Dev.	10
Attunement	5	Resistance - Magic	20

Werewolf - Seer

Skills:

Appraisal† (4) 52, Arcane Lore: (10) 114, Armor (3) 27, Attunement (10) 92, Climbing (1) 17, Crafts† (4) 43, Duping (4) 45, Endurance (12) 90, Jumping (2) 22, Navigation (1) 37, Perception (9) 83, Power Point Development (10) 135, Resistance - Magic (13) 127, Resistance - Stamina (10) 70, Resistance - Will (10) 80, Runes (10) 82, Stalking & Hiding (1) 21, Storytelling (2) 35, Swimming (2) 22, Trading (4) 45, Attack Weapon 1 (6) 52, Attack Weapon 2 (4) 32, Mundane Lore (A) Local Lore (2) 42, Linguistics (Spoken) Racial (6) 62, Linguistics (Written) Racial (6) 62, Linguistics 2(Spoken) Common (6) 62, Linguistics 2(Written) Common (6) 62, Linguistics 2(Written) Other Race (12) 124, Attack Bite (5) 37, Attack Claw (5) 37

Spells (Universal):

Spell Blur (8) 65, Spell Boost Quickness (8) 65, Spell Dispel Magic (6) 55, Spell Minor Healing (10) 75, Spell Projected Light (7) 60, Spell Study Target (5) 50

Spells (Mage):

Spell Bladeturn* (6) 75, Spell Changing Ways (10) 95, Spell Elemental Ball: Air (14) 103, Spell Elemental Bolt: Fire (13) 101, Spell Mage Armor (8) 85, Spell Past Visions (6) 75, Spell Quiet Ways (3) 60

Talents:

Accelerated Healing, Dark Vision (Lesser), Lesser Resistance (Magic), Sense Magic, Control Change (Minor), Control Change (Major), Control Change (Greater), Focused Eloquence Greater (Mage), Use Magic In Wereform, Natural Weapon (Claw), Natural Weapon (Bite)

Description

The Seer is the smallest of the Werewolf castes. Slim of build they are agile and smart. Seers have dark grey to black fur and often wear a harness when in Wereform.

Lifestyle

Seers are a rare and well protected and controlled caste within the Werewolf hierarchy. Tightly bonded to the Alpha they are loyal and strong supporters. Seers often live a lavish life style, staying close to the Alpha and their court. In their normal life Seers can be well respected mages or key players in the underworld in the cities. In rural and borderland areas they can be central to the survival of an area, bringing much needed magic to outlying areas.

Abilities and Combat

Seers never willingly enter direct combat. They stay back and use their innate abilities and spells to assist the clan. They are often assigned several Pack Members as guards who will act to intercept those who would attack the Seers.

Use Magic In Wereform (25)

The Were is able to utilise magic in Wereform.

Background

Seers are unusual in that they were mages in their normal life and are up-lifted from a pack member when they have gained control of their change. Not all practitioners of magic become Seers but all Seers are practicing mages of some form.

Adventure Notes

The party will very rarely encounter a Seer in Wereform unless they have entered into a battle against the pack. The most common encounter will be that of being hired to locate some object or piece of information of interest to the Seer.

Shadow Hunter

Description

The Shadow Hunters are mottled black and grey Werewolves with muscular, lithe builds and slightly larger ears than their brethren. Often wearing a light harness with an array of knives and tools, these Weres are used as spies and assassins amongst their packs and to remove those who know too much or are causing a problem.

Lifestyle

Shadow Hunters are almost a pack within the pack, keeping to themselves and working with their own hideaway. Loyal to the Alpha, they watch over him from the shadows and keep their skills sharp for when needed.

Highly suspicious of everyone, the Shadow Hunters seldom engage with any outside the pack and even within the pack they deal mainly with the Alpha and the Seers.

Shadow Hunter Wereform - Overlay

Stats:

Racial stat modifiers -
ST:+4, **CO**:+2, **AG**:+6, **QU**:+4, **SD**: +4, **RE**:+2, **IN**:+0, **PR**:+0;
Base Endurance: 50; **Base PP**: 10;
Racial RR modifiers - **Stam**: 10, **Will**: 12, **Magic**: 8

New Talents:

Accelerated Healing; Agile Defence; Blinding Reflexes; Combat Awareness; Dark Vision (Lesser); Enhanced Senses; Instinctive Defence; Quiet Stride; Natural Weapon (Claw); Natural Weapon (Bite); Control Change (Minor); Control Change (Major); Control Change (Greater)

Forfeit Talents:

Lightning Reflexes; Preternatural Reflexes

Other:

None

Werewolf - Shadow Hunter (Wereform)

Base	Human Rogue Level 10 (ML pg. 102) + 6 Levels (300 DP on skills)		
Level	22	DB	84
Size	Medium	Hits	142
BMR Type	Biped / Biped : *Swim*	Init	35
BMR	16 / 17 : *8*	Stam	84
# Enc	1-2	Will	98
Outlook	Aloof	Magic	78
Treasure	N2N4N2	Build	Rogue

DB Breakdown: (QU 30, Agile Defence 34, Instinctive Defence 20)

Attacks:

Attack Weapon 1	96	Attack Claw	101
Attack Weapon 2	96	Attack Bite	99

Purchased Skills:

Acrobatics	5	Jumping	5
Ambush	10	Locks & Traps	5
Attack Bite	15	Perception	10
Attack Claw	10	Poisoning	10
Camoulage	5	Resistance - Stamina	5
Climbing	10	Resistance - Will	5
Contortions	5	Sniping	5
Dirty Fighting	10	Stalking & Hiding	10
Endurance	5	Streetwise	5
Interrogation	5	Tracking	10

Werewolf - Shadow Hunter (Wereform)

Skills:
Acrobatics (7) 94, Acting (1) 20, Ambush (6) 97, Animal Handling (3) 30, Appraisal† (4) 37, Armor (4) 51, Attunement (5) 39, Brawling (7) 66, Charm (2) 25, Climbing (8) 97, Contortions (5) 80, Crafts† (4) 44, Disguise (5) 43, Duping (6) 45, Endurance (17) 142, Foraging/Survival (3) 32, Healing (4) 37, Herbcraft (1) 22, Jumping (2) 66, Locks & Traps (6) 79, Mental Focus (4) 46, Navigation (3) 32, Perception (13) 96, Pick Pockets (4) 52, Poisoning (3) 79, Power Point Development (4) 53, Resistance - Magic (10) 78, Resistance - Stamina (10) 84, Resistance - Will (10) 98, Rope Mastery (2) 34, Runes (5) 42, Sniping (6) 87, Stalking & Hiding (6) 112, Streetwise (3) 55, Swimming (2) 41, Tracking (1) 75, Trading (3) 30, Trickery (3) 33, Combat Style Blindfighting (5) 56, Combat Style Disarm Foe (5) 56, Combat Style Mounted Combat (4) 51, Attack Weapon 1 (15) 96, Attack Weapon 2 (15) 96, Riding Horse (4) 50, Linguistics (Spoken) Racial (8) 57, Linguistics (Written) Racial (5) 42, Linguistics 2(Spoken) Common (5) 42, Linguistics 2(Written) Common (3) 32, Mundane Lore (A) Local Region (3) 29, Attack Claw (10) 101, Attack Bite (4) 99, Camouflage (5) 52, Dirty Fighting (10) 77, Interrogation (5) 40

Spells (Universal):

Spell Arcane Bolt (3) 35, Spell Blur (4) 40, Spell Detect Trap (4) 40

Talents:

Accelerated Healing, Agile Defence, Blinding Reflexes, Combat Awareness, Dark Vision (Lesser), Enhanced Senses, Extremely Nimble, Instinctive Defence, Quiet Stride, Shield Training, Control Change (Minor), Control Change (Major), Control Change (Greater), Natural Weapon (Claw), Natural Weapon (Bite)

Abilities and Combat

Shadow Hunters live up to their name, striking from the shadows and returning just as quickly. Poison, traps and the quiet kill are their way and they avoid direct confrontation where possible.

Spell Use

In human form the Shadow Hunter is able to make use of their magical spells but that cannot do so in Wereform.

Background

Shadow Hunters have only recently been understood to even be a class within the pack and many wonder at their relationship with the Werefox, as the two species fill a similar niche. Some have speculated that they were born of a desire from Alphas to not have to depend on the Werefoxes for certain tasks, which raises another slew of questions, can Alphas create new castes within the pack?

Adventure Notes

The first time a party may realise it is in the cross hairs of these creatures is when the party fall prey to an attack or one of their traps. Being hired to find who performed an assassination may well lead the party into more danger then they realise and bring them into confrontation with the interests of the pack.

Pack Memeber

Description

The Pack member is the backbone of the pack, forming by far away the greatest number of members and as such filling all roles from favoured courtier, through to foot soldiers and workers. Standing around six feet tall in Wereform with fur ranging in colour through browns and greys, the Pack members have the most diversity in colour and build.

Pack Member Wereform - Overlay

Stats:
Racial stat modifiers -
ST:+4, **CO**:+2, **AG**:+2, **QU**:+2, **SD**: +0, **RE**:+0, **IN**:+0, **PR**:+0;
Base Endurance: 50; **Base PP**: 10;
Racial RR modifiers - **Stam**: 12, **Will**: 12, **Magic**: 6

New Talents:
Accelerated Healing; Agile Defence; Dark Vision (Lesser); Instinctive Defence; Toughness; Natural Weapon (Claw); Natural Weapon (Bite)

Forfeit Talents:
Enhanced Toughness; Preternatural Reflexes

Other:
None

Werewolf - Pack Member (Wereform, Newly Turned, No Were Change Control)

Base	Human Fighter Level 5 (ML pg. 90) + 2 Levels (80 DP on skills)		
Level	5	DB	34
Size	Medium	Hits	117
BMR Type	Biped / Biped : *Swim*	Init	15
BMR	10 / 11 : 5	Stam	60
# Enc	1-12	Will	29
Outlook	Prot.	Magic	17
Treasure	PN2N3	Build	Fighter

DB Breakdown: (QU 30, Agile Defence 34, Instinctive Defence 20)

Attacks:

Attack Weapon 1	65	Attack Claw	75
Attack Weapon 2	65	Attack Bite	85

Purchased Skills:

Attack Bite	10	Endurance	5
Attack Claw	25	Resistance - Stamina	5
Climbing	5		

Werewolf - Pack Member - Continued

Skills:

Acrobatics (2) 27, Ambush (1) 22, Animal Handling (1) 12, Appraisal† (2) 15, Armor (6) 55, Brawling (3) 40, Climbing (1) 55, Crafts† (3) 28, Endurance (6) 117, Healing (3) 20, Herbcraft (1) 10, Jumping (3) 40, Mundane Lore (A) Local Region (2) 14, Navigation (1) 10, Perception (5) 34, Resistance - Magic (1) 17, Resistance - Stamina (1) 60, Resistance - Will (1) 29, Runes (1) 10, Stalking & Hiding (2) 27, Swimming (4) 50, Tracking (1) 14, Combat Style Blindfighting (3) 40, Combat Style Disarm Foe (3) 40, Combat Style Mounted Combat (3) 40, Attack Weapon 1 (6) 65, Attack Weapon 2 (6) 65, Riding Horse (3) 32, Attack Bite (10) 75, Attack Claw (15) 85, Linguistics (Spoken) Racial (5) 30, Linguistics (Written) Racial (4) 25, Linguistics 2(Spoken) Common (3) 20, Linguistics 2(Written) Common (3) 20

Talents:

Accelerated Healing, Dark Vision (Lesser), Instinctive Defence, Lightning Reflexes, Shield Training, Toughness, Skill Specialization (Weapon 2), Bonus Skill Ranks, Professional Adaptability, Skill Flexibility (Riding), Natural Weapon (Claw), Natural Weapon (Bite)

Lifestyle

Pack members live their life as they did before they were changed, often as craftsmen, labourers and even guards. Thieves guilds keep a close eye out for pack members and quietly exclude them if they are not affiliated with the Alpha. They won't come into direct confrontation unless pushed or if the Alpha is making a move to take over the guild.

Abilities and Combat

Pack members fight with their teeth and claws normally, though the older ones may remain in their base form and employ missile weapons.

Background

Pack members are, like the Alpha and Beta, the longest existing of the castes and are the pool from which many of the specials are drawn once control is gained of the change.

Adventure Notes

The party will encounter Pack members in a variety of situations, going about normal activity in cities and towns. In the wild they are most often encountered hunting or raiding in wereform and that will mean combat.

Werebear

Werebear Wereform - Overlay

Stats:

Racial stat modifiers -
ST:+8, **CO**:+12, **AG**:+0, **QU**:+4, **SD**: +2, **RE**:+0, **IN**:+2, **PR**:+0;
Base Endurance: 50; **Base PP**: 10;
Racial RR modifiers - **Stam**: 15, **Will**: 10, **Magic**: 5

New Talents:

Accelerated Healing; Dark Vision (Lesser); Enhanced Toughness; Instinctive Defence; Tough Hide (Major); Natural Weapon (Claw); Natural Weapon (Bite); Control Change (Minor); Control Change (Major); Control Change (Greater)

Forfeit Talents:

Preternatural Reflexes; Tough Hide (Greater); Tough Hide (Lesser); Tough Hide (Minor); Toughness

Other:

None

Werebear - (Wereform)

Base	Human Ranger Level 10 (ML pg. 100) + 5 Levels (230 DP on skills)		
Level	19	DB	88
Size	Medium	Hits	180
BMR Type	Biped / Biped : *Swim*	Init	27
BMR	16 / 18 : 8	Stam	130
# Enc	1	Will	90
Outlook	Prot.	Magic	81
Treasure	NN2N3	Build	Ranger

DB Breakdown: (QU 28, Tough Hide (Major) 40, Instinctive Defence 20)

Attacks:

Attack Weapon 1	80	Attack Claw	105
Attack Weapon 2	80	Attack Bite	100

Purchased Skills:

Ambush	5	Foraging/Survival	5
Attack Bite	25	Perception	5
Attack Claw	20	Resistance - Stamina	15
Climbing	5	Resistance - Will	5
Endurance	25	Stalking & Hiding	5

Werebear - (Wereform) - Continued

Skills:
Acrobatics (1) 27, Ambush (3) 62, Animal Handling (5) 40, Appraisal† (2) 26, Armor (4) 50, Attunement (2) 16, Beastmastery (2) 25, Brawling (2) 40, Climbing (4) 85, Crafts† (6) 45, Endurance (15) 180, Foraging/Survival (8) 82, Healing (4) 36, Herbcraft (3) 31, Jumping (2) 40, Navigation (4) 36, Perception (10) 93, Power Point Development (8) 73, Resistance - Magic (10) 81, Resistance - Stamina (10) 130, Resistance - Will (10) 90, Runes (2) 26, Sailing (1) 20, Sniping (3) 37, Stalking & Hiding (4) 67, Swimming (4) 50, Tracking (8) 73, Trading (1) 20, Combat Style Blindfighting (3) 45, Combat Style Disarm Foe (3) 45, Attack Weapon 1 (10) 80, Attack Weapon 2 (10) 80, Riding Horse (7) 67, Combat Style 2 Weapon (10) 80, Linguistics (Spoken) Racial (8) 56, Linguistics (Written) Racial (5) 41, Linguistics 2(Spoken) Common (5) 41, Linguistics 2(Written) Common (3) 31, Mundane Lore (A) Local Region (4) 26, Attack Bite (25) 105, Attack Claw (20) 100

Spell (Universal):
Spell Blur (8) 53, Spell Landing (4) 33, Spell Minor Healing (7) 48

Spell (Ranger):
Spell Haste (5) 38, Spell Locate Food (8) 53, Spell Natures Strength (5) 38, Spell Summon Animal (5) 38, Spell Traceless Passage (6) 43

Talents:
Accelerated Healing, Dark Vision (Lesser), Instinctive Defence, Lightning Reflexes, Shield Training, Toughness, Skill Specialization (Weapon 2), Bonus Skill Ranks, Professional Adaptability, Skill Flexibility (Riding), Natural Weapon (Claw), Natural Weapon (Bite)



Description

Werebears are an uncommon form of Were and are mainly found in remote areas near forests where they can hunt. In their racial form, they are often burly and hairy, changing over time as their base form moves to match their Wereform. In Wereform they resemble either bipedal black or brown bears with a large build and dense coats.

Lifestyle

Living in isolated areas either alone or in mated pairs the werebears live a solitary life, trading with nearby villages for any goods they need. Of all the Weres, these are the least likely to hunt the races, preferring to hunt deer and other wildlife. They often fall into the role of protectors of the wild and it common for them to have been rangers in their previous life.

Some Werebears become protectors of the local village and are even seen as heroes. Even on the rare occasion when their identity is discovered, they can be protected by the locals who value them for their help and protection.

Abilities and Combat

The Werebear is a cunning fighter who will use their knowledge of the land to their best advantage, attacking from ambush and using hit and run where appropriate. When combat is joined, they are ferocious fighters who are not afraid to charge in and attack. Unlike other Weres, they will switch forms to create confusion, attacking with ranged weapons and then reverting to Wereform and using caches and hidden locations to rest and assist in this. Around their dwelling will be a series of traps and pitfalls which they will drive attackers into.

Spell Use

Werebears are unable to utilise their spells in Wereform.

Background

Werebears are often rangers who have been adopted by a werebear clan or who have come to admire them and requested to be changed. Others are born from the union of two Weres in their race form, inheriting the Wereform from their parents.

Adventure Notes

It is uncommon for a party to encounter a Werebear and if they do it will be either as a protagonist, who they are working with either knowingly or unknowingly or as an antagonist who they will quickly discover is someone not to be messed with.

The party can be placed in an awkward position when going up against a werebear who is popular with their local village and may find themselves caught between the village and their contracted task, becoming the bad guy due to unknowingly taking on a task with hidden motives.

Werefox

Description

The Werefox appears as a dapper



Werefox Wereform - Overlay
Stats: **Racial stat modifiers** - **ST**:+2, **CO**:+4, **AG**:+6, **QU**:+4, **SD**: +4, **RE**:+0, **IN**:+2, **PR**:+0; **Base Endurance**: 50; **Base PP**: 10; **Racial RR modifiers** - **Stam**: 10, **Will**: 10, **Magic**: 10
New Talents: **Accelerated Healing; Agile Defence; Blazing Speed; Blinding Reflexes; Dark Vision (Lesser); Enhanced Senses; Quiet Stride; Tough Hide (Lesser); Natural Weapon (Claw); Natural Weapon (Bite); Control Change (Minor); Control Change (Major); Control Change (Greater)**
Forfeit Talents: **Preternatural Reflexes; Tough Hide (Greater); Tough Hide (Major); Tough Hide (Minor)**
Other: **None**

or slim being in their normal form, often seen as meticulous and polite. In the Wereform they appear as a bipedal fox, often a red fox but arctic and other species have been encountered.

They like to live in small, neat cottages or houses, often with a garden and trees that provide privacy. They shy away from fully rural areas as they find them distasteful.

Lifestyle

Living a quiet life, the Werefox is a dichotomy as by day they are seen as civilised and well cultured individuals whose quiet ways and soft manner often mean they blend into the background. By night the Werefox is a capable and well-equipped rogue, working as a thief and sometime assassin. They work well with the underground elements within the city and can often work with the local Werewolf pack as a contractor.

Werefoxes love wealth and especially gems, a fact that can sometimes lead them into conflict with their masters or employers. On rare occasions two or more Werefoxes will form a den and work together, either sharing a house or living close to each other.

Werefox houses will often have elaborate traps in place and an extensive set of tunnels that

Werefox - (Wereform)

Base	Human Rogue Level 10 (ML pg. 102) + 6 Levels (260 DP on skills)		
Level	21	DB	76
Size	Medium	Hits	144
BMR Type	Biped / Biped : *Swim*	Init	37
BMR	16 / 17 : 8	Stam	88
# Enc	1-2	Will	106
Outlook	Aloof	Magic	94
Treasure	N2N4N2	Build	Rogue

DB Breakdown: (QU 28, Tough Hide (Major) 40, Instinctive Defence 20)

Attacks:

Attack Weapon 1	95	Attack Claw	90
Attack Weapon 2	95	Attack Bite	90

Purchased Skills:

Acrobatics	10	Locks & Traps	10
Ambush	5	Perception	5
Attack Bite	10	Pick Pockets	10
Attack Claw	5	Resistance - Magic	5
Climbing	5	Resistance - Stamina	5
Contortions	5	Resistance - Will	10
Disguise	5	Stalking & Hiding	5
Duping	5	Streetwise	10
Endurance	5	Trickery	5
Jumping	10		

Werefox - (Wereform) - Continued

Skills:

Acrobatics (7) 105, Acting (1) 22, Ambush (6) 88, Animal Handling (3) 32, Appraisal† (4) 37, Armor (4) 50, Attunement (5) 35, Brawling (7) 65, Charm (2) 27, Climbing (8) 86, Contortions (5) 81, Crafts† (4) 43, Disguise (5) 68, Duping (6) 69, Endurance (17) 144, Foraging/Survival (3) 32, Healing (4) 37, Herbcraft (1) 22, Jumping (2) 84, Locks & Traps (6) 92, Mental Focus (4) 46, Navigation (3) 32, Perception (13) 91, Pick Pockets (4) 91, Poisoning (3) 40, Power Point Development (4) 55, Resistance - Magic (10) 94, Resistance - Stamina (10) 88, Resistance - Will (10) 106, Rope Mastery (2) 33, Runes (5) 42, Sniping (6) 66, Stalking & Hiding (6) 103, Streetwise (3) 73, Swimming (2) 40, Tracking (1) 30, Trading (3) 32, Trickery (3) 58, Combat Style Blindfighting (7) 65, Combat Style Disarm Foe (7) 65, Combat Style Mounted Combat (4) 50, Attack Weapon 1 (15) 95, Attack Weapon 2 (15) 95, Riding Horse (4) 51, Linguistics (Spoken) Racial (8) 57, Linguistics (Written) Racial (5) 42, Linguistics 2(Spoken) Common (5) 42, Linguistics 2(Written) Common (3) 32, Mundane Lore (A) Local Region (3) 25, Attack Claw (10) 90, Attack Bite (5) 90

Spell (Universal)

Spell Arcane Bolt (3) 33, Spell Blur (4) 38, Spell Detect Trap (4) 38

Talents:

Accelerated Healing, Agile Defence, Blazing Speed, Blinding Reflexes, Dark Vision (Lesser), Enhanced Senses, Extremely Nimble, Quiet Stride, Shield Training, Tough Hide (Lesser), Control Change (Minor), Control Change (Major), Control Change (Greater), Natural Weapon (Claw), Natural Weapon (Bite)

lead to the sewers or even deeper.

Abilities and Combat

The Werefox is an agile and intelligent foe, looking to exploit any weakness and opportunity. They love to set ambushes and traps, wearing down an opponent. Unlike most other Weres, the Werefox will use ranged attacks against their foes, favouring light crossbows and often using poison.

Background

Werefoxes are an interesting and poorly known group within the Weres. Keeping to the shadows and blending in, they can be the most dangerous of all the Weres due to their intelligence and proclivity to use poison. They rarely confront directly any foe and will fade away and wait for an opportunity to strike.

Spell Use

Werefoxes are unable to utilise their spells in Wereform.

Adventure Notes

Encountering a Werefox can be dangerous as often the party are not aware of the nature of their opponent until it is much too late. What starts out as a simple "catch a thief" job can end up a fight for survival against a well-trained and deadly opponent.

Weretiger

Description

The Weretiger is a rare and dangerous Were which haunts the tropical jungles and sub-tropical regions of the world. In Wereform, they appear as a large, muscular bipedal tiger with the distinctive black and gold colouring. Their eyes are a deep emerald and they have pronounced and sharp canines.

Lifestyle

Weretigers are solitary beasts, living in the wilds or amongst small villages along the frontiers of civilisation. They are loners who keep to themselves, even though many find themselves draw to the strangely charismatic person.

Weretigers see all other lifeforms as food and prey and rarely do they form any bond with an individual. When they do it often ends with that person becoming a Weretiger and the pair can live together for several years before it becomes too much and they drift apart.

Abilities and Combat

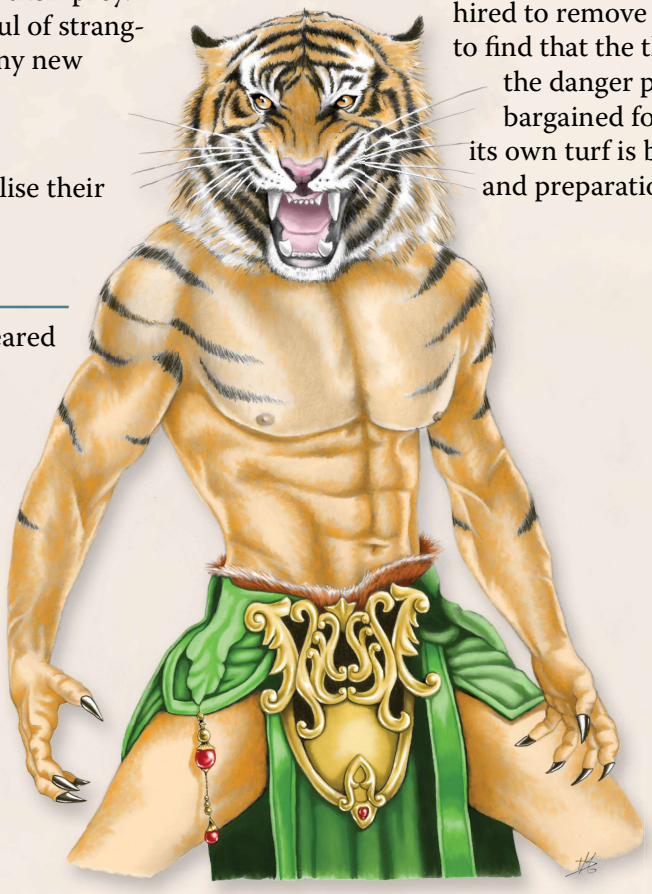
The Weretiger is a ferocious and direct combatant when confronted or cornered and a patient and skilled hunter when seeking their prey. They are by nature distrustful of strangers and will quickly assess any new people in the area.

Spell Use

Weretigers are unable to utilise their spells in Wereform.

Background

Weretigers are an old and feared form of Were, often buried behind myth and talks of dark nights and slaughter. These beasts are strongly affected by the lunar cycle when first changed and, without the guidance of their creator, will go on a killing rampage on their first half dozen changes before they settle down. Even then, until they learn to control their change they will kill every full moon.



Weretiger Wereform - Overlay

Stats:

Racial stat modifiers -
ST:+6, **CO**:+8, **AG**:+2, **QU**:+6, **SD**: +4, **RE**:+0, **IN**:+2, **PR**:+0;
Base Endurance: 50; **Base PP**: 10;
Racial RR modifiers - **Stam**: 15, **Will**: 10, **Magic**: 5

New Talents:

Accelerated Healing; Dark Vision (Lesser); Instinctive Defence; Lightning Reflexes; Tough Hide (Minor); Natural Weapon (Claw); Natural Weapon (Bite); Control Change (Minor); Control Change (Major); Control Change (Greater)

Forfeit Talents:

Blinding Reflexes; Enhanced Toughness; Preternatural Reflexes; Tough Hide (Greater); Tough Hide (Lesser); Toughness; Tough Hide (Major)

Other:

None

Adventures Notes

Encountering a Weretiger is a dangerous and often deadly situation for a party to be in. They can be hired to remove a threat from a village only to find that the threat is a Weretiger and the danger perhaps more than they bargained for. Hunting a Weretiger on its own turf is best done with great caution and preparation.

Weretiger - (Wereform)

Base	Human Ranger Level 10 (ML pg. 100) + 5 Levels (220 DP on skills)		
Level	19	DB	72
Size	Medium	Hits	173
BMR Type	Biped / Biped : *Swim*	Init	34
BMR	16 / 17 : 8	Stam	117
# Enc	1	Will	94
Outlook	Domin.	Magic	81
Treasure	NN2N3	Build	Ranger

DB Breakdown: (QU 28, Tough Hide (Major) 40, Instinctive Defence 20)

Attacks:

Attack Weapon 1	79	Attack Claw	64
Attack Weapon 2	69	Attack Bite	59

Purchased Skills:

Ambush	5	Jumping	5
Attack Bite	20	Perception	5
Attack Claw	25	Resistance - Stamina	10
Climbing	5	Resistance - Will	5
Endurance	20	Stalking & Hiding	5
Foraging/Survival	5		

Weretiger - (Wereform) - Continued

Skills:
Acrobatics (1) 31, Ambush (3) 66, Animal Handling (5) 40, Appraisal† (2) 26, Armor (4) 50, Attunement (2) 16, Beastmastery (2) 25, Brawling (2) 40, Climbing (4) 85, Crafts† (6) 47, Endurance (15) 173, Foraging/Survival (8) 82, Healing (4) 36, Herbcraft (3) 31, Jumping (2) 65, Navigation (4) 36, Perception (10) 95, Power Point Development (8) 75, Resistance - Magic (10) 81, Resistance - Stamina (10) 117, Resistance - Will (10) 94, Runes (2) 26, Sailing (1) 22, Sniping (3) 41, Stalking & Hiding (4) 71, Swimming (4) 50, Tracking (8) 75, Trading (1) 20, Combat Style Blindfighting (3) 45, Combat Style Disarm Foe (3) 45, Attack Weapon 1 (10) 80, Attack Weapon 2 (10) 80, Riding Horse (7) 71, Combat Style 2 Weapon (10) 80, Linguistics (Spoken) Racial (8) 56, Linguistics (Written) Racial (5) 41, Linguistics 2(Spoken) Common (5) 41, Linguistics 2(Written) Common (3) 31, Mundane Lore (A) Local Region (4) 26, Attack Claw (10) 115, Attack Bite (5) 105

Spell (Universal)
Spell Blur (8) 55, Spell Landing (4) 35, Spell Minor Healing (7) 50

Spells (Ranger)
Spell Haste (5) 40, Spell Locate Food (8) 55, Spell Natures Strength (5) 40, Spell Summon Animal (5) 40, Spell Traceless Passage (6) 45

Talents:
Accelerated Healing, Ambidexterity, Dark Vision (Lesser), Enhanced Senses, Instinctive Defence, Lightning Reflexes, Tough Hide (Minor), Control Change (Minor), Control Change (Major), Control Change (Greater), Natural Weapon (Claw), Natural Weapon (Bite)

Weres - Racial Stats

Names	ST	CO	AG	QU	SD	RE	IN	PR	END	PP	Stam.	Will	Magic
Werewolf													
Alpha	11 ()[6]	10 ()[8]	11 ()[6]	9 ()[2]	8 ()[0]	5 ()[2]	6 ()[2]	7 ()[4]	50	10	12	12	6
Beta	10 ()[6]	7 ()[6]	9 ()[4]	5 ()[2]	6 ()[0]	3 ()[2]	3 ()[0]	4 ()[2]	50	10	12	12	6
Fury	11 ()[8]	9 ()[10]	10 ()[2]	7 ()[2]	6 ()[0]	4 ()[-2]	4 ()[-2]	5 ()[0]	60	0	14	12	4
Seer	3 ()[2]	5 ()[2]	5 ()[2]	10 ()[2]	7 ()[2]	12 ()[4]	12 ()[4]	7 ()[2]	20	40	6	12	12
Shadow Hunter	10 ()[4]	5 ()[2]	11 ()[6]	11 ()[4]	9 ()[4]	5 ()[2]	10 ()[0]	5 ()[0]	50	10	10	12	8
Pack	10 ()[4]	7 ()[2]	9 ()[2]	5 ()[2]	6 ()[0]	2 ()[0]	3 ()[0]	4 ()[0]	50	10	12	12	6
Werebear	10 ()[8]	8 ()[12]	12 ()[0]	10 ()[4]	8 ()[2]	3 ()[0]	11 ()[2]	2 ()[0]	50	10	15	10	5
Werefox	10 ()[2]	5 ()[4]	12 ()[6]	11 ()[4]	9 ()[4]	5 ()[0]	10 ()[2]	5 ()[0]	50	10	10	10	10
Weretiger	10 ()[6]	8 ()[8]	12 ()[2]	10 ()[6]	8 ()[4]	3 ()[0]	11 ()[2]	2 ()[0]	50	10	15	10	5

Dragons



Overview

It is believed that the Dragons of the present age are descended from Elemental Dragons, who entered our plane untold years ago and by cause unknown became part of our plane and diminished in their powers. Those ancestors of today's Dragons are mentioned in ancient texts as beings of supreme power and destructive force, capable of subjugating entire worlds. It was the Gods themselves who tamed the beasts, or so legends say, mingling their essence with that of this plane, reducing their abilities.

When this change came over them their captive races rose up and bought them down with many fleeing into the vast wildernesses. The records of the battles from this time are fragmented but what is clear is that almost as many fought for the Dragons as fought against them and that perhaps some of the racial hatreds of today may well go back to that lost time of enslavement and betrayal.

Dragons are an intelligent species who harbour the grudge from the time of their progenitors and who will seek to destroy, subjugate or subtly control the races around them dependant on their outlook.

Dragons do not as a rule build or create, they prefer to dominate, manipulate or destroy. They love to wield power and have an ego to match. Some may be benevolent and even beneficial but behind it all will be some form of gratification for the Dragon, some form of manipulation. Given their immense lifespan, it is possible that the end goal could be centuries in the future.

Dragons - Stats

Names	Lvl	Size	BMR Type	BMR	Init	DB	Hits	Attacks	#Enc	Outlook	Treas.	Stam	Will	Mag
Air Dragon - Hatchling	15	Medium	Quad / Fly	32/83.5	34	102	158	(See SKILLS)	1	Aloof	---	80	89	94
Air Dragon - Young	30	Large	Quad / Fly	52/166	36	103/183	225	(See SKILLS)	1-2	Aloof	R3N2P3	120	106	120
Air Dragon - Adult	50	Huge	Quad / Fly	75/256	50	125/257	278	(See SKILLS)	1-2	Aloof	R8N5P3	162	127	184
Earth Dragon - Hatchling	15	Huge	Worm/Snake	44	21	78	222	(See SKILLS)	1-2	Domin.	---	129	73	100
Earth Dragon - Young	30	Gigantic	Worm/Snake	102	21	97/183	345	(See SKILLS)	1-2	Domin.	R6R3P2	171	81	126
Earth Dragon - Adult	50	Gigantic	Worm/Snake	161	32	93/227	404	(See SKILLS)	1-2	Domin.	R10R5N4	232	116	188
Fire Dragon - Hatchling	15	Medium	Quad / Fly	36/76	34	102	158	(See SKILLS)	1-4	Domin.	---	102	62	100
Fire Dragon - Young	30	Large	Quad / Fly	47/166	34	99/197	219	(See SKILLS)	1-2	Domin.	N4R5R3	150	76	138
Fire Dragon - Adult	50	Huge	Quad / Fly	75/256	44	109/253	285	(See SKILLS)	1-2	Domin.	R6R10R4	199	112	186
Water Dragon - Hatchling	15	Huge	Worm/Snake (swim)	43	23	49	218	(See SKILLS)	1-4	Aggr.	---	142	73	112
Water Dragon - Young	30	Gigantic	Worm/Snake (swim) /(land)	103/(77)	24	109/190	325	(See SKILLS)	1-2	Aloof	R7R2P4	193	97	114
Water Dragon - Adult	50	Gigantic	Worm/Snake (swim) /(land)	168/(126)	29	129/259	397	(See SKILLS)	1-2	Aloof	R11R3N4	239	135	149
Guardian Fey Dragon - Hatchling	15	Small	Quad / Fly	28/64	28	66/111	153	(See SKILLS)	1-4	Prot.	NP3P	86	84	114
Guardian Fey Dragon - Young	30	Medium	Quad / Fly	36/76	31	84/167	224	(See SKILLS)	1-2	Prot.	N2N3N	118	112	136
Guardian Fey Dragon - Adult	50	Large	Quad / Fly	52/181	46	123/243	268	(See SKILLS)	1-2	Prot.	N2N3N	159	140	161
Wither Fey Dragon - Adult	57	Large	Quad / Fly	52/181	46	153/268	308	(See SKILLS)	1	Berserk	N3NN	169	130	161
Forest Wyvern	12	Large	Quad / Fly	31/63	19	78	220	(See SKILLS)	1-2	Prot.	NN4P3	128	80	55
Mountain Wyvern	16	Large	Quad / Fly	33/61	15	90	251	(See SKILLS)	1-2	Prot.	NN4P3	147	82	65
Snow Wyvern	15	Large	Quadruped	33/61	26	90	235	(See SKILLS)	1-2	Prot.	NN4P3	131	84	67
Red Draco	4	Medium	Quad / Fly	25/40	31	64	118	(See SKILLS)	2-12	Prot.	PN2N3	62	44	48
Green Draco	6	Large	Quad / Fly	33/44	19	80	188	(See SKILLS)	2-6	Aggr.	NN4N6	69	49	46
Blue Draco	5	Medium	Quad(land) / Fly + Swim(Amph)	25/37:19	29	60	146	(See SKILLS)	2-8	Aloof	PN2N3	80	64	58
Stone Lindwurm	30	Huge	Quad / Swim	75/38	19	143	352	(See SKILLS)	1	Hungry	R3R6R8	198	140	182
Ice Lindwurm	35	Gigantic	Quad / Swim	82/41	18	161	479	(See SKILLS)	1	Hungry	R3R6R8	218	145	185

Ecology

Even in their "reduced" nature, Dragons are the apex predator in whatever environment they inhabit. The various species dwell in their own environments with territorial battles not unheard of between the various species or even within species.

They are still magical beings and while they consume food it appears they also draw sustenance from some other source. A being as large as an adult Dragon would quickly deplete the food stocks of an area if it ate at a rate comparable to a normal animal its size.

Lifestyle

Dragons of the various species form family units during breeding season and appear to keep the same mate most of the time, though there does not appear to be any long term mating or kinship between family members.

A Dragon will seek to dominate the area which it has claimed and once an area is claimed they are loathe to leave it. If a female takes up residence in an area male Dragons will work to control neighbouring areas. Female Dragons are rare in some species, such as the Fire and Air Dragons, and as such the rivalry between the males is intense. Female Dragons will lair in remote, hard to access regions as they carry the burden of keeping their hatchlings safe. They will also tend to nest far from each other as is reasonable to minimise competition for males.

Age Category	Levels	Age
Hatchling	5-15	1-10
Young	16-30	11-50
Adult[1]	31-50	51-250
Old	51-70	251- 500
Venerable	71-90	501-1000
Ancient	91+	1001+

[1]-Growth has slowed significantly by the middle of this age category

Combat

Dragons as a species are resistant to magic and as such mages often find that their attacks against these foes are blunted or negated by the Dragon's innate abilities.

When forced into physical combat, Dragons will attack with their claws and bite with their mouth at foes in front of them while they will use their tails to attempt to crush those behind them. When they can, they will use their wings to buffet foes to the ground, attacking them when they are prone.

Winged Dragons will always fight from the air when they are in the open and will flee if they are over powered. This leads to those who have bested the Dragon being marked for revenge.

Those Dragon species which lack the ability of flight will seek to attack from prepared ambush, using their environment to provide cover and opportunities to close with and overwhelm their foes.

Background

All of the Dragons encountered under normal circumstances, which is thankfully rare, are native to this plane of existence and while their heritage lies lost in the past it is believed that they are descended from the Elemental Dragons. How they came to be here and how they were cross bred or even with what is something no scholar has asked of a Dragon and survived to tell.

All Dragons seek to dominate those around them in their own way, comfortable to lay out and see through plans that will span decades and centuries. Even the best of their kind always have two or three plots running at any given time.

Dragons who grow bored of the world or who have set long term plans in motion have time to kill and during these periods of ennui the Dragons can go into a form of hibernation, sleeping away decades in some secure location. They appear to have some sort of timer which wakes them when they desire to be woken. This does not mean that they are not alert and a sleeping Dragon is no guarantee of safety.

Adults and older Dragons will gather a stash of some kind, whether it is wealth, magic or trophies and often it is all three. This hoard is important to a Dragon and those who steal from it steal from the ego of the Dragon and will face deadly repercussions.

Air Dragons

Description

Air Dragons are perhaps the frailest appearing of all the Dragon species with a long, thin gaunt body and wide pale wings. Their heads are birdlike with a hard beak like mouth and fine spines fanning out from behind two small horns. Their necks are long and graceful with fine scales.

Air Dragons have two hind legs which are thin (compared to other Dragon species) while their feet are long toed with sharp talons. Their arms are slender and end in long fingered hands, each finger ending a long talon.

In colour they range from pale blue with silver edges to their scales through to white with gold edges. Their eyes are like frozen ice in hue and appearance.

Air Dragons have large wings for their size, with a wingspan one and half times their body length by the time they are Adults, providing them with speed and the ability to glide on the winds for hours.

The Air Dragon's tail is long and whip like with two fins rising two thirds along the length, one either side of the tail. The fins are almost transparent and are very sharp, giving the Air Dragons tail lash a serious ability to cause harm.

Size Information

The information below represents the average size information by mid age category. Air Dragons grow rapidly for their first fifty years before slowing down through their Adult years.

Age Category	Shoulder	Length	Wing Span
Hatchling	3'	35'	55'
Young	6'	80'	120'
Adult	12'	120'	180'
Old	16'	150'	230'
Venerable	18'	170'	260'
Ancient[1]	20'	180'+1	280'+1

[1]-Ancient Dragons will gain 1' Length and 2' Wingspan per one hundred years

Air Dragon - Hatchling

Level	15	DB	102
Size	Medium	Hits	158
BMR Type	Quad : Fly	Init	34
BMR	32 : 83.5	Stam	80
# Enc	1	Will	88
Outlook	Aloof	Magic	94
Treasure	- - -	Build	Monster

DB Breakdown: (QU 42, Tough Hide (Major) 40, Instinctive Defence 20)

Attacks:

Wing Buffet - Large Unbalancing	122
Tail Swipe - Large Crush	105
Bite - Medium Puncture	87
Claw - Medium Slash	81
Breath Weapon	107

Skills:
Climbing (12) 81, Endurance (35) 158, Flying/Gliding (30) 108, Jumping (10) 77, Perception (28) 108, Resistance - Magic (12) 94, Resistance - Stamina (10) 80, Resistance - Will (18) 88, Tracking (10) 60, Foraging/Survival (Choose) (15) 76, Claw - Medium Slash (12) 81, Tail Swipe - Large Crush (28) 105, Wing Buffet - Large Unbalancing (35) 122, Bite - Medium Puncture (15) 87, Breath Weapon (15) 107

Talents:
Affinity of Air, Blazing Speed, Combat Awareness, Dark Vision (Lesser), Enhanced Senses, Lesser Resistance (Magic), Lightning Reflexes, Poison Immunity, Tough Hide (Major), Toughness, Cold Resistance (Major), Natural Weapon (Claw), Natural Weapon (Bite), Natural Weapon (Tail), Natural Weapon (Wing), Natural Weapon (Breath Weapon), Instinctive Defence, Susceptible To Earth, Breath Weapon (Minor)

Lifestyle

Air Dragons live out their lives riding the wind currents, drifting high above the lands below. While they can cover vast distances and often travel to fulfil their curiosity they do have lairs to which they return with an adult likely to have three to five of them spread across the globe.

Air Dragons establish their lairs high in the mountains in natural caverns, often located in sheer cliff faces which are inaccessible to all but the bravest soul. They do not set as many traps as other Dragons and tend to rely on their speed and devastating breath weapon. On occasion they have been known to take over old keeps and ruins found in the high

places and this can bring them into confrontation with those who loot ruins or those races which like to inhabit such ruins. Air Dragons love magical treasure and will seek this out above all else.

Air Dragons mate only once every hundred or so years with the male and female establishing a separate lair for the purpose of raising their single offspring. Once the child has reached the age of twenty the parents depart, leaving the Young Dragon with a lair of its own.

Air Dragons are the least aggressive of all the Dragons and often have little contact for extended periods with the world that drifts below them. Curiosity, a desire for something or boredom is what drives them to make contact with earth bound races, to bring their presence into play, mainly to dominate or shape events in some way that suits them.

Like their fire breathing brethren Air Dragons are extremely protective of their young and will seek vengeance on those who slay their offspring.

Abilities and Combat

Air Dragons prefer to fight in the open, using their speed and breath weapon to best advantage. Air Dragons will only fight on the land if they have been caught in their lair, in which case they will fight viciously to defend their home, or if they have landed to finish off a foe.

They are a patient and intelligent foe and will not rush into a situation but will seek to observe from a distance prior to engaging. They are also willing to break off a fight and wait for a better opportunity to present itself or prepare for an ambush.

They utilise the power of their breath weapon to best advantage weakening stronger opponents if not killing them outright. They will target those individuals capable of ranged attack first, strafing the attackers at speed to try and remove the threat.



As the Dragons age, they develop their wing buffet attack and utilise this to break up defensive formations or knock down magic using foes. Once they develop their spells Air Dragons will employ them effectively, utilising scaling to gain range increases as a first priority in the open or damage scaling if locked in close quarters.

Affinity of Air

Air Dragons love air and gain a +10 bonus to DB and RR against air based magic. They also gain a +5 to casting rolls for air based elemental magic.

Blinding Reflexes [Adult]

The Air Dragon has reflexes that are far beyond normal and gains a +10 to Initiative.

Dark Vision (Lesser)

Dragons have excellent vision within the dark, a useful trait given their normal lairs.

Enhanced Senses [All]

Air Dragons have very acute senses, granting them a special bonus of +10 to all Perception rolls.

Enhanced Toughness [Adult]

Air Dragons gain a +20 to their Endurance skill due to their very hardy nature.

Breath Weapon Minor/Major/Greater [Hatchling/Young/Adult]

An Adult Air Dragon can create a cone of highly charged air which creates electrical discharges within its area. The attack extends one hundred and forty feet from its mouth and then widens out to a radius of twenty-three feet (cone shaped). This breath attack delivers a Large Electrical Critical and can be utilised twelve + CO bonus times a day by the Air Dragon.

The breath attack lasts for two to five rounds and each round the Dragon can sweep the breath attack through a sixty degree arc, attacking all who are within range of the attack.

They can use their breath weapon six times in any given hour.

Hatchling

Elemental Cone (Air), cone 60' x 10', duration 2 rounds, Small attack size, sweep

Cost: Base (9) + Range +10' (2) + Base +2' (4) + Duration 2 rounds (1), +1 attack size to Small (2) + Sweep (9) = 27 PP

Young

Elemental Cone (Air), cone 90' x 14', duration 2 rounds, Medium attack size, sweep

Cost: Base (9) + Range +40' (8) + Base +6' (12) + Duration 2 rounds (1), +2 attack sizes to Medium (4) + Sweep (9) = 43 PP

Adult

Elemental Cone (Air), cone 140' x 23', duration 5 rounds, Large attack size, sweep

Cost: Base (9) + Range +90' (18) + Base +15' (30) + Duration 5 rounds (2), +3 attack sizes to Large (6) + Sweep (9) = 74 PP

Immunity To Poison

The Dragons elemental genetic background grants them immunity to poisons.

Lightning Reflexes [Hatchling, Young]

Air Dragons have extremely swift reflexes, granting them a +5 bonus to their Initiative rolls.

Speak with Normal Animals (Avian)

Air Dragons are able to speak to and understand all avian creatures.

Spells

Air Dragons learn spells as they age, focusing on a few Air base or protective (Water) spells which they develop to be scalable.

Susceptible To Water

The Air Dragon is susceptible to a Water and takes double damage from attacks based on that element.

Tough Hide (Draconic Adult) [Adult]

The Adult Air Dragons scales are made of extremely tough materials and has outstanding strength and resistance to damage. The Air Dragon receives +80 to their DB.

Tough Hide (Greater) [Young]

The Young Air Dragon gains a +60 to their DB from their hard scales.

Air Dragon - Young

Level	30	DB	103/183
Size	Large	Hits	225
BMR Type	Quad : Fly	Init	36
BMR	52 : 166	Stam	120
# Enc	1-2	Will	106
Outlook	Aloof	Magic	120
Treasure	R3N2P3	Build	Monster

DB Breakdown: (QU 38, Tough Hide (Greater) 60, Dense Musculature 5) [+ 80 - Chi Defence]

Attacks:

Wing Buffet - Medium Unbalancing	158
Tail Swipe - Medium Crush	143
Bite - Small Puncture	118
Claw - Small Slash	108
Breath Weapon	153

Skills:
Attunement (5) 49, Climbing (15) 103, Duping (10) 68, Endurance (50) 225, Flying/Gliding (32) 110, Interrogation (10) 68, Jumping (15) 103, Perception (45) 141, Power Point Development (12) 100, Resistance - Magic (22) 120, Resistance - Stamina (15) 120, Resistance - Will (30) 106, Tracking (15) 76, Trading (6) 48, Foraging/Survival (Choose) (15) 84, Wing Buffet - Medium Unbalancing (40) 158, Claw - Small Slash (15) 108, Bite - Small Puncture (20) 118, Chi Defence (12) 70, Linguistics (Choose 1 spoken) (12) 78, Linguistics 2(Choose 1 spoken) (8) 64, Tail Swipe - Medium Crush (35) 143, Breath Weapon (25) 153

Spells:
Spell - Air Wall (12) 85, Spell - Elemental Bolt (Air) (7) 66, Spell - Elemental Aura (Air) (12) 85, Spell - Elemental Resistance (Earth) (10) 76, Spells - Stun Cloud (10) 76

Spell Notes
-Spells include the +5 to air based spells from affinity for air
-Spells include the +10 bonus to Elementalist Circle from Focused Eloquence Lesser
-Spells should be cast with Scaling options

Talents:
Affinity of Air, Blazing Speed, Combat Awareness, Dark Vision (Lesser), Dense Musculature, Enhanced Senses, Focus Style (Gestural), Focus Style (Verbal), Lesser Resistance (Magic), Lightning Reflexes, Poison Immunity, Tap Personal Mana, Tough Hide (Greater), Toughness, Greater Cold Resistance (Major), Giantism (Minor), Natural Weapon (Claw), Natural Weapon (Bite), Natural Weapon (Tail), Natural Weapon (Wing), Natural Weapon (Breath Weapon), Susceptible To Earth, Focused Eloquence Lesser (Elementalist) , Breath Weapon (Major)

Air Dragon - Adult

Level	50	DB	125/257
Size	Huge	Hits	278
BMR Type	Quad : Fly	Init	50
BMR	75 : 256	Stam	162
# Enc	1-2	Will	127
Outlook	Aloof	Magic	184
Treasure	R8N5P3	Build	Monster

DB Breakdown: (QU 40, Tough Hide (Draconic Adult) 80, Dense Musculature 5) [+ 132 - Chi Defence]

Attacks:

Wing Buffet - Large Unbalancing	203
Tail Swipe - Large Crush	173
Bite - Medium Puncture	163
Claw - Medium Slash	143
Breath Weapon	178

Skills:
Attunement (10) 90, Climbing (16) 110, Duping (15) 92, Endurance (55) 278, Flying/Gliding (56) 153, Interrogation (15) 92, Jumping (20) 118, Perception (70) 167, Power Point Development (35) 142, Resistance - Magic (40) 184, Resistance - Stamina (32) 162, Resistance - Will (55) 127, Tracking (22) 99, Trading (15) 92, Foraging/Survival (Choose) (25) 115, Claw - Medium Slash (30) 143, Tail Swipe - Large Crush (50) 173, Wing Buffet - Large Unbalancing (60) 203, Bite - Medium Puncture (50) 163, Chi Defence (35) 122, Linguistics (Choose 1 spoken) (18) 106, Linguistics 2(Choose 1 spoken) (17) 104, Breath Weapon (35) 178

Spells:
Air Wall (12) 106, Spell - Elemental Bolt (Air) (15) 112, Spell - Elemental Aura (Air) (16) 114, Spell - Elemental Resistance (Earth) (14) 115, Spells - Stun Cloud (12) 101

Spell Notes
-Spells include the +5 to air based spells from affinity for air
-Spells include the +20 bonus to Elementalist Circle from Focused Eloquence Greater
-Spells should be cast with Scaling options

Talents:
Affinity of Air, Combat Awareness, Dark Vision (Lesser), Enhanced Senses, Focus Style (Gestural), Focus Style (Verbal), Greater Resistance (Magic), Poison Immunity, Speak with Normal Animals, Tap Personal Mana, Cold Resistance (Major), Enhanced Toughness, Natural Weapon (Claw), Natural Weapon (Bite), Natural Weapon (Tail), Natural Weapon (Wing), Natural Weapon (Breath Weapon), Tough Hide (Draconic Adult), Blinding Reflexes, Giantism (Major), Focused Eloquence Greater (Elementalist), Agile Defence, Skill Specialisation (Flying), Skill Specialisation (Tail Attack), Skill Specialisation (Wing Buffet), Susceptible To Earth, Breath Weapon (Greater)

Tough Hide (Major) [Hatchling]

The Hatchling Air Dragon gains a +40 to their DB from their hard scales.

Toughness [Hatchling, Young]

The Dragon gains a +10 to their endurance skill due to their hardy nature.

Enhanced Toughness [Adult]

The Dragon gains a +20 to their endurance skill due to their very hardy nature.

Background

Air Dragons are the rarest of the Dragons and most aloof of all the Dragon kind and as such the least frequently encountered. When they do choose to interfere with the world below them they are as manipulative and dominating as any other Dragon kind.

Air Dragons also appear to be the most curious and they will often travel vast distances to track down some rumour or event, staying high above to observe.

Their love of high places means that their lairs are often remote and inaccessible to all but the bravest and most skilled. Their love of magical items means that this is often a worthwhile undertaking if the adventurer can survive the encounter and get away. Similarly Air Dragons and adventurers can come into contact if an Air Dragon discovers that the characters have a magical treasure of great worth that piques its interest.

Air Dragon's ability to speak with avian creatures provides them with the ability to know what is going on around them and to collect accurate information from their surroundings.

Adventure Notes

Adventurers seldom will come into contact with Air Dragons unless they are seeking them out or they have found something that the Dragon is interested in. They may become entangled in or an unwitting pawn in some game the dragon is playing, to the point where a patron who is after some item may well be a front for the Dragon.

Those who seek out ruins in the mountains of the world may be unlucky enough to encounter one laired within the ruin they are seeking.

Earth Dragons

Description

Earth Dragons are the largest of all the Dragon species and also the rarest of their species. They have long snake like bodies starting with a blunt powerful head and its powerful wide jaws and ending in a thick sharp edged tail.

Their scales range through all shades of brown with their belly scales a deep tan. As they age their brown scales darken until they are fully black by the time they are in the Old age category. Their belly scales will deepen into a reddish gold colour. Earth Dragon eyes are either an emerald green or sapphire blue with gold marbling. Some rare Dragons have clear, diamond like eyes with silver marbling and it is rumoured they possess special abilities though none know what they may be.

They have no wings though they do have two powerful arms with broad powerful hands and thick sharp talons. They are able to lift a third of their body length of the floor for extended periods with no real effort.

Size Information

The information below represents the average size information by mid age category. Earth Dragons grow rapidly for their first fifty years before slowing down through their Adult years.

Age Category	Shoulder	Length
Hatchling	4'	40'
Young	8'	100'
Adult	13'	160'
Old	17'	200'
Venerable	20'	240'
Ancient[1]	24'	260'+1

[1]-Ancient Dragons will gain 5' Length and 1' Diameter per one hundred years

Earth Dragon - Hatchling

Level	15	DB	78
Size	Huge	Hits	222
BMR Type	Worm/Snake	Init	21
BMR	44	Stam	129
# Enc	1-2	Will	73
Outlook	Domin.	Magic	100
Treasure	- - -	Build	Monster

DB Breakdown: (QU 18, Tough Hide (Major) 40, Instinctive Defence 20)

Attacks:

Claw - Medium Slash	138
Bite - Large Puncture	128
Tail Swipe - Large Crush	110
Constrict - Large Grapple	104
Breath Weapon	98

Skills:
Ambush (10) 77, Climbing (15) 98, Endurance (40) 222, Perception (25) 105, Resistance - Magic (12) 100, Resistance - Stamina (16) 129, Resistance - Will (14) 73, Tracking (8) 50, Foraging/ Survival (Choose) (15) 74, Bite - Large Puncture (30) 128, Claw - Medium Slash (40) 138, Tail Swipe - Large Crush (22) 110, Constrict - Large Grapple (18) 104, Breath Weapon (15) 98

Talents:
Affinity of Earth, Breath Weapon (Minor), Combat Awareness, Dark Vision (Lesser), Enhanced Senses, Heat Resistance (Major), Lesser Resistance (Magic), Lesser Resistance (Stamina), Lightning Reflexes, Poison Immunity, Tough Hide (Major), Toughness, Giantism (Major), Susceptible To Air, Instinctive Defence, Natural Weapon (Claw), Natural Weapon (Bite), Natural Weapon (Tail), Natural Weapon (Breath Weapon)

Lifestyle

Earth Dragons dwell in the deeps of the earth amongst the caverns and dark places and in the deep deserts where they swim the sands, enjoying the freedom of moving through the sands.

Earth Dragons mate for life and the pair will stay close to each other across the centuries, though rarely becoming involved in each other's plots and ventures. Once every hundred or so years the pair will mate and lay one to two stone like egg which they keep protected through their two year gestation. Once the Dragons hatch they will go with the parent of the same gender and will rarely have contact with the other parent until it is well into the Young age range. Each set of eggs will produce the same gender.

As they approach adulthood the Earth Dragon will strike out, travelling the hidden ways or deep sands until they find a suitable lair or haven. In the case of two young they will occasionally stay together until their mid adult years before one will strike out again, often when one of the pair has found a mate.

Abilities and Combat

Earth Dragons are dangerous foes who like to use magic and their breath weapon to break up and confuse or divide attackers. Their ability to crush foes by constricting them in the coils of their massive body means that getting in close to these massive beings is a dangerous undertaking for even the best trained fighter.

The Adult Earth Dragons breath attack lasts for five rounds and they use it to good effect, forcing foes to retreat or find cover as the blistering heat of magma is unleashed by their attack.

When they feel the tide turning against them, they will seek to withdraw deep into their lair or into known underground escape passages. This is not the end however as the Earth Dragon will seek revenge against those who have injured its physical self and much more importantly, its pride.

Affinity of Earth

Earth Dragons are attuned to the earth and gain a +10 bonus to DB and RR against earth based magic. They also gain a +5 to casting rolls for earth based elemental magic.

Blinding Reflexes [Adult]

The Earth Dragon has reflexes that are far beyond normal and gains a +10 to Initiative.

Dark Vision (Lesser)

Dragons have excellent vision within the dark, a useful trait given their normal lairs.

Enhanced Senses [All]

Earth Dragons have very acute senses, granting them a special bonus of +10 to all Perception rolls.

Enhanced Toughness [Adult]

Earth Dragons gain a +20 to their Endurance skill due to their very hardy nature.

Grapple And Constrict Foe

The Earth Dragon can make a grapple attempt each round against one opponent and if successful they have wrapped their bodies around their foe and may now make attacks against the bound foe at +10. It takes a Strength maneuver to break free from the grapple – see table below for difficulty by age.

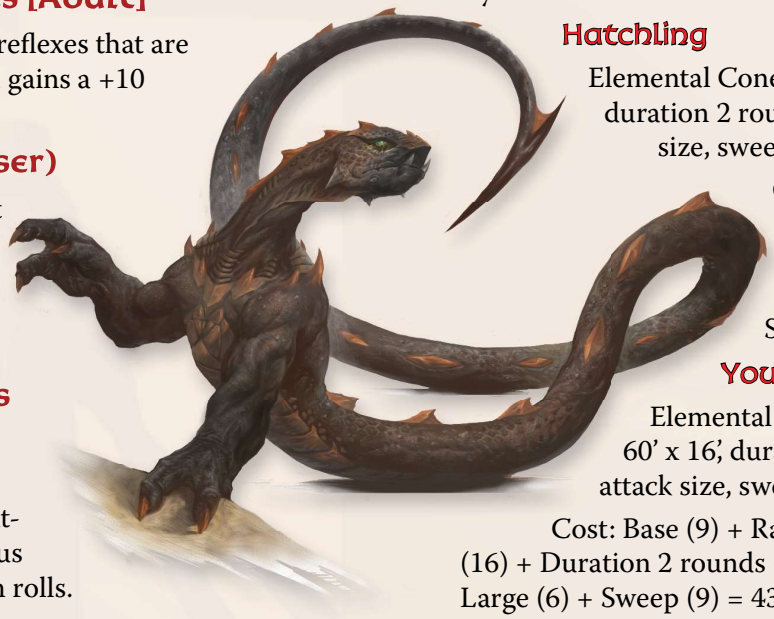
Age Category	ST RR
Hatchling	Medium
Young	Very Hard
Adult	Extremely Hard

Breath Weapon Minor/Major/Greater [Hatchling/Young/Adult]

An Adult Earth Dragon can create a cone of force which extends eighty feet from its mouth and then widens out to a radius of twenty-two feet (cone shaped). This breath attack delivers a Large Impact Critical and can be utilised twelve + CO bonus times a day by the Earth Dragon.

The breath attack lasts for five rounds and each round the Earth Dragon can sweep the breath attack through a sixty degree arc, attacking all who are within range of the attack.

They can use their breath weapon six times an hour.



Hatchling

Elemental Cone (Earth), cone 50' x 11', duration 2 rounds, Medium attack size, sweep

Cost: Base (9) + Base +3' (6) + Duration 2 rounds (1), +2 attack sizes to Medium (4) + Sweep (9) = 29 PP

Young

Elemental Cone (Earth), cone 60' x 16', duration 2 rounds, Large attack size, sweep

Cost: Base (9) + Range +10' (2) + Base +8' (16) + Duration 2 rounds (1), +3 attack sizes to Large (6) + Sweep (9) = 43 PP

Earth Dragon - Young

Level	30	DB	97/183
Size	Gigantic	Hits	345
BMR Type	Worm/Snake	Init	21
BMR	102	Stam	171
# Enc	1-2	Will	81
Outlook	Domin	Magic	126
Treasure	R6R3P2	Build	Monster

DB Breakdown: (QU 12, Tough Hide (Greater) 60, Dense Musculature 5, Instinctive Defence 20) [+ 86 - Chi Defence]

Attacks:

Claw - Medium Slash	185
Bite - Large Puncture	164
Tail Swipe - Large Crush	160
Constrict - Large Grapple	142
Breath Weapon	145

Skills:
Ambush (15) 88, Attunement (8) 60, Climbing (20) 135, Duping (10) 64, Endurance (50) 345, Interrogation (7) 49, Perception (45) 129, Power Point Development (12) 88, Resistance - Magic (17) 126, Resistance - Stamina (30) 171, Resistance - Will (17) 81, Tracking (12) 68, Foraging/Survival (Choose) (15) 80, Bite - Large Puncture (34) 164, Claw - Medium Slash (45) 185, Tail Swipe - Large Crush (30) 160, Constrict - Large Grapple (22) 142, Chi Defence (16) 76, Linguistics (Choose 1 spoken) (12) 74, Linguistics 2(Choose 1 spoken) (8) 60, Breath Weapon (25) 145

Spells:
Spell - Earth Wall (18) 95, Spell - Fissure (10) 79, Spell - Elemental Aura (Earth) (12) 83, Spell - Elemental Resistance (Air) (10) 84

Spell Notes:
- Spells include the +5 to earth based spells from affinity for earth
- Spells include the +10 bonus to Elementalist Circle from Focused Eloquence Lesser
- Spells should be cast with Scaling options

Talents:
Affinity of Earth, Breath Weapon (Major), Combat Awareness, Dark Vision (Lesser), Dense Musculature, Enhanced Senses, Focus Style (Gestural), Focus Style (Verbal), Heat Resistance (Major), Lesser Resistance (Magic), Lesser Resistance (Stamina), Lightning Reflexes, Poison Immunity, Tap Personal Mana, Tough Hide (Greater), Toughness, Susceptible To Air, Gigantism (Greater), Instinctive Defence, Focused Eloquence Lesser (Elementalist), Natural Weapon (Claw), Natural Weapon (Bite), Natural Weapon (Tail), Natural Weapon (Breath Weapon)

Adult

Elemental Cone (Earth), cone 80' x 22', duration 5 rounds, Large attack size, sweep

Cost: Base (9) + Range +40' (8) + Base +17' (34) + Duration 5 rounds (2), +3 attack sizes to Large (6) + Sweep (9) = 68 PP

Immunity To Poison

The Dragons elemental genetic background grants them immunity to poisons.

Lightning Reflexes [Hatchling, Young]

Earth Dragons have extremely swift reflexes, granting them a +5 bonus to their Initiative rolls.

Spells

Earth Dragons learn spells as they age, focusing on a few Earth base or protective (Air) spells which they develop to be scalable.

Tough Hide (Draconic Adult) [Adult]

The Adult Earth Dragons scales are made of extremely tough materials and has outstanding strength and resistance to damage. The Earth Dragon receives +80 to their DB.

Tough Hide (Greater) [Young]

The Young Earth Dragon gains a +60 to their DB from their hard scales.

Tough Hide (Major) [Hatchling]

The Hatchling Earth Dragon gains a +40 to their DB from their hard scales.

Susceptible To Air

The Earth Dragon is vulnerable to Air based attacks and takes double damage from attacks based on that element.

Toughness [Hatchling, Young]

The Dragon gains a +10 to their endurance skill due to their hardy nature.

Enhanced Toughness [Adult]

The Dragon gains a +20 to their endurance skill due to their very hardy nature.

Earth Dragon - Adult

Level	50	DB	93/227
Size	Gigantic	Hits	404
BMR Type	Worm/Snake	Init	32
BMR	161	Stam	232
# Enc	1-2	Will	116
Outlook	Domin.	Magic	188
Treasure	R10R5N4	Build	Monster

DB Breakdown: (QU 8, Tough Hide (Draconic Adult) 80, Dense Musculature 5) [+ 134 - Chi Defence]

Attacks:

Claw - Medium Slash	229
Bite - Large Puncture	199
Tail Swipe - Large Crush	174
Constrict - Large Grapple	159
Breath Weapon	187

Skills:
Ambush (26) 102, Attunement (16) 94, Climbing (30) 154, Duping (18) 108, Endurance (75) 404, Interrogation (15) 92, Perception (60) 164, Power Point Development (25) 119, Resistance - Magic (40) 188, Resistance - Stamina (47) 232, Resistance - Will (35) 116, Tracking (24) 98, Trading (10) 82, Foraging/Survival (Choose) (25) 109, Bite - Large Puncture (50) 199, Claw - Medium Slash (60) 229, Tail Swipe - Large Crush (35) 174, Constrict - Large Grapple (30) 159, Chi Defence (50) 124, Linguistics (Choose 1 spoken) (25) 109, Linguistics 2(Choose 1 spoken) (15) 94, Breath Weapon (38) 187

Spells:
Spell - Earth Wall (27) 124, Spell - Fissure (20) 117, Spell - Elemental Aura (Earth) (20) 117, Spell - Elemental Resistance (Air) (14) 110

Spell Notes:
- Spells include the +5 to earth based spells from affinity for earth
- Spells include the +20 bonus to Elementalist Circle from Focused Eloquence Greater
- Spells should be cast with Scaling options

Talents:
Affinity of Earth, Breath Weapon (Greater), Combat Awareness, Dark Vision (Lesser), Dense Musculature, Enhanced Senses, Focus Style (Gestural), Focus Style (Verbal), Greater Resistance (Magic), Greater Resistance (Stamina), Heat Resistance (Major), Lesser Resistance (Will), Poison Immunity, Tap Personal Mana, Enhanced Toughness, Tough Hide (Draconic Adult), Blinding Reflexes, Focused Eloquence Greater (Elementalist), Skill Specialization (Bite), Skill Specialization (Claw), Susceptible To Air, Giantism (Greater), Natural Weapon (Claw), Natural Weapon (Bite), Natural Weapon (Tail), Natural Weapon (Breath Weapon)

Background

Earth Dragons love to scheme and plan. Living deep under the earth they create long, twisted and very devious plots which they then set about enacting. They see themselves as the wisest and most knowledgeable of all the dragon kind, a trait which has bought them into conflict with their kin in past times.

Patient as the earth itself they are content to wait and plan, oblivious to the turn of time for long periods. Earth Dragons will on occasion seek to amuse themselves by wreaking havoc amongst the deep dwelling races, or when the opportunity presents itself, the surface races. Earth Dragons are patient and will wait for the right moment to strike, often attacking with no warning and returning to the depths or sands as quickly as they arrived. Earth Dragons will take captives and demand ransoms or actions in payment for their safe return. In this way they will begin to exert control over situations to their amusement. On some occasions they have even set themselves up as a protector for some community only to slowly twist them to some warlike faction over decades or centuries and then unleash them on the world.

When the Dragon becomes bored with its ventures, it will retire to its lair and sleep away the years, sometimes for centuries, surrounded by its spoils.

Earth Dragons value not only treasures and magic items, they also love to keep memorabilia which are associated with their conquests with these often having pride of place.

Adventure Notes

Like many encounters with Dragons, the encounter often starts well before the adventurers are aware of the involvement of a Dragon. Earth Dragons like to utilise adventurers, manipulating them to their own ends for great amusement, or, in some cases, to weaken the party before striking itself.

When the party delves into the deep places of the world or into the vast deserts they may well be unlucky enough to come across an Earth Dragon. If they are smart enough or lucky enough they may get to flee or bargain for their lives.

Fire Dragons

Description

The Fire Dragon is perhaps the most well-known of the Dragon kind that inhabit this plane. Descended from their elemental forefathers they have retained the ability to inspire fear with their presence and fiery breath weapon.

Their back, neck and head scales range in colour from dark red to a mid-red tone across their back which fade to rich browns and even dark creams on their undersides. The heavy scales glitter with a bronze sheen when these beasts move.

Their heads are solid and square with a wide blunt snout and dark gold eyes below thick brows that sweep back and up to twin horns. Their front legs double as hands with long agile digits and large claws; their back legs are powerfully muscled, ending in wide feet with long toes and heavy, black claws. Starting at the base of their skull bony spines run down the length of their body.

Their wings are huge and bat-like wings rising from their shoulders and running down to their hind legs. Like all Dragons, Fire Dragons are not lumbering hulks and they move with a speed and agility which has been likened to that of cats, able to strike quickly and just as quickly evade attacks.

Size Information

The information below represents the average size information by mid age category. Fire Dragons grow rapidly for their first fifty years before slowing down through their Adult years.

Age Category	Shoulder	Length	Wing Span
Hatchling	4'	30'	40'
Young	8'	90'	100'
Adult	15'	150'	150'
Old	18'	170'	170'
Venerable	20'	185'	185'
Ancient[1]	22'	200'+1	200'+1

[1]-Ancient Dragons will gain 2' Length and Wingspan per one hundred years

Fire Dragon - Hatchling

Level	15	DB	102
Size	Medium	Hits	158
BMR Type	Quad : Fly	Init	34
BMR	36 : 76	Stam	102
# Enc	1-4	Will	62
Outlook	Domin.	Magic	100
Treasure	- - -	Build	Monster

DB Breakdown: (QU 42, Tough Hide (Major) 40, Instinctive Defence 20)

Attacks:

Claw - Small Slash	137
Bite - Small Puncture	102
Tail Swipe - Small Crush	97
Wing Buffet - Tiny Unbalancing	77
Breath Weapon	97

Skills:
Climbing (14) 85, Endurance (35) 158, Flying/Gliding (25) 93, Jumping (10) 77, Perception (25) 115, Resistance - Magic (10) 100, Resistance - Stamina (16) 102, Resistance - Will (10) 62, Tracking (10) 60, Foraging/Survival (Choose) (15) 76, Claw - Small Slash (40) 137, Bite - Small Puncture (25) 102, Tail Swipe - Small Crush (20) 97, Wing Buffet - Tiny Unbalancing (10) 77, Breath Weapon (20) 97

Talents:
Affinity of Fire, Blazing Speed, Breath Weapon (Minor), Combat Awareness, Dark Vision (Lesser), Enhanced Senses, Heat Resistance (Major), Lesser Resistance (Magic), Lightning Reflexes, Poison Immunity, Tough Hide (Major), Toughness, Susceptible To Water, Instinctive Defence, Natural Weapon(-Claw), Natural Weapon(Bite), Natural Weapon(Tail), Natural Weapon(Wing), Natural Weapon(Breath)

Lifestyle

Fire Dragons live in areas where heat is assured, whether it is burning deserts, hot springs or areas of volcanic activity. Fire Dragons are solitary for the bulk of their lives, each carving out a territory to call their own and creating a complex labyrinth to protect themselves and their prized treasures.

During the mating seasons Fire Dragons will seek a mate, often battling rivals to prove their worth and it is suspected that only one in ten Fire Dragons are female. Fire Dragons will not battle to the death and the loser will retreat to heal and seek another mate. Mating occurs only once every fifty or so years and once a pair have mated the male returns to his lair

and the female remains at hers. The female will lay two to four eggs which will hatch after twelve months at which point the father will return and start providing food for the young while the female guards them.

At six years of age, the young Fire Dragons will leave their mother's lair for the first time but they will not strike out on their own for another ten years. During this time, they will spend time at both their parents' lairs and learn from them both. Fire Dragons will not attack another's young and will even work to protect any young. Anyone who captures or kills a young Dragon has made enemies for life and will be hunted for all their days.

Fire Dragon lairs are complex mazes of twisting and turning tunnels which are littered with magic traps and escape routes. The tunnels are large enough to accommodate the Fire Dragon with comfort and the central chamber will be larger still, allowing the Dragon to flex its wings and attack with a wing buffet attack. Small tunnels will be filled in or set with traps to ensure they are not used against the Fire Dragon.

Fire Dragons are hoarders of wealth and will, over time, seek to amass as much as they can, including gold, gems, art and magical items. This hoard will be gathered in the central chamber and be arranged for display with the Dragon located centrally so they can admire their wealth. They are intelligent and arrogant creatures, sometimes vain but always dangerous. Those who seek to barter with a Dragon, the rare ones who are not destroyed on sight, often find that the deals they strike will have hidden barbs and twists.

Like all Dragons, Fire Dragons are intelligent foes who plan their defences and attacks with care. They range the full gamut of personalities from the benign to the truly malevolent though even the benign Dragons are prone to 'forget' details that are inconvenient. They have very long memories and plan across centuries and they can hold a grudge for that period of time, taking vengeance on the descendants of someone who has wronged them.

Abilities and Combat

Fire Dragons are intelligent foes who will utilise fire and magic to its full extent, along with their ability to fly and thus strike from many angles. Once a foe has been battered and worn down they will swoop down or charge their foes. They will retreat when the situation is against them unless they are defending their young in which case they will attack in frenzy, seeking to allow the young to escape.

Where there is enough room a Fire Dragon will use its wings to try and knock foes prone by either using them to strike or snapping them out and down to create a blast of wind.



Fire Dragons use spells where there is a need but prefer to best their opponents with their natural abilities if at all possible. They will use Fire Wall to split up or block powerful foes while they deal with threats at hand and use their protection spell against Water if faced with magic using opponents who have attacked them with Water spells.

They are intelligent so will work to remove threats, break up parties and weaken powerful foes with traps and sorties, using hit and run tactics to their advantage.

Female Fire Dragons are very protective of Hatchlings and will aggressively attack any who threaten them. Self-preserva-

Fire Dragon - Young

Level	30	DB	99/197
Size	Young	Hits	219
BMR Type	Quad : Fly	Init	34
BMR	47 : 166	Stam	150
# Enc	1-2	Will	76
Outlook	Domin	Magic	138
Treasure	N4R5R3	Build	Monster

DB Breakdown: (QU 34, Tough Hide (Greater) 60, Dense Musculature 5) [+ 98 - Chi Defence]

Attacks:

Claw - Small Slash	168
Bite - Medium Puncture	142
Tail Swipe - Medium Crush	137
Wing Buffet - Small Unbalancing	112
Breath Weapon	127

Skills:
Attunement (8) 60, Climbing (16) 109, Duping (8) 58, Endurance (44) 219, Flying/Gliding (35) 113, Interrogation (12) 72, Jumping (15) 107, Perception (45) 121, Power Point Development (15) 106, Resistance - Magic (20) 138, Resistance - Stamina (30) 150, Resistance - Will (15) 76, Tracking (15) 76, Trading (6) 48, Foraging/Survival (Choose) (15) 82, Claw - Small Slash (46) 168, Bite - Medium Puncture (30) 142, Tail Swipe - Medium Crush (25) 137, Wing Buffet - Small Unbalancing (15) 112, Chi Defence (16) 88, Linguistics (Choose 1 spoken) (12) 76, Linguistics 2(Choose 1 spoken) (8) 62, Breath Weapon (25) 127

Spells:
Spell - Fire Wall (12) 83, Spell - Conflagration (15) 89, Spell - Elemental Aura (Fire) (12) 83, Spell - Elemental Resistance (Water) (10) 79

Spell Notes:
- Spells include the +5 to fire based spells from affinity for fire
- Spells include the +10 bonus to Elementalist Circle from Focused Eloquence Lesser
- Spells should be cast with Scaling options

Talents:
Affinity of Fire, Breath Weapon (Major), Combat Awareness, Dark Vision (Lesser), Dense Musculature, Focus Style (Gestural), Focus Style (Verbal), Heat Resistance (Major), Lesser Resistance (Magic), Lightning Reflexes, Poison Immunity, Tap Personal Mana, Tough Hide (Greater), Toughness, Giantism (Minor), Susceptible To Water, Focused Eloquence Lesser (Elementalist), Natural Weapon (Claw), Natural Weapon (Bite), Natural Weapon (Tail), Natural Weapon (Wing), Natural Weapon (Breath)

tion will force them to flee before dying but whoever killed or injured their young can expect the female to rally other males against them and to be hunted until their death or until the female has been killed.

Hatchling Dragons are very fast, moving with a catlike grace and speed and are by no means a soft target. They are born with their breath weapon and are a threat not to be taken lightly.

Affinity of Fire

Fire Dragons love fire and gain a +10 bonus to DB and RR against fire based magic. They also gain a +5 to casting rolls for fire based elemental magic.

Blinding Reflexes [Adult]

The Fire Dragon has reflexes that are far beyond normal and gains a +10 to Initiative.

Dark Vision (Lesser)

Fire Dragons have excellent vision within the dark, a useful trait given their normal lairs.

Enhanced Senses [All]

Fire Dragons have very acute senses, granting them a special bonus of +10 to all Perception rolls.

Enhanced Toughness [Adult]

Fire Dragons gain a +20 to their Endurance skill due to their very hardy nature.

Breath Weapon Minor/Major/Greater [Hatchling/Young/Adult]

An Adult Fire Dragon can create a jet of flame which extends one hundred and ten feet from its mouth and then widens out to a radius of twenty-four feet (cone shaped). This breath attack delivers a Huge Heat Critical and can be utilised twelve + CO bonus times a day by the Fire Dragon.

The breath attack lasts for two rounds and each round the Dragon can sweep the breath attack through a sixty degree arc, attacking all who are within range of the attack.

They can use their breath weapon six times an hour.

Hatchling (27)

Elemental Cone (Fire), cone 60' x 10', duration 2 rounds, Small attack size, sweep

Cost: Base (9) + Range +10' (2) + Base +2' (4) + Duration 2 rounds (1), +1 attack sizes to Small (2) + Sweep (9) = 27 PP

Young (45)

Elemental Cone (Fire), cone 80' x 14', duration 2 rounds, Medium attack size, sweep

Cost: Base (9) + Range +30' (6) + Base +8' (16) + Duration 2 rounds (1), +2 attack sizes to Medium (4) + Sweep (9) = 45 PP

Adult (72)

Elemental Cone (Fire), cone 110' x 24', duration 5 rounds, Huge attack size, sweep

Cost: Base (9) + Range +60' (12) + Base +16' (32) + Duration 5 rounds (2), +4 attack sizes to Huge(8) + Sweep (9) = 72 PP

Immunity To Poison

The Dragons elemental genetic background grants them immunity to poisons.

Lightning Reflexes [Hatchling, Young]

Fire Dragons have extremely swift reflexes, granting them a +5 bonus to their Initiative rolls.

Spells

Fire Dragons learn spells as they age, focusing on a few Fire base or protective (Water) spells which they develop to be scalable.

Tough Hide (Draconic Adult) [Adult]

The Fire Dragons scales are made of extremely tough materials and has outstanding strength and resistance to damage. The Fire Dragon receives +80 to their DB.

Tough Hide (Greater) [Young]

The Fire Dragon gains a +60 to their DB from their hard scales.

Tough Hide (Major) [Hatchling]

The Fire Dragon gains a +40 to their DB from their hard scales.

Susceptible To Water

The Fire Dragon is vulnerable to Water and takes double damage from attacks based on that element.

Toughness [Hatchling, Young]

The Dragon gains a +10 to their endurance skill due to their hardy nature.

Enhanced Toughness [Adult]

The Dragon gains a +20 to their endurance skill due to their very hardy nature.

Fire Dragon - Adult

Level	50	DB	109/253
Size	Huge	Hits	285
BMR Type	Quad : Fly	Init	44
BMR	75 : 256	Stam	199
# Enc	1-2	Will	112
Outlook	Domin.	Magic	186
Treasure	R6R10R4	Build	Monster

DB Breakdown: (QU 24, Tough Hide (Draconic Adult) 80, Dense Musculature 5) [+ 144 - Chi Defence]

Attacks:

Claw - Medium Slash	215
Bite - Large Puncture	185
Tail Swipe - Large Crush	155
Wing Buffet - Medium Unbalancing	140
Breath Weapon	170

Skills:
Attunement (10) 82, Climbing (25) 135, Duping (20) 104, Endurance (60) 285, Flying/Gliding (60) 157, Interrogation (25) 109, Jumping (20) 130, Perception (50) 169, Power Point Development (30) 139, Resistance - Magic (38) 186, Resistance - Stamina (55) 199, Resistance - Will (30) 112, Tracking (20) 109, Trading (15) 94, Foraging/Survival (Choose) (25) 113, Wing Buffet - Medium Unbalancing (25) 140, Bite - Large Puncture (50) 185, Claw - Medium Slash (60) 215, Tail Swipe - Large Crush (30) 155, Chi Defence (45) 134, Linguistics (Choose 1 spoken) (20) 108, Linguistics 2(Choose 1 spoken) (15) 98, Breath Weapon (45) 170

Spells:
Spell - Fire Wall (18) 114, Spell - Conflagration (20) 118, Spell - Elemental Aura (Fire) (20) 118, Spell - Elemental Resistance (Water) (14) 101

Spell Notes:
- Spells include the +5 to fire based spells from affinity for fire
- Spells include the +20 bonus to Elementalist Circle from Focused Eloquence Greater
- Spells should be cast with Scaling options

Talents:
Affinity of Fire, Breath Weapon (Greater), Combat Awareness, Dark Vision (Lesser), Dense Musculature, Enhanced Senses, Focus Style (Gestural), Focus Style (Verbal), Greater Resistance (Magic), Heat Resistance (Major), Poison Immunity, Tap Personal Mana, Enhanced Toughness, Skill Specialization (Flying), Skill Specialization (Bite), Skill Specialization (Claw), Tough Hide (Draconic Adult), Blinding Reflexes, Giantism (Major), Focused Eloquence Greater (Elementalist), Susceptible To Water, Natural Weapon (Claw), Natural Weapon (Bite), Natural Weapon (Tail), Natural Weapon (Wing), Natural Weapon (Breath)

Background

Fire Dragons are thankfully rare and seldom encountered but when they are it is often the last adventure of the party that does so. Powerful, fast and aggressive Fire Dragons are an intelligent foe to be respected and feared.

They are found in desolate and remote regions of the world, places where heat is plentiful. Fire Dragons have not always been relegated to the shadows and the history of the world is scattered with tales of Fire Dragons that have risen to rule empires.

Dragons seldom bother to learn more than a basic understanding of most languages seeing it as below themselves. They will learn enough to communicate with the locals near their lair and not much beyond that. They do not write though they can read if they bother to learn but will more often enslave a local to perform any writing and reading that they might wish to undertake.

Adventure Notes

Adventurers can encounter Fire Dragons in the wild though doing so usually means they have encountered one out hunting. Most often the adventurers are either seeking the Fire Dragon for a specific purpose, such as gaining access to a magical item, or they have been hired to negotiate with or slay the Fire Dragon.

Negotiating with a Fire Dragon, either for an item or on behalf of another party is a tricky affair and involves capturing the Fire Dragon's interest. Often the Fire Dragon will require something in return, an artefact, piece of knowledge or a favour. The gaining of this item or granting of the favour can be a perilous task at the best of times. The party would do well to remember that Dragons do not feel bound by any strict code of honour when dealing with lower life forms.

Hunting and slaying a Fire Dragon is an even more dangerous undertaking and the party would do well to ensure they are very prepared and that the reward is worth the risk.

Water Dragons

Description

Water Dragons are seldom seen other than by those who work the oceans and seas. While the hatchling and young Water Dragons will come into the coastal areas on occasion, the older Dragons are found only in the deep waters of the oceans and seas. On rare occasions they will be found in deep lakes which have some form of connection to the seas or in larger rivers which are deep enough or rich enough in prey to lure them in.

Their scales range in colour from a deep ocean green through dark aqua and deep blue to black. The darker scales are along their upper side with scales lightening on the belly. Their scales are smaller than the other Dragon species but have the same strength and resilience.

Their bodies are long, muscular and serpentine ending in a fluke like tail. They have two relatively small arm like appendages towards the front of the body, back from where their flat, broad head joins the body. Around the top of the head the Water Dragons had a mane of needle like spikes which can be over six feet long in adults. A long fin runs the length of their body rising from behind the mane of spines and tapering out near the fluke. Their mouths are wide and lined with six rows of serrated teeth and they can open their mouth wide, allowing them to lunge forward and swallow their prey.

While Hatchlings are aquatic only, the older Water Dragons are not confined to the seas and oceans and can come ashore, though this occasion is rare and often bodes poorly for those who are in the vicinity.

The Water Dragons body is more serpentine than fish-like and the Dragon is able to hold up to one third of its body length off the ground when they come ashore. In water their powerful tails can drive them with speed and force, allowing them to breach the water and arc through the air for a distance of up to twice their body length.

Size Information

The information below represents the average size information by mid age category. Water Dragons grow rapidly for their first fifty years before slowing down through their Adult years.

Age Category	Diameter	Length
Hatchling	3'	35'
Young	6'	95'
Adult	10'	160'
Old	14'	190'
Venerable	16'	220'
Ancient	18'	250'+1

[1]-Ancient Dragons will gain 4' Length and ½' Diameter per one hundred years

Lifestyle

Water Dragons live in bodies of deep water and abundant food such as whales, fish, seals, dolphins and so on. Those that are found in inland lakes normally have found a means to travel between the lake and the ocean. Water Dragons are prone to travel together in small pods for the first fifty or so years but as they grow and require more food they will break apart and undertake a more solitary existence.

Adult Water Dragons will settle and create a lair in deep ocean caves which it will return to from time to time. Most of the time they are nomadic by nature and need, following their food as it migrates with the seasons. Like other Dragons they do not require the same level of substance as normal beings and as such do not feed more than once a month.

Mating is a complex affair amongst Water Dragons with courtship taking place across several months and involving fighting of rivals and courting the female. Females make up around thirty percent of the population so the males compete vigorously for the right to mate.

Females come into season only once every fifty years after they reach adulthood and will lay a clutch of ten to twenty eggs which hatch after a year. Water

Water Dragon - Hatchling

Level	15	DB	49
Size	Medium	Hits	218
BMR Type	Worm/Snake	Init	23
BMR	43 (swim)	Stam	142
# Enc	1-4	Will	73
Outlook	Aggr.	Magic	112
Treasure	- - -	Build	Monster

DB Breakdown: (QU 24, Dense Musculature 5, Instinctive Defence 20)

Attacks:

Bite - Huge Puncture	148
Tail Swipe - Large Crush	123
Constrict - Large Grapple	108
Claw - Tiny Slash	88
Breath Weapon	113

Skills:
Ambush (12) 65, Camouflage (10) 65, Endurance (48) 218, Perception (30) 108, Resistance - Magic (20) 112, Resistance - Stamina (25) 142, Resistance - Will (15) 73, Foraging/Survival (Choose) (15) 71, Tail Swipe - Large Crush (25) 123, Bite - Huge Puncture (40) 148, Constrict - Large Grapple (20) 108, Claw - Tiny Slash (10) 88, Breath Weapon (25) 113

Talents:
Affinity of Water, Breath Weapon (Minor), Combat Awareness, Dark Vision (Lesser), Dense Musculature, Enhanced Senses, Lesser Resistance (Magic), Lesser Resistance (Stamina), Lightning Reflexes, Poison Immunity, Toughness, Natural Weapon (Claw), Natural Weapon (Bite), Natural Weapon (Tail), Natural Weapon (Breath), Cold Resistance (Major), Giantism (Major), Instinctive Defence, Swallow, Aquatic Being, Susceptible To Fire

Dragon females will lay their eggs near deep ocean vents and then leave the eggs to hatch and the young to mature with minimal supervision.

Hatchling Water Dragons are unable to leave their watery homes though as they age they change to become amphibious and by the time they are Young Water Dragons they can move freely within water and on land, able to breathe in water and air with equal ease.

Water Dragon - Young

Level	30	DB	109/190
Size	Gigantic	Hits	325
BMR Type	Worm/Snake	Init	24
BMR	103 (swim) 77 (land)	Stam	193
# Enc	1-2	Will	97
Outlook	Aloof	Magic	114
Treasure	R7R2P4	Build	Monster

DB Breakdown: (QU 24, Tough Hide (Greater) 60, Dense Musculature 5, Instinctive Defence 20) [+ 81 - Chi Defence]

Attacks:

Bite - Gigantic Puncture	186
Tail Swipe - Huge Crush	161
Constrict - Large Grapple	136
Claw - Tiny Slash	115
Breath Weapon	141

Skills:
Ambush (20) 84, Attunement (8) 52, Camouflage (15) 77, Endurance (55) 325, Perception (40) 121, Power Point Development (13) 92, Resistance - Magic (20) 114, Resistance - Stamina (30) 193, Resistance - Will (20) 97, Foraging/Survival (Choose) (15) 73, Tail Swipe - Huge Crush (30) 161, Constrict - Large Grapple (25) 136, Claw - Tiny Slash (12) 115, Chi Defence (15) 71, Linguistics (Choose 1 spoken) (12) 67, Linguistics 2(Choose 1 spoken) (6) 43, Bite - Gigantic Puncture (45) 186, Breath Weapon (30) 141

Spells:
Spell - Water Form (15) 85, Spell - Summon Aquatic Creature (37) 112, Spell - Elemental Aura (Water) (12) 79,
Spell - Elemental Resistance (Fire) (10) 80

Spell Notes:
- Spells include the +5 to water based spells from affinity for water
- Spells include the +10 bonus to Elementalist Circle from Focused Eloquence Lesser
- Spells should be cast with Scaling options

Talents:
Affinity of Water, Breath Weapon (Major), Combat Awareness, Dark Vision (Lesser), Dense Musculature, Enhanced Senses, Focus Style (Gestural), Focus Style (Verbal), Lesser Resistance (Magic), Lesser Resistance (Stamina), Lightning Reflexes, Poison Immunity, Tap Personal Mana, Tough Hide (Greater), Toughness, Natural Weapon (Claw), Natural Weapon (Bite), Natural Weapon (Tail), Natural Weapon (Breath), Cold Resistance (Major), Giantism (Greater), Instinctive Defence, Focused Eloquence Lesser (Elementalist), Swallow, Amphibious, Susceptible To Fire

Abilities and Combat

Water Dragons are deep sea hunters who use a combination of speed and ambush to attack their prey. Hatchlings are encountered in shallow waters along reefs while young and adults are found in deeper waters. The female will always be somewhere near the hatchlings and fishermen can come under attack due to being too close to a Hatchling Water Dragon.

When fighting foe in the water, Water Dragons often attack from directly under their prey, seeking to swallow them whole if able or inflict a lethal bite. Once they close in for the kill they will use their tail and bite attacks to weaken larger prey and then constrict them, allowing for the finishing attacks with their large mouths. They use their breath weapon only against large or dangerous grey or when attacking surface targets such as ships. If combat is going badly foe the Water Dragon it will retreat to the depths.

On land Water Dragons will utilise their breath weapon and bite attacks, seeking to quickly overpower and opponents. When surrounded the Water Dragons will flick their body around quickly, striking at those opponents who are too close. Water Dragons are also able to draw themselves up and strike at targets in a manner similar to snakes. They can strike out to half their body length, using their mouth to good effect.

Older Water Dragons have also been known to use their size and mass to good effect, raising themselves up and falling down onto attacks, crushing them under their bodies.

Aquatic Being [Hatchling]

The creature is aquatic in nature and lives entirely within water. Their base move is converted a Swim and they have no ability to move on land. They do not have to take swimming to move through water as it is their natural habitat.

Amphibious Being [Young+]

The creature is able to move freely through water and on the land and can chose one environment as their primary and the other as their secondary. They gain their full movement in their primary and ¾ their movement in the secondary. They do not need to take the swimming skill as they are equally at home in land and in water.

Affinity of Water

Water Dragons love water and gain a +10 bonus to DB and RR against water based magic. They also gain a +5 to casting rolls for water based elemental magic.

Dark Vision (Lesser)

Water Dragons have excellent vision within the dark, allowing them to see clearly in the depths or at night when hunting prey on the surface.

Enhanced Senses [All]

Water Dragons have very acute senses, granting them a special bonus of +10 to all Perception rolls.



Breath Weapon Minor/Major/Greater [Hatchling/Young/Adult]

A Water Dragon can create a jet of water which extends one hundred feet from its mouth and then widens out to a radius of twenty feet (cone shaped). This breath attack delivers a Large Water Critical and can be utilised six times an hour by the Water Dragon.

The breath attack lasts for two rounds and each round the Dragon can sweep the breath attack through a sixty degree arc, attacking all who are within range of the attack. They can use their breath weapon six times an hour.

Hatchling (27)

Elemental Cone (Water), cone 60' x 10', duration 2 rounds, Small attack size, sweep

Cost: Base (9) + Range +10' (2) + Base +2' (4) + Duration 2 rounds (1), +1 attack sizes to Small (2) + Sweep (9) = 27 PP

Young (45)

Elemental Cone (Water), cone 100' x 14', duration 2 rounds, Large attack size, sweep

Cost: Base (9) + Range +50' (10) + Base +6' (12) + Duration 2 rounds (1), +3 attack sizes to Large (6) + Sweep (9) = 45 PP

Adult (82)

Elemental Cone (Water), cone 150' x 25', duration 5 rounds, Huge attack size, sweep

Cost: Base (9) + Range +100' (20) + Base +17' (34) + Duration 5 rounds (2), +4 attack sizes to Huge (8) + Sweep (9) = 82 PP

Immunity To Poison

The Water Dragons elemental genetic background grants them immunity to poisons.

Spells

Water Dragons learn spells as they age, focusing on a few Water base or protective (Fire) spells which they develop to be scalable.

Swallow

A Water Dragon is able to completely swallow a creature in a single attack (bite attack) when they achieve an open-ended result. The creature must be at least two sizes smaller than the attack size of the Swallow attack. Once the Water Dragon has swallowed its target the target begins to suffer from suffocation (as per Asphyxiation and Holding Breath, page 85, HARP). The swallowed creature can only attack with natural weapons or weapons with an attack size of small or less. Any attack gains a +25 circumstance bonus, reducing by 5 each turn.

Tough Hide (Draconic Adult) [Adult]

The Water Dragons scales are made of extremely tough materials and has outstanding strength and resistance to damage. The Water Dragon receives +80 to their DB.

Tough Hide (Greater) [Young]

The Water Dragon gains a +60 to their DB from their hard scales.

Tough Hide (Major) [Hatchling]

The Water Dragon gains a +40 to their DB from their hard scales.

Susceptible To Fire

The Water Dragon is vulnerable to Fire and takes double damage from attacks based on that element.

Water Dragon - Adult

Level	50	DB	129/259
Size	Gigantic	Hits	392
BMR Type	Worm/Snake	Init	29
BMR	168 (swim) 126 (land)	Stam	239
# Enc	1-2	Will	135
Outlook	Aloof	Magic	149
Treasure	R11R3N4	Build	Monster

DB Breakdown: (QU 24, Tough Hide (Draconic Adult) 80, Dense Musculature 5, Instinctive Defence 20)
[+ 130 - Chi Defence]

Attacks:

Bite - Gigantic Puncture	250
Tail Swipe - Huge Crush	205
Constrict - Large Grapple	175
Claw - Small Slash	145
Breath Weapon	180

Skills:
Ambush (33) 102, Attunement (20) 92, Camouflage (20) 93, Endurance (85) 397, Perception (60) 150, Power Point Development (25) 120, Resistance - Magic (35) 149, Resistance - Stamina (50) 239, Resistance - Will (30) 135, Foraging/Survival (Choose) (20) 93, Tail Swipe - Huge Crush (50) 205, Constrict - Large Grapple (40) 175, Chi Defence (50) 120, Linguistics (Choose 1 spoken) (20) 93, Linguistics 2(Choose 1 spoken) (10) 73, Bite - Gigantic Puncture (75) 250, Claw - Small Slash (25) 150, Breath Weapon (60) 185

Spells:
Spell - Water Form (30) 124, Spell - Summon Aquatic Creature (46) 150, Spell - Elemental Aura (Water) (20) 124, Spell - Elemental Resistance (Fire) (16) 111

Spell Notes:
- Spells include the +5 to water based spells from affinity for water
- Spells include the +20 bonus to Elementalist Circle from Focused Eloquence Greater
- Spells should be cast with Scaling options

Talents:
Affinity of Water, Breath Weapon (Major), Combat Awareness, Dark Vision (Lesser), Dense Musculature, Enhanced Senses, Focus Style (Gestural), Focus Style (Verbal), Lesser Resistance (Magic), Lesser Resistance (Stamina), Lightning Reflexes, Poison Immunity, Tap Personal Mana, Tough Hide (Greater), Toughness, Natural Weapon (Claw), Natural Weapon (Bite), Natural Weapon (Tail), Natural Weapon (Breath), Cold Resistance (Major), Giantism (Greater), Instinctive Defence, Focused Eloquence Lesser (Elementalist), Swallow, Amphibious, Susceptible To Fire

Toughness [Hatchling, Young]

The Water Dragon gains a +10 to their endurance skill due to their hardy nature.

Enhanced Toughness [Adult]

The Water Dragon gains a +20 to their endurance skill due to their very hardy nature.

Background

Water Dragons dwell in the cold depths of both salt and fresh water bodies. Of all the Dragon species they are the most aloof towards the inhabitants of both the deeps where they abide and those who live on the surface.

They can be territorial and often come into conflict with whalers and coastal fishers when they intrude upon what the Water Dragon deems to be their territory.

Hatchlings are aggressive feeders and have attacked swimmers and fishermen in their quest for food. Retaliation against the hatchlings is not without its risks due to their numbers and aggression.

Water Dragons are very rare and are seldom encountered out on the oceans and seas and even less frequently on land. No one knows what brings the Water Dragons out of their watery depths and onto the shoreline. When they do emerge, it is often on a rampage of destruction which can last for several days prior to the Water Dragon returning to the depths.

Water Dragons will learn a smattering of languages and have been known to barter with aquatic and shore dwelling peoples. Why they chose to do so again is unknown, it just happens from time to time.

Adventure Notes

Adventurers can encounter Water Dragons on the oceans and within deep lakes with most encounters being with the aggressive hatchlings or nomadic young. Confronting an adult within the deeps is a daunting task and the adventurers would do well to make very thorough preparations prior to embarking on such a quest.

In some cases, they may become involved in the fulfilment of a request placed by a Water Dragon for a particular item via a community which has dealings with one of the mysterious beings.

Fey Dragons

Overview

Fey Dragons have existed for as long as history has been recorded and pre-date the elemental Dragons on this plane. They are reclusive, dwelling in the deep forests and remote areas of the world.

Unlike the elemental Dragons they do not seek power or control, they do not hoard treasures or seek vast wealth. Fey Dragons are more akin to guardians of the wild places, seeking to keep the land in its natural state.

They are often allies of the elves, Fey and similar kin and find humans to be loud, greedy and a threat to the lands they love. Races such as orcs and ogres are hunted with a fierce determination. Fey Dragons will work to drive off or kill those who would harm an area under their protection.

Fey Dragons run the gamut of benign to malignant, reflecting that nature itself has its seasons and the drive for survival means that nature itself can be a cruel or kind mistress by turns.

Ecology

Fey Dragons live in a variety of locations from caves to glens and hidden glades. They are predators by nature and will hunt and kill what they need to survive. Given their size, they hunt and kill as much as two or three lions would and as such claim a large area so as to not overload their surroundings.

Female Fey Dragons will settle in an area and become linked to that area, gaining certain abilities that are only active within that area. Once they have settled the Fey Dragon will remain until it is either killed or the land itself destroyed, which in turn causes the Fey Dragon to change into something far worse and go on a rampage until destroyed.

Male Fey Dragons are far rarer and roam the lands acting as guardians where ever they are. They do not claim land and seldom stay for more than a few years in any given area.

Lifestyle

Fey Dragons live a solitary life except when they have young, at which time the male and female will inhabit the same area, caring for the eggs and young until they reach adulthood.

When a female is ready to mate, which occurs every four hundred or so years, males within the vicinity will become aware of her and an elaborate courtship ensues which ends when the female picks her mate. The other males will leave to carry on their perpetual journey.

The female will lay four to eight eggs with only one to two of them being males.

The mated pair will move in together and for the next forty years live with and raise their young. At the end of this time the male and any male off-spring will leave to begin their journey with the father often having his sons travel with him for several decades afterwards.

The daughters will strike out on their own to find a new territory to claim, many times finding an ancient female who has begun the Crossing to take over from.

Age Category	Levels	Age
Hatchling	5-15	1-10
Young	16-30	11-40
Adult[1]	31-50	41-200
Old	51-70	201-500
Venerable	71-90	501-1000
Ancient	91+	1001+

[1]-Growth has slowed significantly by the middle of this age category

The Crossing

When a female Fey Dragon reaches the Ancient age category they often start what has been referred to by the elves as the Crossing. This is a form of transformation where, over a period of six months, the

female slowly fades away becoming transparent and eventually vanishing from the world. No one knows where they go or why this happens but it does occur. Any unattached females within five hundred miles are drawn to the Crossing female and she will select one to take on her burden.

Size Information

The information below represents the average size information by mid age category. All Fey Dragons are of a similar size and build, regardless of species. They, like all Dragon species, grow rapidly for their first fifty years before slowing down through their Adult years.

Age Category	Shoulder	Length	Wing Span
Hatchling	2'	15'	22'
Young	4'	30'	40'
Adult[1]	8'	90'	100'
Old	15'	150'	150'
Venerable	18'	170'	170'
Ancient	20'	180'+1	180'+1

[1]-Ancient Dragons will gain 1 ½' Length and Wingspan per one hundred years

Guardian Fey Dragon - Hatchling

Level	15	DB	66/111
Size	Small	Hits	153
BMR Type	Quad : Fly	Init	28
BMR	28 : 64	Stam	86
# Enc	1-4	Will	84
Outlook	Prot.	Magic	114
Treasure	NP3P	Build	Monster

DB Breakdown: (QU 34, Tough Hide (Minor) 20, Agile Defence 12) [+ 45 - Chi Defence]

Attacks:

Bite - Small Puncture	79
Claws - Tiny Slash	59
Tail - Tiny Crush	49
Breath Weapon	61

Skills:
Ambush (10) 70, Attunement (5) 37, Camouflage (15) 112, Climbing (12) 63, Endurance (40) 153, Flying/Gliding (18) 76, Jumping (10) 59, Perception (10) 80, Power Point Development (5) 75, Resistance - Magic (20) 114, Resistance - Stamina (8) 86, Resistance - Will (13) 84, Stalking & Hiding (15) 150, Tracking (10) 60, Bite - Small Puncture (15) 79, Claws - Tiny Slash (10) 59, Tail - Tiny Crush (8) 49, Chi Defence (5) 35, Foraging/ Survival (Forest) (15) 72, Breath Weapon (11) 61

Spells:
Control Land Creature (17) 84, Fear (9) 65, Growth (10) 70, Summon Land Creature (14) 78

Talents:
Blazing Speed, Breath Weapon (Minor), Dark Vision (Lesser), Enhanced Senses, Extremely Nimble, Focus Style (Gestural), Focus Style (Verbal), Immunity to Stuns, Lesser Resistance (All), Lightning Reflexes, Natural Camouflage, Poison Immunity, Regeneration (Major), Tap Personal Mana, Tough Hide (Minor), Toughness, Chameleon (Greater) , Agile Defence, Shrink (Minor), Focused Eloquence Lesser (Vivamancer), Natural Weapon (Claw), Natural Weapon (Bite), Natural Weapon (Tail), Natural Weapon (Breath)

Description

Fey Guardian Dragons have fine, roughly leaf-shaped scales which range in colour from a dark earth brown on their underside through to dark forest green along their spine. Their stomach scales are banded, running across their lower side.

Guardian Fey Dragons have a lithe, muscular build and move with a cat-like grace despite their size. Their wings are bat like and darken from dark green through to a deep black along the edges and tips.

Their face is narrow and long with eyes of green flecked bronze, a long mouth filled with sharp teeth and two small horns rising from the backs of their head. Their tails are long and supple and move and flick with their mood, much like a cat's does.

The hatchlings start out darker in colouring, with scales a deep green, almost black and by the time they are mid Young age category their scales have lightened into their adult colouring.

Lifestyle

Guardian Fey Dragon females live to protect their chosen site and will settle down to protect it with their life, claiming it and an area some thirty to sixty miles across centred on the site. If there is natural shelter, such as caves, then the female will settle in, creating a lair from which to watch over her domain. If there is no shelter she will either dig out a lair or, more commonly, find a grove of trees and over time weave them together to create a protected lair, planting new trees and shaping them as required.

The males lead a nomadic lifestyle, moving from area to area freely. They will act to stop any desecration they see of natural sites and also support any females within the area they are in.

The young stay within their mother's domain until they have reached forty years of age at which point they strike out into the world.

Abilities and Combat

Guardian Fey Dragons are primarily ambush hunters using their natural abilities to surprise and attack prey attack prey. Their poison breath allows them to quickly overwhelm any prey and in enclosed spaces they can fill the area with poison, being immune themselves.

Guardian Fey Dragon will, by preference, attack from ambush, starting with a breath attack quickly followed by an aggressive attack. If there are multiple foes they will use their spells to summon other creatures to aid them prior to attacking, using them to lure away some of the party or distract them.

They are intelligent and will assess foes prior to attacking, often watching for days as they work out the strengths and weaknesses of the party. They will use their spells and breath attack to best effect and where they can will take to the skies to strafe their opponents or, if they break and run, hunt them down.

Adults will at times work in groups to drive stronger or well organised foes from an area.

Guardian Fey Dragon - Young

Level	30	DB	84/167
Size	Gigantic	Hits	224
BMR Type	Quad : Fly	Init	31
BMR	36 : 76	Stam	118
# Enc	1-2	Will	112
Outlook	Prot.	Magic	136
Treasure	N2N3N	Build	Monster

DB Breakdown: (QU 28, Tough Hide (Major) 40, Agile Defence 16) [+ 83 - Chi Defence]

Attacks:

Bite - Medium Puncture	115
Claws - Small Slash	85
Tail - Small Crush	65
Breath	87

Skills:
Ambush (20) 104, Attunement (8) 54, Camouflage (30) 135, Climbing (16) 77, Endurance (70) 224, Flying/Gliding (25) 89, Jumping (20) 85, Perception (30) 123, Power Point Development (8) 93, Resistance - Magic (30) 136, Resistance - Stamina (12) 118, Resistance - Will (20) 112, Stalking & Hiding (25) 174, Tracking (30) 103, Chi Defence (15) 73, Linguistics (Choose 1 spoken) (8) 54, Foraging/Survival (Forest) (15) 74, Combat Style (Pounce) (5) 40, Combat Style (Dive) (8) 55, Bite - Medium Puncture (30) 115, Claws - Small Slash (20) 85, Tail - Small Crush (10) 65, Breath (16) 87

Spells:
Control Land Creature (23) 96, Fear (14) 81, Growth (14) 81, Summon Land Creature (21) 94, Natures Strength (15) 83, Tree Skin (17) 87

Spell Notes
-Spells include the +10 bonus to Vivamancer Circle from Focused Eloquence Lesser
- Spells should be cast with Scaling options

Talents:
Blazing Speed, Breath Weapon (Major), Dark Vision (Lesser), Enhanced Senses, Extremely Nimble, Focus Style (Gestural), Focus Style (Verbal), Immunity to Stuns, Natural Camouflage, Poison Immunity, Regeneration (Major), Tap Personal Mana, Tough Hide (Major), Chameleon (Greater) , Enhanced Toughness, Blinding Reflexes, Agile Defence, Greater Resistance (All), Focused Eloquence Lesser (Vivamancer), Skill Specialization (Stalking&Hiding), Skill Specialization (Ambush), Natural Weapon (Claw), Natural Weapon (Bite), Natural Weapon (Tail), Natural Weapon (Breath)

Lightning Reflexes [Hatchling]

Guardian Fey Dragons have extremely swift reflexes, granting them a +5 bonus to their Initiative rolls.

Blinding Reflexes [Young]

Guardian Fey Dragons have extremely swift reflexes, granting them a +10 bonus to their Initiative rolls.

Preternatural Reflexes [Adult]

Fey Dragons have reflexes that are far beyond normal and gain a +15 to Initiative.

Dark Vision (Lesser)

Fey Dragons have excellent vision within the dark, a useful trait given their normal lairs.

Enhanced Senses [All]

Fey Dragons have very acute senses, granting them a special bonus of +10 to all Perception rolls.

Enhanced Toughness [Adult]

Fey Dragons gain a +20 to their Endurance skill due to their very hardy nature.

Breath Weapon Minor/ Major/Major [Hatchling/ Young/Adult]

From Hatchlings Guardian Fey Dragons can create a cone of poisonous gas which extends one hundred feet from its mouth and then widens out to a radius of twenty feet (cone shaped). This breath attack delivers a Large External Poison Critical and can be utilised six times an hour by the Adult Fey Dragon.

The breath attack lasts for two rounds and each round the Fey Dragon can sweep the breath attack through a sixty degree arc, attacking all who are within range of the attack.

They can use their breath weapon six times an hour.

Hatchling (26)

Poison Cone, cone 60' x 10', duration 2 rounds, Small attack size, sweep

Cost: Base (8) + Range +10' (2) + Base +2' (4) + Duration 2 rounds (1), +1 attack sizes to Small (2) + Sweep (9) = 26 PP

Young (40)

Poison Cone, cone 80' x 14', duration 2 rounds, Medium attack size, sweep

Cost: Base (8) + Range +30' (6) + Base +6' (12) + Duration 2 rounds (1), +2 attack sizes to Medium (4) + Sweep (9) = 40 PP

Adult (59)

Poison Cone, cone 100' x 20', duration 5 rounds, Large attack size, sweep

Cost: Base (8) + Range +50' (10) + Base +12' (24) + Duration 5 rounds (2), +3 attack sizes to Large (6) + Sweep (9) = 59 PP

Breath Weapon Minor -Web Spit [Adult]

Adult Guardian Fey Dragons can spit a glob of webbing that expands to cover a twenty feet radius out to a distance of 100'. They can spit up to six times an hour.



Guardian Fey Dragon - Adult

Level	50	DB	123/243
Size	Large	Hits	268
BMR Type	Quad : Fly	Init	46
BMR	52 : 181	Stam	159
# Enc	1-2	Will	140
Outlook	Prot.	Magic	161
Treasure	N2N3N	Build	Monster

DB Breakdown: (QU 38, Tough Hide (Greater) 60, Agile Defence 20, Dense Musculature 5) [+ 120 - Chi Defence]

Attacks:

Bite - Large Puncture	154
Claws - Medium Slash	134
Tail - Medium Crush	109
Breath	134

Skills:
Ambush (30) 130, Attunement (10) 74, Camouflage (40) 162, Climbing (20) 99, Endurance (80) 268, Flying/Gliding (30) 100, Jumping (25) 104, Perception (50) 152, Power Point Development (15) 122, Resistance - Magic (45) 161, Resistance - Stamina (25) 159, Resistance - Will (30) 140, Stalking & Hiding (35) 220, Tracking (40) 122, Bite - Large Puncture (50) 154, Chi Defence (28) 110, Linguistics (Choose 1 spoken) (8) 64, Linguistics 2(Choose 1 spoken) (6) 54, Foraging/Survival (Forest) (18) 90, Combat Style (Pounce) (16) 96, Combat Style (Dive) (20) 104, Claws - Medium Slash (40) 134, Tail - Medium Crush (25) 109, Breath (30) 134

Spells:
Natures Strength (21) 113, Tree Skin (24) 116, Barrier Of Thorns (15) 102, Control Land Creature (32) 124, - Fear (21) 113, Growth (18) 108, Summon Land Creature (28) 120

Spell Notes
- Spells include the +20 bonus to Vivamancer Circle from Focused Eloquence Greater
- Spells should be cast with Scaling options

Talents:
Blazing Speed, Breath Weapon (Major), Breath Weapon (Minor), Combat Awareness, Dark Vision (Lesser), Dense Musculature, Enhanced Senses, Extremely Nimble, Focus Style (Gestural), Focus Style (Verbal), Immunity to Stuns, Natural Camouflage, Poison Immunity, Quiet Stride, Regeneration (Major), Tap Personal Mana, Tough Hide (Greater), Chameleon (Greater) , Enhanced Toughness, Giantism (Minor), Preternatural Reflexes, Agile Defence, Greater Resistance (All), Skill Specialization (Stalking&Hiding), Skill Specialization (Ambush), Focused Eloquence Greater (Vivamancer), Natural Weapon (Claw), Natural Weapon (Bite), Natural Weapon (Tail), Natural Weapon (Breath)

Adult (20)

Spider Web, Range 100', Area 20' radius, Duration 10 rounds, Hard ST check

Cost: Base (9) + Range +50' (1) + AoE +10' (1) + Duration 10 rounds (3), +3 ST RR to Hard (6) = 20 PP

Immunity To Poison

The Guardian Fey Dragons magical background grants them immunity to poisons.

Regeneration (Major) [Hatchling, Young]

The Fey Dragon has the ability to regenerate damage from all but fatal wounds. They automatically regenerate 2 Concussion Hits each minute and their recovery rate for non-fatal injuries is halved.

Regeneration (Greater) [Adult]

The Fey Dragon has the ability to regenerate damage from all but fatal wounds. They automatically regenerate 3 Concussion Hits each minute and their recovery rate for non-fatal injuries is halved.

Spells

Guardian Fey Dragons learn spells as they age, focusing on spells of nature, both protective and offensive in nature.

Tough Hide (Major) [Hatchling]

The Guardian Fey Dragon gains a +40 to their DB from their hard scales.

Tough Hide (Greater) [Young]

The Guardian Fey Dragon gains a +60 to their DB from their hard scales.

Tough Hide (Draconic Adult) [Adult]

The Guardian Fey Dragons scales are made of extremely tough materials and has outstanding strength and resistance to damage. The Guardian Fey Dragon receives +80 to their DB.

Toughness [Hatchling]

The Dragon gains a +10 to their endurance skill due to their hardy nature.

Enhanced Toughness [Young, Adult]

The Dragon gains a +20 to their endurance skill due to their very hardy nature.

Background

Fey Guardian Dragons are the most well known of all the Fey Dragons and have been known to the elves and other long lived kindred from time immemorial.

Humans can come into conflict with the Guardians due to their logging and expansion into wilderness areas. Other, darker races, are actively hunted by the Guardians as they see them as a blight upon nature with their propensity to pillage an area of all resources.

Elves and nature aligned races, human Rangers and those human communities that seek to live in harmony with nature are often seen as allies and support and are supported by the Guardian Dragons.

Adult Fey Guardian Dragons will learn a smattering of the local languages and will be able to communicate with the surrounding races to varying degrees. There have been cases where male Fey Guardian Dragon adults have entered in contracts, providing protection (over a time period) to a caravan or nomadic community in return for their support against a foe or to assist a nearby female.

The elves and other Fey beings work with the Fey Guardian Dragons and see them as an embodiment of the natural world. Those who harm or kill them are marked by such races for their crimes and will come under attack, having earned the enmity of these races.

Adventure Notes

Most adventurers will encounter a wandering male dragon and their attitude and actions at the time will determine the outcome of the encounter.

If they encounter a female it will be either within her chosen domain or a wandering female who is searching for a domain. If the female has hatchlings or young and the party has offended her or is actively harming the area, then the party could find itself in serious trouble. In the cases where the party is fighting a common foe they will find themselves with an ally and potential friend.

The party could be hired to remove a Guardian Fey Dragon from an area where a given Kingdom wishes to expand and has come into contact with them. Undertaking such a contract should be considered with care as races such as the Fey and elves, will see them as criminals and mark them for punishment.

Description

Wither Fey Dragon - Overlay

Stats:

Racial stat modifiers -
ST:+5, **CO**:+5, **AG**:+5, **SD**:-5, **RE**:-5;
Base Endurance: 30; **Base PP**: 30;
Racial RR modifiers - **Stam**: 10 **Will**: 10, **Magic**: 10

New Skills:

Attack – Bite – Large Puncture +10 Ranks
Attack – Breath Weapon +20 Ranks
Spell – Fear +8 Ranks
Spell – Barrier Of Thorns +8 Ranks
Endurance +25 Ranks
Ambush +5 Ranks
Stalking & Hiding +5 Ranks

New Talents:

Critical Resistance (Minor) (Slash)
Critical Resistance (Major) (Crush)
Regeneration (Greater) – Replaces any other Regeneration
Rending Talons
Tough Hide (Draconic Adult) – Replaces any other Tough Hide
Preternatural Reflexes – Replaces any other Reflex type
Breath Weapon Minor – Poisonous Web Spit

Forfeit Talents:

Breath Weapon Minor – Web Spit

Other:

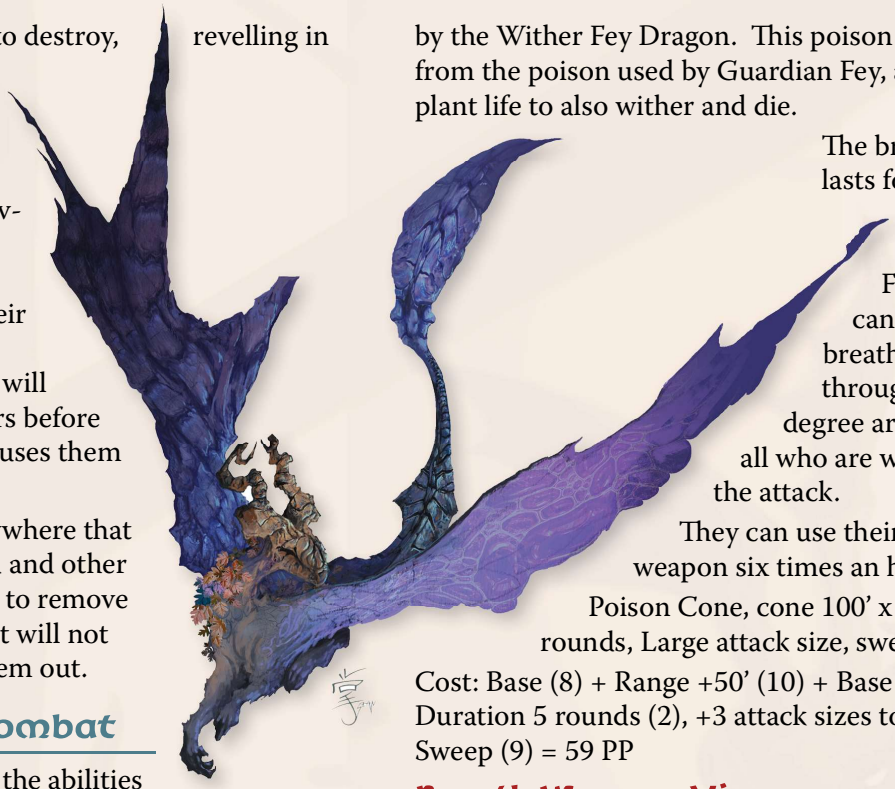
Poison Breath now also kills plant life
Outlook becomes Berserk

For reasons that are poorly understood at best, some adult and older Fey Dragon fall prey to a malaise which alters them physically and spiritually. Wither Fey are corrupted versions of their former self, their scales grow larger and coarser, and their colouring changes to mottled grey and black. Their eyes darken to a flat, black while their mouths widen and teeth grow larger. Their bulk also increases as their muscles grow and knot while the horns on their heads thicken, elongate and twist, changing to a dark brown in colour.

The Wither Fey Dragon's breath weapon changes as well, becoming a corrupting cloud of gas that rots all it touches.

Lifestyle

Wither Fey exist only to destroy, revelling in creating vast areas of corrupted rotting lands, killing creatures and other Fey Dragons. They are clever, devious and above all filled with hatred. They cannot breed, their affliction is not able to be passed on and they will live for only seven years before the rot within them causes them to die.



They can be found anywhere that Fey Dragons are found and other Fey Dragons will work to remove them from the area but will not kill them, just drive them out.

Abilities and Combat

Wither Fey possess all the abilities of their Fey form, with the changes as below noted to their Breath Weapon and additional Talents. In particular, their rending talons (claw attack) render them lethal foes to even the best armoured opponents.

Preternatural Reflexes

Wither Fey Dragons have reflexes that are far beyond normal and gain a +15 to Initiative.

Dark Vision (Lesser)

Wither Fey Dragons have excellent vision within the dark, a useful trait given their normal lairs.

Enhanced Senses

Wither Fey Dragons have very acute senses, granting them a special bonus of +10 to all Perception rolls.

Enhanced Toughness

Wither Fey Dragons gain a +20 to their Endurance skill due to their very hardy nature.

Breath Weapon Major

Wither Fey Dragons create a cone of poisonous gas which extends one hundred feet from its mouth and then widens out to a radius of twenty feet (cone shaped). This breath attack delivers a Large External Poison Critical and can be utilised six times an hour by the Wither Fey Dragon. This poison is different from the poison used by Guardian Fey, as it causes plant life to also wither and die.

The breath attack lasts for two rounds and each round the Fey Dragon can sweep the breath attack through a sixty degree arc, attacking all who are within range of the attack.

They can use their breath weapon six times an hour.

Poison Cone, cone 100' x 20', duration 5 rounds, Large attack size, sweep

Cost: Base (8) + Range +50' (10) + Base +12' (24) + Duration 5 rounds (2), +3 attack sizes to Large (6) + Sweep (9) = 59 PP

Breath Weapon Minor -Poisonous Web Spit

Adult Wither Fey Dragons can spit a glob of webbing that expands to cover a twenty foot radius out to a distance of 100'. They can spit up to six times an hour.

Spider Web, Range 100', Area 20' radius, Duration 10 rounds, Hard ST check

Cost: Base (9) + Range +50' (1) + AoE +10' (1) + Duration 10 rounds (3), +3 ST RR to Hard (6) + 2 Attack Sizes [Poison] to Medium (4) = 24 PP

Immunity To Poison

The Wither Fey Dragons magical background grants them immunity to poisons.

Regeneration (Greater)

The Wither Fey Dragon has the ability to regenerate damage from all but fatal wounds. They automatically regenerate 3 Concussion Hits each minute and their recovery rate for non-fatal injuries is halved.

Rending Talons

The creature's talons are magical in nature and it is able to use these talons tear through their foes armour with surprising ease. The magic enhances the claw or talon attack size by one level and also reduces the protection provided by armour by 20 DB.

Wither Fey Dragon - Adult

Level	57	DB	153/268
Size	Large	Hits	308
BMR Type	Quad : Fly	Init	46
BMR	52 : 181	Stam	169
# Enc	1	Will	130
Outlook	Berserk	Magic	161
Treasure	N3NN	Build	Monster

DB Breakdown: (QU 38, Tough Hide (Draconic Adult) 80, Agile Defence 30, Dense Musculature 5) [+ 115 - Chi Defence]

Attacks:

Attack Bite - Large Puncture	178
Attack Claws - Medium Slash (Treat as Large due to Rending Talons)	144
Attack Tail - Medium Crush	119
Attack Breath	164

Skills:
Ambush (35) 165, Attack Bite - Large Puncture (64) 178, Attack Breath (50) 164, Attack Claws - Medium Slash (40) 144, Attack Tail - Medium Crush (25) 119, Attunement (10) 64, Camouflage (40) 137, Chi Defence (28) 105, Climbing (20) 109, Combat Style 1 Pounce (16) 106, Combat Style 2 Dive (20) 114, Endurance (105) 308, Flying/Gliding (30) 100, Foraging/Survival Forest (18) 85, Jumping (25) 114, Linguistics (Spoken) Choose (8) 59, Linguistics 2(Spoken) Choose (6) 49, Perception (50) 147, Power Point Development (15) 107, Resistance - Magic (45) 161, Resistance - Stamina (25) 169, Resistance - Will (30) 130, Stalking & Hiding (40) 225, Tracking (40) 117

Spells:
Spell Control Land Creature (32) 114, Spell Barrier Of Thorns (23) 105, Spell Fear (29) 111, Spell Growth (18) 98, Spell Natures Strength (21) 103, Spell Summon Land Creature (28) 110, Spell Tree Skin (24) 106

Spell Notes
- Spells include the +20 bonus to Vivamancer Circle from Focused Eloquence Greater
- Spells should be cast with Scaling options

Talents:
Agile Defence, Blazing Speed, Breath Weapon (Major), Breath Weapon (Minor), Chameleon (Greater) , Combat Awareness, Dark Vision (Lesser), Dense Musculature, Enhanced Senses, Extremely Nimble, Focus Style (Gestural), Focus Style (Verbal), Greater Resistance (All), Immunity to Stuns, Natural Camouflage, Poison Immunity, Preternatural Reflexes, Quiet Stride, Tap Personal Mana, Natural Weapon (Claw), Natural Weapon (Bite), Natural Weapon (Tail), Natural Weapon (Breath), Focused Eloquence Greater (Vivamancer), Skill Specialization (Stalking&Hiding), Skill Specialization (Ambush), Giantism (Minor), Critical Resistance Minor (Slash), Regeneration (Greater), Rending Talons, Tough Hide (Draconic Adult), Critical Resistance (Major) (Crush)

In addition, if an open-ended hit (roll natural 96+) is scored the talons/claws have torn the armour permanently reducing its DB by 5. Note that this will reduce the physical aspect of a suit of armour's protection but not the magical protection. When the suit is reduced to 0 DB it is ruined and any magical enchantment is lost.

For example, a suit of +10 Chainmail (40 Base DB, 10 Magical DB) can be reduced down to 5 Base and 10 Magical DB (15 total) and still function but as soon as the last five base DB is lost the suit is destroyed. Note that against the attack the suit would have counted as providing 30 DB not 50 DB due to the nature of the magic.

Background

Fey Wither Dragons are the result of some change within an adult Fey Dragon. Although Elves and other races have studied the occurrence of the Wither, none as yet have arrived at a satisfactory conclusion. If the Fey Guardian Dragons do know what causes the affliction, they do not speak of it.

Once a Guardian has transformed into a Wither, it begins a rampage of destruction in its first few months and then it settles into a cycle of dormancy and activity cycling every three to six months. The Wither will fly to a new location prior to becoming dormant where it will hide away and sleep for a time before awakening and rampaging again. They do this for seven years before they finally die, their bodies quickly decaying to nothing but a viscous black liquid which evaporates into a smoke.

Disturbing a sleeping Wither Dragon will simply begin its rampage cycle early.

Adventure Notes

Most adventurers will be called in to deal with a rampaging Wither Fey though the occasional unlucky party has stumbled across one, starting a cycle of destruction. The Wither Fey will not fight to the death and will escape where possible, leading many parties on a wide ranging hunt.

Mages and sages have desired a live specimen for capture but the Wither will rather die than be subdued. One or two have been captured by various means, though study of the beasts is difficult and has yet to yield any results.

Dragon Kin

Overview

Dragon Kin is a term applied to basically any form of creature that appears to be Dragon like in appearance. It is a very inaccurate form of identification and while sages have battled to have people realise this, on the whole the general population is quite happy to use the term.

Dragon Kin as a category covers everything from the naturally occurring Wyverns who are native to this world and who have evolved to fill a number of environmental areas, their true cousins the Draco, a smaller and variant breed of Wyvern that has existed for as long as Wyverns and the Lindwurm, a subspecies which shows signs of having been magically, either deliberately or by accident, derived from the Wyvern at some point many thousands of years ago.

It is because of this common root stock, the Wyvern, that sages argue they should be called Wyvern Kin and amongst themselves this is the common vernacular utilised. Dragons however, capture the fears and the imaginations of the common people and this means that it is doubtful that their common tag will ever change.

All of these creatures are, to varying degrees, related and this means that they have a common physiology. They are all carnivores who go through cycles of activity and inactivity based on their feeding. Like many carnivores they will devour as much as they can from a single feeding, having expended energy to capture their prey, and then basically go through a period of inactivity as they digest.

This conservation of energy approach also means that they are all ambush and opportunistic hunters, saving their energy for their last burst of their hunt.

Like all hunters, they are territorial and each individual will have a hunting range which they will defend against others. The rise and fall of these territories is a regular and fluid occurrence.

Mating seasons range from yearly for the small Draco's through to decades apart for the Lindwurm. What they have in common is that the males are far more colourful then the females and will compete for the right to mate. In these species the ratio of male to female is about 4:1 so not every male will mate. While these competitions do not often lead to deaths they can do on occasion and, more importantly, if stumbled upon can mean a party faces two enraged males who will turn on them as quickly as each other.

Females lay four to eight eggs which hatch after three to twenty months incubation within a nest. Unlike birds, the females does not need to keep them warm but she does protect the nest until they hatch.

Young grow very quickly, reaching maturity at just twelve months and they need a lot of food during this period. The males also compete during this stage and will kill and eat each other if an opportunity arises. This has led to most seasons only having one to two males survive with any of the rare females surviving as well. Female hatchlings are even rarer than adults with only one in twelve being female.

Wyverns

Overview

Wyvern is a generic term used to cover a variety of species all derived from a common ancestor. Wyverns have adapted to fill a number of environmental niches and are generally named for their most prevalent environment.

Wyverns are the most well known of the so called Dragon Kin and are probably the most encountered outside of the civilised lands.

Capable of flight, Wyverns have spread across many lands and as such often come into conflict with humanoid races as they seek to take advantage of the easy prey presented by domesticated herds (and their herders).

Male and female Wyvern are of the same size and ability, with females normally having less colour in their scales then males.

Ecology

Wyverns are pure carnivores and as such will claim and hunt a wide range, defending it against all comers. Sitting just below Dragons, Wyverns are dangerous and powerful foes who are cunning enough to know when to cut and run.

Wyverns will nest in secluded or hard to get at areas, building as high as they can to ensure clear vision of approaching foes and an ability to quickly take flight.

Wyvern live for many centuries if they are not killed and they mate every four to six years depending on the food availability and threats within an area.

Lifestyle

All Wyvern follow a pattern of claiming land and defending their territory. This, however, is not a permanent affair as they will move on when food becomes scarce or they are driven off by encroaching civilisation. Females tend to nest further from habitation, instinctively seeking find safer areas to raise their young. A female will claim her land and any males currently within those lands will yield, gaining an advantage at mating season due to proximity.

During mating season the male Wyvern will travel to a female's territory where they will compete to win the right to mate with her before returning to their own nest. The females raise their young by themselves, fiercely driving off any and all would be attackers or hunters.

When they young are a year old they leave their nest and roam freely for the next five years as they gain their full adult size. During this time other Wyvern will not attack them or drive them off, giving the young Wyvern room to grow to adulthood. These young will avoid inhabited regions, travelling through the borders and wilderness areas of the lands.

At the age of five, they undergo a shedding where they gain their adult colouring and size. At this time, they will seek to carve out their own territory, often gaining a small foothold between other males.

Male Wyverns territories are always a fluid affair with battles fought to gain land, create a new location or just drive off others. These battles are fought on bluff and bluster most times, though during hard seasons they turn more violent as food becomes scarce and they can result in the death of one or both of the males.

Combat

Wyverns are ambush hunters, seeking to quickly poison their prey and then withdraw to a safe distance and wait. When faced with a stronger foe they will look to wound and tire them with hit and run tactics, using both their ambush and flying attacks to good advantage.

Both their bite and their tail carries poison and they can use the blade like stinger to slash and pierce their prey. Targets within a ninety degree arc in front or behind can be subject to a stabbing attack which delivers a more powerful poison attack while the slash attack is a weaker poison attack, it can be applied to foes in a three hundred and sixty degree area.

Background

Wyvern encountered by parties are often defending their territory and they tend to see all non-Wyverns as a food source, threat or both. Regardless of their sub-species all Wyvern are native to this plane and a naturally evolved predator who has successfully transitioned from prehistoric times to today. They are adaptable survivors and should not be treated lightly when encountered.

Sages have already noticed that as the pressure from civilisation bumps up against this species the Wyverns are again adapting and reports have been made now of groups of Wyverns raiding farms and attacking hunting bands, breaking up and vanishing as quickly as they appeared.

Forest Wyvern

Description

Forest Wyvern are the smallest of the Wyverns, spending their lives living within the depths of forests ranging from temperate deciduous forests to sub-arctic pine forests. Forest Wyvern stand five feet tall at the shoulder and average eighteen feet in length with a wing span of twenty-four feet.

Their scales are finer than most Wyvern, being around the size of an adult human's palm and range in colour from emerald green through to a deep forest green. Their wings, like all Wyvern wings, are bat-like and leathery with a wing span equal to one and half times their body length. The scales are lightest in the stomach and deepen in colour as they move towards the spine.

Forest Wyvern faces are reptilian, with a long snout filled with a triple row of sharp teeth. Their tongues are uniformly purple and long, coming to a sharp point. Forest Wyvern eyes range from a dull brass through to bright copper in colour with dark green marbling.

Forest Wyvern bodies are slim, tapering from the chest back down to the rear legs, their front legs can act as arms when the Wyvern settles back onto their haunch. Their tail is thin and whip like, ending in the poisoned blade stinger.

Forest Wyvern			
Level	12	DB	78
Size	Large	Hits	220
BMR Type	Quad : Fly	Init	19
BMR	31 : 63	Stam	125
# Enc	1-2	Will	80
Outlook	Prot.	Magic	55
Treasure	NN4P3	Build	Monster

DB Breakdown: (QU 18, Tough Hide (Major) 40, Instinctive Defence 20)

Attacks:

Attack Bite - Medium Puncture	106
Attack Claws - Medium Slash	106
Attack Tail (Whip) - Small Slash	101
Attack Tail (Stab) - Small Puncture	101
Attack Spit (Poisonous)	81

Skills:
Ambush (20) 81, Attack Bite - Medium Puncture (25) 106, Attack Claws - Medium Slash (25) 106, Attack Spit (15) 81, Attack Tail (Whip/Stab) - Small Slash/Puncture (20) 101, Camouflage (12) 65, Climbing (10) 71, Endurance (30) 220, Flying/Gliding (24) 85, Foraging/Survival Forest (16) 67, Jumping (8) 61, Perception (30) 100, Resistance - Magic (8) 55, Resistance - Stamina (20) 125, Resistance - Will (15) 80, Stalking & Hiding (20) 101, Tracking (12) 64

Talents:
Enhanced Senses, Instinctive Defence, Lesser Resistance (Stamina), Lightning Reflexes, Night Vision, Poison Bite/Sting (Major), Poison Bite/Sting (Minor), Quiet Stride, Tough Hide (Major), Toughness, Natural Weapon (Claw), Natural Weapon (Tail), Natural Weapon (Bite), Natural Weapon (Spit), Giantism (Minor)

Lifestyle

Forest Wyvern are, like all their kind, solitary creatures, coming together only to mate or battle over territory. Males will claim anywhere from eighty to two hundred square miles of forest while females will claim slightly more, averaging one hundred and sixty square miles. This can vary depending on the food sources available with those existing within the pine forests of the sub-arctic regions having as much as double the territory.

Female Forest Wyvern will lay between four and eight eggs of which only one in six will be female. Their nests are often built across a cluster of several trees, as high up as she can build. The nests are a complex weave of saplings and larger trunks for the main support with branches filling in the frame and leaves lining the nest.

Male Forest Wyverns tend to have nests built on the ground in a grove or corpse of trees. They will create walls using dead shrubs or thorny bushes supported by woven saplings and branches. They also encourage the growth of undergrowth around their den to create camouflage for their home. At the centre of the male nest will be an open area which allows them to easily take flight if threatened.

Abilities and Combat

Forest Wyverns are aggressive foes when roused and will utilise their stalking abilities and poison attacks to best advantage, seeking to attack quickly and either overwhelm their foe or use a series of hit and run attacks to wear down stronger foes or parties.

Forest Wyverns also perform a fly by attack, when space permits, where they use the tail whip attack to slash at foes (-25 to the attack).

On the ground the Forest Wyvern will attack with their claw and bite attacks on a chosen target and use their slashing tail attack to keep foes at bay. In close combat the stabbing tail attack is used as a finisher or to quickly remove a soft or disabled target. Their spit attack is used to quickly take out or injure foe at range and can be effective in breaking up attacks or neutralising spell casters.

Enhanced Senses

Forest Wyverns have very acute senses, granting them a special bonus of +10 to all Perception rolls.

Lesser Resistance (Stamina)

Forest Wyverns have a special +10 bonus to all Stamina-based Resistance Rolls.

Lightning Reflexes

Forest Wyverns have extremely swift reflexes, granting them a +5 bonus to their Initiative rolls.

Poison Tail Whip (Poison Sting Major) & Poison Tail Stab (Poison Sting Major)

The Forest Wyvern is able to slash and stab with its tail delivering its poison with each type of attack.

CRR (120)..... No Effect
CRR (110)..... 1d100-20 on Internal Poison Critical Table
CRR (100)..... 1d100-10 on Internal Poison Critical Table
CRR (90)..... 1d100 on Internal Poison Critical Table
CRR (80) ..... 1d100+10 on Internal Poison Critical Table
CRR (70)..... 1d100+20 on Internal Poison Critical Table
Failure..... Character receives maximum result from the Internal Poison Critical Table

Poison Spit (Poison Bite Minor) & Poison Bite (Poison Bite Minor)

The Forest Wyvern delivers a bite which carries a lesser version of their tail poison within their saliva. In addition to their bite, the Forest Wyvern is able to spit the poison out to a range of twenty (20) feet. The spit attack is resolved on the external poison table. The Forest Wyvern use the spit attack either when attacking from a distance or to dissuade foes from following. The poison spit is only effective if it enters the body via the face or mouth (attack against the face) or via an open wound (target is suffering an injury with bleeding at one hit per round).

The poison is resolved as a Cascading Resistance Roll using the following table:

CRR (100)..... No Effect
CRR (90)..... 1d100-20 on Internal Poison Critical Table
CRR (80)..... 1d100-10 on Internal Poison Critical Table
CRR (70)..... 1d100 on Internal Poison Critical Table
CRR (60)..... 1d100+10 on Internal Poison Critical Table
CRR (50)..... 1d100+20 on Internal Poison Critical Table
Failure..... Character receives maximum result from critical table

Quiet Stride

The Wyvern is able to move with catlike stealth which belies its size. This grants the Forest Wyvern a bonus of +25 to Stalking maneuvers.

Background

Forest Wyvern are perhaps the most commonly encountered of all the Wyvern species, dwelling in a habitat that brings them into contact and conflict with other races on a fairly regular basis. Due to this proximity, they are the most well known of all the Wyvern species.

Over the centuries, a number of nations have managed to tame and utilise the Forest Wyverns as aerial mounts. Though they can carry only smallish riders the advantage of them as scouting or first strike units is well acknowledged.

Adventure Notes

Adventurers will most often encounter Forest Wyverns when looking for lost ruins amongst the forests of the worlds or as a result of being asked to remove or capture them. Capturing a Wyvern is a difficult and dangerous task that requires forethought and planning.

A number of kingdoms are again looking to utilise the advantages of having mounted troops on hardy aerial mounts so there is some demand for female Forest Wyverns as breeding stock. This path is fraught with danger as the males will seek to protect the female and after capture you have to move a very angry Wyvern back through a forest which will have a number of aggressive and angry male Wyverns within it.



Mountain Wyvern

Description

The largest of the Wyvern species, Mountain Wyvern live high amongst the peaks of the world. Ranging in colour from pale grey through to dark grey, Mountain Wyvern have a stocky, powerful body and wide powerful wings. Their scales are rough and hard, with a leaf shape the size of two hands. Their underside is pale grey or white, darkening as the scales near the spine. Their tail is thin and flexible, ending in a long, curved blade stinger.

Standing 6 feet at the shoulder and on average twenty-two feet in length, they have a wingspan of twenty-four feet, similar to their forest wyvern brethren.

Their face is broad and lizard like with a short, powerful snout filled with three rows of razor teeth and they have the longest claws of all the Wyvern species.

Their eyes range from slate grey through to glossy black and they have a nictitating membrane which offers their eyes protection during storms and other events.

Lifestyle

Living solitary lives in their mountain hunting ranges, Mountain Wyverns nest high on crags, cliff faces or caves in inaccessible locations which give them a clear view of approaching threats. They will line these nests with pine and other leaves, tearing off branches and uprooting saplings to carry back to their nests.

Mountain Wyverns have large hunting ranges and are more tolerant of overlap between their respective ranges. During the winter seasons, Mountain Wyverns go into a form of semi hibernation, covering themselves in branches or sealing off their caves for two to three months. The snow will then cover these constructions providing shelter and camouflage to the Wyvern during this time. The females will mate in the autumn, laying their eggs at the start of winter and will nurse them during their hibernation with the young hatching in mid spring when food is at its most abundant.

Mountain Wyvern

Level	16	DB	90
Size	Large	Hits	251
BMR Type	Quad : Fly	Init	15
BMR	33 : 61	Stam	147
# Enc	1-2	Will	82
Outlook	Prot.	Magic	65
Treasure	NN4P3	Build	Monster

DB Breakdown: (QU 10, Tough Hide (Greater) 60, Instinctive Defence 20)

Attacks:

Attack Bite - Medium Puncture	127
Attack Claws - Medium Slash	117
Attack Tail (Whip) - Small Slash	102
Attack Tail (Stab) - Small Puncture	102
Attack Spit (Poisonous)	87

Skills:
Ambush (20) 82, Attack Bite - Medium Puncture (30) 127, Attack Claws - Medium Slash (30) 117, Attack Spit (20) 97, Attack Tail (Whip/Stab) - Small Slash/Puncture (25) 102, Camouflage (14) 69, Climbing (10) 77, Combat Style 2 Dive (25) 102, Endurance (35) 251, Flying/Gliding (25) 87, Jumping (9) 72, Perception (27) 98, Resistance - Magic (10) 65, Resistance - Stamina (22) 147, Resistance - Will (15) 82, Stalking & Hiding (22) 104, Tracking (10) 61, Foraging/Survival Mountain (16) 67

Talents:
Enhanced Senses, Enhanced Toughness, Greater Resistance (Stamina), Instinctive Defence, Lightning Reflexes, Natural Camouflage, Night Vision, Poison Bite/Sting (Major), Poison Bite/Sting (Minor), Tough Hide (Greater), Natural Weapon (Claw), Natural Weapon (Tail), Natural Weapon (Bite), Natural Weapon (Spit), Giantism (Minor)

Abilities and Combat

Mountain Wyvern are aggressive and active hunters and as such they are similarly inclined to be on the front foot in combat. They utilise the open spaces of their native land to allow them to perform dive attacks against lone targets or as an opening attack against a party, where they will attack and then quickly take to the sky again.

In narrower confines, they will utilise their ability to attack from ambush, carefully stalking their prey and selecting an area for maximum advantage.

Once combat is on the ground, the Mountain Wyvern attacks nearby foes with their claw and bite attacks while using their slashing tail attack to keep circling foes at bay.

In close combat, the stabbing tail attack is used as a finisher or to quickly remove a soft or disabled target. Like their cousin, the Forest Wyvern, they will use their spit attack to quickly take out or injure foe at range and to effectively break up attacks or neutralise spell casters.

Combat Style - Dive

The Dive attack is an aerial attack from above. The Mountain Wyvern flies in, making a downward charge against a target on the ground. Like the normal Combat Action, Charge, the Mountain Wyvern gains a +1 to OB and a -1 to DB for every foot of distance travelled in the dive, with the modifiers not exceeding +50 to OB and -50 to DB. The Mountain Wyvern skill in Flying/Gliding (87) is used for this attack. If the target of the Dive is aware of the attack, and has a Pole Arm, they automatically gain initiative over the diving creature this round. The actual attack itself is a Medium Sweeps/Unbalancing attack, and if the result indicates that the target falls, then the creature is on top of the target and has him pinned.

Enhanced Senses

Mountain Wyverns have very acute senses, granting them a special bonus of +10 to all Perception rolls.

Greater Resistance (Stamina)

The Mountain Wyvern has a special +20 bonus to all Stamina-based Resistance Rolls.

Lightning Reflexes

Mountain Wyverns have extremely swift reflexes, granting them a +5 bonus to their Initiative rolls.



Poison Tail Whip (Poison Sting Major) & Poison Tail Stab (Poison Sting Major)

The Mountain Wyvern is able to slash and stab with its tail delivering its poison with each type of attack.

CRR (120)..... No Effect
CRR (110)..... 1d100-20 on Internal Poison Critical Table
CRR (100)..... 1d100-10 on Internal Poison Critical Table
CRR (90)..... 1d100 on Internal Poison Critical Table
CRR (80)..... 1d100+10 on Internal Poison Critical Table
CRR (70)..... 1d100+20 on Internal Poison Critical Table
Failure..... Character receives maximum result from the Internal Poison Critical Table

Poison Spit (Poison Bite Minor) & Poison Bite (Poison Bite Minor)

The Mountain Wyvern delivers a bite which carries a lesser version of their tail poison within their saliva. In addition to their bite, the Mountain Wyvern is able to spit the poison out to a range of twenty (20) feet. The spit attack is resolved on the external poison table. The Mountain Wyvern use the spit attack either when attacking from a distance or to dissuade foes from following. The poison spit is only effective if it enters the body via the face or mouth (attack against the face) or via an open wound (target is suffering an injury with bleeding at one hit per round).

The poison is resolved as a Cascading Resistance Roll using the following table:

CRR (100)..... No Effect
CRR (90)..... 1d100-20 on Internal Poison Critical Table
CRR (80)..... 1d100-10 on Internal Poison Critical Table
CRR (70)..... 1d100 on Internal Poison Critical Table
CRR (60)..... 1d100+10 on Internal Poison Critical Table
CRR (50)..... 1d100+20 on Internal Poison Critical Table
Failure ..... Character receives maximum result from critical table

Quiet Stride

The Wyvern is able to move with catlike stealth which belies its size. This grants the Mountain Wyvern a bonus of +25 to Stalking maneuvers.

Background

Mountain Wyverns are the largest of the Wyvern kind though not the rarest, managing to come into less conflict with civilised races due to their location. Amongst those few that are mountain dwelling races, they are often referred to as Springs Bane given they are out and hunting around the same time the mountain folk are moving their herds back into the high pastures.

No-one has ever managed to tame a Mountain Wyvern, though many have tried. They are a patient hunter and will wait to kill their rider and flee back to their homeland.

Adventure Notes

Those who seek the ruins of the high passes and lost races can be unlucky enough to find a Mountain Wyvern has taken residence in some high point in the ruin. This can lead to the party being ambushed by these wily hunters or stalked and picked off across the rough terrain.

Other times they may find themselves being hired to protect herds or drive off a Mountain Wyvern who has taken to raiding outlying mountain villages or farmsteads.

Snow Wyvern

Description

Snow Wyverns are stockier than the Forest Wyverns in build but lack the heavyset build of the Mountain Wyverns. Their scales range from pale blues through mid and pale greys to purest white. Females tend to have a silver sheen along the edges of their scales and can sometimes have silver faces. Snow Wyverns have narrow, angular faces with a long snout and their eyes have hard, nictitating membranes to protect from the cold and snow.

It is not uncommon for the scales to have a mottled or striped patterning, breaking up the Wyvern's outline in the vast open expanses of the tundra and snow plains. Their wings are not as wide as their brethren from warmer climates and are used more for short flights and long glides across the cold lands of their hunting ranges.

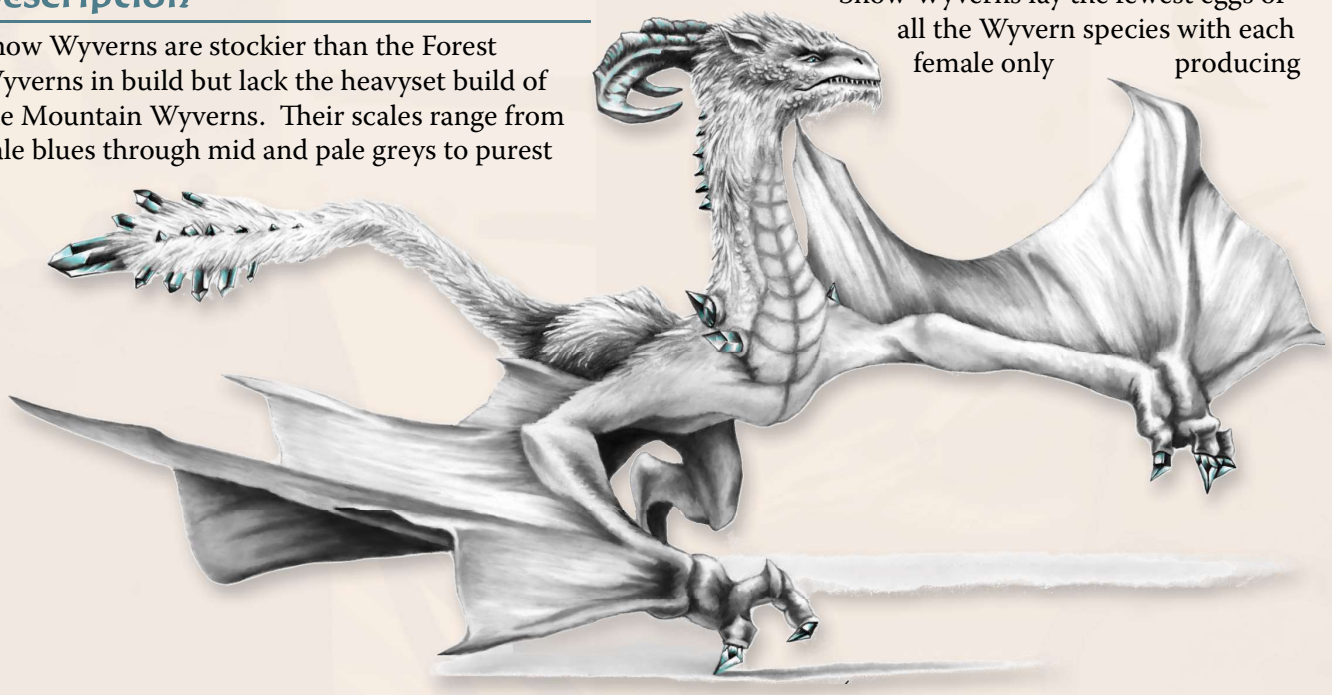
Snow wyverns have eyes the colour of pure silver with females often having a pale blue marbling while males will have a pale green marbling effect.

Lifestyle

Snow Wyverns are few and far between with vast ranges which are not fixed as they tend to form and dissolve as the migratory herds move through the lands. During the large spring migrations, it is not uncommon for many Wyverns to share an area where the herds are travelling or have stopped.

It also during this time of the year that the females will lay their eggs, having mated in mid to late autumn. The harsh climate and lands means that Snow Wyvern females will often have nests located close to each other for mutual support.

Snow Wyverns lay the fewest eggs of all the Wyvern species with each female only producing



Snow Wyvern			
Level	15	DB	90
Size	Large	Hits	235
BMR Type	Quad : Fly	Init	26
BMR	33 : 61	Stam	131
# Enc	1-2	Will	84
Outlook	Prot.	Magic	67
Treasure	NN4P3	Build	Monster

DB Breakdown: (QU 10, Tough Hide (Greater) 60, Instinctive Defence 20)

Attacks:

Attack Bite - Medium Puncture	125
Attack Claws - Medium Slash	110
Attack Tail (Whip) - Small Slash	95
Attack Tail (Stab) - Small Puncture	95
Attack Spit (Poisonous)	105

Skills:
Ambush (20) 83, Attack Bite - Medium Puncture (30) 125, Attack Claws - Medium Slash (25) 110, Attack Spit (20) 105, Attack Tail (Whip/Stab) - Small Slash/Puncture (20) 95, Camouflage (15) 72, Climbing (10) 75, Combat Style 2 Dive (15) 85, Endurance (30) 235, Flying/Gliding (25) 88, Jumping (5) 50, Perception (26) 99, Resistance - Magic (10) 67, Resistance - Stamina (20) 131, Resistance - Will (15) 84, Stalking & Hiding (20) 128, Tracking (10) 63, Foraging/Survival Cold (14) 64

Talents:
Enhanced Senses, Enhanced Toughness, Instinctive Defence, Lesser Resistance (Stamina), Natural Camouflage, Night Vision, Poison Bite/Sting (Major), Poison Bite/Sting (Minor), Preternatural Reflexes, Quiet Stride, Tough Hide (Greater), Natural Weapon (Claw), Natural Weapon (Tail), Natural Weapon (Bite), Natural Weapon (Spit), Giantism (Minor)

at most two eggs. Females are slightly more common, accounting for one in four of the hatchlings.

Abilities and Combat

Combat Style - Dive

The Dive attack is an aerial attack from above. The Snow Wyvern flies in, making a downward charge against a target on the ground. Like the normal Combat Action, Charge, the Snow Wyvern gains a +1 to OB and a -1 to DB for every foot of distance travelled in the dive, with the modifiers not exceeding +50 to OB and -50 to DB. The Snow Wyvern skill in Flying/Gliding (88) is used for this attack. If the target of the Dive is aware of the attack, and has a Pole Arm, they automatically gain initiative over the diving creature this round. The actual attack itself is a Medium Sweeps/Unbalancing attack, and if the result indicates that the target falls, then the creature is on top of the target and has him pinned.

Enhanced Senses

Snow Wyverns have very acute senses, granting them a special bonus of +10 to all Perception rolls.

Greater Resistance (Stamina)

The Snow Wyvern has a special +20 bonus to all Stamina-based Resistance Rolls.

Natural Camouflage

Snow Wyverns have the innate ability to alter the hue of their scales to closely resemble their surroundings. This camouflage grants a bonus of +25 to all Stalking/Hiding attempts.

Preternatural Reflexes

Snow Wyverns have reflexes that are far beyond normal, allowing them to react as speeds far in excess of normal creatures. This grants a +15 to Initiative.

Poison Tail Whip (Poison Sting Major) & Poison Tail Stab (Poison Sting Major)

The Snow Wyvern is able to slash and stab with its tail delivery its poison with each type of attack.

CRR (120)..... No Effect
CRR (110)..... 1d100-20 on Internal Poison Critical Table
CRR (100)..... 1d100-10 on Internal Poison Critical Table
CRR (90)..... 1d100 on Internal Poison Critical Table
CRR (80)..... 1d100+10 on Internal Poison Critical Table
CRR (70)..... 1d100+20 on Internal Poison Critical Table
Failure..... Character receives maximum result from the Internal Poison Critical Table

Poison Spit (Poison Bite Minor) & Poison Bite (Poison Bite Minor)

The Snow Wyvern delivers a bite which carries a lesser version of their tail poison within their saliva. In addition to their bite, the Snow Wyvern is able to spit the poison out to a range of twenty (20) feet. The spit attack is resolved on the external poison table. The Snow Wyvern use the spit attack either when attacking from a distance or to dissuade foes from following. The poison spit is only effective if it

enters the body via the face or mouth (attack against the face) or via an open wound (target is suffering an injury with bleeding at one hit per round).

The poison is resolved as a Cascading Resistance Roll using the following table:

CRR (100)..... No Effect
CRR (90)..... 1d100-20 on Internal Poison Critical Table
CRR (80)..... 1d100-10 on Internal Poison Critical Table
CRR (70)..... 1d100 on Internal Poison Critical Table
CRR (60)..... 1d100+10 on Internal Poison Critical Table
CRR (50)..... 1d100+20 on Internal Poison Critical Table
Failure..... Character receives maximum result from critical table

Quiet Stride

The Wyvern is able to move with catlike stealth which belies its size. This grants the Snow Wyvern a bonus of +25 to Stalking maneuvers.

Background

Well adapted to their land and equipped to survive, the greatest threat to the Snow Wyvern is the land itself with bad years forcing them south to find food and refuge. This often brings them into conflict with more advanced nations and other Wyverns, leading to some memorable conflicts.

In their own land the nomadic tribes and other predators are a known factor and a level of co-existence has been achieved. The tribes do not hunt the Snow Wyverns unless one has gone rogue as the return on the energy investment is not viable. Wyvern meat is inedible and if they kill a female the retaliation on the tribe can be a significant drain.

Like the Mountain Wyvern, Snow Wyverns have never been tamed or ridden, though to be honest, none have ever really tried to.

Adventure Notes

Encounters with Snow Wyverns are rare and nearly always instigated by the party itself, either through direct action or stumbling into a nesting area. Of these, the latter is the most dangerous as three to four other females will intervene to protect the confronted female.

In hard years, Snow Wyvern may appear in the higher temperate regions and take advantage of the easy to kill herds, causing villages to look for someone to protect them via bounties.

Dracos

Overview

Draco are the smallest of the Dragon Kin, ranging in size from a large dog to small pony. Draco are unusual for their species as they are a communal being, living together in small groups of six to eight adults and their offspring. Draco are common in almost any environment and some have even made a home amongst the roofs and towers of towns.

Elves and their ilk welcome the Draco, often taming them to varying degrees as pets, a practice not uncommon amongst mages who find the inquisitive and protective beast of value for both its companionship and, on occasions, its protection.

Draco who bond with a human, elf or other race will move in with their new friend though they also will travel back at intervals to spend time with their family group. It is not unheard of for a benevolent owner to end up with the whole group moving in.

Those who mistreat a Draco will lose them as a companion and can often be the target of retribution not only from the Draco's family but also other groups.

Some Draco families have even moved onto ships, acting as eyes and ears, providing early warning.

Ecology

Draco are, unlike other Dragon Kin, omnivores and will quite happily munch down apples and fruit as they will meat. This alone has allowed them to exist with humans and other races far more easily as they can survive on eating rats and other vermin, often see as an upside.

Wild Draco have adapted to almost every climate except the colder regions where they have never bothered to move in. Those bonded to a companion can be found anywhere their friend is.

Lifestyle

Draco live long lives, measured in centuries and they breed only every five to six years, nesting in secure locations with both the male and female protecting the nest and often assisted by relatives. The female will lay between four and eight eggs in late autumn, nesting through the winter until the young hatch in early spring.

Regardless of their colouring all Dracon live within temperate and sub-tropical climates, preferring forests and hills to most locations, though they are adaptable enough to fit into almost any environment and indeed have been found in deserts and high mountains.

Draco are able to peacefully co-exist with Wyverns and on occasions appear to work with them, acting as lookouts and nest guards. No one fully understands this relationship and it is not consistent enough to be seen as a normal behaviour.

Combat

Draco have poison stings like all of the species that derive from Wyverns and along with their needle sharp bite their saliva is also toxic, causing paralysis rather than death. The fact they then eat their paralysed prey means that not dying immediately is not necessarily as good thing.

Their tail stinger lacks the blade of their larger brethren and performs only puncture attacks. Draco attack as a group, co-ordinating with small chirps and gestures with their front legs. Utilising their flight and ambush capabilities they will often drive or lure attackers into ambushes.

Background

Draco will not attack unless provoked or hungry, though they seldom see armed or intelligent beings as prey. They will often seek to befriend small communities and especially like elves and fey races or those races which show a respect for nature and forests.

Loggers and farmers clearing land can earn their ire and as such often can fall prey to the attacks by an angry clan of Draco.

Those who hunt the Draco for trophies or sport can find themselves earning revenge not only from the Draco clan but from those who have befriended them. Elven and Fey races will actively discourage this sport.

Red Draco

Red Draco

Level	4	DB	64
Size	Medium	Hits	118
BMR Type	Quad / Fly	Init	31
BMR	25 : 40	Stam	62
# Enc	2-12	Will	44
Outlook	Prot.	Magic	48
Treasure	PN2N3	Build	Monster

DB Breakdown: (QU 24, Tough Hide (Minor) 20, Instinctive Defence 20)

Attacks:

Attack Bite - Small Puncture	86
Attack Claws - Small Slash	66
Attack Tail Stab - Tiny Puncture	70
Attack Spit	66

Skills:
Ambush (10) 64, Attack Spit (10) 66, Climbing (10) 66, Endurance (15) 118, Flying/Gliding (15) 74, Foraging/Survival Forest (10) 56, Jumping (6) 46, Perception (15) 76, Resistance - Magic (6) 48, Resistance - Stamina (8) 62, Resistance - Will (6) 44, Stalking & Hiding (5) 64, Tracking (7) 41, Attack Bite - Small Puncture (15) 86, Attack Tail Stab - Tiny Puncture (12) 70, Attack Claws - Small Slash (10) 66

Talents:
Blinding Reflexes, Enhanced Senses, Instinctive Defence, Night Vision, Poison Bite/Sting (Minor), Quiet Stride, Tough Hide (Minor), Natural Weapon (Claw), Natural Weapon (Tail), Natural Weapon (Bite), Natural Weapon (Spit), Paralysing Bite (Minor)

Description

The Red Draco is the most common and smallest of the Draco species and has the widest range habitats to which the species has adapted. They are found across most climates and, more importantly, within many human cities and towns. The Red Draco is seen as being beneficial as they clear away vermin and other pests, though they have the occasional incident where pets are not recognised as such.

Their body is the size of a large dog with bat-like wings, a sharp little face with silver eyes. Their colouring ranges from darkest red through to crimson. These flamboyant and visible Draco are a common sight in many cities.

It is generally held that older Red Draco can sometimes manifest magical ability and gain the ability to cast spells. While there are rumours of this occur-



ring, it has yet to be verified. Mages have attested though that within the Red Draco there is a latent ability for magic.

Lifestyle

Red Draco live in close knit family groups of six to twelve depending on food and shelter with some big city groups growing to over twenty. They are territorial but not aggressively so and inter group fights are seldom more than a cat like howling and hissing contest with flaring wings, bared teeth and the odd nip thrown in for good measure.

Family groups will split when they grow too large with a mated male and female leaving the group to form a new group some distance away. Groups never inbreed with mates sought from other groups.

Red Draco only breed every sixth year and when they do only the alpha female and selected (by means unknown) mated pairs will breed producing two to four offspring each which are then cared for by the family group.

Abilities and Combat

Red Draco are pack hunters utilising their flight and, where possible, ambush attacks to surprise their foes. When hunting they will seek to utilise their reaction speed to gain the initiative and overwhelm their prey, biting it to let the paralysis poison do its work.

When driving off predators or attackers, they will use similar tactics but will also use their tail stings, seeking to inflict multiple hits and quickly disable or drive off their foe.

The Red Draco will move quickly, circling their foe on both the ground and in the air, always looking to attack from behind or on the flanks. They will often feint attacks to the front of a foe to allow others to attack from behind.

Blinding Reflexes

Red Draco have extremely swift reflexes, granting them a +10 bonus to their Initiative rolls.

Enhanced Senses

Red Draco have very acute senses, granting them a special bonus of +10 to all Perception rolls.

Paralysing Bite (Minor)

The Red Draco is able to deliver a paralysing bite which, if the CRR check is failed, causes the target to fall to the ground immobile for the duration of the effect. Upon failure use the following to determine the duration of paralysis:

CRR (110) .... No Effect
CRR (100) ..... Paralysed for 4 rounds
CRR (90) ..... Paralysed for 10 rounds
CRR (80)..... Paralysed for 30 minutes
CRR (70)..... Paralysed for 2 hour
CRR (60)..... Paralysed for 6 hours
CRR (40)..... Paralysed for 1 day
Failure..... Paralysed permanently

Poison Sting (Poison Bite Minor)

The Red Draco delivers a bite which carries an effective poison used to disable their prey and foes, though when hunting for food they will prefer to use their paralysing bite to ensure they have fresh food.

The poison is resolved as a Cascading Resistance Roll using the following table:

CRR (100)..... No Effect
CRR (90)..... 1d100-20 on Internal Poison Critical Table
CRR (80)..... 1d100-10 on Internal Poison Critical Table
CRR (70)..... 1d100 on Internal Poison Critical Table
CRR (60)..... 1d100+10 on Internal Poison Critical Table
CRR (50)..... 1d100+20 on Internal Poison Critical Table
Failure..... Character receives maximum result from critical table

Quiet Stride

The Red Draco is able to move with catlike stealth granting it a bonus of +25 to Stalking maneuvers.

Background

Study of the Red Draco shows they originated in the tropical and sub-tropical regions of the world, springing from a now long lost common Draco ancestor. Their red colouring was a warning to other species of their toxicity, like much of the bright coloured tropical life.

They then spread outwards as they accompanied their adopted companions, especially on trading boats and caravans, spreading into new lands and coming into contact with other species of Draco.

The Red Draco are the most congenial and are thus most likely to adopt and travel with a companion and this trait has allowed the species to thrive over the centuries.

Adventure Notes

Red Draco are commonly encountered in the companionship of other people and from this can spring many of the conflicts as they are loyal to the person they have bonded with, even if that person is not so nice, the Draco have no concept of morals. In other cases, a party may encounter a group in the wild and could attempt to entice one or more of the Red Dracos to adopt the party.

Green Draco

Description

The Green Draco are the largest of the Draco family and the most aggressive. Living in small groups, they seldom work with outsiders and defend their territory from all comers. This trait is unusual amongst the Draco and the Green Dracos will attack and kill other Draco species.

With bodies ranging in colour from forest green to a green so dark it is almost black, the stocky, powerful Green Dracos have broad flat heads, bronze eyes and long needle like teeth. Their wings are short and powerful, allowing them turn quickly and navigate enclosed areas.

Lifestyle

Green Draco prefer to live in the wilds and will seldom come into a city unless food is short. When they do come into cities it is more a raid then a move with them coming in at night to grab what they can and leave before dawn. Unfortunately, they will attack any inhabitant who gets in their way, eating what is too large to carry. Other Draco will avoid the Greens unless they attack a companion.

Green Draco live in small group of three to six with a dominant male and female who mate every fifth year to produce one to two offspring. When the group grows too large, the unfit and young are driven out of the group by the alpha pair to find their own way. Those driven out who are ill or old often end up living close to settlements for the easy food and thus bring them into conflict with the locals.



Abilities and Combat

Lightning Reflexes

Green Draco have swift reflexes, granting them a +5 bonus to their Initiative rolls.

Enhanced Senses

Green Draco have very acute senses, granting them a special bonus of +10 to all Perception rolls.

Green Draco

Level	6	DB	80
Size	Large	Hits	188
BMR Type	Quad / Fly	Init	19
BMR	33 : 44	Stam	69
# Enc	2-6	Will	49
Outlook	Aggr.	Magic	46
Treasure	NN4N6	Build	Monster

DB Breakdown: (QU 24, Tough Hide (Minor) 20, Instinctive Defence 20)

Attacks:

Attack Bite - Small Puncture	100
Attack Claws - Small Slash	84
Attack Tail Stab - Tiny Puncture	80
Attack Spit	70

Skills:
Ambush (15) 73, Attack Spit (10) 70, Climbing (10) 70, Combat Style 2 Dive (6) 50, Endurance (20) 188, Flying/Gliding (15) 73, Foraging/Survival Forest (10) 56, Jumping (5) 45, Perception (18) 82, Resistance - Magic (6) 46, Resistance - Stamina (9) 69, Resistance - Will (7) 49, Stalking & Hiding (5) 58, Tracking (7) 41, Attack Bite - Small Puncture (20) 100, Attack Tail Stab - Tiny Puncture (15) 80, Attack Claws - Small Slash (12) 84

Talents:
Enhanced Senses, Instinctive Defence, Lightning Reflexes, Night Vision, Poison Bite/Sting (Major), Quiet Stride, Tough Hide (Major), Toughness, Natural Weapon (Claw), Natural Weapon (Tail), Natural Weapon (Bite), Natural Weapon (Spit), Giantism (Minor), Paralysing Bite (Minor)

Paralysing Bite (Minor)

The Green Draco is able to deliver a paralysing bite which, if the CRR check is failed, causes the target to fall to the ground immobile for the duration of the effect. Upon failure use the following to determine the duration of paralysis:

CRR (110)..... No Effect
CRR (100)..... Paralysed for 4 rounds
CRR (90)..... Paralysed for 10 rounds
CRR (80)..... Paralysed for 30 minutes
CRR (70)..... Paralysed for 2 hour
CRR (60)..... Paralysed for 6 hours
CRR (40)..... Paralysed for 1 day
Failure..... Paralysed permanently

Poison Sting (Poison Bite Major)

The Green Draco delivers a bite which carries an effective poison used to disable their prey and foes, though when hunting for food they will prefer to use their paralysing bite to ensure they have fresh food.

The poison is resolved as a Cascading Resistance Roll using the following table:

CRR (120)..... No Effect
CRR (110)..... 1d100-20 on Internal Poison Critical Table
CRR (100)..... 1d100-10 on Internal Poison Critical Table
CRR (90)..... 1d100 on Internal Poison Critical Table
CRR (80)..... 1d100+10 on Internal Poison Critical Table
CRR (70)..... 1d100+20 on Internal Poison Critical Table
Failure..... Character receives maximum result from the Internal Poison Critical Table

Quiet Stride

The Green Draco is able to move with catlike stealth granting it a bonus of +25 to Stalking maneuvers.

Background

Green Draco derive from the temperate forests and are at home in the broad canopies and close spaces, their short, wide wings allowing them to navigate the complex maze of trees and also the twisting streets of cities. Green Draco have spread as natural migration and pressure from encroaching civilisation have impacted them. They are the least common of the Draco species but are far from dying out.

Green Draco seldom take a companion and those that do are often outcasts who need food and shelter. Those Green Draco that do bond will be loyal and protective of their companion, however, they will also be targeted by other Green Draco if they come into contact.

Adventure Notes

Parties may well come into contact with a raiding group of Draco, be hired to remove a nest which has been discovered or help hunt down a lone rogue Green Draco. In the wild coming across them can be a dangerous and often fatal encounter as their toxin and aggression are not a good mix for any party. Having a party member become dinner is never a pleasant outcome.

Blue Draco

Blue Draco			
Level	5	DB	60
Size	Medium	Hits	146
BMR Type	Quad / Fly	Init	29
BMR	25(land) : 19(swim) : 36.5	Stam	80
# Enc	2-8	Will	64
Outlook	Aloof	Magic	58
Treasure	PN2N3	Build	Monster

DB Breakdown: (QU 20, Tough Hide (Minor) 20, Instinctive Defence 20)

Attacks:

Attack Bite - Small Puncture	90
Attack Claws - Small Slash	80
Attack Tail Stab - Tiny Puncture	74
Attack Spit	70

Skills:
Ambush (12) 68, Attack Spit (10) 70, Climbing (10) 70, Endurance (18) 146, Flying/Gliding (5) 39, Jumping (6) 50, Perception (15) 76, Resistance - Magic (8) 58, Resistance - Stamina (12) 80, Resistance - Will (10) 64, Stalking & Hiding (8) 79, Tracking (7) 41, Attack Bite - Small Puncture (15) 90, Attack Tail Stab - Tiny Puncture (12) 74, Attack Claws - Small Slash (12) 84, Foraging/Survival Ocean & Shoreline (10) 56

Talents:
Amphibious, Blinding Reflexes, Enhanced Senses, Instinctive Defence, Night Vision, Poison Bite/Sting (Minor), Quiet Stride, Tough Hide (Minor), Natural Weapon (Claw), Natural Weapon (Tail), Natural Weapon (Bite), Natural Weapon (Spit), Paralysing Bite (Minor)

Description

Blue Draco love the seas and live amongst the coastal and tidal areas of the world, whether it be tropical beaches or northern sea shores. The Blue Draco have variegated scales which have hues of blue and aqua spread throughout them. Their scales darken as they age, eventually containing the colours of an angry, storm ridden sea.

They have short wings which allow them to fly or glide. They are not fantastic fliers, preferring the ocean to the skies. They are amphibious and able to exist in both fresh and salt water. In the water their wings act as dorsal fins, flaring and tilting to steer them forward while their spinal ridge acts as a dorsal fin.

Their tail has the ability to flatten and several bones along its length flex out, stretching skin into a webbing allowing the tail to drive them through the water.

Their eyes are a deep bronze gold colour set in a narrow, long face.

Lifestyle

Blue Draco live in groups of eight to twelve adults and young, finding homes in both above and below water sea caves and coral reef caves. They mate between family groups only every six years with family groups and wandering youths forming large gatherings offshore.

The females in the group will all participate though each female will only produce a single offspring, rarely two. When a group becomes too large younger males and females will set off on their own, often travelling hundreds of miles away before finding either a new group to join or a mate and founding their own family group.

Blue Draco are not territorial as they do not hunt where they live, instead hunting the deep oceans and shorelines.

Abilities and Combat

Amphibious

The Blue Draco is comfortable in both the seas and on shore and is able to freely move within each environment.

Blinding Reflexes

Blue Draco have extremely swift reflexes, granting them a +10 bonus to their Initiative rolls.

Enhanced Senses

Blue Draco have very acute senses, granting them a special bonus of +10 to all Perception rolls.

Paralysing Bite (Minor)

The Blue Draco is able to deliver a paralysing bite which, if the CRR check is failed, causing the target to fall to the ground immobile for the duration of the effect. Upon failure use the following to determine the duration of the paralysis:

CRR (110)..... No Effect
CRR (100)..... Paralysed for 4 rounds
CRR (90)..... Paralysed for 10 rounds
CRR (80)..... Paralysed for 30 minutes
CRR (70)..... Paralysed for 2 hours
CRR (60)..... Paralysed for 6 hours
CRR (40)..... Paralysed for 1 day
Failure..... Paralysed permanently

Poison Sting (Poison Bite Minor)

The Blue Draco delivers a bite which carries an effective poison used to disable their prey and foes, though when hunting for food they will prefer to use their paralysing bite to ensure they have fresh food.

The poison is resolved as a Cascading Resistance Roll using the following table:

CRR (100)..... No Effect
CRR (90)..... 1d100-20 on Internal Poison Critical Table
CRR (80)..... 1d100-10 on Internal Poison Critical Table
CRR (70)..... 1d100 on Internal Poison Critical Table
CRR (60)..... 1d100+10 on Internal Poison Critical Table
CRR (50)..... 1d100+20 on Internal Poison Critical Table
Failure..... Character receives maximum result from critical table

Quiet Stride

The Blue Draco is able to move with catlike stealth granting it a bonus of +25 to Stalking maneuvers.

Background

Blue Draco are an odd offshoot from the Draco genus, having adapted to the seas and oceans of the world but also maintaining their presence on the land.

There have been rare occasions when fishing communities and the Blue Draco have worked together with the Dracos herding in shoals of fish for the fishermen in return for a share of the catch. Dracos also love dolphins and the two species will help each other. Blue Dracos can often be seen playing with dolphins for hours. They are also fascinated with whales and will follow whale herds for days, especially during calving.

This can bring them into conflict with those who would hunt dolphins and whales when Draco are around. Just as there are stories of cooperation, so too are their stories of empty whaling ships or dolphin fishing boats, the crew missing and the decks torn by sharp claws.

Some ships can boast that at times they have had a young Blue Draco or two as companions as they have travelled around, though the Blue Dracos will move on. When they encounter a Red Draco who has joined a ship they are amicable, both species being comfortable in each other's presence.

Adventure Notes

Adventurers who travel the high seas or seek the depths may well encounter Blue Draco and the nature of that encounter will be dictated by the circumstances of the encounter. Draco may well be found nesting in ancient ruins long sunk below the waves and if the party stumbles onto or is close to finding their central nesting chamber then trouble will occur.



Lindwurms

Overview

Lindwurm are the survivors of an ancient time. Larger and more aggressive than their wyvern descendants the Lindwurm is a veracious and destructive being when roused.

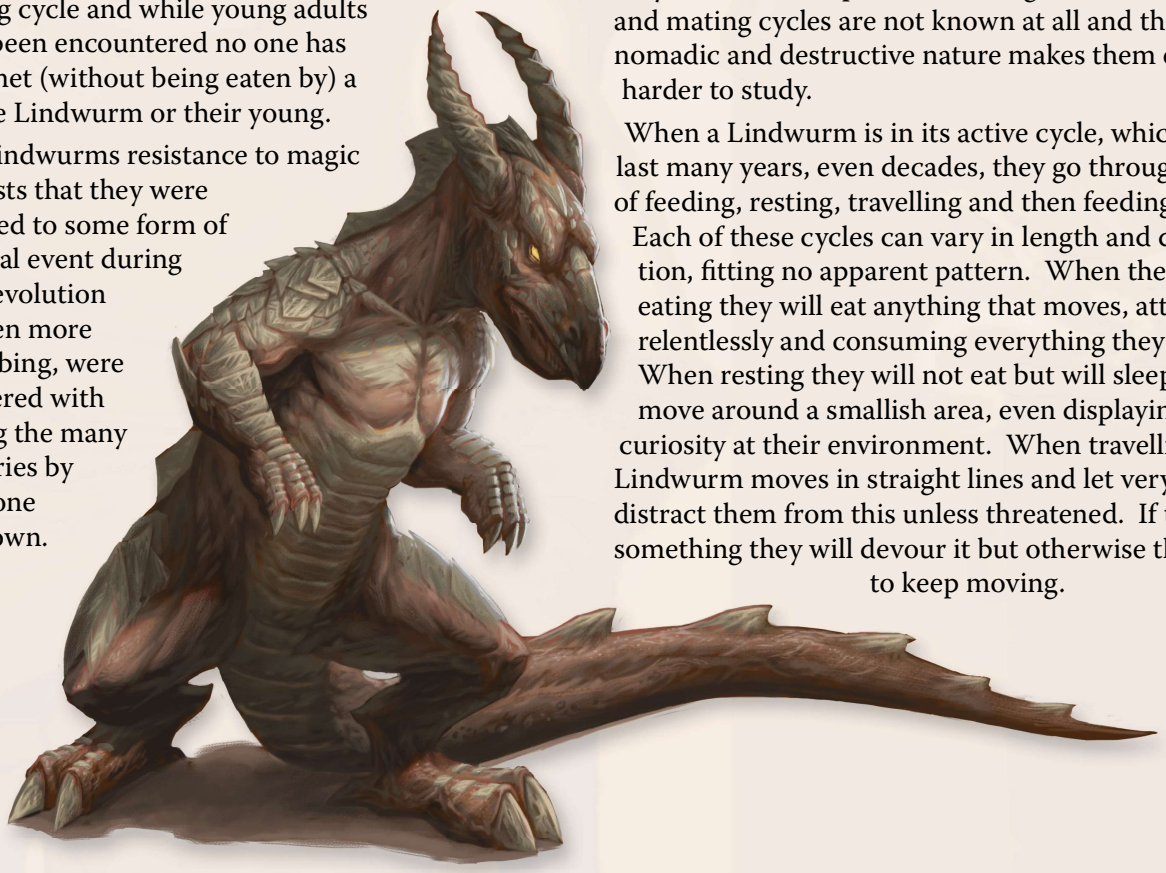
Lindwurm hibernate for long periods of time, sometimes decades, sometimes as long as a few centuries. What triggers this hibernation and what ends it is not understood at all, with a very active Lindwurm suddenly disappearing down some well-hidden and deep underground or inaccessible location. Prior to hibernating the Lindwurm will cover itself with stone or ice, effectively burying itself out of sight.

When awake the Lindwurm is an active hunter who regards almost all living lifeforms as food, and the more it can find in one location the better as far as the Lindwurm is concerned.

They have no fixed location, wondering hundreds of miles when active, though how they find their location to sleep is as unknown as to why they do sleep.

No one has been able to determine or observe their mating cycle and while young adults have been encountered no one has ever met (without being eaten by) a female Lindwurm or their young.

The Lindwurms resistance to magic suggests that they were exposed to some form of magical event during their evolution or, even more disturbing, were tampered with during the many centuries by someone unknown.



Lindwurms are invariably large, with coarse scales, small eyes in a large, box like head. They do not fly and they have amazingly sharp and hard claws on their reptilian feet. Their bodies are broad and powerful and they are resistant to damage.

Ecology

Lindwurms are apex predators but even their tiny brains knows enough to stay away from true Dragons. Dragons also seem to avoid the Lindwurm, seeing in them perhaps a fight not quite worth the effort.

Lindwurm are extremely disruptive to all other wildlife and can cause out of cycle migrations as other animals and creatures seek locations of greater safety.

For established farming communities they are a total disaster, capable of destroying an entire herd or flock in a day and night. The fences of the farms act as a convenient trap, one which the Lindwurm uses to best advantage. The odd farmer or herder has also discovered that they make a tasty snack as well.

Lifestyle

Lindwurms are poorly understood and hard to study, they have no fixed patterns or ranges, their family and mating cycles are not known at all and their nomadic and destructive nature makes them even harder to study.

When a Lindwurm is in its active cycle, which can last many years, even decades, they go through cycles of feeding, resting, travelling and then feeding again. Each of these cycles can vary in length and duration, fitting no apparent pattern. When they are eating they will eat anything that moves, attacking relentlessly and consuming everything they kill. When resting they will not eat but will sleep or move around a smallish area, even displaying curiosity at their environment. When travelling the Lindwurm moves in straight lines and let very little distract them from this unless threatened. If they kill something they will devour it but otherwise they tend to keep moving.

Combat

Lindwurm are direct and blunt opponents, attacking what is in front of them and relying on their ability to resist most things to keep them safe long enough to kill their tormentors. Very rarely will they turn and flee and given they are not the fastest of beings they often don't flee at all. Their resistance to magic is also strong enough to offer them good protection from these attacks.

Their bite is toxic, causing pain and death while their tail is barded and dangerous, rending foes flesh and armour. Their claws can literally tear an opponent out of their armour.

Finally, Lindwurm seem to be able to create fear in those who attack it, causing many a disciplined troop to break and flee.

Background

When a Lindwurm is active, then it is all hands on deck to try and kill the beast. They don't drive off very well, being singled minded in their pursuits.

If a party could ever find a female Lindwurm and survive to inform someone interested in studying them, then they would receive a very large reward. Most rulers would however, prefer to slay the beast to stop it creating more of the monstrous beings, so discretion may be required.

Stone Lindwurm

Description

The most common of the Lindwurm types, the Stone Lindwurm is a true beast of massive size. The Stone Lindwurm has a blunt, wide head with black eyes under a heavy brow. The top of the head is protected by heavy plates of bone and the mouth is filled with long sharp teeth. Their bodies are heavy and squat with four powerful legs ending in five long toes tipped with hard claws.

Their tails are thick and long ending in a heavy knob of bone with which they smash their foes. Their thick scales are coarse grained and range in colour from pale grey through to black in a mottled pattern.

Stone Lindwurm stand over sixteen (16) feet at the shoulder and are over one hundred and eighty (180) feet long when a mature adult.

Lifestyle

Stone Lindwurm are, when they are awake, aggressive and voracious hunters, capturing and devouring all they can during their feeding cycle. On the move they tend to ignore anything which is not a direct threat, even walking through villages on their way to the next feeding area.



Stone Lindwurm can be found from tropical through to sub artic regions though they appear to be most common in the temperate regions of the world, favouring mountainous or wasteland areas, though once they move they can go anywhere. Past tracking has shown though a tendency to end their journey in the aforementioned areas.

Beyond their well known destructive capabilities and appetite little is known about their habitats and lifestyle.

Stone Lindwurm			
Level	30	DB	143
Size	Huge	Hits	352
BMR Type	Quad : *Swim*	Init	19
BMR	75 : *37.5*	Stam	198
# Enc	1	Will	140
Outlook	Hungry	Magic	182
Treasure	R3R6R8	Build	Monster

DB Breakdown: (QU 8, Tough Hide (Draconic Adult) 80, Dense Musculature 5) [+ 134 - Chi Defence]

Attacks:

Attack Bite - Huge Puncture	192
Attack Claw - Large Slash	157
Attack Tail - Large Puncture	147

Skills:
Climbing (20) 112, Endurance (93) 352, Jumping (10) 92, Perception (30) 116, Resistance - Magic (62) 182, Resistance - Stamina (40) 198, Resistance - Will (40) 140, Swimming (20) 87, Attack Bite - Huge Puncture (75) 192, Attack Claw - Large Slash (50) 157, Attack Tail - Large Puncture (40) 147

Talents:
Combat Awareness, Dense Musculature, Enhanced Senses, Enhanced Toughness, Greater Resistance (All), Immunity to Stuns, Instinctive Defence, Night Vision, Poison Bite/Sting (Greater), Poison Immunity, Regeneration (Major), Rending Talons (Bite), Rending Talons (Tail), Tough Hide (Draconic Old), Natural Weapon (Claw), Natural Weapon (Tail), Natural Weapon (Bite), Critical Resistance (Major) (Blunt), Giantism (Major)

Abilities and Combat

The Stone Lindwurm is an aggressive and direct combatant who seeks to simply overwhelm and destroy their attackers or prey. They also eat whatever they kill. The Stone Lindwurms rending claws and tail spikes mean that those attacks are effective at quickly taking out armoured foe while the poisonous bite is used to finish off attackers or take out stronger foes quickly.

Immunity to Stuns

The Lindwurm is immune to all stun effects.

Poison Bite (Greater)

The Stone Lindwurm is able to deliver a poisonous bite whenever they inflict a wound on a foe. The poison is resolved as a Cascading Resistance Roll using the following table:

CRR (140)..... No Effect
CRR (130)..... 1d100-20 on Internal Poison Critical Table
CRR (120)..... 1d100-10 on Internal Poison Critical Table
CRR (110)..... 1d100 on Internal Poison Critical Table
CRR (100)..... 1d100+10 on Internal Poison Critical Table
CRR (90)..... 1d100+20 on Internal Poison Critical Table
Failure..... Character receives maximum result from the Internal Poison Critical Table

Poison Immunity

The Stone Lindwurm is immune to all poisons.

Regeneration (Major)

The Stone Lindwurm has the ability to regenerate damage from all but fatal wounds. Its body automatically regenerates 2 Concussion Hits each minute and the recovery rate for non-fatal injuries is halved.

Rending Talons (Claw) & Rending Talons (Tail)

The Stone Lindwurm has talons and tail spikes which are magical in nature and it is able to use these to tear through their foes armour with surprising ease. The magic enhances the attack size by one level and also reduces the protection provided by armour by 20 DB.

In addition, if an open-ended hit (roll natural 96+) is scored the talons/claws have torn the armour permanently reducing its DB by 5. Note that this will reduce the physical aspect of a suit of armour's protection but not the magical protection. When the suit is reduced to 0 DB it is ruined and any magical enchantment is lost.

For example, a suit of +10 Chainmail (40 Base DB, 10 Magical DB) can be reduced down to 5 Base and 10 Magical DB (15 total) and still function but as soon as the last five base DB is lost the suit is destroyed. Note that against the attack the suit would have counted as providing 30 DB not 50 DB due to the nature of the magic.

Background

Stone Lindwurn are as enigmatic as all Lindwurm, with their history consisting only of their active periods. There are tales of huge variants of these creatures who have caused massive destruction and many have theorised that they do not die but continue to grow until killed.

Adventure Notes

Adventurers normally encounter an active Stone Lindwurm either by accident or because they were hired to stop it. The hunt for a dormant Lindwurm has been an off and on affair for many centuries and given a recent attack by a Stone Lindwurm, there are again those sages and mages who will pay a party handsomely to try and locate one.

Ice Lindwurm

Description

The Ice Lindwurm is a far rarer beast than the more common Stone Lindwurm. Living in the artic and sub-arctic regions, these creatures seem to have a far longer hibernation period but when they do awake they are truly destructive and dangerous.

Mottled grey, pale blue and white in colour they have a squat, powerful body with a spiked tail and long clawed feet. Their scales are thick and heavy and their massive square jawed head has two horns rising from behind their ice coloured eyes.

Ice Lindwurm are slightly larger than their Stone cousins, standing over eighteen (18) feet at the shoulder and are over two hundred and ten (210) feet long when a mature adult.

Lifestyle

Ice Lindwurm are very destructive as they tend to eat everything, only having very short periods of travel. Once awake they will move to the south, heading for inhabited regions, honing in on herds, towns and villages with some instinctive guidance. They will consume vast quantities of food and where they can will use storms and blizzards as cover.

Ice Lindwurm

Level	35	DB	161
Size	Gigantic	Hits	479
BMR Type	Quad : *Swim*	Init	18
BMR	82 : *41*	Stam	218
# Enc	1	Will	145
Outlook	Hungry	Magic	185
Treasure	R3R6R8	Build	Monster

DB Breakdown: (QU 16, Tough Hide (Draconic Ancient) 120, Dense Musculature 5, Instinctive Defence 20)

Attacks:

Attack Bite - Huge Puncture	228
Attack Claw - Large Slash	193
Attack Tail - Large Puncture	173

Skills:
Climbing (15) 118, Endurance (100) 479, Jumping (11) 110, Perception (45) 131, Resistance - Magic (75) 185, Resistance - Stamina (50) 218, Resistance - Will (45) 145, Swimming (10) 83, Attack Bite - Huge Puncture (85) 228, Attack Claw - Large Slash (60) 193, Attack Tail - Large Puncture (50) 173, Use Blood Magic Aura Of Cold (15) 76

Talents:
Combat Awareness, Dense Musculature, Enhanced Senses, Enhanced Toughness, Greater Resistance (All), Immunity to Stuns, Instinctive Defence, Night Vision, Poison Bite/Sting (Greater), Poison Immunity, Regeneration (Major), Rending Talons , Tough Hide (Draconic Ancient), Natural Weapon (Claw), Natural Weapon (Tail), Natural Weapon (Bite), Critical Resistance (Major) (Blunt), Greater Blood Magic (Aura of Cold), Giantism (Greater)

They appear more intelligent than their Stone cousins and will actively seek to destroy forces arranged against them. They will range as far south as the border regions of the temperate areas before turning back north and eventually vanishing into the northern wastes.

Abilities and Combat

Aura of Cold (Greater Blood Magic)

Usable three (3) times in any given hour period this ability creates an Aura of cold (large Cold Critical) around the Ice Lindwurm affecting all who come within range who fail an RR vs Magic. This effect lasts for two rounds per rank in Use Blood Magic (15 x 2 = 30 rounds) on each usage.

Elemental Aura, duration 2 rounds/rank, Large attack size

Cost: Base (4) + +3 attack sizes to Large (12) = 16 x 3 = 48

Immunity to Stuns

The Lindwurm is immune to all stun effects.

Poison Bite (Greater)

The Ice Lindwurm is able to deliver a poisonous bite whenever they inflict a wound on a foe. The poison is resolved as a Cascading Resistance Roll using the following table:

CRR (140)..... No Effect
CRR (130)..... 1d100-20 on Internal Poison Critical Table
CRR (120)..... 1d100-10 on Internal Poison Critical Table
CRR (110)..... 1d100 on Internal Poison Critical Table
CRR (100)..... 1d100+10 on Internal Poison Critical Table
CRR (90)..... 1d100+20 on Internal Poison Critical Table
Failure..... Character receives maximum result from the Internal Poison Critical Table

Poison Immunity

The Ice Lindwurm is immune to all poisons.

Regeneration (Major)

The Ice Lindwurm has the ability to regenerate damage from all but fatal wounds. Its body automatically regenerates 2 Concussion Hits each minute and the recovery rate for non-fatal injuries is halved.

Rending Talons (Claws)

The Ice Lindwurm has talons which are magical in nature and it is able to use these to tear through their foes armour with surprising ease. The magic enhances the attack size by one level and also reduces the protection provided by armour by 20 DB.

In addition, if an open-ended hit (roll natural 96+) is scored the talons/claws have torn the armour permanently reducing its DB by 5. Note that this will reduce the physical aspect of a suit of armour's protection but not the magical protection. When the suit is reduced to 0 DB it is ruined and any magical enchantment is lost.

For example, a suit of +10 Chainmail (40 Base DB, 10 Magical DB) can be reduced down to 5 Base and 10 Magical DB (15 total) and still function but as soon as the last five base DB is lost the suit is destroyed. Note that against the attack the suit would have counted as providing 30 DB not 50 DB due to the nature of the magic.

Background

Ice Lindwurm are by far the least encountered and least understood of their ilk. Appearing to be more intelligent than their cousins, the Ice Lindwurm is a dangerous foe for anyone to face.

The fact they have the ability to generate an Aura of Cold makes them the deadliest of their kind. Why they have this ability when none of the other Lindwurm sub-species do is a matter of some debate amongst those who study and seek to understand the Lindwurms.

Adventure Notes

Parties that are hired to track or destroy an Ice Lindwurm, or those who stumble across them, had better be prepared for the fight or to flee. Those who are hired can win a great reward if they survive to claim it, many adventurers have never managed to do so.



Dragons - Racial Stats

Names	ST	CO	AG	QU	SD	RE	IN	PR	END	PP	Stam.	Will	Magic
Air Dragon - Hatchling	7 (4)	7 (4)	10 (6)	13 (8)	2 ()	4 (4)	4 (4)	2 ()	30	30	8	8	14
Air Dragon - Young	23 (6)	20 (6)	10 (4)	13 (6)	4 ()	8 (4)	8 (4)	6 ()	30	30	8	8	14
Air Dragon - Adult	32 (6)	28 (8)	8 (2)	14 (6)	7 ()	16 (4)	16 (4)	12 ()	30	30	8	8	14
Earth Dragon - Hatchling	19 (5)	12 (7)	8 (6)	5 (4)	3 ()	4 (3)	4 (3)	2 (2)	40	20	9	9	12
Earth Dragon - Young	46 (5)	24 (7)	8 (6)	2 (4)	4 ()	6 (4)	6 (4)	4 ()	40	20	9	9	12
Earth Dragon - Adult	56 (8)	35 (8)	8 (2)	2 (2)	6 ()	12 (4)	14 (4)	12 (2)	40	20	9	9	12
Fire Dragon - Hatchling	7 (4)	7 (4)	10 (6)	13 (8)	2 ()	4 (4)	4 (4)	2 ()	30	30	8	8	14
Fire Dragon - Young	27 (6)	20 (6)	10 (4)	11 (6)	4 ()	6 (4)	8 (4)	6 ()	30	30	8	8	14
Fire Dragon - Hatchling	7 (4)	7 (4)	10 (6)	13 (8)	2 ()	4 (4)	4 (4)	2 ()	30	30	8	8	14
Water Dragon - Hatchling	18 (6)	10 (8)	5 (4)	6 (6)	2 ()	3 (2)	4 (2)	2 (2)	35	25	11	9	10
Water Dragon - Young	40 (6)	28 (8)	6 (4)	6 (6)	4 ()	4 (2)	5 (2)	3 (2)	35	25	11	9	10
Water Dragon - Adult	53 (6)	36 (8)	7 (4)	6 (6)	8 ()	9 (2)	10 (2)	10 (2)	35	25	11	9	10
Guardian Fey Dragon - Hatchling	1 (2)	6 (8)	2 (4)	9 (8)	2 (2)	4 (2)	4 (2)	4 (2)	20	40	8	10	12
Guardian Fey Dragon - Young	5 (2)	10 (8)	4 (4)	6 (8)	4 (2)	5 (2)	5 (2)	6 (2)	20	40	8	10	12
Guardian Fey Dragon - Adult	17 (2)	20 (8)	6 (4)	11 (8)	8 (2)	10 (2)	10 (2)	12 (2)	20	40	8	10	12
Wither Fey Dragon - Adult	22 (2)	25 (8)	11 (4)	11 (8)	3 (2)	5 (2)	10 (2)	12 (2)	30	30	8	10	12
Forest Wyvern	9 (6)	7 (8)	2 (4)	3 (6)	2 (3)	0 ()	2 (3)	0 ()	60	0	15	10	5
Mountain Wyvern	13 (8)	12 (8)	2 (4)	1 (4)	3 (3)	0 ()	2 (3)	0 ()	60	0	15	10	5
Snow Wyvern	11 (8)	10 (8)	2 (4)	1 (4)	4 (3)	0 ()	3 (3)	0 ()	60	0	15	10	5
Red Draco	2 (2)	2 (4)	4 (8)	4 (8)	0 (2)	0 (2)	2 (2)	0 (2)	40	20	10	10	10
Green Draco	7 (2)	2 (4)	3 (8)	2 (8)	0 (2)	0 (2)	2 (2)	0 (2)	60	0	12	10	8
Blue Draco	4 (4)	4 (4)	4 (8)	4 (6)	0 (2)	0 (2)	2 (2)	0 (2)	50	10	10	10	10
Stone Lindwurm	30 (8)	25 (8)	2 (2)	7 (2)	0 (6)	0 ()	10 ()	10 (4)	60	0	12	8	10
Ice Lindwurm	45 (8)	25 (8)	3 (2)	6 (2)	0 (6)	0 ()	10 ()	8 (4)	60	0	12	8	10

() = heroic stat assignment



Undead



The Unquiet Dead

The Undead are inimical to life. Once living beings, eldritch energies now animate their physical and spiritual remains. Torment in the last moments of their earthly lives, terror of the unknowns of the afterlife, or an all-consuming desire to remain in this world binds their wills and souls to an Undead existence. Skeleton Lords marshal armies of lesser Skeletons to conquer new domains, Ghouls and Zombies seek to feast upon the flesh of the living, Wights defend their barrows against tomb robbers, and the greatest among the Undead, Liches, Vampires and Wraiths seek magical and political power for their own ends or the ends of even greater evils. Meanwhile Apparitions stalk any who trespass their ruined halls, Ghosts yearn to fulfil their fate, Spectres harrow the mortal world to vent their hate, Blue Men in deathly hulks arise from the sea depths to plunder the cargoes of today's mariners, Corpse Candles bewitch the unwary into joining them in watery graves, and winged Gaunts fly over battlefields to feast upon the dead and the dying.

Clerics of darker gods and Necromancers raise the unhallowed dead to Undeath by spell and ritual. Through other magics, they can bind these unfortunates to a temporary or even permanent servitude. Even Undead, who have arisen spontaneously through an untidy end or died in battle against a powerful Undead creature, can be mastered by such methods. In some ways, the Undead are ideal servitors, who never tire, require rest or are burdened by ethics. But their nature is abhorrent to life, their presence corrupts and instills fear, and many Undead hunger to consume the living. Woe to any living mage or priest whose control enchantments are undone - the liberated undead will show no mercy and many have their own motives and goals to achieve.

Undead Abilities

The necromantic energies that animate the Undead provide them with certain characteristic abilities. A number of these abilities are shared by many forms of Undead; others are particular to individual types. Here are the most common powers.

Incorporeal: an incorporeal creature has no physical body and so can move through or reside within solid objects. It cannot be touched, let alone harmed, by non-magical items. Likewise an incorporeal creature cannot manipulate non-magical matter unless it has an appropriate additional ability. Magic and magical items will affect an incorporeal creature and incorporeal creatures can make use of magic and magical items.

Life Drain: an Undead can drain the life force from any or all beings within a certain radius. The Undead can choose which, if any, targets to drain. The severity of the drain varies by Undead Class (1 point of Constitution stat per Class) and area also varies by Class (Class I: 20'R, Class II: 40'R, Class III: 60'R, Class IV: 80'R, Class V: 100'R, Class VI: 120'R). Each round, the drain is resolved as an open-ended d100 roll adding a special bonus of 10 per Undead class and any Control Drain skill the Undead possesses and the result looked up on the RR column of the Maneuver Table to give the RR target. The victim(s) make a Stamina RR or lose the indicated Constitution stat points. The Undead can convert drained Constitution points into concussion hits on a one-for-one basis (and so heal itself of injuries including those not healable via any Regeneration talent) but may not normally exceed its normal maximum concussion hits by this process. Life Drain is a free action for Undead. The Control Drain skill is a Concentration category skill which may be developed by Undead and has stats SD/SD.

Sense Living (minor): An Undead can sense the presence of living creatures within 20'R by level. This ability enables the Undead to discern how many creatures are within their radius and their nature (humanoid, large animal, small animal, etc), but not exact type nor exact location.

Sense Living (major): An Undead can sense the presence of living creatures within 50'R by level. This ability enables the Undead to discern how many creatures are within their radius and their nature (humanoid, large animal, small animal, etc), but not exact type nor exact location.

Undead Fear: All Undead may, at will, generate an aura of fear about themselves. All those within the area of the aura must make a Will RR or flee from the Undead in abject terror for a number of minutes equal to the Class of the Undead. The area of effect of the fear varies by Undead class. A Class I Undead's fear aura has an effective area of 20' radius, Class II is 40' radius; III: 60' radius; IV: 80' radius; V: 100' radius and VI: 120'. The Will RR target also varies by Undead class with Class I setting a target of 100, II: 125; III: 150; IV: 175; V: 200, and VI: 250.

Undead Vision: Creatures with this ability can see up to 250' easily on a starlit night, and by the light of a full moon, can see up to 1000' as if it were daylight. As an additional quasi-magical ability, the creature is able to see up to 50' in total darkness. With at least some illumination (candle, torch, lantern, etc.), it is able to see up to twice as far as the illumination provides.

Killing The Undead

Reducing an Undead creature's concussion hits to a negative value equal to its Constitution stat does not necessarily destroy it. An Undead creature with the regeneration ability merely heals more slowly. Its regeneration slows from minutes to hours, until it regains a single positive hit. Once the creature has a single hit, it begins to regenerate at its normal rate again. Magical Damage and damage from fire does not regenerate in this way.

Undead can be gifted life-force by necromantic spells and rituals. Certain Undead such as Corpse Candles, Ghosts, Liches, Spectres and Wights will reform (even when supposedly slain by a Turn Undead spell) unless special measures are taken to eliminate the shackle focus which binds them to undeath and this plane of existence.

On the positive side, all Undead will suffer harm from Holy (blessed) Water which can be used to make Huge External Poison attacks against them (say when a flask is hurled as a grenade). All Undead can be harmed or killed (at least temporarily) by Turn Undead spells and similar magics. Some Undead have particular weaknesses – Mummies are highly flammable, Vampires have many frailties, and so forth, and the knowledgeable and prepared adventurer can exploit these.

Classes Of Undead

Undead are rated in power according to "Classes" where Class I is the weakest and Class VI is the most powerful. The Undead in this book fall into the following classes.

Class I: Corpse Candle, Lesser Gaunt, Lesser Ghoul, Skeleton, Zombie

Class II: Blue Men, Sorcerous Head, Greater Gaunt, Greater Ghoul, Sandspirit, Lesser Skeleton Lord

Class III: Lesser Apparition, Lesser Mummy, Lesser Lament, Lesser Ghost, Lesser Spectre, Lesser Phantom, Greater Skeleton Lord

Class IV: Greater Apparition, Greater Ghost, Greater Lament, Greater Mummy, Greater Phantom, Greater Spectre, High Skeleton Lord, Lesser Vampire, Lesser Wight, Lesser Wraith

Class V: Ghost Lord, High Lament, Lich, Mummy King, Spectre Lord, Greater Vampire, Greater Wight, Greater Wraith

Class VI: Lich Lord, Vampire Lord, Wight Lord, Wraith Lord

Undead Overlays

Before Undead were Undead, they had a previous existence as a member of one of the intelligent races (humans, elves, dwarves, goblins, etc.) or sometimes as an animal or monster. Consequently, the stat block for an Undead being or creature is created by taking the existing stat block for the living creature and applying an Overlay. The Overlay may replace or modify existing racial stat bonuses, may modify the racial base Endurance and Power Point scores, and may modify racial RR bonuses for Stamina, Will, and Magic RRs. In addition, an Overlay can add new talents and weaknesses to the being or creature, and it can also remove existing talents and weaknesses.

Undead Beings and Creatures



Apparition

Description

In its true form, an Apparition appears as an ethereal, often translucent figure. This form is an indistinct version of its original physical body. Apparitions in their incorporeal guise lack the detail and clarity of the Ghost's "body".

Unlike Ghosts, Apparitions are not limited to being insubstantial wraiths. Instead, they can create temporary bodies for themselves from "ectoplasm", which is normally a viscous greenish white slime. This body can be identical to the Apparition's own original body at any point prior to death; alternatively, the Apparition can shape the ectoplasm into the exact likeness of any living being that it has killed since it became an Apparition. In its ectoplasmic form, an Apparition can directly interact with the real world, subject to the limits of that form -- a humanoid body could attack with a real physical sword, a wolf body could not.

Lifestyle

Given the free choice of masquerading as themselves or others or remaining incorporeal, Apparitions would opt to spend the rest of eternity in ectoplasmic bodies. Maintaining any likeness drains their own energy reserves, so most will save their energy and assume a material form only in encounters with the living.

Apparitions need neither sleep nor rest. However, they can and will feed on the life force of the living, as such sustenance enables them to generate new ectoplasm.

Apparitions are jealous of those who have mortal bodies, hating them for simply being real flesh and blood.

Abilities and Combat

The process of becoming an Apparition adds new abilities, replaces some existing powers, and eliminates old capabilities. This is represented by applying the Apparition Overlay to an existing creature or being.

Apparitions are categorized into Class by level – Lesser Apparitions Class III -1st to 15th, Greater Apparitions Class IV- 16th and up.

Apparitions will seek to lull potential victims into a false sense of security by masquerading in ectoplasmic form as a living person. Once a person's guard is down, then it will strike. An Apparition will try to separate groups and pick off stragglers, rather than fighting multiple opponents simultaneously. Apparitions will use ectoplasm bolts and available physical weapons as appropriate as well as its Life Drain ability to maintain and increase its ectoplasmic reserves. Should the tide of battle turn against it, an Apparition will use its Undead Fear to scare foes into rout, and if that fails, resume Incorporeal form to escape. An Apparition forced into Incorporeal form through loss of concussion hits can be difficult to destroy. Their location must be identified by magical means and appropriate measures taken to destroy them utterly or they will return. The lack of a ghostly shackle is perhaps also the greatest weakness of an Apparition – a well delivered Turn Undead spell or equivalent magic will end them permanently.

Apparition Overlay

Stats:

Racial stat modifiers are unchanged;

Base Endurance is unchanged; Base PP is unchanged; Racial RR modifiers become Stamina 0; Will 15; Magic 15

New Talents:

Apparition Form: In its incorporeal form, an Apparition appears as a hazy outline. This gives it a +10 bonus to DB and Stalk/Hide skill.;

Ectoplasm Attack: An Apparition, in ectoplasmic form, can lob ectoplasm slime as a thrown attack (Range Increment 10'). Anyone hit by the ectoplasm will suffer an External Poison attack. The severity of the critical will depend upon the power of the Apparition: Lesser Apparitions deliver up to Medium size, while Greater Apparitions inflict up to Huge damage size. Using this ability drains the Apparition's life energy according to the critical size: Tiny requires 1 concussion hit, Small 2, Medium 3, Large 4, and Huge 5 hits.;

Ectoplasm Body: An Apparition may manifest in a physical body made of ectoplasm. Using this ability costs the Apparition 1 concussion hit per minute if it manifests as its original body, and 2 concussion hits per minute if it chooses to manifest in the likeness of a being or creature it has killed. An Apparition reduced to zero or negative hits immediately becomes incorporeal. Note that the Apparition only gains the appearance of the assumed body; it does not obtain any of its skills or special abilities. In ectoplasmic form, the Apparition can be harmed by mundane means.;

Enhanced Senses; **Immunity to Bleeding**; **Immunity to Stuns**; **Incorporeal**;

Life Drain: as per normal Life Drain, but additional concussion hits may be retained as extra ectoplasm reserves. These are forfeited if the Apparition chooses to resume incorporeal form and cannot be regenerated.;

Limited Regeneration (Major, holy); Undead Fear (by Undead class); Undead Vision

Forfeit Talents:

Dense Musculature; **Tough Hide (any)**

Lesser Apparition (Overlay applied to 10th level Fighter)

Level	10	DB	34/44
Size	Medium	Hits	117
BMR Type	Biped	Init	16
BMR	11	Stam	68
# Enc	1	Will	77
Outlook	Hostile	Magic	73
Treasure	NN3N2	Build	Fighter plus Overlay

DB Breakdown: (QU 14, +20 Instinctive Defense, +10 in apparition form)

Attacks:

Ectoplasm Attack	91
Melee Weapon	111
Missile Weapon	101

Skills:
Acrobatics (7) +56, Climbing (8) +66, Control Drain (5) 37, Brawling (10) +71, CS&M: Disarm Foe (10) +71, Appraisal (5) 33, Crafts: (3) +29, Healing (3) 23, Herbcraft (1) 13, Lore: Local Region (6) 38, Perception (10) 60, Resistance: Magic (10) 73, Resistance: Stamina (10) 68, Resistance: Will (10) 77, Rope Mastery (3) +29, Signaling (3) 23, Duping (1) 14, Public Speaking (1) 14, Trading (1) 14, Power Point Development (0) 15, Runes (1) 13, Animal Handling: (1) 14, Navigation (1) 13, Riding: (2) +26, Tracking (1) 15, Armor Skills (22) 93, Endurance (22) 117, Jumping (10) +76, Swimming (10) +76, Ambush (10) +66, Stalking & Hiding (7) +51 (61 apparition form), Sniping (4) +36

Talents:
Bonus Skill Ranks, Skill Flexibility (Ambush), Skill Specialisation (Weapon Skill #1), Instinctive Defense, Lightning Reflexes, Shield Training, Professional Level Bonus (Combat, Weapon Skill#1), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill#2), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Athletic, Acrobatics), Professional Level Bonus (Physical, Jumping), Professional Level Bonus (Combat, Ectoplasm Attack), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Ectoplasm Attack), Apparition Form, Ectoplasm Attack, Ectoplasm Body, Enhanced Senses, Immunity to Bleeding, Immunity to Stuns, Incorporeal, Life Drain, Limited Regeneration (Major, holy), Undead Fear (Class III); Undead Vision

St	95 +11	**SD**	75 +6
Co	90 +9	**Qu**	80 +7
Ag	90 +10	**Re**	62 +4
In	65 +4	**Pr**	70 +5

Greater Apparition (Overlay applied to 20th level Fighter)

Level	20	DB	100/110
Size	Medium	Hits	135
BMR Type	Biped	Init	22
BMR	12	Stam	92
# Enc	1	Will	103
Outlook	Hostile	Magic	99
Treasure	N2N4N2	Build	Fighter plus Overlay

DB Breakdown: (QU 20, +60 from Chi Defense +20 Instinctive Defense, +10 in apparition form)

Attacks:

Ectoplasm Attack	134
Melee Weapon	124
Missile Weapon	114

Skills:
Acrobatics (10) +76, Climbing (10) +84, Contortions (1) +26, Brawling (10) +74, CS&M: Disarm Foe (10) +74, Chi Defense (10) 66, Control Drain (20) 88, Appraisal (6) 43, Crafts: (3) +33, Healing (3) 28, Herbcraft (1) 18, Lore: Local Region (10) 62, Perception (20) 96, Resistance: Magic (20) 99, Resistance: Stamina (20) 92, Resistance: Will (20) 103, Rope Mastery (3) +33, Signaling (3) 28, Duping (2) 26, Public Speaking (1) 21, Trading (2) 26, Power Point Development (0) 21, Runes (1) 18, Animal Handling:(3) 31, Navigation (2) 23, Riding: (4) +41, Tracking (1) 21, Armor Skills (25) 99, Endurance (30) 135, Jumping (10) +79, Swimming (10) +84, Ambush (20) +91, Stalking & Hiding (10) +71/81, Sniping (8) +61

Talents:
Bonus Skill Ranks, Skill Flexibility (Ambush), Skill Specialisation (Weapon Skill #1), Instinctive Defense, Lightning Reflexes, Shield Training, Professional Level Bonus (Combat, Weapon Skill#1), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill#2), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Athletic, Acrobatics), Professional Level Bonus (Physical, Jumping), Professional Level Bonus (Combat, Ectoplasm Attack), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Ectoplasm Attack), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Combat, Ectoplasm Attack),), Apparition Form, Ectoplasm Attack, Ectoplasm Body, Enhanced Senses, Immunity to Bleeding, Immunity to Stuns, Incorporeal, Life Drain, Limited Regeneration (Major, holy), Undead Fear (Class IV); Undead Vision

St	96 +12	**SD**	90 +9
Co	96 +11	**Qu**	91 +10
Ag	96+12	**Re**	75 +6
In	80 +7	**Pr**	86 +8

Background

Apparitions are the undead remnants of those beings who have willfully refused to travel onward to the afterlife or who have been refused entry to it by a higher Power. Normally solitary, Apparitions take up residence in buildings, often their former homes. The malevolence of Apparitions towards the living generally ensures that such locations become deserted and fall into disrepair and ruin. Apparitions don't waste their energy on housework.

Adventure Notes

Apparitions normally gravitate to a particular place, which may be a building or the location of their physical remains. Apparitions will accumulate the possessions of hapless victims over time. Perishable goods will not interest them, but they have the same appreciation of a well-made sword or a useful magical trinket as any adventurer. Depending on how, or even if, their own bodies were buried, they may retain access to their own belongings from life.

Many ghost hunters make the mistake of treating Apparitions as just another form of Ghost. In particular, they seek ways of completing the unfinished business that might tie the creature to its undead existence. It isn't possible to "lay" an Apparition in this fashion. Most Apparitions have chosen Undead status as a means of maintaining themselves in this world. The correct way of dealing with an Apparition is simple: kill it before it kills you.

Blue Men

Description

Blue Men look like creatures that have been dredged up from the bottom of the sea. Those that were humanoid in life retain a humanoid form in undeath. Their hair has become matted with thick seaweed and kelp, their bodies are partially encrusted with barnacles and shellfish, and remaining areas of exposed skin have changed color to bluish and white hues. Limbs have the rubbery texture of the tentacles of squids or octopi. Sea slime oozes from their bodies as they move around, leaving a visible trail whenever they venture on land or pace aboard ships. A rank stench of rotting fish and saltwater surrounds them.

Blue Man Overlay

Stats:

Racial stat modifiers: **ST:**+5, **CO:**+5;
Base Endurance is unchanged; Base PP is unchanged; Racial RR modifiers are unchanged

New Talents:

Amphibious Action: All Blue Men can move and act underwater without penalty, e.g. they may swim at base movement rate without requiring any maneuver and suffer no penalties to movement, initiative, DB, Dodge or Sudden Dodge when underwater.
Immunity to Bleeding; Immunity to Stuns; Limited Regeneration (Minor, fire); Tough Hide (Minor); Undead Fear (by Undead class); Undead Vision; Water Vision: All Blue Men can see as easily underwater as they can in air

Forfeit Talents:

None

Weakness:

Shackle (Ship and Sea): Prior to their deaths, Blue Men spent most of their lives at sea. Now in undeath, they are even more tightly bound to it. A Blue Man who is not a crewmember of a ship or a boat may never venture onto dry land. A Blue Man who is a crewmember or a captain of a ship may venture onto dry land but they must remain in sight of either their ship or the sea.



Lifestyle

In life, Blue Men were pirates, slavers, and reavers, who once sailed the seas and wide oceans of the world. Slain in battle at sea, killed by keel-hauling or the lash for crimes against their fellows, or simply drowned, their corpses sank deep even as their damned souls sought to restore them to the world. Now adapted to their watery undeath, Blue Men seek out others of their kind, forming bands that lurk in coastal waters and narrow straits. There, they attack merchant ships to plunder their cargoes, to slay the living crews, and most importantly to capture the ships themselves. Then the band becomes a crew again with the strongest, ablest and most cunning Blue Man seizing authority over the others as captain and mates. Once they have a ship, Blue Men will sail to deeper waters and menace shipping along prosperous trade routes.

Abilities and Combat

The process of becoming a Blue Man adds new abilities, replaces some existing powers, and eliminates old capabilities. This is represented by applying the Blue Man Overlay to an existing being.

Blue Man
(Overlay applied to 6th Level Sailor)

Level	6	DB	80
Size	Medium	Hits	95
BMR Type	Biped	Init	22
BMR	11	Stam	66
# Enc	2-10 (Band); 6-60 (Crew)	Will	64
Outlook	Belligerent	Magic	66
Treasure	- PP (Individual); N2R3(10)P2 (Ship)	Build	Sailor plus Overlay

DB Breakdown: (QU 18, +22 Swashbuckler +20 Instinctive Defense, +20 Tough Hide)

Attacks:

Melee Weapon	81
Missile Weapon	81
Brawling	51

Skills:
Acrobatics (10) +68, Climbing (10) +86, Brawling (5): 51, Crafts: (3) +30, Healing (1) 17, Herbcraft (1) 17, Lore: Local Region (5) 33, Perception (15) 75, Resistance: Magic (10) 66, Resistance: Stamina (10) 66, Resistance: Will (10) 64, Rope Mastery (10) 65, Leadership: (2) 22, Animal Handling: (1) 17, Navigation (10) 72, Riding: (1) +23, Sailing: (15) +90, Tracking (1) 20, Armor Skills (2) 36, Endurance (10) 95, Swimming (20) +96, Stalking & Hiding (5) 43

Talents:
Bonus Skill Ranks, Skill Flexibility (Stalking & Hiding), Skill Specialization (Sailing), Professional Level Bonus (Favored, Weapon Skill #1), Professional Level Bonus (Favored, Weapon Skill #2), Professional Level Bonus (Favored, Sailing), Swashbuckler, Instinctive Defense, Lightning Reflexes, Mariner Training, Amphibious Action, Immunity to Bleeding, Immunity to Stuns, Limited Regeneration (Minor, fire), Tough Hide (Minor) Undead Fear (Class II), Undead Vision, Water Vision, Shackle (Ship and Sea)

St	92 +15	**SD**	76 +7
Co	56 +8	**Qu**	81 +9
Ag	91+11	**Re**	61 +4
In	81 +8	**Pr**	62 +4

Blue Men are Class II Undead. They retain all their skills and abilities that they possessed in life. Most of the crew of a Blue Man ship will be low-level Sailors, Rogues or Fighters; however Blue Men officers and captains will be substantially more powerful.

A typical tactic of Blue Men warbands is to swim underneath a ship as it passes through a narrow strait and attach themselves to the hull. If the vessel then anchors for the evening or becomes becalmed, Blue Men will swarm aboard when the crew are distracted or asleep. Most missile and thrown ranged weapons are impractical underwater; Blue Men prefer close quarters melee combat, wielding cutlasses, boarding axes, belaying pins, and harpoons with bloody abandon.

If they have a ship with working ballistae, catapults or other artillery, Blue Men will use such weaponry to "soften up" enemy ships, seeking to dismast them, destroy rudders and helmsman's wheels to reduce maneuverability, and inflict casualties among the crew. Then they will bring their ship alongside and mount a boarding action. Although Blue Men are fearless in battle, a stout defense can force them to retreat back to their own ship, and their captain will likely call off the attack. A Blue Man captain who loses his ship can expect little mercy from his former crew.

Background

In smoky taverns, grizzled seamen will speak in hushed tones of ships beset by unnatural calms and unseasonal storms and how these events were followed by the arrival of Blue Men in their longships and carracks. They will hint that perhaps the Blue Men have gained some mastery over the weather through spellcraft, ritual or magical artifacts. An appreciative audience and free beer may loosen their tongues further and they will whisper of the waters boiling in a maelstrom of activity and wrecks crewed by Blue Men emerging from beneath the waves to attack even warships, and having taken their fill of plunder, as swiftly sinking beneath the sea again.

Adventure Notes

Blue Men bands will harass anyone in a ship or a boat in coastal waters – villages may hire adventurers to drive them away from anchorages and local fishing grounds. Adventurers taking sea passages may have the misfortune of encountering a ship crewed by Blue Men. Rarely will Blue Men be found in truly uncharted waters owing to the scarcity of shipping to prey upon – unless their captain is questing for something of greater worth. Blue Men are almost never encountered upon inland waterways, preferring the freedom of the open sea, unless such rivers are connected to inland seas or vast lakes.

Singly, a Blue Man will have few items of value – his weapons, a few coins perhaps, the odd trinket maybe. A crew of Blue Men, particularly successful raiders, may be collectively very wealthy in coinage, gems and other nonperishable goods seized from merchantmen. Blue Men do not need to eat or drink but still enjoy the taste of rum and other alcoholic beverages, suffering neither intoxication nor hangovers.

Corpse Candle

Description

Corpse Candles are known by many names – Fetchlights, Jack o' Lanterns, Will of the Wisps, Corpse Lanterns and Corpse Candles. They appear as glowing balls of light whose size can vary from a candle flame to a large sphere several feet across. They can be found in fetid swamps, dismal marshes and dank bogs.



Lifestyle

Corpse Candles are the soul fragments of those who have drowned or come to some other grief in a wetland area. Denied the benefit of a proper burial or cremation, these unhappy souls manifest as incorporeal spheres of light, emerging from the dark waters whenever night falls to flit across the landscape until the coming of dawn. They drift around seeking sentients who might aid them. Unable to speak with the living, a Corpse Candle uses its minor powers of illusion and suggestion to entice wayfarers to follow it to the place where it died and its physical remains rest so uneasily. In most cases, this is an unexpectedly deep pool, an area of quicksand, or other hazard that places any unwary traveler who follows the Corpse Candle in mortal peril.

Most Corpse Candles are too intent on their own need for someone to retrieve their remains that they ignore the danger their would-be rescuers will find themselves in. Some Corpse Candles deliberately seek to endanger others.

Abilities and Combat

The process of becoming a Corpse Candle adds new abilities, replaces some existing powers, and eliminates old capabilities. This is represented by applying the Corpse Candle Overlay to an existing creature or being.

Corpse Candles are Class I Undead.

Corpse Candles lack the physical form for combat; instead they use their minor magical powers to attract the attention of travelers. Corpse Candles will normally attempt to use illusion first, and only resort to compulsion if their phantasms are ignored. Malevolent Corpse Candles who succeed in tempting a traveler to the location of their physical remains will use Life Drain at this point. Less malign Corpse Candles will only drain wayfarers who make no effort to recover the Corpse Candle's remains for decent burial.

Background

If the remains of a Corpse Candle can be located, removed from their watery resting place, and buried in dry land or cremated and the ashes buried in dry land, the Corpse Candle will be released from its

Corpse Candle Overlay

Stats:

Racial stat modifiers are unchanged but apply Shrink (minor) talent which may affect Qu and St stat bonuses; Base Endurance is unchanged but size changes to Small so may change Endurance, Base PP is unchanged; Racial RR modifiers become Stamina 0, Will 15, Magic 15

New Talents:

Fancies of the Fetchlight: This ability (treat its effects as the Phantasms spell from the Harper Sphere) enables the Corpse Candle to create minor illusions of light and darkness, such as the impression of a torchlit procession in the hope that anyone who sees it will follow or a shadowy maiden trapped underwater with arm outstretched in a plea for succor to tempt the unwary into diving into a deep pool. The Corpse Candle can develop a skill in this ability; each use of the skill expends PPs or concussion hits equivalent to the PP expenditure of an analogous base form or scaled version of the Phantasms spell.;

Flight; **Immunity to Bleeding; Immunity to Stuns**; **Incorporeal**; **Life Drain**; **Limited Regeneration (Minor, holy)**; **Undead Fear (by Undead class)**; **Undead Vision**;

Water Vision: All Corpse Candles can see as easily in water as in air.;

Will of the Wisp: This ability (treat its effects as the Charm spell from the Harper Sphere) enables the Corpse Candle to compel an individual victim to follow it. The Corpse Candle can develop a skill in this ability; each use of the skill expends PPs or concussion hits equivalent to the PP expenditure of an analogous base form or scaled version of the Charm spell.;

Shrink (minor):

Forfeit Talents:

Dense Musculature; Tough Hide (any)

Weakness:

Shackle: A Corpse Candle is shackled by the nature of its watery death to remain near the remains of its body; it must remain within 100' per level of whatever is left of its mortal corpse. Releasing the Corpse Candle's soul from its undeath requires locating the remains, and either burying them on dry land or cremating them and burying the ashes on dry land. As long as the shackle of its body remains, the Corpse Candle cannot be permanently killed (see Background below for additional detail);

Sunlight Intolerance (major)

Corpse Candle
(Overlay applied to 3rd level Harper)

Level	3	DB	40
Size	Small	Hits	62
BMR Type	Fly / Swim	Init	20
BMR	28 /14	Stam	33
# Enc	1	Will	37
Outlook	Seeking	Magic	45
Treasure	- PP	Build	Harper plus Overlay

DB Breakdown: (QU 18, +22 Swashbuckler +20 Instinctive Defense, +20 Tough Hide)

Attacks:

Will of the Wisp	55
Jolts	45
Sleep	45

Skills:
Flying (3) 24, Acting (1) 24, Dancing (1) 17, Play Instrument (1) 17, Singing (2) 39, Storytelling (1) 24, Acrobatics (1) 14, Climbing (1) 10, Control Drain (5) 37, Appraisal (2) 27, Crafts: (3) 25, Healing (1) 22, Lore: Local Region (2) 24, Lore History (1) 29, Perception (6) 46, Resistance: Magic (3) 45, Resistance: Stamina (3) 33, Resistance: Will (3) 37, Charm (1) 24, Diplomacy (1) 24, Duping (1) 24, Interrogation (1) 24, Leadership (1) 24, Public Speaking (2) 29, Trading (1) 24, Arcane Lore (3) 29, Attunement (3) 35, Power Point Development (5) 71, Runes (3) 32, Navigation (1) 22, Riding: (1) 14, Armor Skills (3) 20, Endurance (6) 62, Jumping (1) 10, Swimming (2) 15, Stalking & Hiding (1) 19; Spells: Jolts [4] (6) 45, Quiet Ways [3] (3) 30, Sleep [5] (6) 45, Fancies of the Fetchlight [5] (8) 55, Will of the Wisp [4] (8) 55

Talents:
Bonus Skill Ranks, Skill Flexibility (Riding), Skill Specialization (Singing), Professional Level Bonus (Mundane Lore, History), Instinctive Defense, Fancies of the Fetchlight, Immunity to Bleeding, Immunity to Stuns; Incorporeal, Life Drain, Limited Regeneration (Minor, holy), Undead Fear (Class I), Undead Vision, Water Vision, Will of the Wisp, Shrink (minor), Shackle, Sunlight Intolerance (major)

St	53 +1	**SD**	71 +6
Co	61 +4	**Qu**	66 +10
Ag	56 +3	**Re**	76 +7
In	86 +10	**Pr**	81 +9

undead existence and the soul will be freed to move onward to the afterlife. The Corpse Candle must remain in the vicinity of its submerged physical remains as the drowning and failure to receive a proper burial is the cause of its particular type of undeath. focus. If the Corpse Candle is "slain" by means other than Turn Undead (or equivalent) magic, then the spirit will reform as a Corpse Candle in one month and one day (as long as its remains have not been properly dealt with). If "slain" by Turn Undead (but its body is still not accorded proper disposition), then the Corpse Candle will reform in one year and one day. Only recovery and burial of the remains (or cremated ashes) will destroy a Corpse Candle forever.

Some folk tales assert that Corpse Candles are harbingers of death. Anyone who sees a Corpse Candle is seeing a portent of his or her own imminent death. In places where such legends are taken seriously, the locals will be extremely wary of venturing anywhere near a swamp or marsh at night, and even outsiders may be warned to take great caution.

A few scholars dismiss the Corpse Candle as the superstition of ignorant peasants ascribing supernatural powers to naturally occurring marsh gas. The deaths of travelers in swamps following sightings of this marsh gas are the product of coincidence and carelessness, not malice.

Adventure Notes

Corpse Candles are only found in swamps and other wetland areas. Their vulnerability to sunlight means that they only appear at night, which is when most travelers will be camped. Lone sentries are particularly susceptible to suggestion – and their absence may only be discovered at the next watch change.

Corpse Candles do not collect treasure. Adventurers who find the body of a Corpse Candle or indeed the corpses of others who have drowned while following the Corpse Candle may be able to scavenge some items of small value. Prolonged immersion will render most mundane possessions unusable as weapons corrode and organics rot.

Gaunt

Description

At first glance, a Gaunt might be mistaken for a Ghoul – both have emaciated humanoid bodies, a deathly pallor to their skin, and mouths filled with rows of very sharp teeth. A closer inspection reveals significant differences such as the pair of large bat-like wings on a Gaunt's back and the milky-white unseeing orbs that pass for a Gaunt's eyes. The comparison with bats is fitting – Gaunts are as "blind as a bat", but like bats, they use ultrasonic echolocation to navigate and to hunt. Gaunts emit their ultrasonic pulses via their open mouths.

Gaunt Overlay

Stats:

Racial stat modifiers:

Lesser Gaunt: **AG**: +2, **QU**: +2, **CO**: +2;

Greater Gaunt: **AG**: +5 **QU**: +5, **CO**: +5;

Base Endurance is unchanged; Base PP is unchanged;

Racial RR modifiers: Stamina 15, Will 0, Magic 15

New Talents:

Doom of the Gaunt: Anyone wounded in combat by a Gaunt's bite must make a Stamina RR (120 for Class I Lesser Gaunts, 150 for Class II Greater Gaunts). If the Resistance Roll fails, then the wounded individual has been infected with the Gaunt's Doom. Within 1 month the infected individual will start to weaken, losing 5 (Lesser Gaunt) / 10 (Greater Gaunt) concussion hits per day until dead. These hits cannot be regained by mundane or the usual magical means (Minor or Major Healing). A clerical Cure Disease spell will halt the infection, permit hit loss to be magically healed, and cure the infection before the victim dies. If the victim was a member of a winged race, the victim will rise up as a Gaunt in 1-5 days.

Flight; Immunity to Stun; Limited Regeneration (Minor, holy); Living Sense (minor); Natural Weapon (bite, Small Puncture); Natural Weapon (claw, Small Slash); Poison Immunity;

Ultrasound Echolocation: The Gaunt can emit ultrasound pulses from its mouth and detect the reflected pulses as they bounce off surfaces. The pulses have a range of 1500 feet in air and 3000 feet in water. The Gaunt interprets the pulses as a three-dimensional image.

Undead Fear (by Undead class);

Forfeit Talents:

Neutral Odor; All visual enhancement Talents

Weakness:

Sunlight Intolerance (minor)

Lifestyle

Gaunts are gregarious creatures, forming flocks that roost in cave systems during the day – they do not require sleep but are vulnerable to sunlight. At night they depart their lairs to hunt the living. Gaunts will range far and wide, searching their territories at altitudes of tens to hundreds of feet. When a Gaunt locates a suitable victim or victims, it will screech an invitation to the rest of the flock and they will attack the hapless target(s) en masse. Gaunts prefer their food freshly killed – not for them, digging up buried corpses.

Gaunt flocks are led by the strongest and smartest among them. A Gaunt who cannot fly cannot lead a Gaunt flock. Some flocks will drive out or even kill any Gaunt whose wings fail to regenerate after major injury.

Abilities and Combat

The process of becoming a Gaunt adds new abilities and weakneses, replaces some existing powers, and eliminates old capabilities. This is represented by applying the Gaunt Overlay to an existing winged creature or being. Gaunts are



Lesser Gaunt
(Overlay applied to 5th level Hunter)

Level	5	DB	40
Size	Medium	Hits	94
BMR Type	Fly / Biped	Init	21
BMR	33 /11	Stam	81
# Enc	2-20	Will	62
Outlook	Cruel/Hungry	Magic	87
Treasure	PN -	Build	Hunter plus Overlay

DB Breakdown: (QU 20 + 20 Instinctive Defense)

Attacks:

S-Slash (talon)	71
S-Puncture (bite)	71

Skills:

Acrobatics (6) 49, Climbing (6) 41, Flying (10) 79, Melee Weapon (5) 46, Missile Weapon (5) 46, Crafts (3) 31, Healing (1) 19, Herbcraft (1) 19, Lore (5) 44, Perception (10) 87, Resistance Magic (10) 87, Resistance Stamina (10) 81, Resistance Will (10) 62, Leadership (5) 38, Animal Handling (1) 18, Foraging/Survival (10) 74, Navigation (10) 84, Tracking (10) 77, Armor (1) 26, Endurance (10) 94, Swimming (5) 46, Ambush (10) 69, Stalking & Hiding (10) 79, Sniping (10) 69

Talents:

Bonus Skill Ranks, Skill Flexibility (Leadership), Skill Specialization (Stalking & Hiding), Master Tracker, Professional Level Bonus (Foraging/Survival), Professional Level Bonus (Navigation), Skill Specialization (Flying), Enhanced Senses, Instinctive Defense, Doom of the Gaunt, Flight, Immunity to Stun, Limited Regeneration (Minor, holy), Living Sense (minor), Natural Weapon (bite, Small Puncture), Natural Weapon (claw, Small Slash), Poison Immunity, Ultrasound Echolocation, Undead Fear (Class I), Sunlight Intolerance (minor)

St	81 +8	**SD**	74 +6
Co	71 +8	**Qu**	81 +10
Ag	91 +13	**Re**	56 +3
In	91 +11	**Pr**	53 +2

Greater Gaunt
(Overlay applied to 15th level Hunter)

Level	15	DB	52
Size	Medium	Hits	132
BMR Type	Fly / Biped	Init	26
BMR	33 /12	Stam	119
# Enc	1-5	Will	100
Outlook	Cruel/Hungry	Magic	115
Treasure	PR -	Build	Hunter plus Overlay

DB Breakdown: (QU 32 +20 Instinctive Defense)

Attacks:

S-Slash (talon)	108
S-Puncture (bite)	108

Skills:

Acrobatics (10) 77, Climbing (10) 78, Flying (30) 117, Melee Weapon (5) 53, Missile Weapon (5) 53, Crafts (3) 38, Healing (1) 21, Herbcraft (1) 21, Lore (5) 37, Perception (20) 110, Resistance Magic (30) 115, Resistance Stamina (10) 119, Resistance Will (30) 100, Leadership (10) 66, Animal Handling (1) 21, Foraging/Survival (10) 76, Navigation (20) 96, Tracking (20) 120, Armor (1) 33, Endurance (30) 132, Swimming (5) 53, Ambush (15) 87, Stalking & Hiding (20) 107, Sniping (10) 77

Talents:

Bonus Skill Ranks, Skill Flexibility (Leadership), Skill Specialization (Stalking & Hiding), Master Tracker, Professional Level Bonus (Foraging/Survival), Professional Level Bonus (Navigation), Professional Level Bonus (Tracking), Professional Level Bonus (Tracking), Enhanced Senses, Instinctive Defense, Doom of the Gaunt, Flight, Immunity to Stun, Limited Regeneration (Minor, holy), Living Sense (minor), Natural Weapon (bite, Small Puncture), Natural Weapon (claw, Small Slash), Poison Immunity, Ultrasound Echolocation, Undead Fear (Class II), Sunlight Intolerance (minor)

St	96 +11	**SD**	91 +10
Co	76 +12	**Qu**	91 +16
Ag	96 +17	**Re**	71 +6
In	91 +10	**Pr**	72 +6

categorised into Class by level. Class I are 1st to 10th level and are known as Lesser Gaunts. Class II are 11th level and up and are known as Greater Gaunts.

Gaunts fly high to observe great swathes of territory and descend at speed to attack likely victims. Hurling spears from above to impale enemies before closing with swords and teeth is a favored Gaunt fighting style. Gaunts who were once Gryphons will use the Garu Martial Arts style and the aerial combat techniques of their original race.

Background

Legends claim that long ago a tribe of one avian race became worshippers of a goddess of battle who variously appeared as a giant raven or a winged humanoid with a crow's head. It is said that this tribe became cowardly in their style of warfare. This angered the goddess who cursed them all with the Doom of the Gaunt. In due course, they died and arose as Gaunts.

Gaunts are normally created through infection. If a Gaunt bites (but does not kill) an individual of a winged race, there is a significant chance that the Gaunt's doom will claim the victim who will die some days later before rising from the dead as a Gaunt. Should a Gaunt bite a non-winged individual, the victim may still die from the infection but will not return from the dead.

Many soldiers have tales of Gaunts arriving at battlefields once the fighting has ended and night has fallen. The Gaunts swoop in to attack the wounded and the dying, finding easy pickings after a melee. In several celebrated cases, former foes have joined forces to fend off Gaunts.

Adventure Notes

Adventurers exploring cave systems may have the misfortune to come upon a roost of Gaunts. Night-time travelers may be attacked by Gaunts many miles away from their subterranean lair.

Gaunts appreciate portable treasure – gold and silver coinage, jewelry, gems, and magic items – and will take these back to their lair. Mundane items and heavy objects are of little value to them.

Ghost

Ghost Overlay

Stats:

Racial stat modifiers are unchanged
Base Endurance is unchanged, Base PP is unchanged
Racial RR modifiers become Stamina 0, Will 15, Magic 15

New Talents:

Enhanced Senses;
Ghost Forms: a Ghost can appear as itself at any age up to and including death. It can also appear as a blurred outline in which form it gains a +10 bonus to DB and Stalk/Hide skill.;
Ghost Hands: a Ghost can telekinetically move and manipulate small objects as if they were using their hands or equivalent appendages. The weight limit is one pound per level and the Ghost must use the appropriate skill to resolve any maneuver or attack.;
Immunity to Bleeding; Immunity to Stuns; Incorporeal; Life Drain; Limited Regeneration (Major, holy);
Undead Fear (by Undead class); Undead Vision;

Forfeit Talents:

Dense Musculature; Tough Hide (any)

Weakness:

Shackle: A Ghost is shackled by its nature to a focus which is a place, being or thing associated with the unfinished business of its mortal life; it must remain within 100' per level of this focus. Completing this unfinished business will cause the Ghost to move on to its appointed afterlife; otherwise as long as the shackle focus exists a Ghost cannot be permanently killed (see Background below for additional detail);

Description

Ghosts are incorporeal beings. These insubstantial spirits can choose to manifest as vague blurred forms; alternatively they may choose to appear as they were when they were alive at any age or at the point of death. Those who have died by beheading may opt to haunt the living as a headless wraith, possibly carrying the head under one arm. With the exception of headless ghosts, it can be extremely difficult to distinguish between the living and these undead as their lifelike forms are perfect mimicries, they can telekinetically move objects, and can control their lifedraining ability. Some Ghosts can and do speak.

Lifestyle

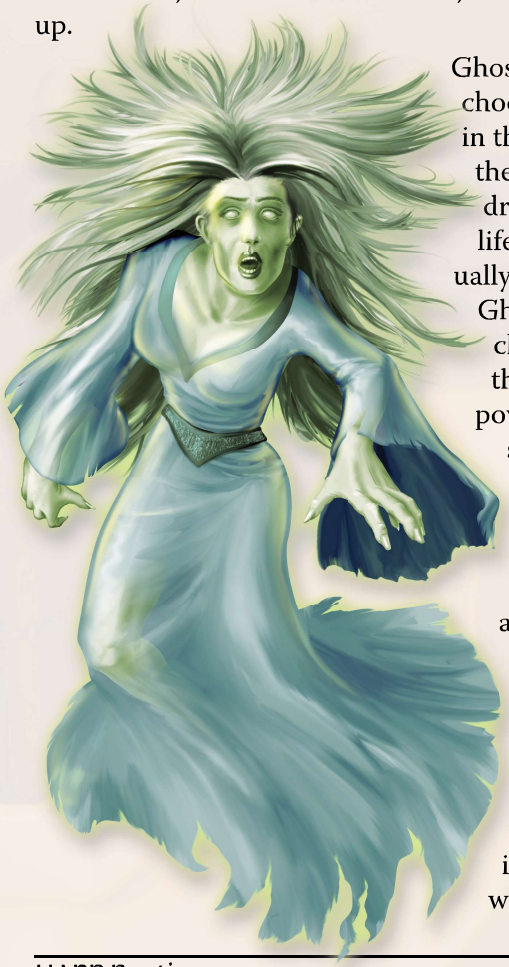
Ghosts exist because of unfinished business in their lives, which ties them to this world. This binding often constrains them to a specific location where they spend their undead existence trying to complete their remaining task(s) or reliving some pivotal element of their mortal life. Ghosts can be so immersed in their unlife that they are oblivious to the presence of the living unless the living choose to interrupt the ghosts. Completing their unfinished task(s) may be beyond the capabilities of most Ghosts, but they will seldom ask for mortal assistance.

Ghosts are most commonly active at night. They are not harmed by sunlight, but most seem to shun it.

Abilities and Combat

The process of becoming a Ghost adds new abilities, replaces some existing powers, and eliminates old capabilities. This is represented by applying the Ghost Overlay to an existing creature or being.

Ghosts are categorised into Class by level - Class III -1st to 10th, Class IV- 11th to 20th, Class V - 21st and up.



Ghosts can simply choose to manifest in the vicinity of the living and drain away their lifeforce gradually. Less subtle Ghosts may choose to use their telekinetic powers to wield small weapons. Those Ghosts who were spell casters when alive can still use any spells they know. Ghosts are only at risk of harm from magic, magical weapons and Turn Undead (or equivalent) effects. Unless there is a risk to their shackle focus or their task, most Ghosts will remove themselves as far as possible from such danger (moving inside walls, the ground, etc.) and wait out such threats. Ghosts have the patience of eternity; the living do not and will leave eventually.

Lesser Ghost
(Overlay applied to 5th level Fighter)

Level	5	DB	32/42
Size	Medium	Hits	102
BMR Type	Biped	Init	14
BMR	11	Stam	44
# Enc	1	Will	55
Outlook	Aloof / Aggressive	Magic	51
Treasure	N2N2N2	Build	Fighter plus Overlay

DB Breakdown: (QU 12 + 20 Instinctive Defense + 10 Ghost Form)

Attacks:

Melee Weapon	+83
Thrown Weapon	+93
Control Drain	+60

Skills:
Acrobatics (3) +29, Climbing (4) +44, Control Drain (10) 60, Brawling (6) +49, Appraisal (4) 26, Crafts: (3) +27, Healing (3) 21, Herbcraft (1) 11, Lore: Local Region (5) 31, Perception (8) 58, Resistance: Magic (6) 51, Resistance: Stamina (6)44, Resistance: Will (6) 55, Rope Mastery (1) +17/+12, Signaling (1) 11, Power Point Development (0) 13, Runes (1) 11, Animal Handling: (1) 12, Navigation (1) 11, Riding: (6) +44, Tracking (1) 13, Armor Skills (10) 69, Endurance (15) 102, Jumping (6) +49, Swimming (5) +49, Ambush (2) +24, Stalking & Hiding (4) +34 (+10from Ghost Form)

Talents:
Bonus Skill Ranks, Skill Flexibility (Riding), Skill Specialisation (Weapon Skill #2), Instinctive Defense, Lightning Reflexes, Shield Training, Professional Level Bonus (Combat, Weapon Skill#1), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill#2), Professional Level Bonus (Athletic, Climbing), Enhanced Senses, Ghost Forms, Ghost Hands, Immunity to Bleeding, Immunity to Stuns, Incorporeal, Life Drain, Limited Regeneration (Major, holy), Undead Fear (Class III), Undead Vision, Shackle

St	90 +10	**SD**	70 +5
Co	80 +7	**Qu**	75 +6
Ag	85 +9	**Re**	57 +3
In	60 +3	**Pr**	65 +4

Greater Ghost
(Overlay applied to 15th level Fighter)

Level	15	DB	38/48
Size	Medium	Hits	138
BMR Type	Biped	Init	20
BMR	11	Stam	80
# Enc	1	Will	91
Outlook	Aloof / Aggressive	Magic	87
Treasure	N3N3N3	Build	Fighter plus Overlay

DB Breakdown: (QU 32 +20 Instinctive Defense)

Attacks:

Melee Weapon	122
Missile Weapon	132
Control Drain	96

Skills:
Acrobatics (10) +74, Climbing (10) +82, Control Drain (30) 96, Brawling (13) +78, CS&M: Disarm Foe (15) +8, Appraisal (5) 36, Crafts: (3) +31, Healing (3) 26, Herbcraft (1) 16, Lore: Local Region (9) 55, Perception (15) 84, Resistance: Magic (15) 87, Resistance: Stamina (15) 80, Resistance: Will (15) 91, Rope Mastery (3) +31, Signaling (3) 26, Duping (2) 23, Leadership (2) 23, Public Speaking (2) 23, Trading (2) 23, Power Point Development (0) 19, Runes (1) 16, Animal Handling: (1) 18, Navigation (1) 16, Riding: (14) +77, Tracking (1) 19, Armor Skills (25) 97, Endurance (30) 138, Jumping (10) +72, Swimming (10) +77, Ambush (3) +34, Stalking & Hiding (8) +59, Sniping (3) +34

Talents:
Bonus Skill Ranks, Skill Flexibility (Stalking & Hiding), Skill Specialisation (Weapon Skill #2), Instinctive Defense, Lightning Reflexes, Shield Training, Professional Level Bonus (Combat, Weapon Skill#1), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill#2), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Athletic, Acrobatics), Professional Level Bonus (Physical, Jumping), Professional Level Bonus (Combat, Weapon Skill #2), Professional Level Bonus (Athletic, Endurance), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Combat, Weapon Skill #1),Enhanced Senses, Ghost Forms, Ghost Hands, Immunity to Bleeding, Immunity to Stuns, Incorporeal, Life Drain, Limited Regeneration (Major, holy), Undead Fear (Class IV), Undead Vision, Shackle

St	95 +11	**SD**	81 +8
Co	95+10	**Qu**	86 +9
Ag	95 +11	**Re**	68 +5
In	71 +6	**Pr**	76 +7

Ghost Lord
(Overlay applied to 25th level Fighter)

Level	25	DB	110/120
Size	Medium	Hits	155
BMR Type	Biped	Init	22
BMR	12	Stam	97
# Enc	1	Will	103
Outlook	Aloof / Aggressive	Magic	104
Treasure	R3R3(10) R2	Build	Fighter plus Overlay

DB Breakdown: (QU 20 + 20 Instinctive Defense +70 Chi Defense + 10 Ghost Forms)

Attacks:

Melee Weapon	144
Missile Weapon	144
Control Drain	118

Skills:
Acrobatics (10) +81, Climbing (10) +79, Contortions (1) +26, Chi Defense (20) 86, Control Drain (40) 118, Brawling (20) +94, CS&M: Disarm Foe (20) +94, Appraisal (6) 43, Crafts: (3) +33, Healing (3) 28, Herbcraft (1) 18, Lore: Local Region (10) 62, Perception (25) 101, Resistance: Magic (25) 104, Resistance: Stamina (25) 97, Resistance: Will (25) 103, Rope Mastery (3) +33, Signaling (3) 28, Duping (2) 26, Leadership (5) 41, Public Speaking (5) 41, Trading (2) 26, Power Point Development (0) 21, Runes (1) 18, Animal Handling: (3) 31, Navigation (2) 23, Riding: (10) +71, Tracking (1) 21, Armor Skills (25) 99, Endurance (30) 155, Jumping (10) +79, Swimming (10) +79, Ambush (10) +71, Stalking & Hiding (10) +71 (+81 Ghost Forms, Sniping (10) +71

Talents:
Bonus Skill Ranks, Skill Flexibility (Stalking & Hiding), Skill Specialisation (Weapon Skill #2), Instinctive Defense, Lightning Reflexes, Shield Training, Professional Level Bonus (Combat, Weapon Skill#1), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill#2), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Athletic, Acrobatics), Professional Level Bonus (Physical, Acrobatics), Professional Level Bonus (Combat, Weapon Skill #2), Professional Level Bonus (Athletic, Endurance), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Combat, Weapon Skill #1), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Combat, Weapon Skill #2), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Physical, Endurance), Skill Specialization (Control Drain), Professional Level Bonus (Combat, Weapon Skill #1), Skill Specialization (Weapon Skill #1), Enhanced Senses, Ghost Forms, Ghost Hands, Immunity to Bleeding, Immunity to Stuns, Incorporeal, Life Drain, Limited Regeneration (Major, holy), Undead Fear (Class V), Undead Vision, Shackle

St	96 +12	**SD**	90 +9
Co	96+11	**Qu**	91 +10
Ag	96 +12	**Re**	75 +6
In	80 +7	**Pr**	86 +8

Background

Ghosts are "naturally" occurring Undead, representing the spirits of those who have significant unfinished business at their time of death. These incomplete task(s) are so important to the Ghost that it refuses to cross over into the afterlife. A Ghost will become shackled by some element related to these task(s) such as a place, a thing (such as an item) or a being. The Ghost must remain in the vicinity of the shackle focus. If the Ghost completes its tasks (with or without assistance), then it will dissipate. If the Ghost is "slain" by means other than Turn Undead (or equivalent) magic, then the spirit will reform as a Ghost in d10 weeks (as long as the shackle focus remains) and as a Spectre in d10 weeks (if the shackle focus is destroyed). If "slain" by Turn Undead and shackle focus remains, then the Ghost will return as a Spectre in d10 months. Only slaying by Turn Undead (or equivalent) and destroying the focus will truly end the Ghost.

Adventure Notes

Ghosts may be encountered anywhere from abandoned homesteads in the loneliness of the wilderness through occupied castles and bustling inns in the heart of the city. Resident ghosts may be innocuous if undisturbed, leading to rooms left empty to give the unquiet spirit its own space and stories of the local ghost gaining currency. Less friendly ghosts who haunt locations may drive the living out, causing the place to be abandoned. Adventurers may be hired as ghost hunters - laying the ghost by assisting it in its task(s) is the most effective way of laying a Ghost to rest. Determining what the Ghost wants can be difficult and helping still harder as the tasks may not be attainable (though the Ghost has not realised this). In some cases, what the Ghost wants may be undesirable for the living and the only way of eliminating the spirit is to slay it. As described above, some methods of attack will provide only temporary respite, whilst others will create a Spectre as the living may not wish to destroy a location or item or kill someone who is unfortunate enough to be the shackle focus.

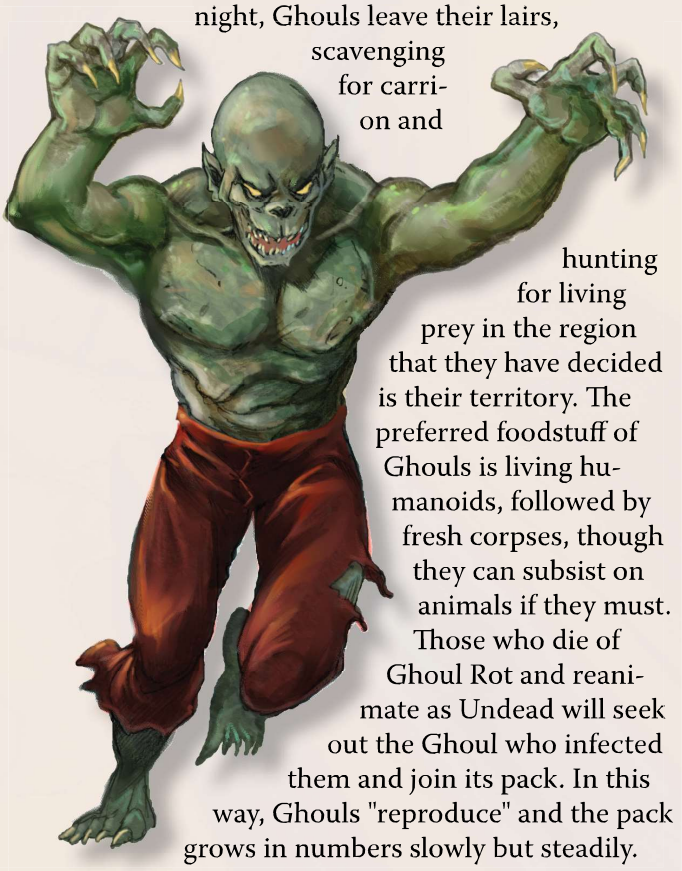
Ghoul

Description

The appearance of a Ghoul is that of a putresecent humanoid corpse of indeterminate species and gender. The reanimation process causes the teeth to lengthen into long sharp yellow fangs which protrude from the mouth while their fingernails become keen claws. Ghouls will normally be attired in the rotting remains of their funerary garments or armor, though some purloin and adorn themselves in the gear of their victims, still with the bloody rents where bite or claw penetrated armor and clothes. Insects, worms and more from the dirt and mud of its dank lair infest the clothes, hair and skin of the Ghoul, adding to the horror of an encounter with this undead.

Lifestyle

During the day, Ghouls retire to their lairs, which can vary from shallow graves in lonely cemeteries and forgotten dungeons in abandoned ruins to natural caves and fetid swamps, to escape natural sunlight. At night, Ghouls leave their lairs, scavenging for carrion and hunting for living prey in the region that they have decided is their territory. The preferred foodstuff of Ghouls is living humanoids, followed by fresh corpses, though they can subsist on animals if they must. Those who die of Ghoul Rot and reanimate as Undead will seek out the Ghoul who infected them and join its pack. In this way, Ghouls "reproduce" and the pack grows in numbers slowly but steadily.



A Ghoul pack will have a leader, usually

Ghoul Overlay

Stats:

Racial stat modifiers:

Lesser Ghoul: **ST**: +2, **AG**: +2, CO: +2;

Greater Ghoul: **ST**: +5, **AG**: +5, CO: +5;

Base Endurance is unchanged; Base PP is unchanged; Racial RR modifiers become Stamina 15, Will 0, Magic 15

New Talents:

Enhanced Senses

Ghoul Rot: a living being who is bitten or clawed by a ghoul is at risk of becoming infected by Ghoul Rot, and must make a Stamina RR (120 for Class I Ghouls, 150 for Class II Ghouls) to avoid this fate. If the living being fails the RR, they will contract Ghoul Rot and their wound will refuse to heal, weeping blood and pus. The unfortunate victim will lose 3 concussion hits per day (if infected by a Class I Ghoul) and 5 concussion hits per day (if infected by a Class II Ghoul) until dead. This damage cannot be healed, unless the Ghoul Rot is cured first, which requires Cure Disease scaled for magical diseases or an equivalent effect. Any humanoid being who dies from Ghoul Rot will reanimate as a Ghoul within a day of their death.;

Immunity to Stun; Limited Regeneration (Minor, holy); Natural Weapon (bite, Small Puncture); Natural Weapon (claw, Small Slash); Poison Immunity; Undead Fear (by Undead class); Undead Vision;

Forfeit Talents:

Neutral Odor

Weakness:

Sunlight Intolerance (minor)

the strongest in combat, though some packs give precedence to the most cunning. Ghouls are territorial claiming an area with a radius of half a night's walk from their lair and will fight Ghouls from other packs who invade this region.

Abilities and Combat

The process of becoming a Ghoul adds new abilities and weakneses, replaces some existing powers, and eliminates old capabilities. This is represented by applying the Ghoul Overlay to an existing creature or being.

Ghouls are categorised into Class by level. Class I are 1st to 10th level and are known as Lesser Ghouls, Class II are 11th level and up and are known as Greater Ghouls.

Lesser Ghoul
(Overlay applied to 5th level Rogue)

Level	5	DB	38
Size	Medium	Hits	92
BMR Type	Biped	Init	17
BMR	11	Stam	50
# Enc	1-10	Will	39
Outlook	Hungry	Magic	56
Treasure	NN2N	Build	Rogue plus Overlay

DB Breakdown: (QU 18 +20 Soft Leather Armor)

Attacks:

Claw (S-Slash)	79
Bite (S-Puncture)	79
Melee Weapon	80
Missile Weapon	80

Skills:

Acrobatics (3) +45, Climbing (3) +40, Contortions (3) +35, Brawling (5) +50, Mental Focus (1) 19, Appraisal (4) 32, Crafts: (4) +37, Healing (3) 27, Herbcraft (1) 17, Lore: Local Region (2) 18, Perception (10) 75, Resistance: Magic (5) 56, Resistance: Stamina (5) 50, Resistance: Will (5) 39, Rope Mastery (1) +22, Duping (4) 32, Trading (2) 22, Attunement (3) 31, Power Point Development (0) 20, Runes (2) 22, Animal Handling: (2) 22, Foraging/Survival: (2) 22, Navigation (2) 22, Riding: (2) +30, Tracking (1) 20, Armor Skills (4) 45, Endurance (10) 92, Jumping (2) +35, Swimming (2) +35, Ambush (4) +40, Locks & Traps (4) +41, Stalking & Hiding (4) +60, Poisoning (3) 30, Sniping (4) +40

Talents:

Bonus Skill Ranks, Skill Flexibility (Duping), Skill Specialization (Stalking & Hiding), Extremely Nimble. Professional Level Bonus (Favored, Weapon Skill #1), Professional Level Bonus (Favored, Weapon Skill #2),Enhanced Senses, Ghoul Rot, Immunity to Stun, Limited Regeneration (Minor, holy), Natural Weapon (bite, Small Puncture), Natural Weapon (claw, Small Slash), Poison Immunity, Undead Fear (Class I), Undead Vision, Sunlight Intolerance (minor)

St	91 +12	**SD**	76 +7
Co	56 +5	**Qu**	81 +9
Ag	91 +13	**Re**	61 +4
In	81 +8	**Pr**	62 +4

Greater Ghoul
(Overlay applied to 15th level Rogue)

Level	15	DB	44
Size	Medium	Hits	122
BMR Type	Biped	Init	21
BMR	12	Stam	89
# Enc	1-10	Will	80
Outlook	Hungry	Magic	95
Treasure	N2N3N	Build	Rogue plus Overlay

DB Breakdown: (QU 22 + 20 soft leather armor)

Attacks:

Claw (S-Slash)	119
Bite (S-Puncture)	119
Melee Weapon	109
Missile Weapon	109

Skills:
Acting (1) 21, Acrobatics (10) +85, Climbing (7) +68, Contortions (6) +57, Brawling (10) +73/+68, Mental Focus (2) 30, Appraisal (4) 36, Crafts: (4) +43, Healing (4) 36, Herbcraft (1) 21, Lore: Local Region (3) 27, Perception (20) 106, Resistance: Magic (15) 95, Resistance: Stamina (15) 89, Resistance: Will (15) 80, Rope Mastery (2) +33, Duping (8) 56, Charm (3) 31, Trading (4) 36, Attunement (7) 55, Runes (7) 51, Animal Handling: (3) 31, Foraging/Survival: (3) 31, Navigation (3) 31, Riding: (6) +57, Tracking (1) 25, Armor Skills (4) 53, Endurance (20) 122, Jumping (3) +48, Swimming (4) +53, Ambush (10) +82, Locks & Traps (8) +72, Pick Pockets (6) +58, Stalking & Hiding (10) +99, Poisoning (5) 45, Sniping (10) +82

Talents:
Bonus Skill Ranks, Skill Flexibility (Duping), Skill Specialization (Stalking & Hiding), Extremely Nimble, Professional Level Bonus (Favored, Weapon Skill #1),Professional Level Bonus (Favored, Weapon Skill #2), Professional Level Bonus (Favored, Ambush),Professional Level Bonus (Favored, Sniping), Professional Level Bonus (Favored, Bite), Professional Level Bonus (Favored, Claw),Enhanced Senses, Ghoul Rot, Immunity to Stun, Limited Regeneration (Minor, holy), Natural Weapon (bite, Small Puncture), Natural Weapon (claw, Small Slash), Poison Immunity, Undead Fear (Class II), Undead Vision, Sunlight Intolerance (minor)

St	96 +16	**SD**	91 +10
Co	76 +13	**Qu**	91 +11
Ag	96 +18	**Re**	71 +6
In	91 +10	**Pr**	72 +6

Against weak or defenceless foes, Ghouls will delight in attacking with claw and fang. Ghouls with access to weapons and combat skills from their past life will wield them with ferocity. When scavenging or hunting, Ghouls employ stealth and cunning to remain concealed, carefully tracking and ambushing living targets. Fortunately for their victims, the environs are rarely conducive to the long-term durability of bowstrings, so Ghoulish archers are uncommon but Ghouls firing slingshots and throwing spears are more frequently encountered. Once their trap is sprung, a Ghoul pack will mob surprised foes, seeking to overwhelm them with numbers and savagery.

Background

According to some loremasters, millennia ago an ancient tribe had the unsavory practice of eating body parts from deceased members of their own people and those they had slain in combat. The shaman priest of a rival tribe called upon the gods to punish the corpse eaters and the gods cursed them with the Rot. The Rot claimed the tribesfolk and after death, reanimated as the first Ghouls. Other loremasters and physicians claim that the Rot was some disease latent within the bodies that the corpse eaters consumed and thus infected them; they point to the occasional spontaneous creation of Ghouls following incidence of cannibalism.

What is not disputed is that Ghouls are among the oldest forms of Undead, perhaps third to Vampires and Ghosts in terms of their antiquity. They are also one of the most widespread.

Adventure Notes

Unburied dead and corpses freshly interred in unconsecrated ground tempt Ghouls to emerge and scavenge the carrion. These activities and the nocturnal sweeps of their territory mean that lone travellers, small groups camped at night, and isolated farmsteads in the vicinity of caves and on the fringes of marshes and swamps are at risk of encounters with Ghouls. Delvers into the underground portions of some ruined castles have discovered that Ghoul packs have moved into residence. Stories are told that the sewer systems of the oldest and largest cities are home to Ghouls (among other dangerous denizens) and from time to time, Ghouls break up through the cellars of buildings to capture the occupants and drag them off to their eventual demise.

Lament

Lament Overlay

Stats:
Racial stat modifiers:
Lesser Lament: PR +5, IN: +5;
Greater Lament: PR +10 IN: +10;
High Lament: PR +15 IN: +15;
Base Endurance is unchanged; Base PP is unchanged; Racial RR modifiers become Stamina 0, Will 15, Magic 15

New Talents:
Dirge of the Lament: By singing or playing a dirge, a Lament may prevent anyone who is asleep from gaining any benefit from their rest (i.e. the sleeper will not regain hits, heal from injuries, or recover PPs that night). The Lament makes a Singing or Music maneuver looking up the result on the RR column of the Maneuver Table, and the result is the target for the sleeper's Magic Resistance Roll to avoid the effect. Awake foes make a Stamina Resistance Roll instead – failure means the loss of 2 Constitution points per Undead Class of the Lament. The dirge will affect anyone sleeping in a radius of up to 5' per level of the Lament and anyone awake within 5' per Undead Class of the Lament. A Lament cannot use its Dirge ability at the same time as casting spells.**;**
Flight; Immunity to Bleeding; Immunity to Stuns; Incorporeal; Life Drain; Limited Regeneration (Major, holy); Living Sense (minor); Undead Fear (by Undead class); Undead Vision;

Forfeit Talents:
Dense Musculature; Tough Hide (any)

Weakness:
Sunlight Intolerance (major)

Description

As insubstantial as a wraith, the Lament is a spectral humanoid figure with long flowing hair, often dressed in antique clothing and bearing an ethereal instrument such as a harp.

Lifestyle

Vulnerable to sunlight, a Lament will only materialize at night, gliding through the darkness until it finds a suitable location such as a rooftop, a chimney, or a balcony where it will settle. Then it will begin to sing eerie and sad melodies, accompanying itself if it has a suitable instrument. Anyone asleep in the vicinity of a Lament may suffer disturbed sleep and nightmares, gaining no refreshment from their rest. Anyone awake who hears the dirge of a Lament is at risk of losing his or her life as this necromantic ser-

Lesser Lament (Overlay applied to 5th level Harper)

Level	5	DB	12/22/32
Size	Medium	Hits	80
BMR Type	Biped : Fly	Init	22
BMR	10' : 10'	Stam	33
# Enc	1	Will	52
Outlook	Aloof	Magic	72
Treasure	Magical Intrument	Build	Harper plus Overlay

DB Breakdown: (QU 12 + 10 Chi Defense + 10 Blur)

Attacks:

Control Drain	37
Spells	-
Melee Weapon	47
Missile Weapon	47

Skills:
Acting (3) 47, Dancing (3) 35, Mimicry (1) 27, Play Instrument (3) 35, Singing (4) 57, Storytelling (3) 47, Acrobatics (1) 15, Climbing (1) 12, Flying (4) 30, Chi Defense (2) 22, Control Drain (5) 37, Appraisal (2) 30, Crafts: (3) 28, Healing (1) 30, Lore: Local Region (3) 33, Lore: History (3) 43, Lore: Culture (2) 28, Perception (5) 47, Resistance: Magic (5) 72, Resistance: Stamina (5) 33, Resistance: Will (5) 52, Charm (2) 42, Diplomacy (2) 42, Duping (2) 42, Interrogation (2) 42, Leadership (2) 42, Public Speaking (2) 42, Trading (2) 42, Arcane Lore: (4) 38, Attunement (4) 52, Power Point Development (5) 77, Runes (3) 40, Navigation (1) 30, Riding: (3) 25, Armor Skills (4) 27, Endurance (8) 80, Jumping (1) 12, Swimming (2) 17, Stalking & Hiding (1) 15

Spells:
Universal Sphere: Blur [4] (4) 35, Dispel Magic [4] (4) 35, Minor Healing [3] (5) 40

Harper Sphere: Charm [4] (8) 62, Sleep [5] (6) 52

Talents:
Bonus Skill Ranks, Skill Flexibility (Riding), Skill Specialization (Singing), Professional Level Bonus (Mundane Lore, History), Dirge of the Lament, Flight, Immunity to Bleeding, Immunity to Stuns, Incorporeal, Life Drain, Limited Regeneration (Major, holy), Living Sense (minor), Undead Fear (Class III), Undead Vision, Sunlight Intolerance (major)

St	53 +3	**SD**	71 +6
Co	61 +4	**Qu**	71 +6
Ag	61 +4	**Re**	87 +9
In	91 +16	**Pr**	91 +16

Greater Lament
(Overlay applied to 15th level Harper)

Level	15	DB	16/41/51
Size	Medium	Hits	106
BMR Type	Biped : Fly	Init	30
BMR	11 : 11	Stam	74
# Enc	1	Will	93
Outlook	Aloof	Magic	119
Treasure	Magical Intrument	Build	Harper plus Overlay

DB Breakdown: (QU 22 + 20 soft leather armor)

Attacks:

Control Drain	68
Spells	-
Melee Weapon	61
Missile Weapon	61

Skills:
Acting (5) 79, Dancing (5) 64, Mimicry (5) 66, Play Instrument (10) 119, Singing (10) 104, Storytelling (10) 104, Acrobatics (1) 21, Climbing (1) 16, Flying (5) 41, Chi Defense (5) 43, Control Drain (10) 68, Appraisal (2) 43, Crafts: (3) 33, Healing (1) 38, Lore: Local Region (5) 57, Lore: History (5) 57, Lore: Culture (5) 57, Lore: Religion (5) 57, Lore: Heraldry (5) 57, Perception (10) 81, Resistance: Magic (15) 119, Resistance: Stamina (15) 74, Resistance: Will (15) 93, Charm (5) 69, Diplomacy (5) 69, Duping (5) 69, Public Speaking (5) 69, Trading (5) 69, Arcane Lore: (5) 47, Attunement (6) 74, Power Point Development (15) 121, Runes (5) 58, Navigation (1) 38, Riding: (4) 36, Armor Skills (4) 31, Endurance (15) 106, Jumping (1) 16, Swimming (2) 21, Stalking & Hiding (1) 21

Spells:
Universal Sphere: Blur [4] (4) 40, Dispel Magic [4] (4) 40, Minor Healing [3] (5) 45

Harper Sphere: Charm [4] (8) 71, Past Visions (3) (10) 81, Phantasm [5] (7) 66, Sleep [5] (6) 61, Tongues [4] (10) 81

Talents:
Bonus Skill Ranks, Skill Flexibility (Riding), Skill Specialization (Singing), Professional Level Bonus (Mundane Lore, History), Professional Level Bonus (Artistic, Play Instrument), Professional Level Bonus (Artistic, Singing), Skill Specialization (Play Instrument), Artistic , Dirge of the Lament, Flight, Immunity to Bleeding, Immunity to Stuns, Incorporeal, Life Drain, Limited Regeneration (Major, holy), Living Sense (minor), Undead Fear (Class IV), Undead Vision, Sunlight Intolerance (major)

St	63 +4	**SD**	86 +9
Co	76 +7	**Qu**	81 +8
Ag	76 +7	**Re**	96 +11
In	96 +22	**Pr**	96 +22



enade saps life force. Dawn brings a respite from the Lament who will seek shelter in the darkness of a crypt, a cellar, or a disused attic. Laments are not tied to any particular place nor do they need rest or sustenance. Mortals who interrupt the Lament will find that it will pursue critics and philistines night after night to punish them for the affront to its playing.

Abilities and Combat

The process of becoming a Lament adds new abilities, replaces some existing powers, and eliminates old capabilities. This is represented by applying the Lament Overlay to an existing creature or being, which will normally belong to the Harper profession. Other professions are possible if the mortal being was strongly skilled in music.

Laments are categorised into Class by level - Class III (Lesser Lament) -1st to 10th, Class IV (Greater Lament) - 11th to 20th, Class V (High Lament) - 21st and up.

A Lament's incorporeal form makes mundane combat infeasible unless it has access to magical weapons. Instead it will rely on its Dirge attack to prevent

High Lament
(Overlay applied to 25th level Harper)

Level	25	DB	20/70/80
Size	Medium	Hits	125
BMR Type	Biped : Fly	Init	37
BMR	12 : 12	Stam	93
# Enc	1	Will	112
Outlook	Aloof	Magic	144
Treasure	Magical Intrument	Build	Harper plus Overlay

DB Breakdown: (QU 20 + 50 Chi Defense + 10 Blur)

Attacks:

Control Drain	82
Spells	-
Melee Weapon	63
Missile Weapon	63

Skills:
Acting (10) 114, Dancing (10) 96, Mimicry (5) 73, Play Instrument (20) 126, Singing (20) 164, Storytelling (15) 124, Acrobatics (1) 25, Climbing (1) 18, Flying (10) 70, Chi Defense (10) 88, Control Drain (15) 82, Appraisal (2) 33, Crafts: (3) 35, Healing (1) 43, Lore: Local Region (10) 82, Lore: History (10) 92, Lore: Culture (10) 82, Lore: Religion (10) 82, Lore: Heraldry (10) 82, Perception (25) 123, Resistance: Magic (25) 144, Resistance: Stamina (25) 93, Resistance: Will (25) 112, Charm (7) 89, Diplomacy (7) 89, Duping (7) 89, Interrogation (7) 89, Leadership (7) 89, Public Speaking (8) 94, Trading (7) 89, Arcane Lore: (10) 82, Attunement (6) 84, Power Point Development (25) 143, Runes (5) 63, Navigation (1) 43, Riding: (5) 45, Armor Skills (4) 33, Endurance (25) 125, Jumping (1) 18, Swimming (2) 23, Stalking & Hiding (1) 25

Spells:
Universal Sphere: Blur [4] (4) 42, Dispel Magic [4] (4) 42, Minor Healing [3] (10) 72

Harper Sphere: Charm [4] (8) 78, Past Visions (3) (15) 98, Phantasm [5] (7) 73, Quiet Ways [3] (5) 63, Sleep [5] (10) 88, Tongues [4] (10) 88

Talents:
Bonus Skill Ranks, Skill Flexibility (Riding), Skill Specialization (Singing), Professional Level Bonus (Mundane Lore, History), Professional Level Bonus (Artistic, Play Instrument), Professional Level Bonus (Artistic, Singing), Professional Level Bonus (Artistic, Singing), Skill Specialization (Singing), Enhanced Senses, Scholar, Artistic, Dirge of the Lament, Flight, Immunity to Bleeding, Immunity to Stuns, Incorporeal, Life Drain, Limited Regeneration (Major, holy), Living Sense (minor), Undead Fear (Class V), Undead Vision, Sunlight Intolerance (major)

St	65 +4	**SD**	96 +11
Co	86 +9	**Qu**	91 +10
Ag	86 +9	**Re**	96 +11
In	96 +27	**Pr**	96 +27

potential opponents who are asleep from gaining any benefit from their slumber and drain life force from the waking. Laments with access to spells will use their magic to protect themselves, weaken or terrify foes, and disrupt other magic. A Lament forced to flee from a foe or retreat from the first rays of dawn will merge into a building or a ground, removing itself until the danger has passed.

Background

In life, Laments were musicians and singers; indeed many Laments were Harpers. They suffered the loss of a loved one in life and never recovered from the sorrow. Grief hounded them to an early grave; their music bound them into an undead existence never able to rejoin their lost love in the afterlife. Laments retain all of their former skill and spell expertise, and may increase in power after death.

Female Laments are sometimes called Banshees. In the borderlands, certain noble families of ancient lineage seem to have their own Banshees who appear whenever a clan member nears death. Whether such attention is the consequence of some sort of curse has been lost in the mists of time.

Adventure Notes

Laments will most often be encountered haunting buildings in remote villages, manor houses and border fortresses.

Laments do not collect or possess treasure. If a Lament is truly destroyed, its musical instrument will appear in physical form and in full working order at the site of the Lament's destruction at dawn the next morning. The instrument is magical, to a greater or lesser extent.

Lich



Description

The casual observer might be forgiven for mistaking a Lich for some form of Skeleton or Skeleton Lord. Indeed, the Lich has a skeletal form of ivory bones but in its eyeless sockets burn blood red sparks which blaze when the Lich is enraged. Unlike the Skeleton Lord, the Lich is dressed in full-length robes and bears the paraphernalia of a master wizard or archmage, such as enchanted blades and rings, wands or staves of power. Even without using its Undead Fear or its Chill, a Lich has a palpable presence and a commanding demeanor.

Lifestyle

Whilst alive, the Lich would have been among the foremost practitioners of the magical arts. Transformation into the undead existence of a Lich was the wizard's choice of means to avoid death and acquire immortality (of sorts), yet retaining all their powers and skills. As there are other magical ways of becoming immortal, Liches are almost invariably evil. Whatever agendas the Lich pursued in life, it will now pursue in an even grander fashion in undeath, magnifying its desires for power (political or magical) and arcane knowledge, and amplifying its arrogance, ruthlessness and cruelty. The Lich prefers to rule from its stronghold, relying mostly on mundane and

Lich Overlay

Stats:

Racial stat modifiers:
Lich: PR +10, RE: +5, SD: +5;
Lich Lord: +20, RE +10 SD: +10;
Base Endurance is modified to 10;
Base PP is changed to 50;
Racial RR modifiers are unmodified

New Talents:

Critical Resistance - Puncture (Major);
Critical Resistance - Slash (Minor);
Immunity to Bleeding; Immunity to Stun;
Lich's Chill: a Lich may choose to inflict a Cold attack each round at will as a free action on anyone in close proximity (20'R for a Lich, 50'R for a Lich Lord). Resolve the attack as d100 open-ended roll plus 3x Presence bonus with attack size as Medium for a Lich and Large for a Lich Lord.
Life Drain; Limited Regeneration (Major, holy); Poison Immunity; Sense Living (major); Undead Fear (by Undead class); Undead Vision;

Forfeit Talents:

Dense Musculature; Tough Hide (any)

Weakness:

Shackle (Life Casket): the transformation process to Lichdom involves the magical removal of the Lich's organs which are placed in a sealed casket. As long as the casket's contents are safe, then a Lich cannot be permanently destroyed - even if it receives a "Dust" result on a Turn Undead or similar magic, its body will reform near the life casket (in 1-10 days if a Lich, 1-10 hours if a Lich Lord). If the casket's contents are destroyed, then the lich can be permanently killed (or stay destroyed if already killed). Liches must remain within the vicinity of their life casket (2 miles per level for a Lich; 5 miles per level for a Lich Lord) and cannot move it themselves by mundane or magical means, but can have other beings move it on their behalf.

Lich (Overlay applied to 30th level Mage)

Level	30	DB	82
Size	Medium	Hits	97
BMR Type	Biped	Init	23
BMR	13	Stam	108
# Enc	1 plus retinue /escort of 10 + 2-20 beings	Will	122
Outlook	Domin. & Hostile	Magic	114
Treasure	R5R3(20)R	Build	Mage plus Overlay

DB Breakdown: (22 Qu + 60 from Mage Armor)

Attacks:

Weapon #1	66
Weapon #2	31
Control Drain	107

Skills:
Storytelling (3) 48, Climbing (1) 21, Control Drain (25) 107, Appraisal (2) 40, Crafts: (3) 41, Healing (1) 35, Lore: Local Region (10) 80, Lore: History (10) 80, Perception (20) 98, Resistance: Magic (30) 114, Resistance: Stamina (30) 108, Resistance: Will (30) 122, Duping (7) 68, Leadership (7) 68, Public Speaking (5) 58, Arcane Lore #1(10) 86, Arcane Lore #2(10) 86, Attunement (20) 104, Cantrips (25) 109, Magical Ritual (50) 128, Power Point Development (30) 158, Runes (20) 100, Navigation (1) 35, Armor Skills (1) 21, Endurance (20) 117, Jumping (1) 21, Swimming (2) 26, Stalking & Hiding (1) 29

Spells:
Universal Sphere: Blur [4] (12) 88, Boost Quickness [4] (12) 88, Detect Undead [5] (10) 84, Dispel Magic [3] (6) 64, Minor Healing [3] (10) 84, Projected Light [5] (7) 69, Study Target [3] (5) 59
Mage Sphere: Air Wall [5] (11) 106, Bladeturn* [6] (18) 120, Changing Ways [7] (15) 114, Elemental Ball: Air [6] (18) 120, Elemental Bolt: Fire [5] (17) 118, Fly [4] (10) 104, Haste [5] (10) 104, Invisibility [5] (7) 89, Long Door [5] (23) 127, Mage Armor [4] (16) 116, Magestaff [13] (43) 147, Past Visions [3] (12) 108, Quiet Ways [3] (3) 69
Necromancer Circle: Control Undead [5] (17) 118, Create Undead [15] (23) 114, Speak with the Dead [6] (15) 114, Summon Undead [6] (18) 120, Undead Mastery [10] (30) 134
Languages: Racial (S6/W6): 60/60, Common (S6/W6): 60/60, Other race (S6/W6): 60/60, Ancient language (S10/W10): 80/80

Talents:
Bonus Skill Ranks, Skill Flexibility (Melee Weapon), Skill Specialization (Attunement), Sense Magic, Magician's Versatility, Temporal Skill, Focused Eloquence (Greater, Mage Sphere), Arcane Circle (Necromancer), Focused Eloquence (Greater, Necromancer Circle), Critical Resistance - Puncture (Major); Critical Resistance - Slash (Minor); Immunity to Bleeding; Immunity to Stun; Lich's Chill; Life Drain; Limited Regeneration (Major, holy); Poison Immunity; Sense Living (major); Undead Fear (Class V); Undead Vision; Shackle (Life Casket)

St	81 +8	**SD**	96 +16
Co	86 +9	**Qu**	96 +11
Ag	81 +8	**Re**	100 +18
In	96 +12	**Pr**	96 +21

Lich (Overlay applied to 60th level Mage)

Level	60	DB	104
Size	Medium	Hits	132
BMR Type	Biped	Init	34
BMR	16	Stam	148
# Enc	1 plus retinue /escort of 20 + 3-30 beings	Will	176
Outlook	Domin. & Hostile	Magic	148
Treasure	R7R5R2	Build	Mage plus Overlay

DB Breakdown: (24 Qu + 60 from Mage Armor + 20 Instinctive Defense)

Attacks:

Weapon #1	88
Weapon #2	33
Control Drain	146

Skills:
Acting (10) 98, Climbing (1) 23, Control Drain (50) 146, Appraisal (10) 89, Crafts: (10) 84, Healing (1) 44, Lore: Local Region (20) 120, Lore: History (20) 120, Another Lore (10) 100, Perception (40) 127, Resistance: Magic (50) 148, Resistance: Stamina (50) 148, Resistance: Will (50) 176, Duping (20) 118, Leadership (20) 118, Public Speaking (20) 118, Arcane Lore #1(20) 120, Arcane Lore #2 (20) 120, Attunement (40) 128, Cantrips (25) 123, Magical Ritual (100) 197, Power Point Development (50) 187, Runes (40) 129, Navigation (1) 44, Armor Skills (1) 23, Endurance (40) 132, Jumping (1) 23, Swimming (2) 28, Stalking & Hiding (1) 37

Spells:
Universal Sphere: Blur [4] (12) 102, Boost Quickness [4] (20) 118, Detect Undead [5] (10) 98, Dispel Magic [3] (10) 98, Minor Healing [3] (10) 98, Projected Light [5] (7) 83, Study Target [3] (20) 118;
Mage Sphere: Air Wall [5] (13) 124, Bladeturn* [6] (24) 142, Changing Ways [7] (15) 128, Darkness [6] (20) 138, Elemental Ball: Air [6] (18) 134; Elemental Bolt: Fire [5] (17) 132, Fly [4] (10) 118, Haste [5] (20) 138, Invisibility [5] (8) 108, Long Door [5] (23) 141, Mage Armor [4] (20) 138, Magestaff [13] (43) 161, Past Visions [3] (23) 141, Quiet Ways [3] (3) 83;
Necromancer Circle: Control Undead [5] (25) 143, Create Undead [15] (35) 153, Curse [13] (25) 143, Inflict Injury [4] (20) 138, Inflict Pain [4] (20) 138, Speak with the Dead [6] (15) 128, Summon Undead [6] (26) 144, Undead Mastery [10] (40) 158;
Languages: Racial (S6/W6): 60/60, Common (S6/W6): 60/60, Other race (S6/W6): 60/60, Ancient language 1(S10/W10): 80/80, Ancient language 2 (S10/W10): 80/80

Talents:
Bonus Skill Ranks, Skill Flexibility (Melee Weapon), Skill Specialization (Attunement), Sense Magic, Magician's Versatility, Temporal Skill, Focused Eloquence (Greater, Mage Sphere), Arcane Circle (Necromancer), Focused Eloquence (Greater, Necromancer Circle), Enhancement (Undead Mastery), Enhancement (Elemental Ball: Air), Greater Resistance (all, Instinctive Defense, Skill Specialization (Magical Ritual), Critical Resistance - Puncture (Major); Critical Resistance - Slash (Minor); Immunity to Bleeding; Immunity to Stun; Lich's Chill; Life Drain; Limited Regeneration (Major, holy); Poison Immunity; Sense Living (major); Undead Fear (Class VI); Undead Vision; Shackle (Life Casket)

St	86 +9	**SD**	102 +23
Co	86 +9	**Qu**	101 +12
Ag	86 +9	**Re**	102 +25
In	102 +14	**Pr**	103 +34

eldritch retainers to implement its wishes beyond. The need to protect its life casket teaches the Lich caution, even justified paranoia, just as the casket constrains the Lich to remain in its vicinity.

Abilities and Combat

The process of becoming a Lich adds new abilities and a weakness, replaces some existing powers, and eliminates old capabilities. This is represented by applying the Lich Overlay to an existing creature or being.

Liches are categorised into Class by their original level before transformation - those who were up to 50th level are Class V (Lich); those greater than 50th level are Class VI (Lich Lord). A Lich will normally be a minimum of 25th level.

As in life, so in undeath, Liches are rarely expert in weapon skills and have little desire for close quarters combat. They rely on the magical wards and traps of their fortresses and the martial skills of their vassals and henchmen. A Lich escort may include mortal warriors, lesser undead, demons, or artificial entities. A Lich without escort will frequently possess the magic to conjure subservient demons or monsters to aid its defense. A Lich will deploy its knowledge of the magical arts and its arsenal of sorcerous devices with devastating effect. To a Lich, there is no such concept as overkill.

Background

Once a Lich would have been a mortal practitioner of magic, but one who was unwilling to face death and be judged for their actions and inactions in this life. Through long study, arduous research and potentially bargains with otherworldly demonic and diabolical entities, the would-be Lich gained the secrets of a desperate and despicable greater ritual. Through their willing execution of the necromantic Ritual of Black Eternity, the living sorcerer is transformed into a Lich, sacrificing their human flesh and blood for the undying form of the Lich, and committing their once vital organs to the safety of their prepared life casket.

Adventure Notes

Masters of magic with few rivals to challenge them, storming the fortress of a Lich to raid its vast magical treasury of centuries of accumulated items is an epic undertaking even for the most experienced heroes.

The might of the Lich or the Lich Lord makes it a fitting ultimate villain or evil spell user for a campaign. The influence of the Lich may be overt through its direct political control over a region or more subtle for a Lich interested solely in magical matters. Adventurers may be drawn into conflict with the agents of a Lich as they seek to unravel its conspiracies and foil its long-range and long-term plans. As adventurers become enmeshed in this struggle, they must expect to contend with still deadlier adversaries at each step. If they survive all these challenges, then they may have an opportunity to confront the Lich directly.

A Lich must have a secure location for its base of operations, its magical researches and its life casket. For its stronghold, the Lich may acquire or build a tower or castle aboveground or fashion a subterranean citadel. The Lich will use all its ingenuity and the expertise of others to make its stronghold as impregnable as possible, employing traps, secret passages, guardians and more to protect itself and its life casket. If its life casket is destroyed, then the Lich can be permanently destroyed, so every Lich guards its casket more than itself and has a plan and the means to relocate it.

Mummy

Description

An ordinary mummy is a humanoid who after death has been embalmed to preserve the corpse according to the rites of his or her people. To further protect the deceased, the corpse is swathed in layers upon layers of cloth wrapping in an effort to maintain the body's cohesion. An Undead Mummy has had the additional step of the spirit of the erstwhile living being bound to its body after death and granted animation through potent necromancy. The burial cloths are arranged such that the empty eye sockets are exposed - by dint of its reanimating magic, the Mummy is able to see despite its lack of eyes. The necromantic spell also toughens its skin, thus a human Mummy's skin has the feel and protective qualities of leather.

Lifestyle

Having died, been embalmed and imbued with necromantic sorcery, the Mummy is laid to rest in a manner befitting its station and rank in life. Pharaohs,

princes and viziers rest in ornate sarcophagi surrounded by grave goods in grand tombs and necropolises. Soldiers and servants may be mummified to provide protection and service to their former master in the afterlife and rest in their own niches. Only when robbers break into a tomb do Mummies rouse from undeath slumber to do battle with those who disturb their rest. Once roused, a Mummy will not stop until it has exacted full and complete vengeance and if tomb robbers steal any of its treasures, it will pursue beyond the tomb.

Abilities and Combat

The process of becoming a Mummy adds new abilities, adds a new weakness, replaces some existing powers, and adds old capabilities. This is represented by applying the Mummy Overlay to an existing creature or being

Mummies are categorised into Class by level. Lesser Mummies (Type III) were beings of up to 10th level, Greater Mummies (Type IV) were beings of 11th to 20th level, and Mummy Kings (Type V) were beings of 21st level or higher.

Undead strength and tightly wrapped grave cloths means that a Mummy can pummel foes with its fists or crush the breath and life out of an opponent with a well-timed grapple and its life draining ability. Mummies with martial or magical training before their death will use the weapons among their funerary treasures and their most puissant spells to dispatch their enemies as quickly as possible. Tactics will vary according to the original personality of the Mummy - some favor direct assault, others stealth and ambush.



Mummy Overlay

Stats:

Racial stat modifiers:
Lesser Mummey: **ST**: +5;
Greater Mummy: **ST**:+5 **CO**:+5;
Mummy King: **ST**:+10, **CO**:+10;
Base Endurance is unchanged; Base PP is unchanged; Racial RR modifiers are unmodified

New Talents:

Curse of the Mummy: Disturbing a Mummy's rest will incur its wrath. Anyone who takes an item (even if it be a single copper piece) from the Mummy's hoard or attacks a Mummy can be cursed by the Mummy. A Mummy can invoke its curse as a one round action and the target must be in line of sight of the Mummy or still within the Mummy's tomb complex. The target makes a Magic RR with the threshold set at 80 + 10 x level of Mummy. If the target fails the RR, then the curse takes effect and the target suffers one of the following effects (GM choice):

1 - Add 3 hits to any concussion hit damage suffered in any injury
2 - Add 1 hit per round to any bleeding result suffered in any injury
3 - Add 1 round of stunning to any stun result suffered in any injury
4 - Increase any penalties received by 10 to any penalty suffered in any injury
5 - Increase all weapon fumble ranges by 5
6 - Add +20 to all magical fumble results
7 - Apply a -20 penalty to all Stamina RRs
8 - Apply a -20 penalty to all Magic RRs
9 - Apply a -20 penalty to all Will RRs
10- Apply a -5 penalty to all Initiative rolls

The curse is permanent until removed. If the target makes the threshold, then the target is unaffected and can never be cursed by the Mummy again.

Immunity to Bleeding; Immunity to Stuns; Life Drain; Limited Regeneration (Major, holy and fire); Sense Living (minor); Tough Hide (minor); Undead Fear (by Undead class); Undead Vision

Forfeit Talents:

None

Weakness:

Susceptible to Fire: A Mummy suffers double concussion hit damage from mundane and magical fire attacks

Lesser Mummy (Overlay applied to 10th level Fighter)

Level	10	DB	79
Size	Medium	Hits	122
BMR Type	Biped	Init	16
BMR	11	Stam	78
# Enc	1	Will	72
Outlook	Protective	Magic	68
Treasure	RR4(20)R3	Build	Fighter plus Overlay

DB Breakdown: (QU 14 + 20 Instinctive Defense + 20 Tough Hide + 25 Shield)

Attacks:

Melee Weapon	116
Missile Weapon	116
Brawling	76
Control Drain	62

Skills:
Acrobatics (7) +56, Climbing (8) +71, Brawling (10) +76, CS&M: Blindfighting (10) 58, CS&M: Disarm Foe (10) +76, CS&M: Mounted Combat (5) +61, Control Drain (10) 62, Appraisal (5) 33, Crafts: (3) +29, Healing (3) 23, Herbcraft (1) 13, Lore: Local Region (6) 38, Perception (10) 60, Resistance: Magic (10) 68, Resistance: Stamina (10) 78, Resistance: Will (10) 72, Rope Mastery (3) +29/+19, Signaling (3) 23, Duping (1) 14, Public Speaking (1) 14, Trading (1) 14, Power Point Development (0) 15, Runes (1) 13, Animal Handling: (1) 14, Navigation (1) 13, Riding: (5) +41, Tracking (1) 15, Armor Skills (22) 98, Endurance (22) 122, Jumping (5) +56, Swimming (2) +41, Ambush (2) +26, Stalking & Hiding (3) +31, Sniping (2) +26

Talents:
Bonus Skill Ranks, Skill Flexibility (Riding), Skill Specialisation (Weapon Skill #2), Instinctive Defense, Lightning Reflexes, Shield Training, Professional Level Bonus (Combat, Weapon Skill#1), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Combat, Weapon Skill#2), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Athletic, Acrobatics), Professional Level Bonus (Physical, Jumping), Professional Level Bonus (Combat, Weapon Skill #1), Curse of the Mummy, Immunity to Bleeding, Immunity to Stuns, Life Drain, Limited Regeneration (Major, holy and fire), Sense Living (minor), Tough Hide (minor), Undead Fear (Class III), Undead Vision, Susceptible to Fire

St	95 +16	**SD**	75 +6
Co	90 +9	**Qu**	80 +7
Ag	90 +10	**Re**	62 +4
In	65 +4	**Pr**	70 +5

Greater Mummy (Overlay applied to 20th level Fighter)

Level	20	DB	85
Size	Medium	Hits	150
BMR Type	Biped	Init	22
BMR	12	Stam	112
# Enc	1	Will	98
Outlook	Protective	Magic	94
Treasure	R2R5(20)R4	Build	Fighter plus Overlay

DB Breakdown: (QU 20 + 20 Instinctive Defense + 20 Tough Hide + 25 Shield)

Attacks:

Melee Weapon	139
Missile Weapon	129
Other Weapon	79
Brawling	89
Control Drain	88

Skills:
Acrobatics (10) +76, Climbing (10) +89, Contortions (1) +26, Brawling (15) +89, CS&M: Blindfighting (15) 73, CS&M: Disarm Foe (15) +89, CS&M: Mounted Combat (15) +99, Control Drain (20) 88, Appraisal (5) 38, Crafts: (3) +33, Healing (3) 28, Herbcraft (1) 18, Lore: Local Region (10) 62, Perception (20) 86, Resistance: Magic (20) 94, Resistance: Stamina (20) 112, Resistance: Will (20) 98, Rope Mastery (3) +33, Signaling (3) 28, Duping (2) 26, Leadership (5) 41, Public Speaking (5) 41, Trading (2) 26, Power Point Development (0) 21, Runes (1) 18, Animal Handling (3) 31, Navigation (2) 23, Riding: (15) +81/+61, Tracking (1) 21, Armor Skills (25) 104, Endurance (30) 150, Jumping (10) +84, Swimming (2) +49, Ambush (2) +31, Stalking & Hiding (5) +46, Sniping (2) +31

Talents:
Bonus Skill Ranks, Skill Flexibility (Riding), Skill Specialisation (Weapon Skill #2), Instinctive Defense, Lightning Reflexes, Shield Training, Professional Level Bonus (Combat, Weapon Skill #1), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Combat, Weapon Skill#2), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Athletic, Acrobatics), Professional Level Bonus (Physical, Jumping), Professional Level Bonus (Combat, Mounted Combat), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Combat, Weapon Skill #1), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Combat, Weapon Skill #1), Curse of the Mummy, Immunity to Bleeding, Immunity to Stuns, Life Drain, Limited Regeneration (Major, holy and fire), Sense Living (minor), Tough Hide (minor), Undead Fear (Class IV), Undead Vision, Susceptible to Fire

St	96 +17	**SD**	90 +9
Co	96 +16	**Qu**	91 +10
Ag	96 +12	**Re**	75 +6
In	80 +7	**Pr**	86 +8

Background

In dry and often desert climates, embalming is an ancient and common funerary practice, and is often coupled with a belief in an afterlife where the recently deceased must be accompanied by possessions from this life for use in the next. The very nature of embalming as a preservation of the mortal body seems

Mummy King (Overlay applied to 20th level Fighter / 10th level Mage)

Level	30	DB	85
Size	Medium	Hits	155
BMR Type	Biped	Init	24
BMR	12	Stam	132
# Enc	1	Will	108
Outlook	Protective	Magic	108
Treasure	R3R6(20)R4	Build	Fighter/Mage plus Overlay

DB Breakdown: (QU 20 + 20 Instinctive Defense + 20 Tough Hide + 25 Shield + Mage Armor spells)

Attacks:

Melee Weapon	144
Missile Weapon	134
Other Weapon	84
Brawling	94
Control Drain	98

Skills:
Acrobatics (10) +76, Climbing (10) +94, Contortions (1) +26, Brawling (15) +94, CS&M: Blindfighting (15) 79, CS&M: Disarm Foe (15) +94, CS&M: Mounted Combat (15) +104, Control Drain (30) 98, Appraisal (5) 44, Crafts: (3) +37, Healing (3) 34, Herbcraft (1) 24, Lore: Local Region (10) 70, Perception (30) 98, Resistance: Magic (30) 108, Resistance: Stamina (30) 132, Resistance: Will (30) 108, Rope Mastery (3) +37, Signaling (3) 34, Diplomacy (10) 67, Duping (10) 67, Leadership (10) 67, Public Speaking (10) 67, Trading (10) 67, Attunement (10) 68, Power Point Development (20) 118, Runes (10) 69, Animal Handling (3) 32, Navigation (2) 31, Riding: (15) 81, Tracking (1) 23, Armor Skills (25) 109, Endurance (30) 155, Jumping (10) +89, Swimming (2) +54, Ambush (2) +31, Stalking & Hiding (5) +46, Sniping (2) +31

Universal Sphere: Dispel Magic [3] (6) 49, Minor Healing [3](10) 69

Mage Sphere: Elemental Ball: Air [6] (14) 97, Elemental Bolt: Earth [5] (13) 95, Mage Armor [4] (8) 79, Past Visions [3] (6) 69

Talents:
Bonus Skill Ranks, Skill Flexibility (Riding), Skill Specialisation (Weapon Skill #2), Instinctive Defense, Lightning Reflexes, Shield Training, Professional Level Bonus (Combat, Weapon Skill #1), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Combat, Weapon Skill#2), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Athletic, Acrobatics), Professional Level Bonus (Physical, Jumping), Professional Level Bonus (Combat, Mounted Combat), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Combat, Weapon Skill #1), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Combat, Weapon Skill #1), Curse of the Mummy, Immunity to Bleeding, Immunity to Stuns, Life Drain, Limited Regeneration (Major, holy and fire), Sense Living (minor), Tough Hide (minor), Undead Fear (Class V), Undead Vision, Susceptible to Fire

St	96 +22	**SD**	90 +10
Co	96 +21	**Qu**	91 +10
Ag	96 +12	**Re**	90 +10
In	80 +9	**Pr**	86 +8

conducive to necromancy and anchoring of the soul to the body. It is believed that Mummies exist in both this world and in the afterlife; when undisturbed, the consciousness of the Mummy is in the afterlife, but returns to this world and its husk when it, its possessions, its tomb or its charge is threatened. Unbelievers have claimed that the Mummy only dreams of an afterlife. Both theories explain to some extent why Mummies are content to rest for centuries in their sepulchers without attempting to meddle in the lands of the living.

Occasionally through freaks of weather and chance accidents, corpses can be naturally embalmed. If such an event takes place in an area of strong magic such as a node or ley line, then it is possible for the corpse to spontaneously reanimate as a Mummy.

Adventure Notes

The lure of the loot, mundane and magical, will tempt many adventurers to search for and invade the tombs of the Mummies. A Lesser Mummy buried in a simple sepulcher hewn out of rock will be a different proposition in terms of the value of its wealth compared to a Greater Mummy or a Mummy King buried in a specially constructed necropolis or monumental tomb. More powerful Mummies will be buried with grander treasures, accompanied by lesser Undead and magical beings as servants and guards, and further protected by deadly traps installed within its domain.

Mummies created by chance are less likely to have significant treasures, instead retaining only what items were about their person when they died that have survived the ravages of time.

In all cases, disturbing a Mummy's rest is a dangerous undertaking.

Phantom



Description

Phantoms are incorporeal spectral shades. Humanoid in form, their shimmering and translucent aspects still show the stigmata of their death agonies in the form of gaping wounds, terrible mutilations, horrifying burns or frostbitten appearance.

Phantoms are usually solitary beings. Occasionally multiple Phantoms will be created at the same time when more than one person suffers the same terrible fate.

Lifestyle

At the end of their lives, those who would become Phantoms died in torment and were bound to undeath through this suffering, which still wracks them after death. Enraged by their pain, Phantoms no longer distinguish between the guilty who harmed them and the innocent. They are consumed by a hatred of all who live and will be drawn inexorably to fight and slay anyone who enters the vicinity of their haunt. They are fettered to the place of their demise; during daylight, they must secrete themselves in dark places, merge into the fabric of buildings or pass underground.

Phantom Overlay

Stats:

Racial stat modifiers are unchanged

Base Endurance is unchanged, Base PP is unchanged

Racial RR modifiers become Stamina 0, Will 15, Magic 15

New Talents:

Immunity to Bleeding; Immunity to Stuns; Incorporeal; Life Drain; Limited Regeneration (Major, holy)

Torment Immolation: A Phantom may manifest its pain in an area centred on itself. Effectively this is a Ball attack with the critical type given by the nature of the Phantom (Heat for Firephantoms, Cold for Icephantoms, Crush, Slash, or Puncture for Phantoms created by torture). The radius of the manifestation is 10' radius for a Lesser Phantom, and 20' radius for a Greater Phantom. The attack size varies according to the class of the Phantom: Lesser Phantoms can make immolation attacks up to Medium size, whereas Greater Phantoms can make immolation attacks up to Huge size. The Phantom fuels this ability using its Power Points or its concussion hits. The cost varies according to the size of the critical - Tiny 6 points, Small 8 points, Medium 10 points, Large 12 points and Huge 14 points. The Phantom may develop skill in this attack (uses Presence and Self Discipline, counts as Magical skill), but as it is not an actual spell, no scaling penalties apply.

Undead Fear (by Undead class); Undead Vision;

Forfeit Talents:

Dense Musculature; Tough Hide (any)

Weakness:

Shackle (place): A Phantom is shackled by its nature to the place of its demise; it must remain within 100' per level of this focus.

Sunlight Intolerance (major)

Abilities and Combat

The process of becoming a Phantom adds new abilities, replaces some existing powers, and eliminates old capabilities. This is represented by applying the

Lesser Phantom (Overlay applied to 10th level Rogue)

Level	10	DB	22
Size	Medium	Hits	103
BMR Type	Biped	Init	21
BMR	12	Stam	63
# Enc	1	Will	83
Outlook	Hostile	Magic	85
Treasure	NNN	Build	Rogue plus Overlay

DB Breakdown: (QU 22)

Attacks:

Melee Weapon	86
Missile Weapon	86
Control Drain	68
Torment Immolation	66

Skills:
Acting (1) 20, Acrobatics (5) +55, Climbing (5) +46, Contortions (5) +45, Brawling (5) +46, Control Drain (5) 68, Mental Focus (2) 28, Appraisal (4) 35, Crafts: (4) +36, Healing (4) 35, Herbcraft (1) 20, Lore: Local Region (3) 25, Perception (12) 73, Resistance: Magic (10) 85, Resistance: Stamina (10) 63, Resistance: Will (10) 83, Rope Mastery (2) +26, Duping (6) 45, Charm (2) 25, Trading (3) 30, Attunement (5) 45, Power Point Development (2) 59, Runes (5) 40, Torment Immolation (10) 66, Animal Handling: (1) 20, Foraging/Survival: (3) 30, Navigation (3) 30, Riding: (2) +30, Tracking (1) 24, Armor Skills (4) 41, Endurance (15) 103, Jumping (2) +31, Swimming (2) +31, Ambush (5) +50, Disguise (5) 39, Locks & Traps (6) +51, Pick Pockets (4) +42, Stalking & Hiding (6) +70, Poisoning (3) 34, Sniping (5) +50, Streetwise (3) 30, Trickery (3) 29

Spells:

Universal Sphere: Arcane Bolt [3] (3) 29, Blur [4] (4) 34

Talents:
Bonus Skill Ranks, Skill Flexibility (Duping), Skill Specialization (Stalking & Hiding), Extremely Nimble. Professional Level Bonus (Favored, Weapon Skill #1), Professional Level Bonus (Favored, Weapon Skill #2), Shield Training, Professional Level Bonus (Favored, Ambush), Professional Level Bonus (Favored, Sniping), Immunity to Bleeding; Immunity to Stuns; Incorporeal; Life Drain; Limited Regeneration (Major, holy); Torment Immolation; Undead Fear (Class III); Undead Vision; Shackle (place), Sunlight Intolerance (major)

St	91 +10	**SD**	86 +9
Co	64 +4	**Qu**	91 +11
Ag	91 +11	**Re**	66 +5
In	91+10	**Pr**	67 +5

Greater Phantom (Overlay applied to 20th level Rogue)

Level	20	DB	24
Size	Medium	Hits	119
BMR Type	Biped	Init	23
BMR	13	Stam	86
# Enc	1	Will	107
Outlook	Hostile	Magic	107
Treasure	RN2N	Build	Rogue plus Overlay

DB Breakdown: (QU 24)

Attacks:

Melee Weapon	103
Missile Weapon	103
Control Drain	92
Torment Immolation	88

Skills:
Acting (1) 23, Acrobatics (10) +83, Climbing (10) +73, Contortions (8) +63, Brawling (10) +73 Control Drain (20) 92, Mental Focus (3) 37, Appraisal (5) 43, Crafts: (4) +39, Healing (5) 43, Herbcraft (1) 23, Lore: Local Region (4) 34, Perception (20) 97, Resistance: Magic (20) 107, Resistance: Stamina (20) 86, Resistance: Will (20) 107, Rope Mastery (2) +29, Duping (10) 68, Trading (4) 38, Attunement (8) 62, Power Point Development (9) 97, Runes (2) 48, Torment Immolation (20) 88, Animal Handling: (4) 38, Foraging/Survival: (3) 33, Navigation (3) 33, Riding: (8) +63, Tracking (1) 27, Armor Skills (4) 43, Endurance (20) 119, Jumping (3) +38, Swimming (5) +48, Ambush (10) +78, Disguise (10) 68, Locks & Traps (10) +78, Pick Pockets (8) +64, Stalking & Hiding (15) +103, Poisoning (5) 47, Sniping (10) +78, Streetwise (8) 63, Trickery (8) 58

Spells:
Universal Sphere: Arcane Bolt (3) (7) 53, Blur (4) (8) 58, Boost Quickness (4) (4) 38, Minor Healing (3) (3) 33

Talents:
Bonus Skill Ranks, Skill Flexibility (Duping), Skill Specialization (Stalking & Hiding), Extremely Nimble. Professional Level Bonus (Favored, Weapon Skill #1), Professional Level Bonus (Favored, Weapon Skill #2), Shield Training, Professional Level Bonus (Favored, Ambush), Professional Level Bonus (Favored, Sniping), Professional Level Bonus (Favored, Streetwise), Professional Level Bonus (Favored, Locks & Traps), Professional Level Bonus (Favored, Perception), Immunity to Bleeding; Immunity to Stuns; Incorporeal; Life Drain; Limited Regeneration (Major, holy); Torment Immolation; Undead Fear (Class IV); Undead Vision; Shackle (place), Sunlight Intolerance (major)

St	96 +11	**SD**	96 +11
Co	81 +8	**Qu**	96 +12
Ag	96 +12	**Re**	77 +7
In	96+11	**Pr**	78 +7

Phantom Overlay to an existing creature or being.

Phantoms are categorized into Class by level – Lesser Phantoms Class III -1st to 10th, Greater Phantoms Class IV- 11th and up.

A Phantom's incorporeal form makes it impossible for the Phantom to fight opponents by conventional means. Instead it will use its Torment Immolation ability to harm anyone who engages it in close combat for as long as it has the power to do so and utilize its Life Drain ability simultaneously to further

weaken foes. As Phantoms are only at risk of harm from magic, magical weapons and Turn Undead (or equivalent) effects, they will only retreat from foes with these capabilities (using their Incorporeal ability to elude pursuit by moving inside walls, the ground, etc.) and wait out such threats. Against foes without such capabilities, they will be merciless in pressing their attack.

Background

There are many kinds of Phantoms, differing by how they died. Firephantoms died in terrible conflagrations – now they appear as figures wreathed in flames that can immolate anyone who ventures too close to them with real fire. Icephantoms died from exposure to extreme cold – their spectral forms seem covered in hoarfrost and their presence chills the air with an arctic cold. Still other Phantoms suffered torture and death by cruel and unusual means such as crushing with stones, multiple impalement, and so forth – anyone who encounters them may share similar pains.

Many scholars believe that Firephantoms and Icephantoms will suffer greater harm from opposing elemental attacks, i.e. Cold criticals against Firephantoms and Heat against Icephantoms. In reality, all forms of elemental attacks affect all Phantoms equally severely. However, the Phantom's shackle to its place of demise will not spare it ultimate destruction from a maximum result from a Turn Undead spell or equivalent effect.

Adventure Notes

Phantoms are typically found in burned out ruins (Firephantoms), forgotten dungeon cells (Phantoms created by torture), in icy crevasses and mountain caves (Icephantoms) and so on.

Depending on how and where the Phantom died, its original possessions may still survive and remain close to its haunt. The belongings of later victims may also be salvageable. The Phantom itself has no interest in treasure per se, though it will be angered by anyone who steals its possessions.

Sandspirit



Description

Adventurers are familiar (at least by reputation!) of the Mummy, a powerful form of Undead found in the tombs and necropolises of the deserts of the world. The desert itself is also home to Sandspirits, the desiccated remains of those who have died of thirst or been buried alive by a sandstorm. Sandspirits roam the deep deserts as whirling vortices of sand – sandstorms in miniature. Sandspirits will track living creatures across the sandy wastes for days and nights without rest until their prey is brought to bay. Then the sand will fall away from the Sandspirit revealing a dried husk of a humanoid corpse and it will attack.

Sandspirit Overlay

Stats:

Racial stat modifiers: **ST**: +5, **QU**: +5
Base Endurance is unchanged, Base PP is unchanged
Racial RR modifiers are unchanged

New Talents:

Immunity to Bleeding; Immunity to Stuns; Life Drain; Limited Regeneration (Minor, holy and water);

Sandstorm Movement: the Sandspirit can transform itself at will into a howling whirlwind of sand. In this form, its base movement rate is trebled and it can move at any Pace. The transformation process in either direction requires one round.

Tough Hide (minor); Undead Fear (by Undead class); Undead Vision;

Weakness:

Susceptible to Water: A Sandspirit suffers double concussion hit damage from mundane and magical Water (including Ice/Cold) attacks

Lifestyle

Sandspirits will often congregate near smaller tombs and burial structures. Such locations are the destinations of many treasure seekers, and the Sandspirits are content to wait on the desert heat and other dangers taking their toll on tomb robbers before moving in for the kill themselves.

Sandspirits are vulnerable to Water magic and fresh water. They will never approach closer than a few miles to any oasis.

Abilities and Combat

The process of becoming a Sandspirit adds new abilities, adds a new weakness, replaces some existing powers, and modifies old capabilities. This is represented by applying the Sandspirit Overlay to an existing creature or being

Sandspirits are Class II Undead.

Sandspirits will use their Sandstorm Movement ability to pursue and corner their victims. In combat, Sandspirits will fight with the weapons they possessed in life, typically scimitars, longswords and the like. Sandspirits without weapons will pummel foes with their fists.

Sandspirit (Overlay applied to 10th level Hunter)

Level	10	DB	70
Size	Medium	Hits	114
BMR Type	Biped	Init	26
BMR	11 (33 sandstorm)	Stam	76
# Enc	1-10	Will	72
Outlook	Hostile	Magic	82
Treasure	NNN	Build	Hunter plus Overlay

DB Breakdown: (QU 30 + 20 Tough Hide + 20 Instinctive Defense + armor if any)

Attacks:

Melee Weapon	96
Missile Weapon	96
Control Drain	62

Skills:

Acrobatics (6) 49, Climbing (6) 56, Control Drain (10) 62, Melee Weapon (20) 96, Missile Weapon (20) 96, Crafts (3) 31, Healing (1) 19, Herbcraft (1) 19, Lore (8) 46, Perception (20) 87, Resistance Magic (10) 82, Resistance Stamina (10) 76, Resistance Will (10) 72, Leadership (5) 38, Animal Handling (1) 18, Foraging/Survival (10) 74, Navigation (20) 104, Tracking (20) 107, Armor (1) 31, Endurance (20) 114, Ambush (20) 89, Stalking & Hiding (20) 99, Sniping (20) 89

Talents:

Bonus Skill Ranks, Skill Flexibility (Leadership), Skill Specialization (Stalking & Hiding), Master Tracker, Professional Level Bonus (Foraging/Survival), Professional Level Bonus (Navigation), Professional Level Bonus (Tracking), Instinctive Defense, Immunity to Bleeding, Immunity to Stuns, Life Drain, Limited Regeneration (Minor, holy and water), Sandstorm Movement, Tough Hide (minor), Undead Fear (Class II), Undead Vision, Susceptible to Water

St	81 +13	**SD**	74 +6
Co	71 +8	**Qu**	81 +15
Ag	91 +13	**Re**	56 +3
In	91+11	**Pr**	53+2

Background

It is said that the wizard-priests of the Twenty-third Dynasty of the Crescent Kingdom transformed several companies of loyal soldiers into Sandspirits and bound them to defend the lost Valley of the Dead for all eternity.

Adventure Notes

Sandspirits are only found in sandy deserts away from significant water sources such as oases. Adventurers are most likely to face them after they have located or just robbed an ancient tomb. In many instances, Sandspirits may form the boundary guardians for

great tombs and be in service to mightier Undead, usually a Greater Mummy or Mummy King. Faced with a Sandspirit, an explorer lacking Water Elemental magic may still hope to prevail if they have sufficient water readily to hand. A weapon soaked in fresh water will inflict double concussion hit damage on a Sandspirit on a successful strike – the water will only remain on the weapon for a single round hit or miss, so replenishing the watery coating may prove to be a problem.

Sandspirits themselves usually only have the possessions they owned prior to death and choice items plundered from those they have slain. However the tombs that they guard or lurk near will frequently contain antique funerary treasures of great value.

Skeleton

Skeleton Overlay
Stats: Racial stat modifiers: **ST**: +6, **CO**: +9, **AG**: 0, **QU**: 0, **SD**: +11, **RE**: -6, **IN**: -3, **PR**: -6 Base Endurance: 60, Base PP: 0; Racial RR modifiers: Stamina 10, Will 0, Magic 20
New Talents: **Critical Resistance - Puncture (Major); Critical Resistance - Slash (Minor); Enhanced Senses; Limited Regeneration (Minor, fire);** **Natural Weapon:** where the base creature originally had one or more natural weapons, this just represents the new bony version; where the base creature lacked a natural weapon, this represents skeletal hands or claws with attacks resolved using Brawling or Martial Arts Strikes and attack size 1 step below creature size to a minimum of Tiny; **Poison Immunity; Undead Fear (by Undead class); Undead Vision;**
Forfeit Talents: **Dense Musculature; Tough Hide (any)**

Description

Bloodless and fleshless, a Skeleton may seem simply an immaculately preserved collection of bones until it rises from dormancy to attack the living. Humanoid Skeletons may sometimes be found wearing some form of antique armor (frequently damaged from the original combat in which the living being was slain and subsequent battles) and armed with the



weapons they bore in life during their martial careers. Animal and monstrous Skeletons have been created by necromancers; these also appear as polished bony remains.

Lifestyle

In life, humanoid Skeletons were ordinary villagers, townsfolk, and the enlisted soldiers, seeking simply to get by until their demise and unfortunate return as Undead. As Skeletons, if left to their own devices, they will prove persistent in attacking any living creatures they encounter but otherwise have no goals of their own. Animal and monstrous Skeletons are even more ferocious in seeking to purge their "territory" of the living. This limited self-will of all Skeletons means that they can be readily mastered by more powerful Undead (such as Skeleton Lords), necromancers, and various dark powers. Skeletons will be found as guards and guardians, and en-masse in companies, regiments and even armies of undead.

Skeleton (Overlay applied to 5th level Fighter)

Level	5	DB	80
Size	Medium	Hits	140
BMR Type	Biped	Init	4
BMR	11	Stam	65
# Enc	2-20	Will	45
Outlook	Berserk	Magic	43
Treasure	PPP	Build	Fighter plus Overlay

DB Breakdown: (QU 10 + 20 Instinctive Defense + 25 from Studded Leather +25 Normal Shield)

Attacks:

Melee Weapon	91/86
Missile Weapon	81/76
Brawling (Small Slash)	51/46

Skills:
Acrobatics (3) +37/+32, Climbing (4) +46/+41, Brawling (6) +51/46, CS&M: Blindfighting (5) 20, CS&M: Disarm Foe (6) +51/+46, CS&M: Mounted Combat (6) +51/46, Appraisal (4) 15, Crafts: (3) +18/+13, Healing (3) 10, Herbcraft (1) 0, Lore: Local Region (5) 17, Perception (8) 64, Resistance: Magic (5) 43, Resistance: Stamina (5) 65, Resistance: Will (5) 45, Rope Mastery (1) ++8/+3, Signaling (1) 11, Runes (1) 11, Animal Handling: (1) 12, Navigation (1) 11, Riding: (6) +52/+47, Tracking (1) 19, Armor Skills (15) 81, Endurance (15) 140, Jumping (6) +51/+46, Swimming (7) +56/+51, Ambush (2) +32/+27, Stalking & Hiding (3) +37/+32

Talents:
Bonus Skill Ranks, Skill Flexibility (Riding), Skill Specialisation (Weapon Skill #2), Instinctive Defense, Lightning Reflexes, Shield Training, Professional Level Bonus (Combat, Weapon Skill#1), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill#1), Professional Level Bonus (Athletic, Climbing),Critical Resistance - Puncture (Major), Critical Resistance - Slash (Minor), Enhanced Senses, Limited Regeneration (Minor, fire), Natural Weapon, Poison Immunity, Undead Fear (Class I), Undead Vision;

St	90 +14	**SD**	70 +15
Co	80 +15	**Qu**	75 +5
Ag	85 +7	**Re**	57 -4
In	60 -1	**Pr**	65 -3

Abilities and Combat

The process of becoming a Skeleton adds new abilities, replaces some existing powers, and eliminates old capabilities. This is represented by applying the Skeleton Overlay to an existing creature or being.

Skeletons are categorised into Classes according to their size if animal or monster (Class I - Tiny or Small, Class II - Medium or Large, Class III - Huge), while all humanoid Skeletons are Class I.

Humanoid Skeletons will use whatever weapons are available, resorting to their bony fists when bereft of a more effective arsenal. Animal and monstrous Skeletons rely on their skeletal natural weapons.

Background

Skeletons have spontaneously been found in catacombs, graveyards and mass graves since time immemorial. An ordinary life ended quickly and burial in unconsecrated ground seem to provide the necessary ingredients. Add an eddy of magic or a roving spirit to animate the corpse's bony residue and a Skeleton is the result. However, the relative ease by which necromancers can raise and control Skeletons means that most will be created through intentional necromancy for use in the service, frequently martial, of evil spell users and others.

Adventure Notes

The excavations of grave robbers and tomb raiders occasionally disturb a Skeleton from undeathly slumber. More extensive burial complexes can be infested with Skeletons, usually under the rule of one or more Skeleton Lords or other even more powerful Undead.

Inexperienced necromancers may raise a modest retinue of Skeletons as personal guards and tireless servitors. Raising Skeletons from a local populace may enrage their living relatives and lead to opportunities for adventurers to end both undead and necromancer. More powerful mages have mastered the ability to raise and control Skeletons in large numbers. Immune to thirst, hunger and exhaustion, Skeleton armies are utterly remorseless, obedient forces whose very presence on the battlefield saps courage from the living.

Skeleton Lord

Skeleton Lord Overlay

Stats:

Racial stat modifiers: **ST**: +3, **CO**: +5, **SD**: +5
Base Endurance and Base PP are unchanged
Racial RR modifiers are unchanged

New Talents:

Critical Resistance - Puncture (Major); Critical Resistance - Slash (Minor); Enhanced Senses; Immunity to Bleeding; Immunity to Stuns; Life Drain; Limited Regeneration (Minor, fire);
Natural Weapon: where the base creature originally had one or more natural weapons, this just represents the new bony version; where the base creature lacked a natural weapon, this represents skeletal hands or claws with attacks resolved using Brawling or Martial Arts Strikes and attack size 1 step below creature size to a minimum of Tiny;
Poison Immunity; Undead Fear (by Undead class); Undead Vision

Forfeit Talents:

Dense Musculature; Tough Hide (any)

Description

At first glance, a Skeleton Lord might be mistaken for a superior set of bones and dismissed by a hasty cleric or paladin as just another Skeleton. A closer look at its grinning skull reveals glimmers of reddish light deep within the eye sockets, its stance and mien suggest purpose, its raiment may now be faded rags or ancient armor sporting a verdigris patina but the former quality
remains. Most telling, its lesser skeleton kindred defer to it as it issues its orders in a voice that sounds like a distant echo. The vast majority of Skeleton Lords are humanoid with all races represented. Necromancers rarely raise monsters to this type of undead existence unless they have a very specific need.

Lesser Skeleton Lord (Overlay applied to 10th level Fighter)

Level	10	DB	99
Size	Medium	Hits	127
BMR Type	Biped	Init	16
BMR	11	Stam	88
# Enc	1 plus unit of 2-20 Skeletons	Will	82
Outlook	Dominate	Magic	68
Treasure	NRN	Build	Fighter plus Overlay

DB Breakdown: (14 Qu + 20 Lightning Reflexes + 40 chain mail + 25 shield)

Attacks:

Melee Weapon	114/104
Missile Weapon	114/104
Brawling (Small Martial Arts Strikes)	74/64
Control Drain	72

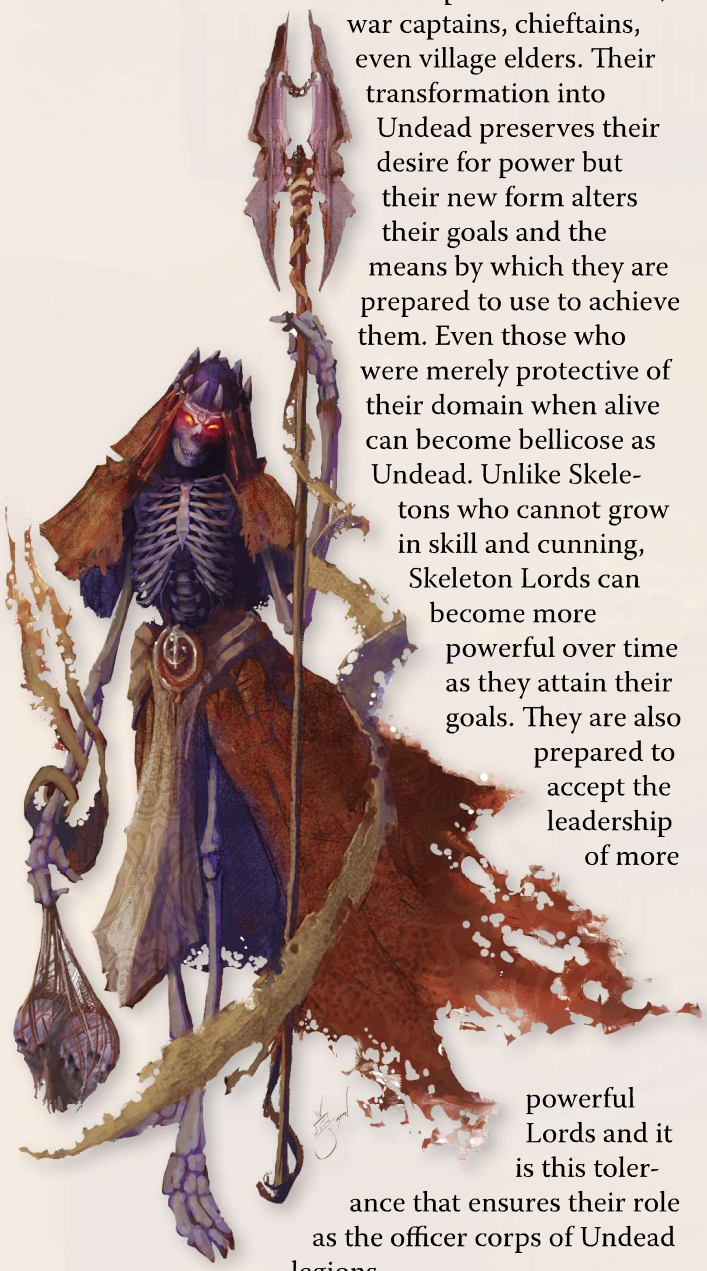
Skills:
Acrobatics (7) +61/+51, Climbing (8) +66/+56, Control Drain (10) 72, Brawling (10) +74/+64, CS&M: Mounted Combat (10) +74/+64, Appraisal (5) 33, Crafts: (3) +29/+19, Healing (3) 23, Herbcraft (1) 13, Lore: Local Region (6) 38, Perception (10) 85, Resistance: Magic (10) 68, Resistance: Stamina (10) 88, Resistance: Will (10) 82, Rope Mastery (3) +29/+19, Signaling (3) 23, Duping (1) 14, Leadership (2) 19, Power Point Development (0) 15, Runes (1) 13, Animal Handling: (1) 14, Navigation (1) 13, Riding: (10) +71/+61, Tracking (1) 20, Armor Skills (22) 96, Endurance (22) 127, Jumping (10) +79/+69, Swimming (10) +79/+69, Ambush (2) +31/+26, Stalking & Hiding (3) +36/+26, Sniping (2) +31/+26

Talents:
Bonus Skill Ranks, Skill Flexibility (Riding), Skill Specialisation (Weapon Skill #2), Instinctive Defense, Lightning Reflexes, Shield Training, Professional Level Bonus (Combat, Weapon Skill#1), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill#2), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Athletic, Acrobatics), Professional Level Bonus (Physical, Jumping), Professional Level Bonus (Combat, Weapon Skill#1), Critical Resistance - Puncture (Major), Critical Resistance - Slash (Minor), Enhanced Senses, Immunity to Bleeding, Immunity to Stuns, Life Drain, Limited Regeneration (Minor, fire), Natural Weapon, Poison Immunity, Undead Fear (Class II), Undead Vision

St	95 +14	**SD**	75 +11
Co	90 +14	**Qu**	80 +7
Ag	90 +10	**Re**	62 +4
In	65 +4	**Pr**	70 +5

Lifestyle

In life, Skeleton Lords were not the common folk. Instead they enjoyed some measure of power and leadership as minor nobles, war captains, chieftains, even village elders. Their transformation into Undead preserves their desire for power but their new form alters their goals and the means by which they are prepared to use to achieve them. Even those who were merely protective of their domain when alive can become bellicose as Undead. Unlike Skeletons who cannot grow in skill and cunning, Skeleton Lords can become more powerful over time as they attain their goals. They are also prepared to accept the leadership of more powerful Lords and it is this tolerance that ensures their role as the officer corps of Undead legions.



Abilities and Combat

The process of becoming a Skeleton Lord adds new abilities, replaces some existing powers, and eliminates old capabilities. This is represented by applying the Skeleton Lord Overlay to an existing creature or being.

Greater Skeleton Lord (Overlay applied to 20th level Fighter)

Level	20	DB	125
Size	Medium	Hits	145
BMR Type	Biped	Init	22
BMR	12	Stam	112
# Enc	1 plus unit of 10 x 1-10 Skeletons	Will	108
Outlook	Dominate	Magic	94
Treasure	RR2N	Build	Fighter plus Overlay

DB Breakdown: (20 Qu + 20 Lightning Reflexes + 60 plate mail + 25 shield)

Attacks:

Melee Weapon	137/117
Missile Weapon	137/117
Brawling (Small Martial Arts Strikes)	+99/+79
Control Drain	98

Skills:
Acrobatics (10) +81/+61, Climbing (10) +87/+67, Contortions (1) +26/+6, Brawling (20) +99/+79, Control Drain (20) 98, CS&M: Mounted Combat (20) +107/+87, Appraisal (6) 43, Crafts: (3) +33/+13, Healing (3) 28, Herbcraft (1) 18, Lore: Local Region (10) 62, Perception (20) 101, Resistance: Magic (20) 94, Resistance: Stamina (20) 112, Resistance: Will (20) 108, Rope Mastery (3) +33/+13, Signaling (3) 28, Duping (2) 26, Leadership (5) 41, Public Speaking (5) 41, Trading (2) 26, Power Point Development (0) 21, Runes (1) 18, Animal Handling (3) 31, Navigation (2) 23, Riding: (20) +96/+76, Tracking (1) 26, Armor Skills (25) 102, Endurance (30) 145, Jumping (10) +82/+62, Swimming (10) +87/+67, Ambush (4) +46/+26, Stalking & Hiding (5) +51/+31, Sniping (4) +46/+26

Talents:
Bonus Skill Ranks, Skill Flexibility (Riding), Skill Specialisation (Weapon Skill #2), Instinctive Defense, Lightning Reflexes, Shield Training, Professional Level Bonus (Combat, Weapon Skill#1), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill#2), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Athletic, Acrobatics), Professional Level Bonus (Physical, Jumping), Professional Level Bonus (Combat, Weapon Skill #1), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill #1), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Combat, Weapon Skill #2)Critical Resistance - Puncture (Major), Critical Resistance - Slash (Minor), Enhanced Senses, Immunity to Bleeding, Immunity to Stuns, Life Drain, Limited Regeneration (Minor, fire), Natural Weapon, Poison Immunity, Undead Fear (Class III), Undead Vision

St	96 +15	**SD**	90 +14
Co	96 +16	**Qu**	91 +10
Ag	96 +12	**Re**	75 +6
In	80 +7	**Pr**	86 +8

High Skeleton Lord (Overlay applied to 30th level Fighter)

Level	30	DB	125
Size	Medium	Hits	165
BMR Type	Biped	Init	22
BMR	12	Stam	112
# Enc	1 plus unit of 20 x 1-10 Skeletons	Will	108
Outlook	Dominate	Magic	94
Treasure	R2R3R	Build	Fighter plus Overlay

DB Breakdown: (20 Qu + 20 Lightning Reflexes + 60 plate mail + 25 shield)

Attacks:

Melee Weapon	157/137
Missile Weapon	157/137
Brawling (Small Martial Arts Strikes)	+99/+79
Control Drain	108

Skills:
Acrobatics (10) +81/+61, Climbing (10) +87/+67, Contortions (1) +26/+6, Brawling (20) +99/+79, Control Drain (30) 108, CS&M: Blind-fighting (20) 83, CS&M: Disarm Foe (20) +97/+77,CS&M: Mounted Combat (20) +107/+87, Appraisal (6) 43, Crafts: (3) +33/+13, Healing (3) 28, Herbcraft (1) 18, Lore: Local Region (10) 62,Lore: Tactics (20) 82, Perception (30) 111, Resistance: Magic (30) 104, Resistance: Stamina (30) 122, Resistance: Will (30) 118, Rope Mastery (3) +33/+13, Signaling (10) 63, Duping (2) 26, Leadership (30) 95, Public Speaking (10) 66, Trading (2) 26, Power Point Development (0) 21, Runes (1) 18, Animal Handling (3) 31, Navigation (2) 23, Riding: (20) +96/+76, Tracking (1) 26, Armor Skills (25) 102, Endurance (30) 165, Jumping (10) +82/+62, Swimming (10) +87/+67, Ambush (4) +46/+26, Stalking & Hiding (5) +51/+31, Sniping (4) +46/+26

Talents:
Bonus Skill Ranks, Skill Flexibility (Riding), Skill Specialisation (Weapon Skill #2), Instinctive Defense, Lightning Reflexes, Shield Training, Professional Level Bonus (Combat, Weapon Skill#1), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill#2), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Athletic, Acrobatics), Professional Level Bonus (Physical, Jumping), Professional Level Bonus (Combat, Weapon Skill #1), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill #1), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Combat, Weapon Skill #2), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Combat, Weapon Skill #2), Skill Specialisation (Weapon Skill #1), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Combat, Mounted Combat), Critical Resistance - Puncture (Major), Critical Resistance - Slash (Minor), Enhanced Senses, Immunity to Bleeding, Immunity to Stuns, Life Drain, Limited Regeneration (Minor, fire), Natural Weapon, Poison Immunity, Undead Fear (Class IV), Undead Vision

St	96 +15	**SD**	90 +14
Co	96 +16	**Qu**	91 +10
Ag	96 +12	**Re**	75 +6
In	80 +7	**Pr**	86 +8

Skeleton Lords are categorised into Classes according to their size if a monster (Class II - Tiny or Small, Class III - Medium or Large, Class IV - Huge). Humanoid Skeleton Lords are categorised into Class by level - Class II -1st to 10th, Class III - 11th to 20th, Class IV- 21st and up.

Humanoid Skeleton Lords will rarely be without their preferred weapons and armor. Makeshift weapons and unarmed attacks are beneath their dignity.

Background

Skeleton Lords are to warriors and fighters as Liches and Sorcerous Heads are to mages. An unlife-after-death granted or obtained to enable the undead being to pursue its goals (and perhaps those of higher powers) unconstrained by the limits of mortality. Mages can more readily learn the rituals to transform themselves; warriors typically must rely on others or directly invoke dark gods of undeath or demon princes at their hour of death.

Adventure Notes

After a major battle, necromancers or their servants may be encountered among the looters, seeking the remains of significant individuals among the spoils of war before commoner and knight are buried unceremoniously in the mingled mud of mass graves. Adventurers with few moral compunctions might even be hired for corpse collection.

Forlorn hopes, isolated manses raided by overwhelming forces, keeps besieged to the bitter end, and so forth are all circumstances which might cause a leader to invoke undeath upon himself. Years and generations later, the Skeleton Lord might be fighting the same battle against new invaders entering the ruins of its former domain.

The most likely situation where Skeleton Lords will be encountered is leading a unit of Skeletons, sometimes as the garrison of a tower controlled by a magelord, but often as a company commander of Undead infantry marshalled and deployed against the lands of the living. More powerful Skeleton Lords will have larger units at their command - battalions, regiments, or legions.

Sorcerous Head

Sorcerous Head Overlay

Stats:

Racial stat modifiers: Add +5 bonus to Quickness (in addition to changes from Shrink (major) which is +10 to Qu, -2 to St)

Base Endurance is modified to 10 (then reduced to 5 due to Shrink (major)), Base PP is changed to 50

Racial RR modifiers are unmodified

New Talents:

Flight; Immunity to Bleeding; Immunity to Stun; Life Drain; Limited Regeneration (Minor, holy); Natural Weapon (Bite, Tiny Puncture); Poison Immunity; Sense Living (minor); Shrink (major); Undead Fear (by Undead class); Undead Vision;

Weakness:

Sunlight Intolerance (minor)

Description

A Sorcerous Head is a wizened humanoid head. Small bat-like wings extend from the side of the head enabling the Sorcerous Head to fly. The Head can fold the wings into its sides when landed. Its eyes are crimson and its mouth opens to reveal several rows of sharp fangs. It has the pallor of a corpse and emits the subtle stench of putrefaction.

Lifestyle

Minor spellusers in their former existences, Sorcerous Heads retain all of their spell casting abilities and may continue to grow in power. Their malice remains undiminished and they will continue to further the



Sorcerous Head (Overlay applied to 15th level Magician)

Level	15	DB	50/105
Size	Tiny	Hits	72
BMR Type	Biped	Init	37
BMR	25	Stam	82
# Enc	1	Will	92
Outlook	Arrogant / Dominate	Magic	94
Treasure	N2N -	Build	Mage plus Overlay

DB Breakdown: (50 QU + up to 40 from mage armor + up to 15 from Blur)

Attacks:

Bite	33
Control Drain	47

Skills:
Storytelling (3) 36, Climbing (1) 13, Bite (5) 33, Control Drain (5) 47, Appraisal (2) 34, Crafts: (3) 33, Healing (1) 29, Lore: Local Region (2) 34, Lore: History (2) 34, Perception (7) 58, Resistance: Magic (15) 94, Resistance: Stamina (15) 82, Resistance: Will (15) 92, Duping (5) 46, Public Speaking (1) 26, Trading (5) 46, Attunement (10) 84, Magical Ritual (30) 103, Power Point Development (15) 133, Runes (10) 74, Navigation (1) 29, Armor Skills (1) 15, Endurance (10) 72, Jumping (1) 13, Swimming (2) 18, Stalking & Hiding (1) 32

Spells:
Universal Sphere: Blur [4] (8) 63, Boost Quickness [4] (8) 63, Dispel Magic [3] (6) 53, Minor Healing (3) (10) 73, Projected Light [5] (7) 58, Study Target [3] (5) 48

Mage Sphere: Air Wall [5] (11) 95, Bladeturn* [6] (12) 97, Elemental Ball: Air [6] (18) 109, Elemental Bolt: Fire [5] (17) 107, Fly (4) (8) 83, Long Door [5] (7) 78, Mage Armor [4] (12) 97, Past Visions [3] (6) 73, Quiet Ways [3] (3) 58

Talents:
Bonus Skill Ranks, Skill Flexibility (Melee Weapon), Skill Specialization (Attunement), Sense Magic, Magician's Versatility, Focused Eloquence (Greater, Mage Sphere), Flight, Immunity to Bleeding, Immunity to Stun, Life Drain, Limited Regeneration (Minor, holy), Natural Weapon (Bite, Tiny Puncture), Poison Immunity, Sense Living (minor), Shrink (major), Undead Fear (Class II), Undead Vision, Sunlight Intolerance (minor)

St	61 +2	**SD**	96 +11
Co	71 +6	**Qu**	91 +25
Ag	71 +6	**Re**	96 +12
In	96 +12	**Pr**	86 +9

agenda they pursued in life. Their vulnerability to sunlight means that they will only be able to venture from the safety of their lairs at night. They will need to recruit suitable associates to assist them in daylight hours. To guard their homes, Sorcerous Heads will typically raise lesser Undead such as Skeletons or Zombies or make pacts with minor demons.

Sorcerous Heads do not cooperate easily with others of their own kind. Greater Undead and more powerful mortal mages will sometimes compel a Sorcerous Head to serve them. Sorcerous Heads will rankle at this and seek opportunities to overthrow the master.

Abilities and Combat

The process of becoming a Sorcerous Head adds new abilities and a weakness, replaces some existing powers, and eliminates old capabilities. This is represented by applying the Sorcerous Head Overlay to an existing being.

A Sorcerous Head will engage in melee combat only as a last resort – its teeth may be sharp but biting on plate armor usually leads to broken fangs and irritated foes! Instead a Sorcerous Head will rely on its spells to strike at range, and deploy its allies to undertake any necessary close quarters combat. They will use their defensive spells to keep them safe from harm. If the tide of a battle turns against it, a Sorcerous Head will flee sooner rather than later – after all, it now has all eternity to take its revenge upon its enemies.

Background

In life, a Sorcerous Head would have been a minor mage or lesser priest of an evil god. Many were once Necromancers or Demonologists. They lacked the magical expertise to transform themselves into one of the greater Undead such as a Lich or a Vampire. Likewise their perceived value to their patron demon or deity was too low for conversion to be granted as a boon for past or future service. However, lack of skill or influence did not prevent them from desiring to live beyond death. This they have achieved by becoming Sorcerous Heads after death.

Legends claim that Sorcerous Heads are "naturally" created when a necromancer or demonologist is executed by beheading and the body is merely buried rather than cremated afterwards. The head of the sundered body spontaneously arises as a Sorcerous Head within a few days of death. Some loremasters explain this by positing that the mage has prepared a ritual in advance to transform him into a Sorcerous Head and that the effect is held in abeyance until the mage is slain by beheading.

Adventure Notes

A Sorcerous Head will usually return to its former lair in life – the archetypal wizard's tower, sorcerer's manse, or dark temple – though they'll spend the days in below ground levels away from the risk of sunlight. If its home has been destroyed, a Sorcerous Head will establish itself in a suitable crypt, subterranean ruins or cave system.

Sorcerous Heads enjoy acquiring and possessing magical items as much in undeath as in life. Their new form means they place a higher premium on objects being portable. Coinage and gems are of less intrinsic interest to them, but remain useful for paying living allies.

Spectre

Description

Spectres are incorporeal and insubstantial wraiths. They can choose to appear in several forms - most commonly as translucent shades who can fade into virtual invisibility save for their white glowing eyes. Like Ghosts, they can resume the likeness of their mortal bodies at any age up to and including the point of death. The verisimilitude of the illusion is marred by the glowing eyes and the unnatural chill that accompanies the Spectre wherever it goes.



Spectre Overlay

Stats:

Racial stat modifiers are unchanged
Base Endurance is unchanged, Base PP is unchanged
Racial RR modifiers: Stamina 0, Will 15, Magic 15

New Talents:

Enhanced Senses; Immunity to Bleeding; Immunity to Stuns; Incorporeal; Life Drain; Limited Regeneration (Major, holy); Undead Fear (by Undead class); Undead Vision;

Ghost Hands: a Spectre can telekinetically move and manipulate small objects as if they were using their hands or equivalent appendages. The weight limit is one pound per level and the Spectre must use the appropriate skill to resolve any maneuver or attack.;

Spectral Forms: a Spectre can appear as itself at any age up to and including death. It can also appear as a nearly invisible wraith-like outline in which form it gains a +20 bonus to DB and Stalk/Hide skill.;

Spectral Touch: while the very presence of a Spectre chills the air in its immediate vicinity (equivalent to lowering the ambient temperature within a 20' radius of the Spectre by ten degrees), the Spectre's malignity manifests as a Cold attack - if unarmed, the Spectre uses its Brawling, Martial Arts Strikes, etc. skill as its OB but resolves the attack on the Cold table, if wielding a magical weapon, the Cold attack is an additional critical. The attack size varies by Undead Class - Class III Small, Class IV Medium, Class V Large.

Forfeit Talents:

Dense Musculature; Ghost Form; Tough Hide (any)

Weakness:

Shackle: The Spectre is shackled by its nature to a focus which is a place, being or thing associated with the unfinished business of its mortal life; it must remain within 100' per level of this focus. As long as the shackle focus exists, a Spectre cannot be permanently killed even via Turn Undead or equivalent effects (see Background below for more detail)

Lesser Spectre (Overlay applied to 6th level Fighter)

Level	6	DB	32/52
Size	Medium	Hits	117
BMR Type	Biped	Init	14
BMR	11	Stam	49
# Enc	1	Will	60
Outlook	Hostile	Magic	56
Treasure	N2N2N2	Build	Fighter plus Overlay

DB Breakdown: (QU 12 + 20 Instinctive Defense + 20 Spectral Form)

Attacks:

Melee Weapon	83
Thrown Weapon	93
Control Drain	70
Brawling	71

Skills:

Acrobatics (3) +29, Climbing (4) +44, Control Drain (15) 70, Brawling (11) +71, Appraisal (4) 26, Crafts: (3) +27, Healing (3) 21, Herbcraft (1) 11, Lore: Local Region (5) 31, Perception (10) 68, Resistance: Magic (7) 56, Resistance: Stamina (7) 49, Resistance: Will (7) 60, Rope Mastery (1) +17/+12, Signaling (1) 11, Power Point Development (0) 13, Runes (1) 11, Animal Handling: (1) 12, Navigation (1) 11, Riding: (6) +44, Tracking (1) 13, Armor Skills (10) 69, Endurance (20) 117, Jumping (6) +49, Swimming (5) +49, Ambush (2) +24, Stalking & Hiding (4) +34 (+20 from Spectral Form)

Talents:

Bonus Skill Ranks, Skill Flexibility (Riding), Skill Specialisation (Weapon Skill #2), Instinctive Defense, Lightning Reflexes, Shield Training, Professional Level Bonus (Combat, Weapon Skill#1), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill#2), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Physical, Endurance) Enhanced Senses, Ghost Hands, Spectral Forms, Spectral Touch, Immunity to Bleeding, Immunity to Stuns, Incorporeal, Life Drain, Limited Regeneration (Major, holy), Undead Fear (Class III), Undead Vision, Shackle

St	90 +10	**SD**	70 +5
Co	80 +7	**Qu**	75 +6
Ag	85 +9	**Re**	57 +3
In	60 +3	**Pr**	65 +4

Lifestyle

The original tie to the world that bound the Spectre when it was a Ghost was one or more incomplete tasks. This binding shackled them to a place, person or thing. For whatever reason, the unfinished business can never be resolved successfully and in recognising this, the spirit has transformed from a Ghost to a Spectre that feels only unending rage towards the living. Spectres will attempt to slay anyone who trespasses upon what they deem to be their domain. There is no such thing as a friendly Spectre or a Spectre indifferent to the presence of the living. Spectres are implacably hostile.

Spectres are most commonly active at night. They are not harmed by sunlight, but most seem to shun it.

Greater Spectre
(Overlay applied to 16th level Fighter)

Level	16	DB	38/58
Size	Medium	Hits	138
BMR Type	Biped	Init	20
BMR	11	Stam	82
# Enc	1	Will	93
Outlook	Hostile	Magic	89
Treasure	N3N3N3	Build	Fighter plus Overlay

DB Breakdown: (QU 18 + 20 Instinctive Defence + 20 from Spectral Forms)

Attacks:

Melee Weapon	122
Thrown Weapon	132
Control Drain	96
Brawling	92

Skills:
Acrobatics (10) +74, Climbing (10) +82, Control Drain (30) 96, Brawling (20) +92, CS&M: Disarm Foe (15) +8, Appraisal (5) 36, Crafts: (3) +31, Healing (3) 26, Herbcraft (1) 16, Lore: Local Region (9) 55, Perception (16) 86, Resistance: Magic (16) 89, Resistance: Stamina (16) 82, Resistance: Will (16) 93, Rope Mastery (3) +31, Signaling (3) 26, Duping (2) 23, Leadership (2) 23, Public Speaking (2) 23, Trading (2) 23, Power Point Development (0) 19, Runes (1) 16, Animal Handling: (1) 18, Navigation (1) 16, Riding: (14) +77, Tracking (1) 19, Armor Skills (25) 97, Endurance (30) 138, Jumping (10) +72, Swimming (10) +77, Ambush (6) +49, Stalking & Hiding (10) +69 (89 with Spectral Forms), Sniping (5) +44

Talents:
Bonus Skill Ranks, Skill Flexibility (Stalking & Hiding), Skill Specialisation (Weapon Skill #2), Instinctive Defense, Lightning Reflexes, Shield Training, Professional Level Bonus (Combat, Weapon Skill#1), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill#2), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Athletic, Acrobatics), Professional Level Bonus (Physical, Jumping), Professional Level Bonus (Combat, Weapon Skill #2), Professional Level Bonus (Athletic, Endurance), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Combat, Weapon Skill #1),Enhanced Senses, Ghost Hands, Immunity to Bleeding, Immunity to Stuns, Incorporeal, Life Drain, Limited Regeneration (Major, holy), Spectral Forms, Spectral Touch, Undead Fear (Class IV), Undead Vision, Shackle

St	95 +11	**SD**	81 +8
Co	95 +10	**Qu**	86 +9
Ag	95 +11	**Re**	68 +5
In	71 +6	**Pr**	76 +7

Spectre Lord
(Overlay applied to 26th level Fighter)

Level	26	DB	110/130
Size	Medium	Hits	155
BMR Type	Biped	Init	22
BMR	12	Stam	98
# Enc	1	Will	104
Outlook	Hostile	Magic	105
Treasure	R3R3(10)R2	Build	Fighter plus Overlay

DB Breakdown: (QU 20 + 20 Instinctive Defense +75 Chi Defense + 20 Spectral Forms)

Attacks:

Melee Weapon	144
Thrown Weapon	144
Control Drain	118
Brawling	104

Skills:
Acrobatics (10) +81, Climbing (10) +79, Contortions (1) +26, Chi Defense (25) 91, Control Drain (40) 118, Brawling (30) +104, CS&M: Disarm Foe (20) +94, Appraisal (6) 43, Crafts: (3) +33, Healing (3) 28, Herbcraft (1) 18, Lore: Local Region (10) 62, Perception (26) 102, Resistance: Magic (26) 105, Resistance: Stamina (26) 98, Resistance: Will (26) 104, Rope Mastery (3) +33, Signaling (3) 28, Duping (5) 41, Leadership (5) 41, Public Speaking (5) 41, Trading (2) 26, Power Point Development (0) 21, Runes (1) 18, Animal Handling: (3) 31, Navigation (2) 23, Riding: (10) +71, Tracking (1) 21, Armor Skills (25) 99, Endurance (30) 155, Jumping (10) +79, Swimming (10) +79, Ambush (10) +71, Stalking & Hiding (10) +71 (+91 Spectral Forms), Sniping (10) +71

Talents:
Bonus Skill Ranks, Skill Flexibility (Stalking & Hiding), Skill Specialisation (Weapon Skill #2), Instinctive Defense, Lightning Reflexes, Shield Training, Professional Level Bonus (Combat, Weapon Skill#1), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill#2), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Athletic, Acrobatics), Professional Level Bonus (Physical, Acrobatics), Professional Level Bonus (Combat, Weapon Skill #2), Professional Level Bonus (Athletic, Endurance), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Combat, Weapon Skill #1), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Combat, Weapon Skill #2), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Physical, Endurance), Skill Specialization (Control Drain), Professional Level Bonus (Combat, Weapon Skill #1), Skill Specialization (Weapon Skill #1), Enhanced Senses, Ghost Hands, Immunity to Bleeding, Immunity to Stuns, Incorporeal, Life Drain, Limited Regeneration (Major, holy), Spectral Forms, Spectral Touch, Undead Fear (Class V), Undead Vision, Shackle

St	96 +12	**SD**	90 +9
Co	96 +11	**Qu**	91 +10
Ag	96 +12	**Re**	75 +6
In	80 +7	**Pr**	86 +8

Abilities and Combat

The process of becoming a Spectre adds new abilities, replaces some existing powers, and eliminates old capabilities. This is represented by applying the Spectre Overlay to an existing creature or being -note that the Spectre Overlay replaces the Ghost Overlay.

Spectres are categorised into Class by level - Class III -1st to 10th, Class IV - 11th to 20th, Class V - 21st and up.

When a Spectre senses the living in its domain, it will normally confront them, attacking with life draining and spectral touch abilities. If the Spectre has access to magical weaponry, it will use them to increase its offensive potential, just as Spectres with spell casting ability from their past life will utilise magic. Spectres will use their fear ability to scare off opponents if they feel outnumbered. Spectres can simply choose to manifest in the vicinity of the living and drain away their lifeforce gradually. Spectres are only at risk of harm from magic, magical weapons and Turn Undead (or equivalent) effects. If they perceive themselves to be in danger, they will remove themselves from immediate danger by moving inside walls or solid ground and seek to drain lifeforce by proximity. The accompanying chill and glowing eyes of a Spectre makes it difficult for it to simply leech lifeforce in the background and their warlike disposition makes this a last resort stratagem.

Background

Spectres are Ghosts whose undead nature has evolved further into a more malign and potentially more perilous form. This secondary transformation is the result of either their unfinished tasks being impossible to finish or because the Ghost was "slain" by Turn Undead but its shackling focus not destroyed. Spectres whose shackling focus remains will reform in d10 months if they are "slain" using any means other than Turn Undead (or equivalent magic). If the shackling focus is destroyed, then a "slain" Spectre cannot reform. A "Dust" result on a Turn Undead spell (or equivalent magic) with destruction of the shackling focus will permanently kill the Spectre. If the shackling focus is not destroyed, then a Spectre will reform in d10 years following a "Dust" result.

Adventure Notes

Wherever Ghosts are found or more accurately wherever Ghosts have been but are no longer, Spectres can be found. The greater malevolence of Spectres towards all living beings means that any place haunted by a Spectre will swiftly become an uninhabited and uninhabitable empty shell as the Spectres drive off or kill the living residents and the passage of time causes the building to fall into disrepair or a natural locale become first overgrown and then dead through spectral hoarfrost. Ghost hunters expecting to give rest to a disturbed spirit will find a Spectre only too willing to send them in their turn to the afterlife.

Vampire

Description

Immortal, corporeal Undead, Male Vampires are strikingly handsome, female Vampires have an unearthly beauty. All have an extraordinarily pale skin color, at the extreme of whatever was possible for a member of their humanoid race, eyes jet as a starless midnight, blood red lips, and elongated sharp incisor teeth that could well merit the name of fangs. In addition to physical beauty, Vampires possess a palpable presence, unshakeable self-confidence, and a commanding, even dominating personality. Vampires believe themselves superior to all living beings and most Undead, saving their respect for their sires, ancestral sires, and more powerful Vampires, so their dealings with others reflect this arrogance.

Lifestyle

The price of vampiric immortality is the insatiable and unquenchable bloodthirst. Without regular feeding on fresh blood (and preferably humanoid blood), Vampire drift into a coma. Thus every Vampire is driven by the bloodthirst, whether it be itinerant vampires preying on lone travelers in the countryside or vampiric nobles intriguing to retain and increase their lands and their serf populations.

The weakest and poorest Vampires are typically wanderers, roaming the countryside at night, occasionally raiding isolated farms and outlying hamlets, fleeing to shallow graves quickly dug before break of dawn. Always on the move so that they remain ahead of the vengeance of the locals and the authorities. Bolder Vampires may locate themselves in the larger towns and cities, concealing themselves in townhouse

Vampire Overlay

Stats:

Racial stat modifiers:

Lesser Vampires - **ST**: +5, **AG**: +5, **QU**: +5, **PR**: +5

Greater Vampires - **ST**: +10, **AG**: +10, **QU**: +10, **PR**: +10

Vampires Lords - **ST**: +15, **AG**: +15, **QU**: +15, **PR**: +15

Base Endurance and Base PP are unchanged

Racial RR modifiers are unchanged

New Talents:

Enhanced Senses; Immunity to Bleeding; Immunity to Stun; Life Drain; Limited Regeneration (Greater, holy or silver); Natural Weapon (bite, Small Puncture); Undead Fear (by Undead class); Undead Vision;

Immunity to Mind Control: a Vampire cannot be affected by any mental or mind control magic

Blood Bite: whenever a Vampire successfully bites a victim, it can choose to drink deep of the victim's blood (represent as up to Vampire's Class in extra concussion hits). The Vampire can convert this blood into concussion hits on a one-for-one basis (and so heal itself of injuries) but may not exceed its normal maximum concussion hits by this process. It may choose instead to use the blood to slake its Thirst for Blood Weakness

Sire Vampire: a Vampire can choose to create a new Vampire from a victim of its blood drinking. To do this, it must drink its victim almost dry (potentially over multiple feedings), infuse the victim with some of the Vampire's own "lifeforce" and then kill the victim. During the infusion process, the Vampire makes a d100 open-ended roll adding its Control Drain skill and the result is looked up on the RR column of the Maneuver Table, providing a target for the victim's Magic RR. If the victim fails the RR, dies and is subsequently buried (and preventative measures such as staking the corpse through the heart, beheading it and burning the remains are not taken) then the victim will rise from the dead within three nights as a Vampire, obedient to its sire. The siring Vampire forfeits one concussion hit per former level of the victim as unlife force, regardless of whether a new Vampire was created. This undead lifeforce is recovered at a rate of one concussion hit per month (Lesser Vampires), per week (Greater Vampires), and per day (Vampire Lords). Vampire may only sire Vampires of their own Undead Class or lower, thus a Greater Vampire may sire Lesser Vampires or Greater Vampires, but not Vampire Lords.

cellars or disused corners of sewer complexes, and relying on transients and the dregs of society (whose disappearance will rarely trouble the legal authorities) to provide their blood. Nevertheless urban (if not urbane) Vampires will acquire a handful of mortal lackeys and henchmen to take care of business that must be conducted in daylight hours and provide protection when the Vampire is weakest. Powerful Vampires such as the Lords and the Greater Vampires may possess their own castles, govern substantial lands and be supported by retinues of loyal henchmen and servants. The populations of the Vampire territories are essentially humanoid "cattle", a perpetual resource of fresh blood, who may be "tasted" or drunk to death according to how much the vampire cares for the "cattle".

Abilities and Combat

The process of becoming a Vampire adds new abilities and weaknesses, and replaces some existing powers. This is represented by applying the Vampire Overlay to an existing creature or being.

Vampires are categorised into Class by level. Lesser Vampires (Type IV) were beings of up to 25th level (though only a few were 10th level or less when alive), Greater Vampires (Type V) were beings of 26th to 50th level, and Vampire Lords (Type VI) were beings of 51st level or higher.

A deadly danger in the darkness, Vampires will use their mesmerism against lone opponents so that victory may be gained without blood being wasted. Against multiple foes, Vampires will use their fear and life drain abilities to weaken their enemies and focus their arsenal of martial and magical offenses against those they



Vampire Overlay - Cont.

New Talents - cont.:

Vampiric Mesmerism: a Vampire can seek to suppress the will of an opponent within 50'R by using its hypnotic powers. The Vampire makes a Charm maneuver (roll d100 open-ended plus Charm skill) yielding a target number for the victim's Will RR. A victim who fails the RR is unable to act (including defending themselves) for d10 rounds plus Undead Class and the Vampire will move in to bite. Lesser and Greater Vampires need to be able to converse with the victim; Vampire Lords merely use their force of personality and maintain eye contact with the victim;

Vampiric Transformation: Lesser Vampires can transform into a bat, Greater Vampires can transform into a bat or wolf, and Vampire Lords can transform into a bat, a wolf, or a blood red mist. Transformation requires one round and costs the Vampire 10 hits or 10 PPs (Vampire's choice) in either direction. Clothing and equipment is magically transformed but inaccessible. In bat or wolf form, the Vampire has only the physical capabilities of its animal form, lacks manual dexterity and speech but retains stats, concussion hits, skills, talents and sentience. In mist form, the Vampire Lord can take no physical action other than movement (they move at up to Base Movement Rate but can be buffeted by wind), though they retain stats, skills, talents, concussion hits and sentience. In mist form, Vampire Lords can be harmed by magic and magical weapons, but cannot attack (though they can use their Life Drain talent) or cast spells.

Forfeit Talents:

None

Vampire Overlay - Cont.

Weakness:

Barred By Water: a Vampire cannot cross running water (such as a stream, river, lake, etc.) unaided. They can use bridges (but not fords), and can travel by boat or ship (but not by aquatic steed). They cannot tunnel under water or fly over it using their own power. If a Vampire finds itself in running water (bridge collapses, ship sinks, etc.), then the Vampire will thrash uncontrollably and if there is sufficient depth of water, drown. Unaided the Vampire will be unable to escape the water.

Countered by Faith: a person of steadfast faith (GM discretion) can hold a Vampire at bay by presenting a holy symbol (roll d100 open-ended plus three times character's Insight bonus plus any levels as a Cleric or similar profession), looking up the result on the RR column of the Maneuver Table as the target for the vampire's Will RR. If the Vampire fails the RR, it cannot act (including defending itself) for d10 rounds.

Fettered by Earth: a Vampire must rest in a grave or in a coffin for a portion of each 24-hour period or suffer a cumulative -20 penalty to all actions for each missed rest. Lesser Vampires require three hours "rest", Greater Vampires require two hours "rest", and Vampire Lords a mere one hour. Vampires will normally "rest" during the day.

Harmed by Sun: Vampires are burned by any exposure of their skin to direct sunlight. Lesser Vampires suffer a Huge Heat critical each round, Greater Vampires suffer a Large Heat critical each round, and Vampire Lords suffer a Medium Heat critical each round of exposure. All encompassing robes or armor provide some measure of protection.

Slain by Wood: a Vampire can be killed permanently by a wooden stake driven through its heart. Any strike to the chest area by a (partially) wooden weapon delivering Puncture criticals is increased to Huge Size.

Thirst of Blood: Vampires need to drink humanoid blood to sustain themselves lest they fall into an inactive torpor. Lesser Vampires must drink the equivalent of 5 hits per night, Greater Vampires must drink 2 hits per night, and Vampire Lords 1 hit per night, or suffer a -5 penalty to all actions. The penalty accumulates for each night of abstinence until it reaches -100 whereupon the Vampire becomes torpid, barely able to move, yet dreaming of blood. Vampires can "stock up" on blood by drinking more than their minimum in a given night.;

Sunlight Intolerance (major)

judge as dangerous threats - Clerics, Paladins, magic users. If beset by capable and knowledgeable adversaries who are clearly exploiting vampiric weaknesses, then the Vampire will flee rather than suffer defeat and destruction, vowing to exact vengeance another night when circumstances are advantageous.

Background

Vampires are almost certainly the oldest form of corporeal Undead. Whilst it is possible for Vampires (like all Undead) to be independently created by spell or ritual, such orphan Vampires are exceedingly rare. Virtually all Vampires are deliberately created by other more powerful Vampires to support their sire's agenda - the investment in lifeforce means that the creation process is not lightly done and the minor vampires are seldom created as expendable beings. New vampires are bound by the necromantic process to obedience to their sires (and indirectly to the sires of their sires and so on). The ancestry of vampires is important to them, with nearly all vampires knowing their lineage, and tracing the blood steps back to particular Vampire Lords provides a means by which vampires construct their social hierarchy. The lineage of the Vampire Lords stretches back millennia predating existing and historical civilisations. It is

Lesser Vampire (Overlay applied to 15th level Fighter / 10th Level Mage)

Level	25	DB	127
Size	Medium	Hits	126
BMR Type	Biped (Fly in Bat form)	Init	23
BMR	13 (32 Fly)	Stam	92
# Enc	1 or 1 + minor retinue of 1-10 (Undead) beings	Will	100
Outlook	Domineering & Hostile	Magic	92
Treasure	R2 R2(10) N	Build	Fighter/Mage plus Overlay

DB Breakdown: (32 Qu + 20 Instinctive Defense + 50 armor + 25 shield)

Attacks:

Melee Weapon	128/113
Missile Weapon	128/113
Bite	93/78
Control Drain	95

Skills:
Acrobatics (10) +81/+66, Climbing (10) +93/+78, Flying (10) 76; Brawling (10) +83/+68, CS&M: Disarm Foe (10) +83/+68, CS&M: Mounted Combat (10) +93/+78, Control Drain (25) 95; Appraisal (5) 43, Crafts: (3) +43/+28, Healing (3) 33, Herbcraft (1) 23, Lore: Local Region (9) 57, Perception (20) 96, Resistance: Magic (20) 92, Resistance: Stamina (20) 92, Resistance: Will (20) 100, Rope Mastery (3) +43/+28, Signaling (3) 33, Duping (10) 71, Leadership (10) 71, Public Speaking (10) 71, Trading (5) 46, Arcane Lore #1 (10) 74, Arcane Lore #2 (10) 74, Attunement (10) 62, Power Point Development (10) 96, Runes (10) 68, Animal Handling: (1) 26, Navigation (1) 26, Riding: (14) +84/+69, Tracking (1) 21, Armor Skills (25) 108, Endurance (30) 126, Jumping (10) +88/+73, Swimming (10) +88/73, Ambush (3) +41/+26, Stalking & Hiding (4) +46/+31, Sniping (3) +41/+26

Lesser Vampire (Overlay applied to 15th level Fighter / 10th Level Mage) - Continued.

Spells:
Universal Sphere: Dispel Magic [3] (6) 52

Mage Sphere: Bladeturn* [6] (6) 72, Darkness [6] (12) 96, Elemental Ball: Air [6] (14) 100, Elemental Bolt: Fire [5] (13) 98, Mage Armor [4] (8) 82, Past Visions [3] (6) 72, Quiet Ways [3] (3) 57

Languages:
Common (S6/W6): 48/48, Racial (S6/W6): 48/48, Other race (S4/W2) 38/28

Talents:
Blood Bite, Enhanced Senses, Immunity to Bleeding, Immunity to Mind Control, Immunity to Stun, Life Drain, Limited Regeneration (Greater, holy or silver); Natural Weapon (bite, Small Puncture), Sire Vampire, Undead Fear (Class IV); Undead Vision; Vampiric Mesmerism; Barred by Water, Countered by Faith, Fettered by Earth, Harmed by Sun, Slain by Wood, Thirst of Blood, Sunlight Intolerance (major), Bonus Skill Ranks, Skill Flexibility (Riding), Skill Specialisation (Weapon Skill #2), Instinctive Defense, Lightning Reflexes, Shield Training, Professional Level Bonus (Combat, Weapon Skill#1), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill#2), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Athletic, Acrobatics), Professional Level Bonus (Physical, Jumping), Professional Level Bonus (Combat, Mounted Combat), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Combat, Weapon Skill #1), Additional Profession (Magician), Sense Magic, Temporal Skill, Focused Eloquence (Greater, Mage Sphere)

St	98 +17	**SD**	91 +10
Co	71 +6	**Qu**	96 +16
Ag	98 +16	**Re**	96 +12
In	71 +6	**Pr**	91 +15

claimed that all vampires can be traced back to a single antediluvian progenitor who was corrupted and transformed by a discarded artifact of some forgotten god who once walked the earth. When this was or where this occurred, if it ever happened, is no longer discoverable as Vampires are found in every land. The political power of Vampires has waxed and waned over the ages, and at the nadirs of their strength, entire bloodlines have been exterminated and others reduced to isolated orphans, leading to much of their ancient knowledge being lost.

Adventure Notes

Adventurers may encounter nomadic Vampires in their journeys in borderlands and sparsely settled lands. Such wanderers are likely simply to attack a camp at night in the hope of easy pickings. Adventurers may be recruited to hunt down such wild Vampires by angry villagers and gentry who lack the skills for a prolonged pursuit and a successful confrontation. In towns and cities, the Vampire will be reclusive, shielded by its mortal accomplices from easy discovery, and only at risk of sanction if its depredations become too frequent for legitimate or criminal authorities to ignore. Adventurers could be

Greater Vampire (Overlay applied to 30th level Fighter / 20th Level Mage)

Level	50	DB	139
Size	Medium	Hits	157
BMR Type	Biped (Fly in Bat form, Quad in Wolf Form)	Init	32
BMR	16 (35 Fly)	Stam	130
# Enc	1 or 1 plus major Undead retinue of 2-20 beings plus mortal henchmen	Will	134
Outlook	Domineering & Hostile	Magic	130
Treasure	R4 R4(10) N2	Build	Fighter/Mage plus Overlay

DB Breakdown: (44 Qu + 20 Instinctive Defense + 50 armor + 25 shield)

Attacks:

Weapon Skill #1 *(Melee)*	157/142
Weapon Skill #2 *(Missile)*	157/142
Bite	137/122
Control Drain	124

Skills:
Acrobatics (10) +90/+75, Climbing (10) +107/+92, Flying (50) 153; Brawling (10) +97/+82, CS&M: Disarm Foe (10) +97/+82, CS&M: Mounted Combat (10) +107/+92, Control Drain (50) 124; Appraisal (5) 48, Crafts: (3) +51/+36, Healing (3) 38, Herbcraft (1) 28, Lore: History (3) 41 , Lore: Local Region (9) 71, Perception (30) 112, Resistance: Magic (30) 130, Resistance: Stamina (30) 130, Resistance: Will (30) 134, Rope Mastery (3) +51/+36, Signaling (3) 38, Charm (10) 82, Diplomacy (10) 82, Duping (20) 102, Leadership (20) 102, Public Speaking (20) 102, Trading (5) 57, Arcane Lore #1 (10) 76, Arcane Lore #2 (10) 76, Attunement (30) 100, Power Point Development (30) 132, Runes (30) 103, Animal Handling: (1) 37, Navigation (1) 28, Riding: (14) +93/+78, Tracking (1) 27, Armor Skills (25) 122, Endurance (50) 157, Jumping (10) +102/+87, Swimming (10) +102/+87, Ambush (5) +60/+45, Stalking & Hiding (5) +60/+45, Sniping (5) +60/+45

tasked with investigating a disappearance of someone of modest significance (a senior guildsman or trader or similar) only to uncover many more unsolved disappearances. Perhaps they might be hired by criminal elements to remove a Vampire infestation. Perhaps the Vampire(s) have become the kingpins of the criminal underworld. In the benighted lands where Vampires rule openly, travelers will be surprised at the "cowed" nature of the peasantry but they should remember that anyone bold enough to challenge the vampiric overlords is likely long (un)dead. Travelers

Greater Vampire (Overlay applied to 30th level Fighter / 20th Level Mage) - Continued.

Spells:
Universal Sphere: Dispel Magic [3] (9) 70, Study Target [3] (10) 75

Mage Sphere: Bladeturn* [6] (6) 75, Darkness [6] (20) 115, Elemental Ball: Air [6] (15) 105, Elemental Bolt: Fire [5] (15) 105, Mage Armor [4] (20) 115, Past Visions [3] (20) 115, Quiet Ways [3] (3) 60

Necromancer Circle: Control Undead [5] (20) 115, Create Undead [15] 105, Speak with the Dead [6] (9) 90, Summon Undead [6] (14) 103, Turn Undead [6] (18) 111, Undead Mastery [10] (14) 103

Languages:
Common (S6/W6): 53/53, Racial (S6/W6): 53/53, Other race #1 (S6/W6): 53/53, Other race #2 (S6/W5) 53/48, Other race #3 (S6/W5) 53/48

Talents:
Blood Bite, Enhanced Senses, Immunity to Bleeding, Immunity to Mind Control, Immunity to Stun, Life Drain, Limited Regeneration (Greater, holy or silver); Natural Weapon (bite, Small Puncture), Sire Vampire, Undead Fear (Class V); Undead Vision; Vampiric Mesmerism; Barred by Water, Countered by Faith, Fettered by Earth, Harmed by Sun, Slain by Wood, Thirst of Blood, Sunlight Intolerance (major), Bonus Skill Ranks, Skill Flexibility (Riding), Skill Specialisation (Weapon Skill #2), Instinctive Defense, Lightning Reflexes, Shield Training, Professional Level Bonus (Combat, Weapon Skill#1), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill#2), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Athletic, Acrobatics), Professional Level Bonus (Physical, Jumping), Professional Level Bonus (Combat, Mounted Combat), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Combat, Weapon Skill #1), Additional Profession (Magician), Sense Magic, Temporal Skill, Focused Eloquence (Greater, Mage Sphere), Greater Resistance (all), Arcane Circle (Necromancer), Focused Eloquence (Greater, Necromancer Circle), Professional Level Bonus (Athletic, Flying), Professional Level Bonus (Combat, Weapon Skill #1), Professional Level Bonus (Athletic, Flying), Professional Level Bonus (Athletic, Flying) Professional Level Bonus (Combat, Weapon Skill #2), Professional Level Bonus (Athletic, Flying), Professional Level Bonus (Athletic, Endurance), Professional Level Bonus (Combat, Natural Weapon)

St	102 +24	**SD**	91 +12
Co	91 +10	**Qu**	101 +22
Ag	102 +23	**Re**	101 +13
In	91 +10	**Pr**	91 +22

Vampire Lord (Overlay applied to 30th level Fighter / 30th Level Mage)

Level	60	DB	151
Size	Medium	Hits	157
BMR Type	Biped (Fly in Bat form, Quad in Wolf Form, Fly in Mist Form)	Init	38
BMR	17 (36 Fly)	Stam	140
# Enc	1 plus major Undead retinue of 2-20 beings plus mortal henchmen	Will	144
Outlook	Domineering & Hostile	Magic	140
Treasure	R5 R5(10) N2	Build	Fighter/Mage plus Overlay

DB Breakdown: (56 Qu + 20 Instinctive Defense + 50 armor + 25 shield)

Attacks:

Melee Weapon	169/154
Missile Weapon	169/154
Bite	149/134
Control Drain	124

Skills:
Acrobatics (10) +96/+81, Climbing (10) +119/+104, Flying (50) 159; Brawling (10) +109/+94, CS&M: Disarm Foe (10) +109/+94, CS&M: Mounted Combat (10) +119/+104, Control Drain (50) 124; Appraisal (5) 48, Crafts: (3) +57/+42, Healing (3) 38, Herbcraft (1) 28, Lore: History (5) 51 , Lore: Local Region (9) 71, Lore #1 (5) 51 , Lore #2 (5) 51, Perception (30) 112, Resistance: Magic (40) 140, Resistance: Stamina (40) 140, Resistance: Will (40) 144, Rope Mastery (3) +56/+41, Signaling (3) 38, Charm (10) 88, Diplomacy (10) 88, Duping (20) 108, Leadership (20) 108, Public Speaking (20) 108, Trading (5) 63, Arcane Lore #1 (10) 76, Arcane Lore #2 (10) 76, Attunement (30) 100, Magical Ritual (35) 107, Power Point Development (30) 132, Runes (30) 103, Animal Handling: (1) 37, Navigation (1) 28, Riding: (14) +99/+84, Tracking (1) 27, Armor Skills (25) 134, Endurance (50) 157, Jumping (10) +114/+99, Swimming (10) +114/+99, Ambush (5) +66/+51, Stalking & Hiding (5) +66/+51, Sniping (5) +66/+51

would be advised to hasten through such lands without attracting attention lest they be reported to the Vampires and summoned to an audience. A Vampire Lord or aristocrat may find independent-minded and spirited folk diverting and a welcome change from sullen serfs and loyal but fearful servants, but mock, anger or threaten any Vampire and the pleasant veneer of courtly manners will crack to vent the blood thirst.

Vampire Lord (Overlay applied to 30th level Fighter / 20th Level Mage) - Continued.

Spells:
Universal Sphere: Dispel Magic [3] (9) 70, Study Target [3] (20) 95

Mage Sphere: Bladeturn* [6] (20) 105, Changing Ways [7] (10) 95, Darkness [6] (20) 115, Deflections [7] (20) 115, Elemental Ball: Air [6] (20) 115, Elemental Bolt: Fire [5] (20) 115, Haste [5] (15) 105, Long Door [5] (25) 120, Mage Armor [4] (20) 115, Magestaff [13] (50) 145, Past Visions [3] (20) 115, Quiet Ways [3] (3) 60, Sleep [7] (9) 90

Necromancer Circle: Control Undead [5] (30) 125, Create Undead [15] (35) 130, Inflict Injury [4] (20) 115, Speak with the Dead [6] (15) 105, Summon Undead [6] (29) 123, Turn Undead [6] (30) 125, Undead Mastery [10] (50) 145, Wounding [4] (20) 115

Languages:
Common (S6/W6): 53/53, Racial (S6/W6): 53/53, Other race #1 (S6/W6): 53/53, Other race #2 (S6/W6) 53/53, Other race #3 (S6/W6) 53/53

Talents:
Blood Bite, Enhanced Senses, Immunity to Bleeding, Immunity to Mind Control, Immunity to Stun, Life Drain, Limited Regeneration (Greater, holy or silver); Natural Weapon (bite, Small Puncture), Sire Vampire, Undead Fear (Class VI); Undead Vision; Vampiric Mesmerism; Barred by Water, Countered by Faith, Fettered by Earth, Harmed by Sun, Slain by Wood, Thirst of Blood, Sunlight Intolerance (major), Bonus Skill Ranks, Skill Flexibility (Riding), Skill Specialisation (Weapon Skill #2), Instinctive Defense, Lightning Reflexes, Shield Training, Professional Level Bonus (Combat, Weapon Skill#1), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill#2), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Athletic, Acrobatics), Professional Level Bonus (Physical, Jumping), Professional Level Bonus (Combat, Mounted Combat), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Combat, Weapon Skill #1), Additional Profession (Magician), Sense Magic, Temporal Skill, Focused Eloquence (Greater, Mage Sphere), Greater Resistance (all), Arcane Circle (Necromancer), Focused Eloquence (Greater, Necromancer Circle), Professional Level Bonus (Athletic, Flying), Professional Level Bonus (Combat, Weapon Skill #1), Professional Level Bonus (Athletic, Flying), Professional Level Bonus (Athletic, Flying) Professional Level Bonus (Combat, Weapon Skill #2), Professional Level Bonus (Athletic, Flying), Professional Level Bonus (Athletic, Endurance), Professional Level Bonus (Combat, Natural Weapon)

St	103 +30	**SD**	91 +12
Co	91 +10	**Qu**	102 +28
Ag	103 +29	**Re**	101 +13
In	91 +10	**Pr**	96 +28

Wight

Description

A dark brooding presence that strikes from the shadows with spectral hands and magical blades to chill the body and drain life is how a Wight is encountered first. Those who survive the onslaught of this ambuscade speak of incorporeal humanoid shadows with glimmering pale lights where a mortal's eyes would be. In the press of melee, combatants may glimpse limb or visage of the Wight as if its midnight robe had parted for an instant. To those who can see the true nature of beings or if the Wight decides to release its concealing shadows, the true form of the Wight is revealed: a spectral figure, illumined by a sickly yellow aura of light, clad in the memory of its raiment and armor of mortal life, and infused with a fallen majesty of presence.

Lifestyle

Their mortal remains interred in barrows and cemeteries, the spirits of Wights haunt their graves. Bound to abide in the vicinity of their corpses, Wights brood on their past lives and their undead existence. Some Wights remain night and day in their tombs, only leaving to pursue those who have disturbed their rest or sought to steal their grave goods. Other Wights patrol the areas around their graves from shortly after dusk to before dawn, dealing death to anyone foolish enough to enter their domain. Wights are hindered by sunlight, so will retreat to their tombs during the hours of sunlight.



Wight Overlay

Stats:

Racial stat modifiers:
Lesser Wight - **PR**: +10
Greater Wight - **PR**: +15
Wight Lords - **PR**: +20
Base Endurance and Base PP are unchanged
Racial RR modifiers become Stamina 0, Will 15, Magic 15

New Talents:

Immunity to Bleeding; Immunity to Stuns; Incorporeal; Life Drain; Limited Regeneration (Greater, holy); Undead Fear (by Undead class); Undead Vision;

Paralysing Touch: if a Wight makes a successful unarmed attack upon a target, the target must make a RR versus Magic (look up the attack roll on the RR column of the Maneuver Table to give the RR target) or suffer partial paralysis (-25 to all actions) for one round per level of the Wight. Penalties are cumulative - if paralysis penalties reach -100, then the victim cannot act for the duration of the paralysis.

Sense Living (minor): An Undead can sense the presence of living creatures within 20'R by level. This ability enables the Undead to discern how many creatures are within their radius and their nature (humanoid, large animal, small animal, etc), but not exact type nor exact location.

Wight's Chill : if unarmed, the Wight uses its Brawling, Martial Arts Strikes, etc. skill as its OB but resolves the attack on the Cold table, if wielding a magical weapon, the Cold attack is an additional critical. The attack size varies by Undead Class - Class IV Medium, Class V Large, and Class VI Huge;

Wight Forms: Wights can, as a free action, choose to shroud their translucent incorporeal form as if they had donned a full midnight-black robe, leaving only the faint glimmers of their eyes visible. This grants the Wight a +20 bonus to Stalking and Hiding

Forfeit Talents:

Dense Musculature; Tough Hide (any)

Weakness:

Shackle: The Wight is shackled by its nature to a focus which is the place where its mortal remains were buried or entombed; it must remain within 100' per level of this focus. As long as the shackle focus exists, a Wight cannot be permanently killed except via Turn Undead or equivalent effects (see Background below for more detail);

Sunlight Intolerance (Major)

Lesser Wight (Overlay applied to 15th level Fighter)

Level	15	DB	113
Size	Medium	Hits	128
BMR Type	Biped	Init	20
BMR	11	Stam	80
# Enc	1-5 or 1 plus minor Undead retinue	Will	91
Outlook	Prot. & Domin.	Magic	87
Treasure	R2N3(10)N	Build	Fighter plus Overlay

DB Breakdown: (18 Qu + 20 Instinctive Defense + 50 plate/chain + 25 shield (excluding any magical bonuses))

Attacks:

Melee Weapon #1	117/102
Thrown Weapon #2	117/102
Misc. Weapon #3	82/67
Control Drain	76

Skills:
Acrobatics (10) +74/+59, Climbing (10) +82/+67, Control Drain (15) 76, Brawling (13) +78/+63, CS&M: Disarm Foe (15) +82/+67, Appraisal (5) 36, Crafts: (3) +31/+16, Healing (3) 26, Herbcraft (1) 16, Lore: Local Region (9) 55, Perception (15) 84, Resistance: Magic (15) 87, Resistance: Stamina (15) 80, Resistance: Will (15) 91, Rope Mastery (3) +31/+16, Signaling (3) 26, Duping (2) 33, Leadership (2) 33, Public Speaking (2) 33, Trading (2) 33, Power Point Development (0) 19, Runes (1) 16, Animal Handling: (1) 18, Navigation (1) 16, Riding: (14) +77/+62, Tracking (1) 19, Armor Skills (25) 97, Endurance (30) 128, Jumping (10) +77/+62, Swimming (10) +82/+67, Ambush (3) +34/+19, Stalking & Hiding (4) +39/+24 (+59/+44 from Wight Forms), Sniping (3) +34/+19

Talents:
Bonus Skill Ranks, Skill Flexibility (Riding), Skill Specialisation (Weapon Skill #2), Instinctive Defense, Lightning Reflexes, Shield Training, Professional Level Bonus (Combat, Weapon Skill#1), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill#2), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Athletic, Acrobatics), Professional Level Bonus (Physical, Jumping), Professional Level Bonus (Combat, Mounted Combat), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill #1),Enhanced Senses; Immunity to Bleeding; Immunity to Stuns; Incorporeal; Life Drain; Limited Regeneration (Greater, holy); Paralysing Touch; Sense Living (minor); Undead Fear (Class IV); Undead Vision; Wight's Chill; Wight Forms; Shackle; Sunlight Intolerance (Major)

St	95 +11	**SD**	81 +8
Co	95 +10	**Qu**	86 +9
Ag	95 +11	**Re**	68 +5
In	71 +6	**Pr**	76 +17

Greater Wight (Overlay applied to 30th level Fighter)

Level	30	DB	125
Size	Medium	Hits	155
BMR Type	Biped	Init	22
BMR	12	Stam	102
# Enc	1-5 or 1 plus significant Undead retinue	Will	113
Outlook	Prot. & Domin.	Magic	109
Treasure	R3N5(10)N	Build	Fighter plus Overlay

DB Breakdown: (18 Qu + 20 Instinctive Defense + 50 plate/chain + 25 shield (excluding any magical bonuses))

Attacks:

Melee Weapon #1	134/114
Thrown Weapon #2	144/124
Misc. Weapon #3	104/84
Misc. Weapon #4	84/64
Control Drain	98

Skills:
Acrobatics (10) +76/+56, Climbing (10) +84/+64, Contortions (1) +26/+6, Control Drain (30) 98, Brawling (30) +104/+84, CS&M: Blindfighting (30) 93, CS&M: Disarm Foe (30) +104/+84, CS&M: Mounted Combat (20) +104/+84, Appraisal (6) 43, Crafts: (3) +33/+13, Healing (3) 28, Herbcraft (1) 18, Lore: Local Region (10) 62, Perception (30) 106, Resistance: Magic (30) 109, Resistance: Stamina (30) 102, Resistance: Will (30) 113, Rope Mastery (3) +33/+13, Signaling (3) 28, Duping (10) 81, Leadership (10) 81, Public Speaking (10) 81, Trading (10) 81, Power Point Development (0) 21, Runes (1) 18, Animal Handling: (3) 31, Navigation (2) 23, Riding: (20) +91/+71, Tracking (1) 21, Armor Skills (25) 99, Endurance (30) 155, Jumping (10) +79/+59, Swimming (10) +84/+64, Ambush (4) +91/+71, Stalking & Hiding (20) +91/+71 (111/91 from Wight Forms), Sniping (10) +71/+51

Abilities and Combat

The process of becoming a Wight adds new abilities and weaknesses, replaces some existing powers, and eliminates old capabilities. This is represented by applying the Wight Overlay to an existing creature or being.

Wights are categorised into Class by level. Lesser Wights (Type IV) were beings of up to 20th level (though few were 10th level or less when alive), Greater Wights (Type V) were beings of 21st to 40th level, and Wight Lords (Type VI) were beings of 41st level or higher.

Greater Wight (Overlay applied to 30th level Fighter) - Continued

Talents:
Bonus Skill Ranks, Skill Flexibility (Riding), Skill Specialisation (Weapon Skill #2), Instinctive Defense, Lightning Reflexes, Shield Training, Professional Level Bonus (Combat, Weapon Skill#1), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill#2), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Athletic, Acrobatics), Professional Level Bonus (Physical, Jumping), Professional Level Bonus (Combat, Mounted Combat), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill #1), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Combat, Weapon Skill #2), Professional Level Bonus (Combat, Weapon Skill #1), Professional Level Bonus (Combat, Weapon Skill #2), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Physical, Endurance), Enhanced Senses; Immunity to Bleeding; Immunity to Stuns; Incorporeal; Life Drain; Limited Regeneration (Greater, holy); Paralysing Touch; Sense Living (minor); Undead Fear (Class V); Undead Vision; Wight's Chill; Wight Forms; Shackle; Sunlight Intolerance (Major)

St	96 +12	**SD**	90 +9
Co	96 +11	**Qu**	91 +10
Ag	96 +12	**Re**	75 +6
In	80 +7	**Pr**	86 +23

A preferred combat strategy for a Wight is to conceal itself using its powers in the deepest shadows of barrow or catacomb and allow would-be tomb robbers to be distracted by the antique treasures of its hoard. Then it will strike using all the advantages of ambush. A Wight with access to magical weapons will wield them with every iota of their mortal skill (which is likely to be considerable) and will inflict additional Cold criticals powered by necromantic energies. Wights with spells will use them to maximum effect, and they will ruthlessly exploit their life draining ability. As only magic and magical weapons can harm a Wight, they will often place themselves between their attackers and any escape route from the tomb. The rare Wight without magical weapons can still cause injury through its chilling and paralysing touch.

Wight Lord (Overlay applied to 30th level Fighter/20th level Mage)

Level	50	DB	127
Size	Medium	Hits	177
BMR Type	Biped	Init	27
BMR	12	Stam	122
# Enc	1 plus significant Undead retinue	Will	137
Outlook	Prot. & Domin.	Magic	137
Treasure	R4R5(10)R	Build	Fighter/Mage plus Overlay

DB Breakdown: (22 Qu + 20 Instinctive Defense + 60 plate/chain + 25 shield (excluding any magical bonuses))

Attacks:

Melee Weapon #1	134/114
Thrown Weapon #2	144/124
Misc. Weapon #3	104/84
Misc. Weapon #4	84/64
Control Drain	118

Skills:
Acrobatics (10) +78/+58, Climbing (10) +84/+64, Contortions (1) +28/+8, Control Drain (50) 118, Brawling (30) +104/+84, CS&M: Blindfighting (30) 102, CS&M: Disarm Foe (30) +104/+84, CS&M: Mounted Combat (20) +104/+84, Appraisal (6) 52, Crafts: (3) +38/+18, Healing (3) 37, Herbcraft (1) 27, Lore: Local Region (10) 72, Perception (50) 132, Resistance: Magic (50) 137, Resistance: Stamina (50) 122, Resistance: Will (50) 137, Rope Mastery (3) +38/+18, Signaling (3) 37, Duping (10) 91, Leadership (10) 91, Public Speaking (10) 91, Trading (10) 91, Arcane Lore #1(10) 72, Arcane Lore #2 (10) 72, Attunement (10) 72, Power Point Development (20) 122, Runes (10) 72, Animal Handling: (3) 56, Navigation (2) 32, Riding: (20) +93/+73, Tracking (1) 27, Armor Skills (25) 99, Endurance (50) 177, Jumping (10) +79/+59, Swimming (10) +84/+64, Ambush (10) +73/+53, Stalking & Hiding (20) +93/+73 (113/93 from Wight Forms), Sniping (10) +73/+53

Spells:
Universal Sphere: Blur [4] (12) 76, Boost Quickness [4] (12) 76, Dispel Magic [3] (6) 52, Minor Healing [3] (10) 72, Projected Light [5] (7) 57, Study Target [3] (5) 47

Mage Sphere: Air Wall [5] (11) 94, Bladeturn* [6] (18) 108, Changing Ways [7] (15) 102, Elemental Ball: Air [6] (18) 108, Elemental Bolt: Fire [5] (17) 106, Fly [4] (10) 92, Haste [5] (10) 92, Invisibility [5] (7) 77, Long Door [5] (23) 115, Mage Armor [4] (16) 104, Past Visions [3] (12) 96, Quiet Ways [3] (3) 57

Wight Lord (Overlay applied to 30th level Fighter/20th level Mage) - Continued

Talents:
Bonus Skill Ranks, Skill Flexibility (Riding), Skill Specialisation (Weapon Skill #2), Instinctive Defense, Lightning Reflexes, Shield Training, Professional Level Bonus (Combat, Weapon Skill#1), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill#2), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Athletic, Acrobatics), Professional Level Bonus (Physical, Jumping), Professional Level Bonus (Combat, Mounted Combat), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill #1), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Combat, Weapon Skill #2), Professional Level Bonus (Combat, Weapon Skill #1), Professional Level Bonus (Combat, Weapon Skill #2), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Physical, Endurance), Temporal Skill, Focused Eloquence (Greater, Mage Sphere),Enhanced Senses; Immunity to Bleeding; Immunity to Stuns; Incorporeal; Life Drain; Limited Regeneration (Greater, holy); Paralysing Touch; Sense Living (minor); Undead Fear (Class VI); Undead Vision; Wight's Chill; Wight Forms; Shackle; Sunlight Intolerance (Major)

St	96 +12	**SD**	90 +11
Co	96 +11	**Qu**	96 +11
Ag	96 +12	**Re**	97 +11
In	96 +11	**Pr**	91 +30

Background

According to some loremasters, when a noble lord or lady, who was proud in life and tenacious about asserting their rights and retaining their material possessions, is buried with their favorite treasures, then their avaricious nature is such that they will not relinquish their goods even to pass onto the afterlife. Instead the spirit remains and rises as a Wight, bound to the vicinity of their tomb for an eternity of undeath.

Other scholars hold that where ancient heroes and lordlings are buried in territories close to seats of evil power, some corrupting influence or dark spirit seeps into the barrows and tombs, possessing the dead, possibly even fusing with the lingering presence of the deceased mortal.

Whichever theory is true (and they may both be true), Wights are bound to remain in the vicinity of their shackle focus (their mortal remains and funerary treasures). If a Wight is slain using any means other than Turn Undead (or equivalent magic), and their shackling focus is not destroyed (all the remains burned and all the funerary treasures scattered outside the tomb), then the Wight will reform in d10 weeks. If slain by Turn Undead (or equivalent magic), but the shackling focus is not destroyed, then the Wight will reform in d10 months. If the Wight is slain by any means and the shackling focus is destroyed, then the Wight cannot reform. Note that if Wight slayers keep all the funerary treasures for themselves, then this does not count as scattering and the Wight may reform one dark night around the party and reclaim its grave goods in a vengeful killing spree.

Adventure Notes

Ancient barrows and forgotten burial mounds in the wastes and borderlands provide haunts for Wights. Wayfarers passing through such regions are well advised not to tarry and be miles distant when night falls lest a Wight deem them intruders. Robbers may succumb to temptation and raid the tomb - the Wight will sense their life presence and be waiting for them. Wights may be masters of extensive catacombs with a retinue of lesser Undead, usually former retainers who have been raised as Skeletons or the like. Some Wights dwell in isolated tombs; others have been interred in one barrow among many. When such places become corrupted by evil, the occupants of many tombs can rise as Wights, leading to the whole area becoming impassable to the living.

Wraith



Description

An incorporeal shade, Wraiths are almost certainly the most evil of disembodied Undead and deemed by many to be the most powerful. The Wraith's form is humanoid, midnight black in colour, and without any features, including visible eyes or mouth. Rarely will this form be seen as nearly all Wraiths will be garbed in flowing all-covering robes with a full hood or in magical armor. Their incorporeal nature demands that everything they possess must be enchanted for them to wield and wear. This includes any harness and riding gear for their steeds - though few mounts can be trained to abide the presence of a Wraith as a rider.

Lifestyle

Wraiths are mighty enough to be evil powers in their own right, ruling a fief or even a whole kingdom from a well-defended citadel. Their fortresses and lands may be an inheritance from their former lives or appropriated by main force. Wraiths seek power above all; as rulers, Wraiths are tyrants dominating their minions and subjects through terror and a willingness to use their abilities ruthlessly.

Wraiths can also be (among) the chief servant(s) of an even greater dread power. Wraiths serve such malevolent entities as emissaries, generals and viceroys of conquered lands.

In both cases, the necromancy which creates a Wraith binds it willingly to eternal service of evil.

Wraith Overlay

Stats:

Racial stat modifiers:
Lesser Wraith - **PR**: +5, **SD**: +5
Greater Wraith - **PR**: +5, **SD**: +10
Wraith Lords - **PR**: +10, **SD**: +10
Base Endurance and Base PP are unchanged
Racial RR modifiers become Stamina 0, Will 15, Magic 15

New Talents:

Enhanced Senses; Immunity to Bleeding; Immunity to Stuns; Incorporeal; Life Drain; Limited Regeneration (Greater, holy); Sense Living (major); Undead Fear (by Undead class); Undead Vision;

Wraith's Chill: if unarmed, the Wraith uses its Brawling, Martial Arts Strikes, etc. skill as its OB but resolves the attack on the Cold table, if wielding a magical weapon, the Cold attack is an additional critical. The attack size varies by Undead Class - Class IV Medium, Class V Large, and Class VI Huge. In addition, everyone within 10'R of the Wraith suffers a Cold attack (d100 open-ended plus 3x Presence bonus, size varies by Undead Class - Class IV Tiny, Class V Small, Class VI Medium;) every round

Wraith's Gaze: once per round, the Wraith may attempt to fix its gaze upon a living foe within 20'R making a Gaze attack (d100 open-ended plus 10 per Undead Class). The result of the roll is looked up on the RR column of the Maneuver Table to give a target number for the unlucky victim's Magic RR. A victim who fails the RR will find their will sapped and be unable to act (including defending themselves) for d10 rounds + Undead Class. Victims may make a new RR each round to recover their wits.

Forfeit Talents:

Dense Musculature; Tough Hide (any)

Weakness:

Sunlight Intolerance (Major)

Abilities and Combat

The process of becoming a Wraith adds new abilities and weaknesses, replaces some existing powers, and eliminates old capabilities. This is represented by applying the Wraith Overlay to an existing creature or being.

Wraiths are categorised into Class by level. Lesser

Lesser Wraith (Overlay applied to 20th level Fighter)			
Level	20	DB	105
Size	Medium	Hits	134
BMR Type	Biped	Init	22
BMR	12	Stam	90
# Enc	1 or 1 plus minor Undead retinue of 1-10 beings or 1 plus 10-100 troops	Will	113
Outlook	Domin. & Hostile	Magic	99
Treasure	R4 - -	Build	Fighter plus Overlay

DB Breakdown: (20 Quickness + 20 Instinctive Defense +60 armor + 25 shield excludes magical bonuses and includes armor penalty)

Attacks: (All weapon skills exclude magical bonuses)

Melee Weapon #1	124/104
Thrown Weapon #2	134/114
Misc. Weapon #3	94/74
Misc. Weapon #4	84/64
Control Drain	98

Skills:
Acrobatics (10) +81/+61, Climbing (10) +84/+64, Contortions (1) +31/+11, Brawling (10) +74/+54, CS&M: Disarm Foe (10) +74/+54, CS&M: Mounted Combat (20) +104/+84, Control Drain (20) 98, Appraisal (6) 46, Crafts: (3) +36/+16, Healing (3) 31, Herbcraft (1) 21, Lore: Local Region (10) 68, Perception (20) 101, Resistance: Magic (20) 99, Resistance: Stamina (20) 90, Resistance: Will (20) 113, Rope Mastery (3) +36/+16, Signaling (3) 31, Duping (2) 32, Leadership (5) 47, Public Speaking (5) 47, Trading (2) 32, Power Point Development (0) 26, Runes (1) 21, Animal Handling: (3) 37, Navigation (2) 26, Riding: (20) +96/+76, Tracking (1) 26, Armor Skills (25) 99, Endurance (30) 134, Jumping (10) +79/+59, Swimming (10) +84/+64, Ambush (4) +46/+26, Stalking & Hiding (5) +51/+31 Sniping (4) +46/+26

Wraiths (Type IV) were beings of up to 25th level (though very few were 15th level or less when alive), Greater Wraiths (Type V) were beings of 26th to 50th level, and Wraith Lords (Type VI) were beings of 51st level or higher.

When a Wraith commands a large force in battle, it will focus on directing its troops to maximum effect. Wraiths are always alert to areas of strong resistance and will intervene directly using Undead Fear and their Gaze to rout defenders and use their excellent weapon and spell skills to overwhelm opponents. Incorporeality protects them from mundane attacks, while their enchanted armors mitigate the risk from

Lesser Wraith (Overlay applied to 20th level Fighter) -Continued			
Languages: Racial (S8/W5): 56/41, Common (S5/W3): 41/31			
Talents: Enhanced Senses, Immunity to Bleeding, Immunity to Stun, Incorporeal, Life Drain, Limited Regeneration (Greater, holy), Sense Living (major), Undead Fear (Class IV), Undead Vision, Wraith's Chill, Wraith's Gaze, Sunlight Intolerance (major), Bonus Skill Ranks, Skill Flexibility (Riding), Skill Specialisation (Weapon Skill #2), Instinctive Defense, Lightning Reflexes, Shield Training, Professional Level Bonus (Combat, Weapon Skill#1), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill#2), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Athletic, Acrobatics), Professional Level Bonus (Physical, Jumping), Professional Level Bonus (Combat, Mounted Combat), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill #1), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Combat, Weapon Skill #2)			
St	96 +12	**SD**	90 +14
Co	91 +10	**Qu**	91 +10
Ag	96 +12	**Re**	86 +9
In	80 +7	**Pr**	86 +14

magical weapons and spells, so a Wraith will boldly confront its foes. If encountered alone, a Wraith will be more than a match for all but the strongest and mightiest of adventuring parties. Should they sense the tide of battle turning against them, a lone Wraith will withdraw and endure a temporary setback and loss of face rather than risk forfeiting eternity.

Background

In their former lives, Wraiths may have been of any race or profession, though most frequently they will have followed martial or spell user professions. What they have in common is ability (in terms of high level) and political power (as nobles with lands, through mercantile wealth, positions of authority in a mage guild, church etc.). A lust for power, a desire to avoid true death at any cost, and a disposition to evil makes them ideal candidates to be made an offer in life to transform in due course to wraithhood via ritual or artifact. Powerful necromancers can create Wraiths from suitably recently deceased by spell. Once Undead, Wraiths serve the forces of Evil in their own right or as agents of its avatars.

Greater Wraith (Overlay applied to 20th level Fighter/ 20th level Necromancer)

Level	40	DB	105
Size	Medium	Hits	150
BMR Type	Biped	Init	25
BMR	12	Stam	100
# Enc	1 plus major Undead retinue of 2-20 beings plus other servants or 1 plus major Undead retinue of 2-20 beings plus d10 x100 troops	Will	135
Outlook	Domin. & Hostile	Magic	115
Treasure	R6 - -	Build	Fighter/Mage plus Overlay

DB Breakdown: (20 Quickness + 20 Instinctive Defense +60 armor + 25 shield excludes magical bonuses and includes armor penalty)

Attacks: (All weapon skills exclude magical bonuses)

Melee Weapon #1	124/104
Thrown Weapon #2	134/114
Misc. Weapon #3	94/74
Misc. Weapon #4	84/64
Control Drain	130

Skills:
Acrobatics (10) +87/+67, Climbing (10) +84/+64, Contortions (1) +37/+17, Brawling (10) +74/+54, CS&M: Disarm Foe (10) +74/+54, CS&M: Mounted Combat (20) +104/+84, Control Drain (40) 130, Appraisal (6) 51, Crafts: (3) +38/+18, Healing (3) 36, Herbcraft (1) 26, Lore: Heraldry (5) 47, Lore: Local Region (10) 72, Lore: Tactics (5) 47, Perception (20) 110, Resistance: Magic (30) 115, Resistance: Stamina (30) 100, Resistance: Will (30) 135, Rope Mastery (3) +38/+18, Signaling (3) 36, Diplomacy (10) 76, Duping (7) 61, Leadership (10) 76, Public Speaking (10) 76, Trading (2) 36, Arcane Lore (5) 47, Attunement (10) 70, Divination (5) 46, Power Point Development (20) 130, Runes (10) 71, Animal Handling: (3) 42, Navigation (2) 31, Riding: (20) +102/+82, Tracking (1) 35, Armor Skills (25) 99, Endurance (40) 150, Jumping (10) +79/+59, Swimming (10) +84/+64, Ambush (10) +82/+62, Stalking & Hiding (10) +77/+57 Sniping (10) +82/+62

Greater Wraith (Overlay applied to 20th level Fighter/ 20th level Necromancer) -Continued

Spells:
Universal Sphere: Dispel Magic [3] (9) 76, Study Target [3] (10) 81, Unlocking Ways [3] (15) 91

Necromancer Circle: Acid Ball [6] (18) 117, Acid Bolt [5] (18) 117, Control Undead [5] (20) 121, Create Undead [15] (15) 111, Darkness [6] (20) 121, Inflict Pain [4] (10) 101, Invisibility [5] (10) 101, Speak with the Dead [6] (9) 96, Summon Undead [6] (14) 109, Turn Undead [6] (18) 117, Undead Mastery [10] (14) 109

Languages:
Racial (S8/W5): 61/46, Common (S5/W3): 46/36

Talents:
Enhanced Senses, Immunity to Bleeding, Immunity to Stun, Incorporeal, Life Drain, Limited Regeneration (Greater, holy), Sense Living (major), Undead Fear (Class V), Undead Vision, Wraith's Chill, Wraith's Gaze, Sunlight Intolerance (major), Bonus Skill Ranks, Skill Flexibility (Riding), Skill Specialisation (Weapon Skill #2), Instinctive Defense, Lightning Reflexes, Shield Training, Professional Level Bonus (Combat, Weapon Skill#1), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill#2), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Athletic, Acrobatics), Professional Level Bonus (Physical, Jumping), Professional Level Bonus (Combat, Mounted Combat), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill #1), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Combat, Weapon Skill #2), Additional Profession (Necromancer), Sense Magic, Focused Eloquence (Greater, Necromancer), Greater Resistance (All), Temporal Skills, Enhancement

St	96 +12	**SD**	96 +20
Co	91 +10	**Qu**	91 +10
Ag	96 +12	**Re**	96 +11
In	91 +10	**Pr**	96 +16

Adventure Notes

Lesser (and occasionally Greater) Wraiths may be encountered as the heralds of a greater evil. Expect no diplomacy, rather a demand for immediate compliance and surrender to the wishes of its master. Such masters may also send Wraiths to retrieve items or to slay opponents. On the battlefield, Wraiths will be leading armies of mortal, monstrous and/or Undead troops.

Greater Wraiths and Wraith Lords are more normally ensconced in their fortress (no decaying ruin for the Wraith), ruling their domain with a host of mortal or undead servitors, soldiers, and equally sinister lieutenants to carry out their every order and whim.

Wraith Lord (Overlay applied to 25th level Fighter/ 35th level Necromancer)

Level	60	DB	105
Size	Medium	Hits	161
BMR Type	Biped	Init	29
BMR	12	Stam	100
# Enc	1 plus major Undead retinue of 3-30 beings plus other servants or 1 plus major Undead retinue of 3-30 beings plus d10 x300 troops	Will	137
Outlook	Domin. & Hostile	Magic	119
Treasure	R9 - -	Build	Fighter/Mage plus Overlay

DB Breakdown: (20 Quickness + 20 Instinctive Defense +60 armor + 25 shield excludes magical bonuses and includes armor penalty)

Attacks: (All weapon skills exclude magical bonuses)

Melee Weapon #1	144/124
Thrown Weapon #2	144/124
Misc. Weapon #3	104/84
Misc. Weapon #4	94/74
Control Drain	142

Skills:
Acrobatics (10) +88/+68, Climbing (10) +84/+64, Contortions (1) +38/+18, Brawling (10) +74/+54, CS&M: Disarm Foe (15) +84/+64, CS&M: Mounted Combat (20) +104/+84, Control Drain (40) 142, Appraisal (6) 53, Crafts: (3) +38/+18, Healing (3) 38, Herbcraft (1) 28, Lore: Heraldry (10) 72, Lore: Local Region (10) 72, Lore: Tactics (10) 72, Perception (20) 113, Resistance: Magic (30) 119, Resistance: Stamina (30) 100, Resistance: Will (30) 137, Rope Mastery (3) +38/+18, Signaling (6) 53, Diplomacy (20) 103, Duping (10) 83, Leadership (20) 103, Public Speaking (15) 93, Trading (2) 43, Arcane Lore (10) 72, Attunement (40) 94, Divination (10) 73, Magical Ritual (40) 125, Power Point Development (40) 167, Runes (20) 93, Animal Handling: (3) 49, Navigation (2) 33, Riding: (20) +103/+83, Tracking (1) 38, Armor Skills (25) 99, Endurance (40) 161, Jumping (10) +79/+59, Swimming (10) +84/+64, Ambush (10) +83/+63, Stalking & Hiding (10) +78/+58 Sniping (10) +83/+63

Universal Sphere: Dispel Magic [3] (9) 77, Study Target [3] (10) 82, Unlocking Ways [3] (15) 92

Necromancer Circle: Acid Ball [6] (20) 122, Acid Bolt [5] (20) 122, Control Undead [5] (30) 132, Create Undead [15] (35) 137, Darkness [6] (20) 122, Inflict Pain [4] (20) 122, Invisibility [5] (10) 102, Speak with the Dead [6] (15) 112, Summon Undead [6] (29) 130, Turn Undead [6] (30) 132, Undead Mastery [10] (50) 152

Wraith Lord (Overlay applied to 25th level Fighter/ 35th level Necromancer) -Continued

Spells:
Universal Sphere: Dispel Magic [3] (9) 77, Study Target [3] (10) 82, Unlocking Ways [3] (15) 92

Necromancer Circle: Acid Ball [6] (20) 122, Acid Bolt [5] (20) 122, Control Undead [5] (30) 132, Create Undead [15] (35) 137, Darkness [6] (20) 122, Inflict Pain [4] (20) 122, Invisibility [5] (10) 102, Speak with the Dead [6] (15) 112, Summon Undead [6] (29) 130, Turn Undead [6] (30) 132, Undead Mastery [10] (50) 152

Thaumaturge Circle: Force Wall [6] (18) 118, Long Door [5] (25) 127, Magestaff [13] (37) 139, Spell Resistance [6] (18) 118, Wards [9] (15) 112

Languages:
Racial (S8/W6): 61/51, Common (S6/W6): 51/51, Other Racial (S6/W6) 51/51, Other Racial #2 (S6/W6) 51/51, Ancient (S4/W4) 41/41

Talents:
Enhanced Senses, Immunity to Bleeding, Immunity to Stun, Incorporeal, Life Drain, Limited Regeneration (Greater, holy), Sense Living (major), Undead Fear (Class VI), Undead Vision, Wraith's Chill, Wraith's Gaze, Sunlight Intolerance (major); Bonus Skill Ranks, Skill Flexibility (Riding), Skill Specialisation (Weapon Skill #2), Instinctive Defense, Lightning Reflexes, Shield Training, Professional Level Bonus (Combat, Weapon Skill#1), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill#2), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Athletic, Acrobatics), Professional Level Bonus (Physical, Jumping), Professional Level Bonus (Combat, Mounted Combat), Professional Level Bonus (Athletic, Climbing), Professional Level Bonus (Physical, Swimming), Professional Level Bonus (Combat, Weapon Skill #1), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Combat, Weapon Skill #2), Additional Profession (Necromancer), Sense Magic, Focused Eloquence (Greater, Necromancer), Greater Resistance (All), Temporal Skills, Enhancement, Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Physical, Endurance), Professional Level Bonus (Combat, Weapons Skill #1), Skill Specialization (Control Drain), Toughness, Skill Specialization (Power Point Development), Arcane Circle (Thaumaturge), Focused Eloquence (Greater, Thaumaturge)

St	96 +12	**SD**	101 +21
Co	91 +10	**Qu**	91 +10
Ag	96 +12	**Re**	96 +11
In	101 +14	**Pr**	96 +21

Zombie



Description

Zombies are rotting, shambling remains. They are nothing more than animated decaying corpses, reeking of the grave. Some are clad in the tatters of the clothes or shrouds they were buried in; others are stark, adding to the horror they engender. Low moans, groans and sighs emanate unintelligibly and unceasingly from the mockeries that pass for mouths as Zombies express their torment and pain. Zombies are all but mindless. Humanoid Zombies are most common but animal and monstrous Zombies are sometimes encountered.

Zombie Overlay

Stats:

Racial stat modifiers:

ST: +9, **CO**: +13, **AG**: 0, **QU**: 0, **SD**: 0, **RE**: -6, **IN**: -3, **PR**: -6

Base Endurance: 60, Base PP: 0;

Racial RR modifiers become Stamina 30, Will 0, Magic 0

New Talents:

Bane (humans); Critical Resistance - Crush(Major); Critical Resistance - Puncture (Minor); Critical Resistance - Slash (Minor); Enhanced Senses; Immunity to Stun; Poison Immunity; Tough Hide (Minor); Undead Fear (Class 1);

Undead Vision;

Disease Bearing: Injuries caused by a Zombie's bite or claws have the potential to infect the unlucky victim with a deadly degenerative disease. Look up the Adjusted Attack Roll on the RR column of the Maneuver Table. This gives the Stamina RR target, which the victim must match or exceed to avoid infection. If the Stamina RR is failed, then the victim is subject to a permanent reduction in their Endurance score of 1 point per infection each day until cured or dead. The disease can be cured with a Cure Disease spell or consumption of an entire flask of Holy Water. Lost Endurance can be restored by Minor or Major Healing after the disease is cured. Any individual who dies from this disease will rise from the dead as a zombie 72 hours after his soul has left his body.

Natural Weapon: this is additional to any natural weapon attacks the base creature may originally have had and represents the Zombie pounding at foes with fists, claws etc., with these Bash attacks resolved using the Crush table and attack size 1 step below creature size to a minimum of Tiny

Forfeit Talents:

Any Talents relating to knowledge or skills with RE as a stat.

Lifestyle

Zombies virulently hate the living. They will shamble persistently after a living person, seeking to slay them and feed upon the freshly killed victim. Their appetites are foul and gruesome, delighting in cracking open skulls and scooping out brain matter. They will maul and bite any opponent. Necromancers and more powerful Undead can compel obedience from Zombies but their extreme stupidity severely limits their usefulness to performing the simplest of tasks or guardianship.

Zombie
(Overlay applied to 1st level Fighter)

Level	1	DB	60
Size	Medium	Hits	113
BMR Type	Biped	Init	4
BMR	15	Stam	73
# Enc	1-10	Will	13
Outlook	Hungry	Magic	3
Treasure	PPP	Build	Fighter plus Overlay

DB Breakdown: (20 Qu + 20 Tough Hide + 20 Instinctive Defense)

Attacks:

Fists (Medium Crush)	54
Bite (Small Puncture)	54
Melee Weapon	64
Missile Weapon	64

Skills:
Acrobatics (2) 21, Climbing (1) 29, Brawling (6) 54, Perception (5) 22, Resistance: Magic (1) 3, Resistance: Stamina (1) 73, Resistance: Will (1) 13, Animal Handling: (1) 1, Riding: (3) 26, Tracking (1) 8, Armor Skills (6) 66, Endurance (6) 113, Jumping (3) 39, Swimming (4) 49, Ambush (1) 16, Stalking & Hiding (2) 21

Talents:
Bonus Skill Ranks, Skill Flexibility (Riding), Skill Specialisation (Weapon Skill #2), Instinctive Defense, Lightning Reflexes, Shield Training, Professional Level Bonus (Combat, Weapon Skill#1), Professional Level Bonus (Physical, Swimming),Bane (humans), Critical Resistance - Crush(Major), Critical Resistance - Puncture (Minor), Critical Resistance - Slash (Minor); Disease Bearing, Enhanced Senses, Immunity to Stun, Natural Weapon, Poison Immunity, Tough Hide (Minor), Undead Fear (Class 1), Undead Vision

St	86 +17	**SD**	66 +4
Co	76 +19	**Qu**	71 +5
Ag	81 +7	**Re**	53 -5
In	56 -1	**Pr**	61 -3

Abilities and Combat

The process of becoming a Zombie adds new abilities, replaces some existing powers, and eliminates old capabilities. This is represented by applying the Zombie Overlay to an existing creature or being.

Zombies are categorised into Classes according to their size if animal or monster (Class I - Tiny or Small, Class II - Medium or Large, Class III - Huge), while all humanoid Zombies are Class I.

Humanoid Zombies will typically batter opponents using their cadaverous fists, though they are not averse to wielding makeshift clubs and the like. Animal and monstrous Zombies rely on their rotting natural weapons.

Background

Great evil and contaminated magical energies can cause the dead to spontaneously become Zombies and claw their way upwards out of their graves. Such sources of corruption are likely to create dozens of Zombies at the same time. Necromancers can utilise spells and rituals to make Zombies in more modest numbers. Animal and monstrous Zombies are the deliberate creation of necromantic magic. Those slain by Zombies in turn rise as new Zombies.

Adventure Notes

The passage and deeds of a particularly evil being in a local area can generate a horde of fresh Zombies from graveyards in the region. Adventurers could perhaps disrupt a mage's ritual, only to have its magical backlash create a new peril as Zombies erupt from cemeteries and wage wanton destruction upon the living. As those slain by Zombies succumb to infection and themselves become Zombies, an undead epidemic can threaten adjacent domains.

Adventurers may encounter Zombies serving as an exterior guard to the demesne of a necromantic spell user, perhaps festering in the moat or planted in less travelled approaches. Even necromancers will rarely tolerate Zombies in close proximity for long.

Elementals



The Elemental Powers

Elementals are supernatural beings that originate and live upon the Elemental Planes, alternate subplanes of existence very different from the mundane material reality. Elementals embody one of the four magical elements of Air, Earth, Fire, and Water, deriving powers from that embodiment and simultaneously vulnerability to magical and mundane attacks from the opposing element.

Potent spells and rituals can summon Elementals into the normal world for a brief time to do the bidding of mages. Elementals may also travel to and from their home plane and the mortal plane using their own magic or via the temporary Bridges and permanent Gateways that connect together the distinct realms of the multiverse.

Elementals Stats

Names	Lvl	Size	BMR Type	BMR	Init	DB	Hits	Attacks	#Enc	Outlook	Treas.	Stam	Will	Mag
Servitor (Air)	5	Small	Biped:Fly	5':30'	8	32	84	71 MA-Strikes	1 or 1-10	Aloof	---	56	38	39
Servitor (Earth)	5	Small	Biped	5'	8	32	84	71 MA-Strikes	1 or 1-10	Aloof	---	56	38	39
Servitor (Fire)	5	Small	Biped	5'	8	32	84	71 MA-Strikes	1 or 1-10	Aloof	---	56	38	39
Servitor (Water)	5	Small	Biped:Swim	5':15'	8	32	84	71 MA-Strikes	1 or 1-10	Aloof	---	56	38	39
Steed (Air)	6	Large	Fly	37'	13	20	138	See Skills	1 or 1-10	Protective	---	65	36	36
Steed (Earth)	6	Large	Quad.	37'	13	20	138	See Skills	1 or 1-10	Protective	---	65	36	36
Steed (Fire)	6	Large	Quad.	37'	13	20	138	See Skills	1 or 1-10	Protective	---	65	36	36
Steed (Water)	6	Large	Swim	37'	13	20	138	See Skills	1 or 1-10	Protective	---	65	36	36
Destrier (Air)	9	Large	Fly	41'	13	40	150	See Skills	1 or 1-2	Protective	---	90	61	61
Destrier (Earth)	9	Large	Quad.	41'	13	40	150	See Skills	1 or 1-2	Protective	---	90	61	61
Destrier (Fire)	9	Large	Quad.	41'	13	40	150	See Skills	1 or 1-2	Protective	---	90	61	61
Destrier (Water)	9	Large	Swim	41'	13	40	150	See Skills	1 or 1-2	Protective	---	90	61	61
Hunter (Air, Type I)	10	Medium	Biped:Fly	12':12'	16	68	94	See Skills	1 or 1-5	Protective	N – P	64	64	74
Hunter (Air, Type II)	15	Medium	Biped:Fly	12'	16	78	104	See Skills	1 or 1-5	Protective	R – P	74	74	84
Hunter (Air, Type III)	20	Medium	Biped:Fly	12'	16	78	109	See Skills	1 or 1-5	Protective	R2 – N	84	84	94
Hunter (Air, Type IV)	30	Medium	Biped:Fly	12'	16	93	114	See Skills	1 or 1+	Aloof	R3 N R	94	94	104
Hunter (Air, Type V)	50	Medium	Biped:Fly	12'	16	108	124	See Skills	1 or 1+	Aloof	R4 R R2	114	114	124
Hunter (Earth, Type I)	10	Medium	Biped	12'	6	54	107	See Skills	1 or 1-5	Protective	N – P	78	76	68
Hunter (Earth, Type II)	15	Medium	Biped	12'	6	64	117	See Skills	1 or 1-5	Protective	R – P	88	86	78
Hunter (Earth, Type III)	20	Medium	Biped	12'	6	64	122	See Skills	1 or 1-5	Protective	R2 – N	98	96	88
Hunter (Earth, Type IV)	30	Medium	Biped	12'	6	79	127	See Skills	1 or 1+	Aloof	R3 N R	108	106	98
Hunter (Earth, Type V)	50	Medium	Biped	12'	6	94	137	See Skills	1 or 1+	Aloof	R4 R R2	128	126	118
Hunter (Fire, Type I)	10	Medium	Biped:Fly	12':12'	14	68	94	See Skills	1 or 1-5	Protective	N – P	64	64	70
Hunter (Fire, Type II)	15	Medium	Biped:Fly	12':12'	14	78	104	See Skills	1 or 1-5	Protective	R – P	74	74	80
Hunter (Fire, Type III)	20	Medium	Biped:Fly	12':12'	14	78	109	See Skills	1 or 1-5	Protective	R2 – N	84	84	90
Hunter (Fire, Type IV)	30	Medium	Biped:Fly	12':12'	14	93	114	See Skills	1 or 1+	Aloof	R3 N R	94	94	100
Hunter (Fire, Type V)	50	Medium	Biped:Fly	12':12'	14	108	124	See Skills	1 or 1+	Aloof	R4 R R2	114	114	120
Hunter (Water, Type I)	10	Medium	Swim:Biped	12':12'	10	54	101	See Skills	1 or 1-5	Protective	N – P	78	64	76
Hunter (Water, Type II)	15	Medium	Swim:Biped	12':12'	10	64	111	See Skills	1 or 1-5	Protective	R – P	88	74	86
Hunter (Water Type III)	20	Medium	Swim:Biped	12':12'	10	64	116	See Skills	1 or 1-5	Protective	R2 – N	98	84	96
Hunter (Water, Type IV)	30	Medium	Swim:Biped	12':12'	10	79	121	See Skills	1 or 1+	Aloof	R3 N R	108	94	106
Hunter (Water, Type V)	50	Medium	Swim:Biped	12':12'	10	94	131	See Skills	1 or 1+	Aloof	R4 R R2	128	114	126

Elementals Stats - Continued

Names	Lvl	Size	BMR Type	BMR	Init	DB	Hits	Attacks	#Enc	Outlook	Treas.	Stam	Will	Mag
Savant (Air, Type I)	10	Medium	Biped:Fly	14':14'	13	65	74	See Skills	1 or 1-2	Aloof	N N N	59	64	81
Savant (Air, Type II)	15	Medium	Biped:Fly	14':14'	13	90	74	See Skills	1 or 1-2	Aloof	R N2 N	69	74	91
Savant (Air, Type III)	20	Medium	Biped:Fly	14':14'	13	110	94	See Skills	1 or 1+	Aloof	R2 R R	79	74	101
Savant (Air, Type IV)	30	Medium	Biped:Fly	14':14'	13	120	104	See Skills	1 or 1+	Aloof	R3 R2 R2	89	94	111
Savant (Air, Type V)	50	Medium	Biped:Fly	14':14'	13	150	104	See Skills	1 or 1+	Aloof	R4 R3 R3	109	114	131
Savant (Earth, Type I)	10	Medium	Biped	14'	10	59	82	See Skills	1 or 1-2	Aloof	N N N	65	74	81
Savant (Earth, Type II)	15	Medium	Biped	14'	10	84	82	See Skills	1 or 1-2	Aloof	R N2 N	75	84	91
Savant (Earth, Type III)	20	Medium	Biped	14'	10	104	102	See Skills	1 or 1+	Aloof	R2 R R	85	94	101
Savant (Earth, Type IV)	30	Medium	Biped	14'	10	114	112	See Skills	1 or 1+	Aloof	R3 R2 R2	95	104	111
Savant (Earth, Type V)	50	Medium	Biped	14'	10	114	112	See Skills	1 or 1+	Aloof	R4 R3 R3	115	124	131
Savant (Fire, Type I)	10	Medium	Biped:Fly	14':14'	13	65	74	See Skills	1 or 1-2	Aloof	N N N	59	64	81
Savant (Fire, Type II)	15	Medium	Biped:Fly	14':14'	13	90	74	See Skills	1 or 1-2	Aloof	R N2 N	69	74	91
Savant (Fire, Type III)	20	Medium	Biped:Fly	14':14'	13	110	94	See Skills	1 or 1+	Aloof	R2 R R	79	74	101
Savant (Fire, Type IV)	30	Medium	Biped:Fly	14':14'	13	120	104	See Skills	1 or 1+	Aloof	R3 R2 R2	89	94	111
Savant (Fire, Type V)	50	Medium	Biped:Fly	14':14'	13	150	104	See Skills	1 or 1+	Aloof	R4 R3 R3	109	114	131
Savant (Water, Type I)	10	Medium	Biped:Swim	14':14'	15	59	77	See Skills	1 or 1-2	Aloof	N N N	65	64	91
Savant (Water, Type II)	15	Medium	Biped:Swim	14':14'	15	84	77	See Skills	1 or 1-2	Aloof	R N2 N	75	74	101
Savant (Water Type III)	20	Medium	Biped:Swim	14':14'	15	104	97	See Skills	1 or 1+	Aloof	R2 R R	85	74	111
Savant (Water, Type IV)	30	Medium	Biped:Swim	14':14'	15	114	107	See Skills	1 or 1+	Aloof	R3 R2 R2	95	94	121
Savant (Water, Type V)	50	Medium	Biped:Swim	14':14'	15	144	107	See Skills	1 or 1+	Aloof	R4 R3 R3	115	114	141
Warrior (Air, Type I)	10	Large	Biped:Fly	22':22'	13	88	137	See Skills	1 or 1-5	Prot.	N - P	69	65	68
Warrior (Air, Type II)	15	Large	Biped:Fly	22':22'	13	98	147	See Skills	1 or 1-5	Prot.	R – P	79	75	68
Warrior (Air, Type III)	20	Large	Biped:Fly	22':22'	13	128	147	See Skills	1 or 1-5	Prot.	R2 – N	89	85	88
Warrior(Air, Type IV)	30	Large	Biped:Fly	22':22'	13	168	167	See Skills	1 or 1+	Aloof	R3 N R	99	95	98
Warrior (Air, Type V)	50	Large	Biped:Fly	22':22'	13	188	177	See Skills	1 or 1+	Aloof	R4 R R2	129	125	128
Warrior (Earth, Type I)	10	Large	Biped	22'	8	78	143	See Skills	1 or 1-5	Prot.	N - P	79	67	68
Warrior (Earth, Type II)	15	Large	Biped	22'	8	88	153	See Skills	1 or 1-5	Prot.	R – P	89	77	68
Warrior (Earth, Type III)	20	Large	Biped	22'	8	118	153	See Skills	1 or 1-5	Prot.	R2 – N	99	87	88
Warrior (Earth, Type IV)	30	Large	Biped	22'	8	158	173	See Skills	1 or 1+	Aloof	R3 N R	109	97	98
Warrior (Earth, Type V)	50	Large	Biped	22'	8	178	183	See Skills	1 or 1+	Aloof	R4 R R2	139	127	128
Warrior (Fire, Type I)	10	Large	Biped:Fly	22':22'	13	88	137	See Skills	1 or 1-5	Prot.	N - P	69	65	68
Warrior (Fire, Type II)	15	Large	Biped:Fly	22':22'	13	98	140	See Skills	1 or 1-5	Prot.	R – P	75	65	68
Warrior (Fire, Type III)	20	Large	Biped:Fly	22':22'	13	128	147	See Skills	1 or 1-5	Prot.	R2 – N	89	85	88
Warrior (Fire, Type IV)	30	Large	Biped:Fly	22':22'	13	168	167	See Skills	1 or 1+	Aloof	R3 N R	99	95	98
Warrior (Fire, Type V)	50	Large	Biped:Fly	22':22'	13	188	177	See Skills	1 or 1+	Aloof	R4 R R2	129	125	128
Warrior (Water, Type I)	10	Large	Biped:Swim	22':22'	9	78	142	See Skills	1 or 1-5	Prot.	N - P	79	65	70
Warrior (Water, Type II)	15	Large	Biped:Swim	22':22'	9	88	152	See Skills	1 or 1-5	Prot.	R – P	89	75	70
Warrior (Water Type III)	20	Large	Biped:Swim	22':22'	9	118	152	See Skills	1 or 1-5	Prot.	R2 – N	99	85	90
Warrior (Water, Type IV)	30	Large	Biped:Swim	22':22'	9	158	172	See Skills	1 or 1+	Aloof	R3 N R	109	95	100
Warrior(Water, Type V)	50	Large	Biped:Swim	22':22'	9	178	182	See Skills	1 or 1+	Aloof	R4 R R2	139	125	130

GM's Note: Your Elementals May Vary

This chapter is intended to provide a consistent and canonical perspective on Elementals. It is not the only way of handling Elementals and the Elemental Planes; GMs are encouraged to use, modify, or ignore it in whole or in part, according to the needs of their setting.

GMs will need to come to a decision as to where Elementals are positioned on the Good versus Evil axis of their setting. The default stance in this work is that they are neutral and alien in terms of their intentions and actions.

Likewise the description of the Elemental Planes may not fit a GM's setting. If so, simply change their nature to suit.

The Planes

The most popular theory of magical cosmology states that the physical universe, as inhabited by mortal races such as Humans, Dwarves, Elves, Gnomes, Gryx and more, is but one universe among many in the whole cosmos or "multiverse". These planes are frequently described as a series of enclosing hollow shells with each "shell" being a "plane of existence". At the center of the multiverse and swirling between each plane is an ethereal magical layer, which links all of the planes.

The physical universe is known as the "Mortal Plane" and is deemed to be the innermost of the planes. Outward from the Mortal Plane is the Astral Plane, which is a reflection of the Mortal Plane. Every plant, every animal, every sentient being on the Mortal Plane possesses "life force" and this "life force" casts a bright shadow in the Astral Plane. It is this life energy that shapes and molds the Astral Plane, making it a universe of consciousness and spirit. Beyond the Astral Plane, however, lies the Elemental Plane.

The Elemental Plane

If the Mortal Plane is the mundane universe and the Astral Plane is a universe of spiritual consciousness, then the Elemental Plane is the universe of primal substance.

According to the sages, the magical planes of the multiverse are imbued with a special material known as the "Primal Essence", which is considered to be mana (magical energy) given form. The "Primal Essence" can manifest in multiple ways, including the pure elemental essences of Air, Earth, Fire and Water. These transcendental substances are the predominant form of matter in the Elemental Plane. The very existence of the Elemental Plane is believed to be the consequence of the accumulation of these essences - and their magical energies continue to remold the shape of the Plane and to permeate all of the creatures and beings that inhabit it.

The elemental essences have been described as being "polarized" into pairs of "opposing" elements such that Air opposes Earth and Fire opposes Water. Neighboring elements are considered to be "complementary" - thus Fire and Water are complementary to Air, Fire and Water are complementary to Earth, Air and Earth are complementary to Fire, and Air and Earth are complementary to Water. Each elemental essence is anathema to its polar opposite - contact between the conflicting elements is disruptive and destructive of both - but is inert in the presence of the complementary essences.

The natural inclination of elemental essences is to be repelled from their polar opposites. On the grandest scale, the result of this repulsion is that the Elemental Plane has fractured into four distinct subplanes, one for each of Air, Earth, Fire and Water. Each subplane is dominated by its respective elemental essence. At the borders of a subplane, there are traces of the complementary elemental essences. Each elemental subplane connects via an ethereal layer to two subplanes (of the complementary elements) but there is no direct connection to the opposing elemental subplane.

Although each elemental subplane is imbued, even saturated, by its respective elemental essence, normal matter of every kind also exists on each elemental subplane. Thus there is ordinary earth on the Subplane of Air, breathable air in the underground caverns of the Subplane of Earth, fire is possible on the Subplane of Water, and water exists on the Subplane of Fire. The Elemental Subplanes are by no means inimical or utterly hostile to living beings born and bred on the Mortal Plane, but they do have very real dangers.

The Elemental Subplane of Air

A visitor's first impression of the Subplane of Air would be of apparent emptiness in all directions. As the visitor observes more closely, the eyes will discern distant banks of clouds and tiny fast-moving specks and the ears will hear the gentle susurrus of the breeze as the air enriched by the elemental essence of Air circulates throughout the subplane. There is no sun in the day; there are neither moons nor stars in the night. During its day, this subplane is bathed in a warm light that has no single point of origin. It waxes and wanes as the day progresses, eventually dimming to an illumination equivalent to a clear and starlit sky on the Mortal Plane.

It is a curious property of the airs of this subplane that they provide buoyancy and support such that anyone immersed in this air will not fall countless miles. Rather the Air elemental essence within the atmosphere of the subplane will suspend them safely. An adventurer who wishes to explore this subplane will need wings (natural or artificial) or access to magic spells such as Fly in order to move around. The subplane is a three-dimensional environment - there is a definitive "Up" and an equally certain "Down". Failure to maintain a watch for threats from above and below in addition to forward and behind has been the undoing of many explorers in this subplane.

And there are many threats for the Subplane of Air is home to a host of aerial creatures. Some, were created by the overlords of the plane. Others, such as the Giant Eagles and Giant Wasps, have simply strayed in from the Mortal Plane and adapted themselves to the environment. Finally there are strange hybrid creatures such as the Sky-whales that have been imported and magically transformed into aerial creatures. More frequently encountered, though potentially dangerous in some circumstances, are flocks of lesser birds and vast swarms of insects. Some of these creatures derive some or all of their sustenance simply from the elemental essence in the air; others still need or desire more conventional food and prey upon the rest. None of the denizens of the Subplane of Air are as foolish to attack the true natives of the plane, namely the Air Elementals, whose home it is.

There is no "Top" to this realm - the subplane appears to stretch upward forever without any discernible thinning of the atmosphere. There is no "Bottom" - there is no ground below, the subplane stretches downward forever. The subplane is not, however, without "airmarks" and identifiable locations. Water suffused with faint traces of elemental Water essence coalesces to form huge drifting droplets that are homes to plankton, algae, and fish, providing food and drink to the airborne creatures. Stranger still are the white fleecy clouds, which range in size from less than a mile across to vast continent-sized expanses. These are not just amalgams of water vapor. Instead, they are veritable floating islands in the sky, known as the Cloudlands. Air elemental essence has been warped by supernatural artifice to create semisolid surfaces in the very clouds. Soil has been imported from the mundane universe and seeded with many varieties of plants and even trees that the birds of the realm may have places to roost and rest. Stone and metal do not naturally occur in the subplane.

Not all regions of Air are so tranquil. Great storms traverse the plane - each a vortex of gale, even hurricane, force whirlwinds, crackling with immense electrical energy. From time to time, the storms collide with the Cloudlands, wreaking havoc and destruction as a Cloudland splinters into fragments. Winged creatures will flee before the storm arrives and hope to return after it passes. Air Elementals will be found rejoicing in the tempest and many spend their entire existence in the embrace of the great storms.

The Elemental Subplane of Earth

For many visitors to the Subplane of Earth, the initial sensation will be of claustrophobia as they enter the subplane into a narrow tunnel delved through solid stone, and then of panic as they perceive that the tunnel in which they stand is but one of many. There is breathable air in the tunnels; it is dank, heavy with odors of the subterranean vegetation, and tinged with peculiar metallic scents. Water drips from stalactites and wells upwards in small pools; all of it contains varying amounts of sediments. There is varied illumination from the phosphorescence of exotic fungi - some areas have scant patches of these hardy life forms, others are carpeted floor, wall, and ceiling in great masses of the stuff. Ever and anon, there are brighter individual lights - closer inspection will reveal that these are "living jewels" - dazzling diamonds, shimmering sapphires, radiant rubies, and more all ablaze with an inner light. Many adventurers have succumbed to greed and sought to pry the gems out of the rock, and in doing so have attracted the unwelcome attention of the unnatural monsters that live in the tunnels and the surrounding stone itself. The

survivors tell of giant armor-plated Rockworms slithering to attack, of the eerie steps of marching Giant Millipedes larger than warhorses, of the Fungus Men coalescing from the lichenous ooze, and of nightmares made flesh that phase through the rock to seize their chosen victim before returning into the stone. Though a traveler may follow these natural corridors ever upwards, there is no true surface, no place where one can emerge and have a true sky above one's head; likewise one can travel ever downwards and find no end to the layers of stone.

There is much more to the Subplane of Earth than a vast and unending labyrinth. Those who know the secret routes through the maze will in due course emerge into one of the huge caverns that honeycomb the subplane. Known as the Hollows, the smallest of these are a few miles across, the largest are bigger than many earthly kingdoms. Gazing upwards to the roof of a Hollow, an interloper will be astonished to see a crystalline lattice fused into the stone. These gem matrices emit beams of light in every shade of the rainbow during the "day" and sparkle like stars during the "night". No two Hollows are identical in terms of their landscapes – some are carefully tended orchards and gardens, some are densely forested, some are grassy plains, yet others are sculpted rolling hills. Most Hollows have at least one river or small lake; only one has been found that possesses a sunless sea. Nearly all of the Hollows harbor life. The overlords of this subplane have imported animals and monsters from the Mortal Plane and imbued them with new abilities, such as toughened armor-like hides, enhanced burrowing capabilities, the ability to phase through solid rock and more. The stonefish of the Sunless Sea are amphibious creatures with stubby legs that allow them to walk on land or burrow into the soil. There are few birds to be found anywhere in these realms, and of these all are flightless. Though many of the subplanar species derive at least some of their nourishment directly from the emanations of the Earth elemental essence that permeates the air, water, and soil, some hunger for more mundane foodstuffs and simple native aggression ensures that only the fittest survive. The Earth Elementals are never attacked by any of the subplane's denizens.

The Earth Elementals are not the only sentient beings to reside in the subplane. For their own unfathomable reasons, the Earth Elementals have permitted some Dwarves and Gnomes to permanently dwell in the Hollows and small communities now flourish. Travelers have spoken of visiting towns, where the buildings seem grown from living stone and powerful Elementals hold court in crystal palaces.

The Elemental Subplane of Fire

On entering the Subplane of Fire, the visitor will be assaulted by a wave of almost overpowering heat. In the sky above, a bloated red sun sears the landscape in an eternal noon. There is no night on this subplane. Scattered throughout this realm are chains of active volcanoes belching choking ash and molten lava into the air. Rivers of lava snake down the sides of these impudent mountains and into the wastes beyond where they form magma lakes, remaining liquid through the action of the Fire elemental essence. Active fumaroles emit plumes of steam and noxious gases. Sometimes the eruptions are so massive that the clouds of ash and smoke produced can temporarily blot out the Red Sun of Fire, bringing a brief toxic darkness to the land.

Regions of rocky badlands surround the volcanic ranges. The terrain here is jagged and uneven, the cooled debris of the nearby volcanoes. Tainted water bubbles up in small pools. In places, the ground still smokes and stone spontaneously ignites in sudden bursts of flame, leaving a sandy residue. The edges of the wastes crumble away into sand, which flows into the wide deserts that snake around the badlands. The air shimmers in the heat above the scorching sands. Hot, dry airs whip the dunes in an unending procession through the deserts. Occasional more intense winds generate deadly sandstorms miles across and many hundreds of feet high. Oases in these deserts are transient phenomena. Although this subplane appears boundless, its subsurface regions are not infinitely deep - a mile below the surface rock and sand becomes so imbued with elemental essence that it melts into a layer of superhot magma that in turn is forced into the bases of the great volcanoes and channeled upwards and outwards in their eruptions, completing the cycle.

The Subplane of Fire is an inhospitable place to the unprotected and the non-adapted. The overlords of this plane have had to strive hard to transform earthly creatures into forms that can survive here. Hybrid creatures have resistances or immunities to the heat, to flame, to the toxic gases and most no longer need water to survive, being sustained by elemental essence.

Thus it is not without its inhabitants. Fire Dragons and Drakes lair in its mountains and cruise the skies. Exotic algae multiply and bloom in the hot springs and geysers. Fire lizards cavort in the lava fields; reptilian Flamedarters pursue prey with unearthly speed among the wastes. Even the plants are in motion - in tumbleweed analogues, they migrate across the ash deposits until their tendrils locate sufficient nutrients. Then they root themselves temporarily to feed before moving onwards in due course. Cacti variants survive in the deep deserts scrounging and husbanding moisture. Sandwyrms dwell underneath the sands, preferring to tunnel rather than travel aboveground; these monsters only emerge when the vibrations created by the motion of potential prey attracts their attention. The absence of night presents a particular problem to the creatures of this subplane - some burrow underground to sleep in relative safety, some more gregarious animals sleep in shifts relying on the lookouts of the herd to warn of impending danger, and still others are sufficiently light sleepers and deadly adversaries that only the incredibly foolish would try to attack them while they "sleep". True creations such as the Magma-men, roughly humanoid beings with a rock hide and hot magma flowing inside their bodies, are sustained entirely by the emanations from the ubiquitous Fire elemental essence and have no need for water, food, or rest.

Many Fire Elementals are content to spend their existences in play and sport among the fires and the volcanoes of the realm. Amidst the flame and the fury, greater Elementals have fashioned grand edifices for themselves. Warded by thick walls of black basalt, the cities of the Elementals consist of slender towers, fashioned from volcanic glass, whose spires reach towards the sky.

The Elemental Subplane of Water

The first impression of most visitors to the Subplane of Water is wetness. All around is a vast and seemingly endless ocean of water. The weather in this subplane is frequent rain interspersed with gales, storms and hurricanes, and the occasional dry interlude. There is no visible sun in this subplane nor are there stars, making navigation fraught; there are, however, multiple "moons" and for any particular region, at least one of these will be visible in the sky at any time. When more than one moon is visible, the illumination provided is equivalent to full daylight. Tides on the Subplane are complex and more severe than those of the mortal plane.

The ocean is not empty. Travel in any direction and the explorer will encounter archipelagos of small islands. In the warmer waters, these are similar to coral atolls, though their shape on the subplane is not limited to simple rings - multiple rings, curved polygons and linear reefs exist. These sport tropical environments complete with appropriate fauna and flora. There are also masses of sargassan seaweeds that have fused together into ersatz floating isles. In the cooler waters, there are rocky islands with craggy cliffs, home to large colonies of seabirds. The patches of loose soil atop these isles are too poor to support more than hardy grasses. In the coldest waters, huge icebergs drift on the ocean currents. Their source is the only known continent-sized landmass on the entire subplane, the Icehome. An eerie realm of snow and ice, Icehome is gripped by an eternal glacial winter. Though its creatures are naturally evolved or have been magically adapted to survive in such extreme cold, most of them inhabit the coastal regions. Frostdrakes and Ice Dragons prefer the isolation of the interior for their lairs.

The vast majority of the subplane is underwater in the very ocean itself. Much of the ocean is saltwater, but some areas are freshwater - these are small "seas" bounded on all sides by nearly continuous island chains. From the moonlit surface waters and the shallows within and around the island archipelagos down to the unimaginable depths of the open ocean, the waters teem with life in terms of plankton, krill, seaweeds, fish of every variety, and sea mammals. Sharks, octopi, and giant pike pose threats to unwary swimmers in the shallows. Giant Squid, Krakens, Water Drakes, and Sea Dragons dwell in the true deeps.

This subplane has many connections to the seas of the Mortal Plane, through which many creatures have strayed into the subplane. Already amphibious or aquatic, such creatures have needed little magical tampering by the Water Elementals to ensure they flourish here. Merfolk and their allies have migrated through the planar bridges and gateways to found communities in the shallow seas. Their underwater settlements are grown from shaped coral and giant seashells, and are places of beauty. Other aquatic races have also entered the subplane and constructed colonies in the deep trenches. All have been careful not to vex the Water Elementals, who have treated them with complete indifference to date. The arctic regions of the Mortal Plane also offer semipermanent

bridges to the continent of Icehome - hunting parties of Giants occasionally risk its perils to prove their valor against Icehome's savage predators.

The Water Elementals are the true native inhabitants of the subplane. They are widely dispersed throughout the ocean, happy to spend their lives riding the waves in calm or storm and swimming with the monsters of the deep. They blithely ignore the islands, except for the continent of Icehome, where they have established a city at its very center. Here in lofty ice towers, Water Elemental mages infused mundane and magical beasts with the elemental essence of Water, creating Frostdrakes and Ice Dragons among others. The mightiest Water Elementals hold their councils in the city.

Travel To And From The Planes

Even on the Mortal Plane, mana can manifest as an elemental essence. Which elemental essence depends on the triggering event. A volcanic eruption or a forest fire will generate Fire essence, a tornado or a thunderstorm, particularly in mountainous regions, will precipitate Air essence, a waterspout in the ocean or a blizzard in the arctic will produce Water essence, while avalanches, earthquakes and occasionally mining may liberate Earth essence. Whenever this occurs, there is a possibility that a temporary bridge will form between the Mortal Plane and the corresponding subplane of the manifested essence. Significant trigger events may create multiple bridges (no more than one per hour for weather-related triggers). The bridge(s) may potentially lead to anywhere on the subplane (GM's choice). Using Detect Magic (or similar spells and abilities), the opening to the bridge can be located; alternately the tell-tale distortions may be seen by a successful Sheer Folly (-80) Perception maneuver by any individual within vision range of the bridge point. (GMs should remember to apply all other visibility penalties for the environment). Once a bridge is created, anyone from the Mortal Plane side can simply walk through the opening and appear instantly on the other side - and assuming the character has the presence of mind and the skill to note the location of the opening on the subplanar side, the explorer can return home by simply stepping back through for as long as the bridge remains in existence. Similarly anyone or anything from the Subplane can cross through into the Mortal Plane and back again - what, if anything, arrives is up to the GM.

Magical mishaps, namely fumbled spells and rituals, are a second source of these bridges. Any time a spell or ritual using either the Elemental Aspect or the Element aspect or powered by elemental mana or any and all of these is fumbled, there is a chance that a bridge may form to the most appropriate subplane. Although such bridges are no more or less likely to tempt a subplanar being to cross over, they are more likely to attract the attention of such creatures and anyone using them may find a reception committee of hostile Elementals awaiting them on the other side.

The GM may decide whether or not a bridge forms due to elemental essence concentration or magical accident, or alternatively may roll d100 open-ended adding the following modifiers:

+10 to +50: size of the triggering event
+1 per every PP used in a fumbled spell or ritual
+20 if a ritual was fumbled
+20 if High Magic was involved
+20 if Elemental Mana was used.

01-100	No bridge forms
101-120	A bridge forms and remains for d10 rounds
121-140	A bridge forms and remains for 2d10 rounds
141-160	A bridge forms and remains for d10 minutes
161-180	A bridge forms and remains for 2d10 minutes
181-200	A bridge forms and remains for 3d10 minutes
201+	A bridge forms and remains for d10 hours

Bridges created by spell and ritual fumbles appear d10 feet away from the spell caster or main ritual caster (in any direction the GM chooses), and will form within d10 rounds of the fumble.

Example: *Edwin fumbles a scaled Elemental Ball (Air). He had invested 12 PPs in the spell. The GM secretly rolls d100, gets 91 on the roll, plus 12, means 103, so a short-lived bridge to the Subplane of Air forms. Rolling d10 for duration, the GM gets 8 for 8 rounds, a 1 on a d10 roll for distance, and a 1 on a d10 roll for when the bridge has formed. The GM has the bridge open one foot behind Edwin - hopefully someone will spot this before Edwin is forced to retreat!*

Summoning spells (such as Summon Elemental) and equivalent rituals create more stable bridges between the planes. They lock onto a suitable elemental being,

normally a true Elemental, and forcibly teleport it through the ethereal layers to the desired location. For the duration of the spell, the Elemental must remain in the destination plane. Simply summoning a creature does not compel obedience, of course. Once the spell ends (either normally or by being canceled or dispelled), the residual effect of the magic is to return the Elemental (if still alive) to the origin point on its home subplane.

Traveling to or from a subplane can also be achieved using an Elemental Bridge spell or equivalent ritual. This creates a stable bridge between two points on different (sub)planes. Anyone can use the created bridge to travel instantaneously between the two planes. Planar Gateways are permanent versions of the Elemental Bridge spell that have been created by potent rituals.

Sometimes Elementals and other beings choose to enter the Mortal Plane via bridges and Gateways. A Banish Elemental spell is one means of forcibly repatriating them to their home subplane - by default, it returns them to the location in their home subplane that is mystically analogous to the location from which they were banished. The GM decides exactly where the analogue is.

Mortals and The Elemental Plane

Mortal adventurers who visit any of the Elemental subplanes face obvious dangers from the beasts and races that live there. There are also the environmental perils to consider:

Air subplane: Explorers need access to Fly spells or the ability to fly naturally or with artificial wings etc. Normal navigation using the sun and stars is impossible. There is little shelter from storms and other inclement weather, so avoiding them is the best solution. Food and drink are difficult to obtain except in the Cloudlands. Metal and stone objects are scarce - even mundane equipment is likely to be irreplaceable.

Earth subplane: The labyrinthine passages are unequally illuminated, so bringing light sources is essential. Cave-ins do happen. Getting lost is easy. Even boiled, the water is unfit to drink (Stamina RR 100 or be violently sick and -10 penalty to all maneuvers for an hour) and must be purified (by the Purify Drink cantrip or equivalent). The habitats of the Hollows are sufficiently diverse that explorers should be prepared for any terrain.

Fire subplane: The temperature is routinely above 90 degrees Fahrenheit (32 degrees Celsius) in the shade and above 110 degrees Fahrenheit (43 degrees Celsius) everywhere else, necessitating frequent Stamina RRs versus the heat. Sandstorms and volcanic ash can choke characters to death (use the Drowning rules), lava is an obvious terrain peril, and steam venting from fumaroles can burn (Medium Acrobatics or Jumping maneuver to avoid d100 Heat critical.) Bring plenty of water or someone who can cast the Create Water cantrip.

Water subplane: Swimming skill and the abilities to breathe underwater (naturally or by Water Breathing), to see underwater without penalty (say by Water Vision), and to maneuver easily in water and at depths (say by Underwater Movement) are key. Navigation is difficult; savage tides can inundate any low-lying ground. The periphery of Icehome is always below 40 degrees Fahrenheit (4 degrees Celsius), while the interior can drop below 0 degrees Fahrenheit (-18 degrees Celsius), requiring Stamina RRs versus the cold.

The most insidious danger is from the elemental essences. Beings and creatures native to the Mortal Plane risk a form of magical poisoning from exposure to large quantities of any of the four elemental essences over prolonged periods. Whenever a character spends a full day or longer continuously on an elemental subplane, a Stamina-based Cascading Resistance Roll must be made. This roll must be made each day. The target number depends on the activities of the character in the subplane and how long they remain in the subplane. The degree of failure determines how long the effect of the poisoning lasts. The cascade progression is as follows:

CRR (Target): Success. Character suffers no ill effects.

CRR (Target –20): Character suffers an Elemental Poisoning effect that lasts d10 minutes.

CRR (Target –40): Character suffers an Elemental Poisoning effect that lasts d10 hours.

CRR (Target –60): Character suffers an Elemental Poisoning effect that lasts d10 days. Roll a d100-20 Internal Poison critical.

CRR (Target –80): Character suffers an Elemental Poisoning effect that lasts d10 weeks. Roll a d100-10 Internal Poison critical.

Failure: Character suffers an Elemental Poisoning effect that lasts d10 months. Roll a d100 Internal Poison critical.

The base Target Number is 100.

Add 10 to the Target Number if the character has eaten any food from the subplane in the last 24 hours.

Add 10 to the Target Number if the character has imbibed any drink (water or any liquid) from the subplane in the last 24 hours.

Add +5 per PP expended using Elemental Mana of the same type as the subplane in any 24-hour period on a subplane.

Add +2 per PP expended using Ambient Mana or Black Mana in any 24-hour period on a subplane.

Add +2 per PP expended using Fixed Mana (only if the mana-bearing components were sourced from the subplane) or Red Mana (if the source was native to the subplane) in any 24-hour period on a subplane.

Add +1 per PP expended using Personal Mana in any 24-hour period on a subplane.

Add +5 for every full day after the first a character remains on the same subplane.

Example: *Ariadne finds herself trapped on the Elemental Subplane of Air without supplies. After a day of fraught exploration where she is forced to expend 15 PPs using Ambient Mana and to rely on local food and drink, her player must make a Stamina CRR on her behalf. The target number is 100 + 10 (local food) + 10 (local water) + 30 (2x15 Ambient PPs) = 150. The dice are rolled and the result is 105. That's comfortably above Target-60 so Ariadne avoids a critical but below Target-40, so her player will need to roll on the Elemental Poisoning Table for an effect that will last d10 hours.*

In the event that an Elemental Poisoning effect is suffered, roll d100 on the Elemental Poisoning Table below to determine the specific effect:

Elemental Poisoning Table

D100 Result	Effect
01-10	Hair changes to elemental color
11-15	One eye changes to elemental color
16-25	10% of skin/hide changes to elemental color
26-35	20% of skin/hide changes to elemental color
36-40	Blood changes to elemental color
41-50	Body surrounded by nimbus of light in elemental color
51-55	Minor elemental susceptibility (-5 to all RRs and DB versus attacks from opposing element)
56-60	Lesser elemental susceptibility (-10 to all RRs and DB versus attacks from opposing element)
61-65	Greater elemental susceptibility (-15 to all RRs and DB versus attacks from opposing element)
66-70	Major elemental susceptibility (-20 to all RRs and DB versus attacks from opposing element)
71-75	Lesser elemental defocusing (-20 to all spell-casting using Aspects relating to opposing element)
76-80	Restricted movement [penalties to maneuvers]: (Air: -20 to Climbing; Earth: -20 to Flying; Fire: -20 to Swimming; Water: -20 to Jumping)
81-85	Greater elemental defocusing (-40 to all spell-casting using Aspects relating to opposing element)
86-95	Lesser elemental dependency (must imbibe elemental essence daily or suffer analogue of starvation)
96-00	Greater elemental dependency (must imbibe elemental essence daily or suffer analogue of starvation and thirst)

The elemental colors are Air: white, Earth: brown or green, Fire: red or yellow, Water: blue. For elemental defocusing, the opposing pairs of elemental Aspects are Air versus Earth, and Fire versus Water. The restricted movement effect reflects an inability to move unhindered in the modes most appropriate to the opposing element. Suffering elemental dependency means that the victim must imbibe elemental essence emanations in addition to eating and drinking normal food and water or suffer from the effects of Starvation. At greater elemental dependency, the victim will

suffer from starvation and thirst if deprived access to elemental essence emanations. Anyone who is on a subplane automatically imbibes these emanations (they are the cause of elemental poisoning after all!) but someone who returns to the mortal plane or travels to a different (sub)plane, while still affected by this, will be in trouble.

Example: *Ariadne's player rolls 68 on the Elemental Poisoning Table and 9 on a d10, so Ariadne will suffer a -20 penalty to all RRs and DB against attacks involving the element of Earth for 9 hours.*

The effects of Elemental Poisoning can be cured by the Neutralize Poison spell. Characters shielded by the Planar Protection spell or the appropriate Planar Immunity Talent are immune from elemental poisoning. Characters with the Elemental Sustenance Talent ignore Elemental Dependency effects from the Elemental Poisoning Table.

Elementals And The Mortal Plane

When an Elemental is summoned to the Mortal Plane or travels to the plane using an Elemental Bridge spell/ritual, Planar Gateway, or a temporary bridge, the Elemental is fully present on the Mortal Plane. Thus an Elemental can be permanently "killed" on any plane. The Mortal Plane is much more dangerous to an Elemental than its own subplane due to the greater frequency of beings and environmental sources that could inflict damage from the opposing element.

As Elementals solely rely on imbibing the elemental essence for sustenance (both "food" and "drink"), lingering on the Mortal Plane or on other planes risks a slow death through combined starvation and thirst. An Elemental can imbibe a sufficient quantity of elemental essence for a day's full nourishment on the mortal plane by immersing themselves in a suitable environment for one hour (e.g. heart of a storm for Air, in a mine for Earth, in a suitably large conflagration for Fire, and the depths of the sea or centre of a blizzard for Water).

The Elementals

Classifying the Elementals

Elementals are divided by Elemental subrace - one for each element of Air, Earth, Fire and Water. Elementals can also be classified by their niche in "Elemental society" - thus there are Elemental Servitors, Elemental Steeds, Elemental Destriers and what some loremasters call the True Elementals - Elemental Hunters, Elemental Savants, and Elemental Warriors. From legends and hints in ancient records, it can be inferred that other Elemental niches exist such as Elemental Warbeasts and Elemental Drakes. Individuals of each subrace and niche can be further classified according to their power in six Classes, ranging from Class I (the least powerful) to Class VI (the most powerful). Of these, only Classes I through V may be summoned by spell or ritual. Class VI Elementals are equivalent to demigods, demon princes and other beings of eldritch might.

Class I: These are the least powerful Elementals. All Elemental Servitors and Elemental Steeds are Class I Elementals. Among the True Elementals, Class I Elementals are known as Minor Elementals. Minor Elemental Hunters will be Hunters by profession of around 10th level, Minor Elemental Savants will be Elementalists of around 10th level, and Minor Elemental Warriors are Monks of around 10th level.

Class II: The next step up in power. Elemental Destriers are Class II Elementals. Among the True Elementals, Class II Elementals are known as Lesser Elementals. Lesser Elemental Hunters will be Hunters by profession of around 15th level, Lesser Elemental Savants will be Elementalists of around 15th level, and Lesser Elemental Warriors are Monks of around 15th level.

Class III: The True Elementals of this category are known as Greater Elementals and some demonstrate a degree of mastery in the magical arts. Greater Elemental Hunters will typically have either 20 levels in the Hunter profession or 15 in Hunter and 5 levels in Ranger or a similar profession. Greater Elemental Warriors will frequently have 20 levels in the Monk profession; some opt for 15 levels in Monk and 5 levels in the Warrior Mage or a similar profession. Greater Elemental Savants will normally continue to advance as Elementalists to 20th level; many will take an Additional Circle Talent to access the spells of

another variant Mage profession.

Class IV: The True Elementals of this category are known as Major Elementals and all demonstrate some mastery in the magical arts. Major Elemental Hunters will typically be of 30th level with at least fifteen levels in Hunter and at least 10 levels in Ranger or a similar profession. Major Elemental Warriors will typically be of 30th level, with at least 15 levels in the Fighter profession and at least 10 levels in the Warrior Mage or a similar profession. Major Elemental Savants will continue to advance as Elementalists to 30th level but will typically acquire an Additional Circle Talent to expand their spell repertoire even further.

Class V: The True Elementals of this category are known as High Elementals and are the most powerful that can be summoned by any form of magic, although this is an extraordinarily dangerous undertaking. A "typical" High Elemental might be of 50th level - their additional levels above 30 will be distributed in their chosen professions according to their individual inclinations.

Class VI: These are the almost mythical overlords of the Elementals. They cannot be summoned or controlled. They are aloof and inhuman, content to dwell in and rule their subplanes. There are at least two Class VI Elementals for each element, one "masculine", one "feminine": the Weaver of Winds (Air, male), the Eye of the Storm (Air, female), the Master of Metal (Earth, male), the Shaper of Stone (Earth, female), the Guardian of Flame (Fire, male), the Lady of Light (Fire, female), the Lord of Ice (Water, male), and the Empress of the Sea (Water, female).

Elemental Servitors

Air Elemental Servitors



Description

An Air Elemental Servitor manifests as a whirling churning sphere of elemental Air, between 2' and 3' in diameter. It can extend its elemental substance to form pseudopods with the form and function of arms and legs such that it can manipulate objects and use bipedal locomotion.

Abilities and Combat

Immunity to Bleed

Immunity to Stun

Lesser Elemental Immunity (Air): The Elemental being is immune to all mundane air-based attacks and air-related environmental effects (poison gases, low or high atmospheric pressure, etc).

Elemental Regeneration (minor): The Elemental being has the ability to regenerate damage from all but instantly fatal wounds, by drawing in elemental mana of the correct subtype. On its own elemental subplane, its body automatically regenerates 1 Concussion Hit each round; on other non-elemental planes, its body automatically regenerates 1 Concussion Hit each minute subject to there being a source of elemental mana; on other elemental subplanes,

its body automatically regenerates 1 Concussion Hit each minute. Its recovery rate for non-fatal injuries is halved.

Elemental Strike (Air): An Air Elemental can use its elemental nature to empower unarmed melee attacks with an additional critical (same roll as melee attack). These are resolved on the Electrical Critical Table with the attack size given by the Elemental's Class: Class I (Tiny), Class II (Small), Class III (Medium), Class IV (Large), and Class V+ (Huge).

Elemental Sustenance (Air): This Elemental being receives all its nourishment simply by imbibing the emanations of Air elemental essence.

Planar Immunity (Air): This Elemental being is immune to Air-based elemental poisoning.

Earth Elemental Servitors

Description



An Earth Elemental Servitor manifests as a rolling sphere of elemental Earth, between 2' and 3' in diameter. It can extend its elemental substance to form rocky pseudopods with the form and function of arms and legs such that it can manipulate objects and use bipedal locomotion.

Abilities and Combat

Immunity to Bleed

Immunity to Stun

Lesser Elemental Immunity (Earth): The Elemental being is immune to all mundane earth-based attacks and earth-related environmental effects (pressure, gravity, etc.)

Elemental Regeneration (minor): The Elemental being has the ability to regenerate damage from all but instantly fatal wounds, by drawing in elemental mana of the correct subtype. On its own elemental subplane, its body automatically regenerates 1 Concussion Hit each round; on other non-elemental planes, its body automatically regenerates 1 Concussion Hit each minute subject to there being a source of elemental mana; on other elemental subplanes, its body automatically regenerates 1 Concussion Hit each minute. Its recovery rate for non-fatal injuries is halved.

Elemental Strike (Earth): An Earth Elemental can use its elemental nature to empower unarmed melee attacks with an additional critical (same roll as melee attack). These are resolved on the Impact Critical Table with the attack size given by the Elemental's Class: Class I (Tiny), Class II (Small), Class III (Medium), Class IV (Large), and Class V+ (Huge).

Elemental Sustenance (Earth): This Elemental being receives all its nourishment simply by imbibing the emanations of Earth elemental essence.

Planar Immunity (Earth): This Elemental being is immune to Earth-based elemental poisoning.

Fire Elemental Servitors

Description

A Fire Elemental Servitor manifests as a whirling glowing sphere of elemental Fire, between 2' and 3' in diameter. It can extend its elemental substance to form fiery pseudopods with the form and function of arms and legs such that it can manipulate objects and use bipedal locomotion.

Abilities and Combat

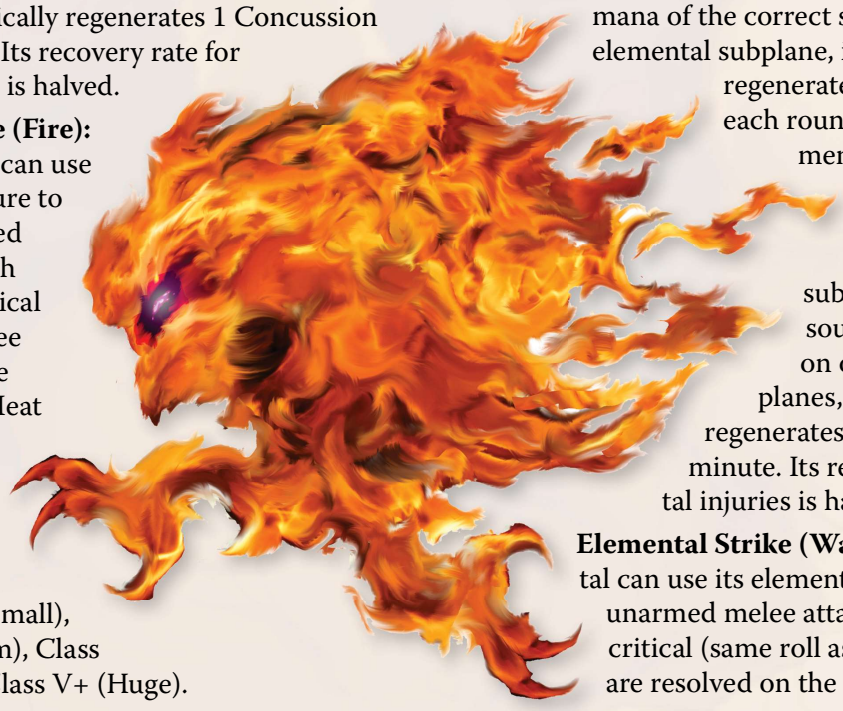
Immunity to Bleed

Immunity to Stun

Lesser Elemental Immunity (Fire): The Elemental being is immune to all mundane fire-based attacks and heat-related environmental effects (high temperatures, lava, etc.).

Elemental Regeneration (minor): The Elemental being has the ability to regenerate damage from all but instantly fatal wounds, by drawing in elemental mana of the correct subtype. On its own elemental subplane, its body automatically regenerates 1 Concussion Hit each round; on other non-elemental planes, its body automatically regenerates 1 Concussion Hit each minute subject to there being a source of elemental mana; on other elemental subplanes, its body automatically regenerates 1 Concussion Hit each minute. Its recovery rate for non-fatal injuries is halved.

Elemental Strike (Fire): A Fire Elemental can use its elemental nature to empower unarmed melee attacks with an additional critical (same roll as melee attack). These are resolved on the Heat Critical Table with the attack size given by the Elemental's Class: Class I (Tiny), Class II (Small), Class III (Medium), Class IV (Large), and Class V+ (Huge).



Elemental Sustenance (Fire): This Elemental being receives all its nourishment simply by imbibing the emanations of Fire elemental essence.

Planar Immunity (Fire): This Elemental being is immune to Fire-based elemental poisoning.

Water Elemental Servitors

Description

A Water Elemental Servitor manifests as a churning sphere of elemental Water, between 2' and 3' in diameter. It can extend its elemental substance to form icy pseudopods with the form and function of arms and legs such that it can manipulate objects and use bipedal locomotion.

Abilities and Combat

Immunity to Bleed

Immunity to Stun

Lesser Elemental Immunity (Water): The Elemental being is immune to all mundane water-based attacks and water-related environmental effects (drowning, cold , etc.)

Elemental Regeneration (minor): The Elemental being has the ability to regenerate damage from all but instantly fatal wounds, by drawing in elemental mana of the correct subtype. On its own elemental subplane, its body automatically regenerates 1 Concussion Hit each round; on other non-elemental planes, its body automatically regenerates 1 Concussion Hit each minute subject to there being a source of elemental mana; on other elemental subplanes, its body automatically regenerates 1 Concussion Hit each minute. Its recovery rate for non-fatal injuries is halved.

Elemental Strike (Water): A Water Elemental can use its elemental nature to empower unarmed melee attacks with an additional critical (same roll as melee attack). These are resolved on the Cold Critical Table

Air Elemental Servitor

Level	5	DB	32
Size	Small	Hits	84
BMR Type	Biped : Fly	Init	8
BMR	5 : 30	Stam	56
# Enc	1 (summoned), 1-10 (on home plane)	Will	38
Outlook	Aloof	Magic	39
Treasure	- - -	Build	Monster

DB Breakdown: (12 stats + 20 Instinctive Defense)

Attacks:

Martial Arts Strikes	71

Skills:
Climbing (2) 31, Flying (10) 72, Martial Arts Strikes (8) 71, Chi Defense (5) 31, Perception (5) 31, Resistance Magic (5) 39, Resistance Stamina (5) 56, Resistance Will (5) 38, Survival (5) 39, Endurance (10) 84, Jumping (1) 26, Swimming (1) 26, Stalking & Hiding (4) 37

Languages:
Elemental (S6/W5) 34/29, Other Language (S4/W3) 24/19

Talents:
Shrink, Lesser Elemental Immunity (Air), Elemental Regeneration (minor), Elemental Strike (Class I, Air), Elemental Sustenance (Air), Planar Immunity (Air), Instinctive Defense, Immunity to Stun, Immunity to Bleed

Earth Elemental Servitor

Level	5	DB	32
Size	Small	Hits	84
BMR Type	Biped	Init	8
BMR	5	Stam	56
# Enc	1 (summoned), 1-10 (on home plane)	Will	38
Outlook	Aloof	Magic	39
Treasure	- - -	Build	Monster

DB Breakdown: (12 stats + 20 Instinctive Defense)

Attacks:

Martial Arts Strikes	71

Skills:
Climbing (5) 46, Running (8) 66, Martial Arts Strikes (8) 71, Chi Defense (5) 31, Perception (5) 31, Resistance Magic (5) 39, Resistance Stamina (5) 56, Resistance Will (5) 38, Survival (5) 39, Endurance (10) 84, Jumping (1) 26, Swimming (1) 26, Stalking & Hiding (4) 37

Languages:
Elemental (S6/W5) 34/29, Other Language (S4/W3) 24/19

Talents:
Shrink, Lesser Elemental Immunity (Earth), Elemental Regeneration (minor), Elemental Strike (Class I, Earth), Elemental Sustenance (Earth), Planar Immunity (Earth), Instinctive Defense, Immunity to Stun, Immunity to Bleed

Fire Elemental Servitor

Level	5	DB	32
Size	Small	Hits	84
BMR Type	Biped	Init	8
BMR	5	Stam	56
# Enc	1 (summoned), 1-10 (on home plane)	Will	38
Outlook	Aloof	Magic	39
Treasure	- - -	Build	Monster

DB Breakdown: (12 stats + 20 Instinctive Defense)

Attacks:

Martial Arts Strikes	71

Skills:
Climbing (2) 31, Running (3) 31, Martial Arts Strikes (8) 71, Chi Defense (5) 31, Perception (5) 31, Resistance Magic (5) 39, Resistance Stamina (5) 56, Resistance Will (5) 38, Survival (5) 39, Endurance (10) 84, Jumping (8) 71, Swimming (1) 26, Stalking & Hiding (4) 37

Languages:
Elemental (S6/W5) 34/29, Other Language (S4/W3) 24/19

Talents:
Shrink, Lesser Elemental Immunity (Fire), Elemental Regeneration (minor), Elemental Strike (Class I, Fire), Elemental Sustenance (Fire), Planar Immunity (Fire), Instinctive Defense, Immunity to Stun, Immunity to Bleed

Water Elemental Servitor

Level	5	DB	32
Size	Small	Hits	84
BMR Type	Biped : Swim	Init	8
BMR	5 : 15	Stam	56
# Enc	1 (summoned), 1-10 (on home plane)	Will	38
Outlook	Aloof	Magic	39
Treasure	- - -	Build	Monster

DB Breakdown: (12 stats + 20 Instinctive Defense)

Attacks:

Martial Arts Strikes	71

Skills:
Climbing (1) 26, Running (2) 26, Martial Arts Strikes (8) 71, Chi Defense (5) 31, Perception (5) 31, Resistance Magic (5) 39, Resistance Stamina (5) 56, Resistance Will (5) 38, Survival (5) 39, Endurance (10) 84, Jumping (1) 26, Swimming (10) 81, Stalking & Hiding (4) 37

Languages:
Elemental (S6/W5) 34/29, Other Language (S4/W3) 24/19

Talents:
Shrink, Lesser Elemental Immunity (Water), Elemental Regeneration (minor), Elemental Strike (Class I, Water), Elemental Sustenance (Water), Planar Immunity (Water), Instinctive Defense, Immunity to Stun, Immunity to Bleed

with the attack size given by the Elemental's Class: Class I (Tiny), Class II (Small), Class III (Medium), Class IV (Large), and Class V+ (Huge).

Elemental Sustenance (Water): This Elemental being receives all its nourishment simply by imbibing the emanations of Water elemental essence.

Planar Immunity (Water): This Elemental being is immune to Water based elemental poisoning.

Lifestyle

Elemental Servitors are beings who apparently exist to serve the whims of the True Elementals. They are happiest when following orders from their masters. Lacking any agenda of their own, they spent their "leisure" time playing in their home elemental subplane.

Background

Elemental Servitors are elemental spirits of very minor potency, but lack the independence and self-will of even a Minor Elemental Hunter, Savant or Warrior. Some sages have conjectured that Elemental Servitors are the base form of Elementals and that only those with the spark of free will evolve into True Elementals, but the truth is something no one knows for certain.

Adventure Notes

Elemental Servitors lack the will and interest to leave their home subplanes to come through of their own accord to the mortal plane. If encountered on the Mortal Plane, they will have been summoned or form part of the retinue of a True Elemental. Elemental Servitors are common on their home elemental subplane.



Elemental Steeds and Destriers

Air Elemental Steeds and Destriers

Air Elemental Steed			
Level	6	DB	20
Size	Large	Hits	138
BMR Type	Fly as Quad	Init	13
BMR	37	Stam	65
# Enc	1 (summoned), 1-10 (on home plane)	Will	36
Outlook	Protective	Magic	36
Treasure	- - -	Build	Monster

DB Breakdown: (20 stats)

Attacks:

Bites	42
Hoof	42
Magic	42

Skills:
Flying (10) 69, Perception (8) 46, Resistance: Magic (5) 36, Resistance: Stamina (5) 55, Resistance: Will (5) 36, Survival (4) 34, Endurance (10) 138

Languages:
Elemental (S6) 34, Other Language (S4) 24

Talents:
Large, Lesser Elemental Immunity (Air), Elemental Portage, Elemental Regeneration (minor), Limited Elemental Movement (Air), Elemental Sustenance (Air), Planar Immunity (Air), Blazing Speed, Immunity to Stun, Immunity to Bleed

Description

Air Elemental Steeds and Air Elemental Destriers are elemental spirits which has taken the form of a large horse. Destriers are larger than Steeds. The color is typically white. Despite being formed of elemental Air, the steed's form is capable of bearing a rider.

Abilities and Combat

Immunity to Bleed

Immunity to Stun

Lesser Elemental Immunity (Air): The Elemental being is immune to all mundane air-based attacks and air-related environmental effects (poison gases, low or high atmospheric pressure, etc).

Air Elemental Destriers			
Level	9	DB	40
Size	Large	Hits	150
BMR Type	Fly as Quad	Init	13
BMR	41	Stam	90
# Enc	1 (summoned), 1-2 + 1-10 Steeds (on home plane)	Will	61
Outlook	Protective	Magic	61
Treasure	- - -	Build	Monster

DB Breakdown: (20 stats, 20 Instinctive Defense)

Attacks:

Bites	77
Hoof	67
Magic	67

Skills:
Acrobatics/Tumbling (15) 69, Flying (20) 89, Perception (14) 64, Resistance Magic (10) 61, Resistance Stamina (10) 90, Resistance Will (10) 61, Survival (10) 64, Endurance (16) 150

Languages:
Elemental (S6) 34, Other Language (S4) 24

Talents:
Large, Lesser Elemental Immunity (Air), Elemental Portage, Elemental Regeneration (minor), Limited Elemental Movement (Air), Elemental Sustenance (Air), Planar Immunity (Air), Elemental Strike (Class II, Air), Instinctive Defense, Blazing Speed, Immunity to Bleed, Immunity to Stun

Limited Elemental Movement (Air): The Elemental creature can fly without exhaustion at maximum pace but can never land (the closest it can come to any surface is 1' above)

Elemental Portage: Those with this ability are able to carry triple normal weight allowed for each Encumbrance level. In addition, anyone or anything carried by this Elemental mount is protected by its Elemental Immunity against mundane effects but not magical attacks.

Elemental Regeneration (minor): The Elemental being has the ability to regenerate damage from all but instantly fatal wounds, by drawing in elemental mana of the correct subtype. On its own elemental subplane, its body automatically regenerates 1 Concussion Hit each round; on other non-elemental planes, its body automatically regenerates 1 Concussion Hit each minute subject to there being a source of elemental mana; on other elemental subplanes, its body automatically regenerates 1 Concussion Hit each minute. Its recovery rate for non-fatal injuries is halved.



Elemental Sustenance (Air): This Elemental creature receives all its nourishment simply by imbibing the emanations of Air elemental essence.

Planar Immunity (Air): This Elemental creature is immune to Air-based elemental poisoning.

Destriers only:

Elemental Strike (Air): An Air Elemental can use its elemental nature to empower unarmed melee attacks with an additional critical (same roll as melee attack). These are resolved on the Electrical Critical Table with the attack size given by the Elemental's Class: Class I (Tiny), Class II (Small), Class III (Medium), Class IV (Large), and Class V+ (Huge).

Earth Elemental Steeds and Destriers

Description

Earth Elemental Steed and Earth Elemental Destriers are elemental spirits which have taken the form of a large horse. Destriers are larger than Steeds. The color is typically an earth color such as stone grey or brown earth. Despite being formed of elemental Earth, the steed's form is capable of bearing a rider.

Abilities and Combat

Immunity to Bleed

Immunity to Stun

Lesser Elemental Immunity (Earth): The Elemental

Earth Elemental Steed

Level	6	DB	20
Size	Large	Hits	138
BMR Type	Quadruped	Init	13
BMR	37	Stam	65
# Enc	1 (summoned), 1-10 (on home plane)	Will	36
Outlook	Protective	Magic	36
Treasure	- - -	Build	Monster

DB Breakdown: (20 stats)

Attacks:

Bites	42
Hoof	42
Overrun	42

Skills:
Climbing (4) 37, Running (40) 66, Perception (4) 26, Resistance: Magic (5) 36, Resistance: Stamina (5) 65, Resistance: Will (5) 36, Survival (4) 34, Endurance (10) 138, Jumping (2) 27

Languages:
Elemental (S6) 34, Other Language (S4) 24

Talents:
Large, Lesser Elemental Immunity (Earth), Elemental Portage, Elemental Regeneration (minor), Limited Elemental Movement (Earth), Elemental Sustenance (Earth), Planar Immunity (Earth), Blazing Speed, Immunity to Stun, Immunity to Bleed

Earth Elemental Destriers

Level	9	DB	40
Size	Large	Hits	148
BMR Type	Quadruped	Init	13
BMR	41	Stam	90
# Enc	1 (summoned), 1-2 + 1-10 Steeds (on home plane)	Will	61
Outlook	Protective	Magic	61
Treasure	- - -	Build	Monster

DB Breakdown: (20 stats)

Attacks:

Bites	77
Hoof	67
Overrun	67

Skills:
Climbing (10) 67, Running (20) 96, Perception (14) 64, Resistance Magic (10) 61, Resistance Stamina (10) 90, Resistance Will (10) 61, Survival (10) 64, Endurance (15) 148, Jumping (10) 67

Languages:
Elemental (S6) 34, Other Language (S4) 24

Talents:
Large, Lesser Elemental Immunity (Earth), Elemental Portage, Elemental Regeneration (minor), Limited Elemental Movement (Earth), Elemental Sustenance (Earth), Planar Immunity (Earth), Elemental Strike (Class II, Earth), Instinctive Defense, Blazing Speed, Immunity to Bleed, Immunity to Stun

being is immune to all mundane earth-based attacks and earth-related environmental effects (pressure, gravity, etc.)

Limited Elemental Movement (Earth): The Elemental mount can move without exhaustion at maximum pace on any solid surface (not water) and can phase through material at Base Movement Rate. It can never cross any significant body of liquid water.

Elemental Portage: Those with this ability are able to carry triple normal weight allowed for each Encumbrance level. In addition, anyone or anything carried by this elemental mount is protected by its Elemental Immunity against mundane effects but not magical attacks.



Elemental Regeneration (minor): The Elemental being has the ability to regenerate damage from all but instantly fatal wounds, by drawing in elemental mana of the correct subtype. On its own elemental subplane, its body automatically regenerates 1 Concussion Hit each round; on other non-elemental planes, its body automatically regenerates 1 Concussion Hit each minute subject to there being a source of elemental mana; on other elemental subplanes, its body automatically regenerates 1 Concussion Hit each minute. Its recovery rate for non-fatal injuries is halved.

Elemental Sustenance (Earth): This Elemental creature receives all its nourishment simply by imbibing the emanations of Earth elemental essence.

Planar Immunity (Earth): This Elemental creature is immune to Earth-based elemental poisoning.

Destriers only:

Elemental Strike (Earth): An Earth Elemental can use its elemental nature to empower unarmed melee attacks with an additional critical (same roll as melee attack). These are resolved on the Impact Critical Table with the attack size given by the Elemental's Class: Class I (Tiny), Class II (Small), Class III (Medium), Class IV (Large), and Class V+ (Huge).

Fire Elemental Steeds and Destriers

Description

Fire Elemental Steeds and Fire Elemental Destriers are elemental spirits which has taken the form of a large horse. Destriers are larger than Steeds. The color is typically a fiery red. Despite being formed of elemental Fire, the steed's form is capable of bearing a rider.

Abilities and Combat

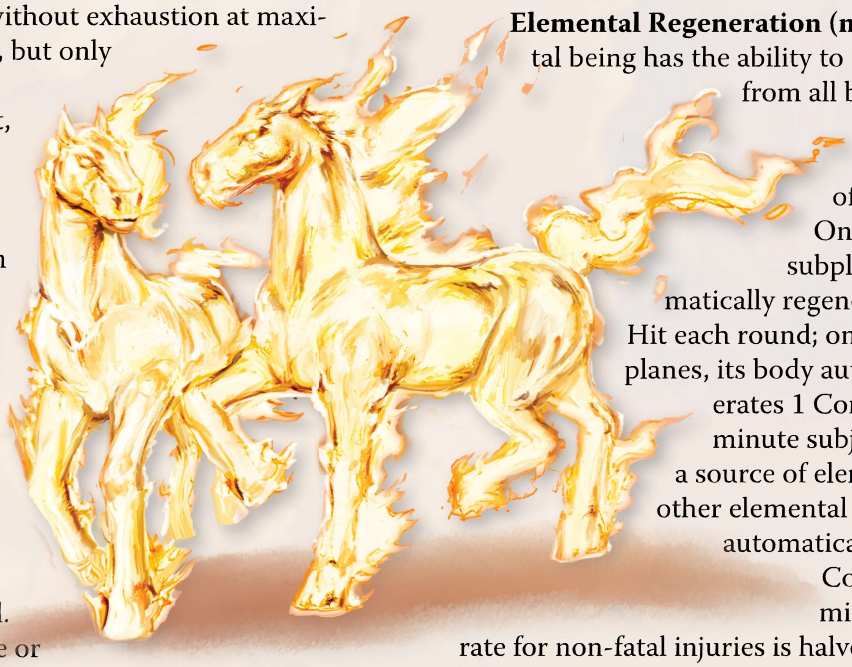
Immunity to Bleed

Immunity to Stun

Lesser Elemental Immunity (Fire): The Elemental being is immune to all mundane fire-based attacks and heat-related environmental effects (high temperatures, lava, etc.).

Limited Elemental Movement (Fire): The Elemental mount can move without exhaustion at maximum pace on land, but only during daylight. If there is no daylight, it cannot move. It may move at Base Movement Rate without exhaustion over water (it levitates at 1' above the surface).

Elemental Portage: Those with this ability are able to carry triple normal weight allowed for each Encumbrance level. In addition, anyone or anything carried by the Elemental mount is protected by its Elemental Immunity against mundane effects but not magical attacks.



Elemental Regeneration (minor): The Elemental being has the ability to regenerate damage from all but instantly fatal wounds, by drawing in elemental mana of the correct subtype. On its own elemental subplane, its body automatically regenerates 1 Concussion Hit each round; on other non-elemental planes, its body automatically regenerates 1 Concussion Hit each minute subject to there being a source of elemental mana; on other elemental subplanes, its body automatically regenerates 1 Concussion Hit each minute. Its recovery rate for non-fatal injuries is halved.

Fire Elemental Steed

Level	6	DB	20
Size	Large	Hits	138
BMR Type	Quadruped	Init	13
BMR	37	Stam	65
# Enc	1 (summoned), 1-10 (on home plane)	Will	36
Outlook	Protective	Magic	36
Treasure	- - -	Build	Monster

DB Breakdown: (20 stats)

Attacks:

Bites	42
Hoof	42
Overrun	42

Skills:
Climbing (1) 22, Flying (4) 29, Running (40) 66, Perception (8) 46, Resistance: Magic (5) 36, Resistance: Stamina (5) 65, Resistance: Will (5) 36, Survival (4) 34, Endurance (10) 138, Jumping (1) 22

Languages:
Elemental (S6) 34, Other Language (S4) 24

Talents:
Large, Lesser Elemental Immunity (Fire), Elemental Portage, Elemental Regeneration (minor), Limited Elemental Movement (Fire), Elemental Sustenance (Fire), Planar Immunity (Fire), Blazing Speed, Immunity to Stun, Immunity to Bleed

Fire Elemental Destriers

Level	9	DB	40
Size	Large	Hits	148
BMR Type	Quadruped	Init	13
BMR	41	Stam	90
# Enc	1 (summoned), 1-2 + 1-10 Steeds (on home plane)	Will	61
Outlook	Protective	Magic	61
Treasure	- - -	Build	Monster

DB Breakdown: (20 stats, 20 Instinctive Defense)

Attacks:

Bites	77
Hoof	67
Overrun	67

Skills:
Climbing (5) 42, Flying (10) 59, Running (20) 96, Perception (10) 56, Resistance Magic (10) 61, Resistance Stamina (10) 90, Resistance Will (10) 61, Survival (10) 64, Endurance (15) 148, Jumping (5) 42

Languages:
Elemental (S6) 34, Other Language (S4) 24

Talents:
Large, Lesser Elemental Immunity (Fire), Elemental Portage, Elemental Regeneration (minor), Limited Elemental Movement (Fire), Elemental Sustenance (Fire), Planar Immunity (Fire), Elemental Strike (Class II, Fire), Instinctive Defense, Blazing Speed, Immunity to Bleed, Immunity to Stun

Elemental Sustenance (Fire): This Elemental creature receives all its nourishment simply by imbibing the emanations of Fire elemental essence.

Planar Immunity (Fire): This Elemental creature is immune to Fire-based elemental poisoning.

Destrier only:

Elemental Strike (Fire): A Fire Elemental can use its elemental nature to empower unarmed melee attacks with an additional critical (same roll as melee attack). These are resolved on the Heat Critical Table with the attack size given by the Elemental's Class: Class I (Tiny), Class II (Small), Class III (Medium), Class IV (Large), and Class V+ (Huge).

Water Elemental Steeds and Destriers

Water Elemental Steed

Level	6	DB	20
Size	Large	Hits	138
BMR Type	Swim as Quad	Init	13
BMR	37	Stam	65
# Enc	1 (summoned), 1-10 (on home plane)	Will	36
Outlook	Protective	Magic	36
Treasure	- - -	Build	Monster

DB Breakdown: (20 stats)

Attacks:

Bites	42
Hoof	42
Overrun	42

Skills:
Perception (8) 46, Resistance: Magic (5) 36, Resistance: Stamina (5) 65, Resistance: Will (5) 36, Survival (4) 34, Endurance (10) 138, Swimming (10) 77

Languages:
Elemental (S6) 34 Other Language (S4) 24

Talents:
Large, Lesser Elemental Immunity (Water), Elemental Portage, Elemental Regeneration (minor), Limited Elemental Movement (Water), Elemental Sustenance (Water), Planar Immunity (Water), Blazing Speed, Immunity to Stun, Immunity to Bleed

Description

Water Elemental Steeds and Water Elemental Destriers are elemental spirits which have taken the form of a large horse. Destriers are larger than Steeds. The color is typically blue. Despite being formed of elemental Water, the steed's form is capable of bearing a rider.

Abilities and Combat

Immunity to Bleed

Immunity to Stun

Lesser Elemental Immunity (Water): The Elemental being is immune to all mundane water-based attacks and water-related environmental effects (drowning, cold , etc.)

Water Elemental Destriers

Level	9	DB	40
Size	Large	Hits	150
BMR Type	Swim as Quad	Init	13
BMR	37	Stam	90
# Enc	1 (summoned), 1-2 + 1-10 Steeds (on home plane)	Will	61
Outlook	Protective	Magic	61
Treasure	- - -	Build	Monster

DB Breakdown: (20 stats, 20 Instinctive Defense)

Attacks:

Bites	77
Hoof	67
Overrun	67

Skills:
Running (15) 76, Perception (14) 64, Resistance Magic (10) 61, Resistance Stamina (10) 90, Resistance Will (10) 61, Survival (10) 64, Endurance (16) 150, Swimming (20) 97

Languages:
Elemental (S6) 34, Other Language (S4) 24

Talents:
Large, Lesser Elemental Immunity (Water), Elemental Portage, Elemental Regeneration (minor), Limited Elemental Movement (Water), Elemental Sustenance (Water), Planar Immunity (Water), Elemental Strike (Class II, Water), Instinctive Defense, Blazing Speed, Immunity to Bleed, Immunity to Stun

Limited Elemental Movement (Water): The Elemental mount can swim without exhaustion at maximum pace on or below water. It can never cross dry land but may cross ice.

Elemental Portage: Those with this ability are able to carry triple normal weight allowed for each Encumbrance level. In addition, anyone or anything carried by the Elemental mount is protected by its Elemental Immunity against mundane effects but not magical attacks.

Elemental Regeneration (minor): The Elemental being has the ability to regenerate damage from all but instantly fatal wounds, by drawing in elemental mana of the correct subtype. On its own elemental subplane, its body automatically regenerates 1 Concussion Hit each round; on other non-elemental planes, its body automatically regenerates 1 Concussion Hit each minute subject to there being a source of elemental mana; on other elemental subplanes, its body automatically regenerates 1 Concussion Hit each minute. Its recovery rate for non-fatal injuries is halved.

Elemental Sustenance (Water): This Elemental creature receives all its nourishment simply by imbibing the emanations of Water elemental essence.

Planar Immunity (Water): This Elemental being is immune to Water based elemental poisoning.

Destrier only:

Elemental Strike (Water): A Water Elemental can use its elemental nature to empower unarmed melee attacks with an additional critical (same roll as melee attack). These are resolved on the Cold Critical Table with the attack size given by the Elemental's Class: Class I (Tiny), Class II (Small), Class III (Medium), Class IV (Large), and Class V+ (Huge).

Lifestyle

Elemental Steeds and Destriers are the least powerful of the mounts of the True Elementals. They are either held in the stables of the palaces and residences of the True Elementals or roam their native subplanes in herds led by more powerful Elemental Destriers.



Background

Elemental Steeds and Elemental Destriers are comparable to Minor and Lesser Elementals respectively in terms of abilities, but are spirits of essentially animal intelligence. They possess extreme loyalty to their rider and they can understand spoken commands. It is believed that they were deliberately created and shaped by the Elemental Lords to be mounts.

Adventure Notes

Elemental Steeds and Elemental Destriers are normally encountered on their home subplane, generally in service as mounts to True Elementals. Steeds not in service will be in "wild" herds roaming the wilder areas of their native subplane. In the "wild", the more belligerent Destriers will lead and defend the herds. If encountered on the Mortal Plane, it will be as mounts of less powerful True Elementals (usually Minor or Lesser for Steeds, Lesser or Greater for Destriers) or as a result of a summoning. They do not travel to other (sub)planes of their own accord.



Elemental Hunters

Air Elemental Hunters

Air Elemental Hunter (Class I)			
Level	10	DB	68
Size	Medium	Hits	94
BMR Type	Biped, Fly	Init	16
BMR	12	Stam	64
# Enc	1 (summoned), 1-5 (on home plane)	Will	64
Outlook	Protective	Magic	74
Treasure	N - P	Build	Hunter

DB Breakdown: (18 stats, 50 Chi Defense)

Attacks:

Ranged Elemental Strike	61
Martial Arts Strike	61
Missile Weapon	61

Skills:
Climbing (2) 21, Flying (10) 61, Running (3) 26, Chi Defense (10) 59, Lore #1 (5) 41, Lore #2 (5) 41, Perception (10) 69, Resistance: Magic (10) 74, Resistance: Stamina (10) 64, Resistance Will (10) 64, Foraging/Survival (10) 95, Navigation (5) 50, Riding (5) 36, Tracking (5) 44, Endurance (15) 94, Jumping (2) 21, Swimming (3) 26, Ambush (5) 36, Sniping (4) 31, Stalking & Hiding (5) 36

Languages:
Elemental (S6/W5) 45/40, Other Language (S4/W3) 35/30

Talents:
Elemental Immunity (Class I, Air), Elemental Regeneration (major), Elemental Strike (Class I, Air), Elemental Sustenance (Air), Planar Immunity (Air), Ranged Elemental Strike (Class I, Air), Elemental Movement (Class I, Air), Immunity to Stun, Immunity to Bleed, Master Tracker

Description

An Air Elemental Hunter is a creature composed of elemental Air. In form, it appears as either a miniature whirlwind column (6' to 7' tall) when at rest or as a vaguely humanoid form with arms, legs and wings extruded as necessary from its central column when in motion.

Abilities and Combat

Immunity to Bleed

Immunity to Stun

Elemental Immunity (Air): The Elemental being is immune to all mundane air-based attacks and air-related environmental effects (poison gases, low or

Air Elemental Hunter (Class II)

Level	15	DB	78
Size	Medium	Hits	104
BMR Type	Biped, Fly	Init	16
BMR	12	Stam	74
# Enc	1 (summoned), 1-5 (on home plane)	Will	74
Outlook	Protective	Magic	84
Treasure	R - P	Build	Hunter

DB Breakdown: (18 stats, 60 Chi Defense)

Attacks:

Ranged Elemental Strike	71
Martial Arts Strike	71
Missile Weapon	71
Melee Weapon	36

Skills:
Climbing (5) 36, Flying (15) 71, Running (5) 36, Chi Defense (15) 69, Lore #1 (5) 41, Lore #2 (5) 41, Perception (15) 79, Resistance: Magic (15) 84, Resistance: Stamina (15) 74, Resistance Will (15) 74, Foraging/Survival (10) 95, Navigation (8) 65, Riding (8) 51, Tracking (10) 79, Endurance (20) 104, Jumping (5) 36, Swimming (5) 36, Ambush (10) 61, Locks & Traps (5) 41, Sniping (10) 61, Stalking & Hiding (10) 61

Languages:
Elemental (S6/W5) 45/40, Other Language (S4/W3) 35/30

Talents:
Elemental Immunity (Class II, Air), Elemental Regeneration (major), Elemental Strike (Class II, Air), Elemental Sustenance (Air), Planar Immunity (Air), Ranged Elemental Strike (Class II, Air), Elemental Movement (Class II, Air), Immunity to Stun, Immunity to Bleed, Master Tracker

Air Elemental Hunter (Class III)

Level	20	DB	78
Size	Medium	Hits	109
BMR Type	Biped, Fly	Init	16
BMR	12	Stam	84
# Enc	1 (summoned), 1-5 (on home plane)	Will	84
Outlook	Protective	Magic	94
Treasure	R2 - N	Build	Hunter/Ranger

DB Breakdown: (18 stats, 60 Chi Defense)

Attacks:

Ranged Elemental Strike	81
Martial Arts Strike	81
Missile Weapon	81
Melee Weapon	61

Skills:
Climbing (5) 36, Flying (15) 71, Running (5) 36, Chi Defense (15) 69, Lore #1 (5) 41, Lore #2 (5) 41, Perception (20) 89, Resistance: Magic (20) 94, Resistance: Stamina (20) 84, Resistance Will (20) 84, Power Point Development (5) 64, Foraging/Survival (10) 95, Navigation (10) 75, Riding (8) 51, Tracking (10) 79, Endurance (25) 109, Jumping (5) 36, Swimming (5) 36, Ambush (10) 61, Locks & Traps (5) 41, Sniping (10) 61, Stalking & Hiding (10) 61

Spells:
Universal: Minor Healing (5) 35, Study Target (5) 35

Ranger: Haste (10) 59, Nature's Tongues (10) 59, Path Lore (10) 59

Languages:
Elemental (S6/W5) 45/40, Other Language (S4/W3) 35/30, Other Language (S2) 25

Talents:
Elemental Immunity (Class III, Air), Elemental Regeneration (major), Elemental Strike (Class III, Air), Elemental Sustenance (Air), Planar Immunity (Air), Ranged Elemental Strike (Class III, Air), Elemental Movement (Class III, Air), Additional Profession (Ranger), Immunity to Bleed, Immunity to Stun, Master Tracker

high atmospheric pressure, etc) and reduces magical attacks that deliver Electrical criticals by one size per Elemental Class. If critical size is reduced below Tiny, then the being is unaffected by the Electrical critical.

Elemental Movement (Air): The Elemental Hunter can fly without exhaustion. The maximum Pace for exhaustion-free movement is limited by Class (I: Walk, II: Run, III: Fast Run, IV: Sprint, V: Dash) . All other movement incurs exhaustion as normal.

Elemental Regeneration (major): The Elemental being has the ability to regenerate damage from all but instantly fatal wounds, by drawing in elemental mana of the correct subtype. On its own elemental subplane, its body automatically regenerates 2 Concussion Hits each round; on other non-elemental planes, its body automatically regenerates 2 Concussion Hits each minute subject to there being a source of elemental mana; on other elemental subplanes, its body automatically regenerates 2 Concussion Hits each minute. Its recovery rate for non-fatal injuries is halved.

Elemental Strike (Air): An Air Elemental can use its elemental nature to empower unarmed melee attacks with an additional critical (same roll as melee attack). These are resolved on the Electrical Critical Table with the attack size given by the Elemental's Class: Class I (Tiny), Class II (Small), Class III (Medium), Class IV (Large), and Class V+ (Huge).

Air Elemental Hunter (Class IV)

Level	30	DB	93
Size	Medium	Hits	114
BMR Type	Biped, Fly	Init	16
BMR	12	Stam	94
# Enc	1 (summoned), 1-5 (on home plane)	Will	94
Outlook	Aloof	Magic	104
Treasure	R3NR	Build	Hunter/Ranger

DB Breakdown: (18 stats, 75 Chi Defense)

Attacks:

Ranged Elemental Strike	91
Martial Arts Strike	91
Missile Weapon	91
Melee Weapon	81

Skills:
Climbing (10) 61, Flying (20) 81, Running (10) 61, Chi Defense (25) 84, Healing (5) 40, Lore #1 (10) 66, Lore #2 (10) 66, Perception (30) 99, Resistance: Magic (30) 104, Resistance: Stamina (30) 94, Resistance Will (30) 94, Power Point Development (20) 109, Foraging/Survival (17) 109, Navigation (15) 85, Riding (15) 71, Tracking (15) 89, Endurance (30) 114, Jumping (10) 61, Swimming (10) 61, Ambush (15) 71, Locks & Traps (10) 66, Sniping (15) 71, Stalking & Hiding (15) 71

Spells:
Universal: Minor Healing (5) 35, Study Target (6) 40

Ranger: Find Shelter (8) 49, Haste (10) 59, Natural Trap (16) 71, Nature's Tongues (10) 59, Path Lore (15) 69, Traceless Passing (10) 59
Languages:
Elemental (S6/W5) 45/40, Other Language (S4/W3) 35/30, Other Language (S2) 25

Other Skills:

8 favored category ranks

Talents:
Elemental Immunity (Class IV, Air), Elemental Regeneration (major), Elemental Strike (Class IV, Air), Elemental Sustenance (Air), Planar Immunity (Air), Ranged Elemental Strike (Class IV, Air), Elemental Movement (Class IV, Air), Additional Profession (Ranger), Immunity to Bleed, Immunity to Stun

Air Elemental Hunter (Class V)

Level	50	DB	108
Size	Medium	Hits	124
BMR Type	Biped, Fly	Init	16
BMR	12	Stam	114
# Enc	1 (summoned), 1 + entourage of 1-5 other elementals (on home plane)	Will	114
Outlook	Aloof	Magic	124
Treasure	R4RR2	Build	Hunter/Ranger

DB Breakdown: (18 stats, 90 Chi Defense)

Attacks:

Ranged Elemental Strike	101
Martial Arts Strike	101
Missile Weapon	101
Melee Weapon	91

Skills:
Climbing (20) 81, Flying (30) 91, Running (20) 81, Chi Defense (40) 99, Healing (20) 85, Lore #1 (20) 86, Lore #2 (20) 86, Perception (50) 119, Resistance: Magic (50) 124, Resistance: Stamina (50) 114, Resistance Will (50) 114, Power Point Development (50) 139, Foraging/Survival (30) 125, Navigation (20) 105, Riding (25) 86, Tracking (30) 119, Endurance (40) 124, Jumping (20) 81, Swimming (20) 81, Ambush (30) 91, Locks & Traps (20) 86, Sniping (30) 91, Stalking & Hiding (30) 91

Spells:
Universal: Minor Healing (10) 60, Study Target (6) 40

Ranger: Find Shelter (8) 69, Haste (30) 109, Locate Food (8) 69, Natural Trap (28) 107, Nature's Tongues (10) 79, Path Lore (20) 89, Traceless Passing (10) 79, Tree Merge (10) 79
Languages:
Elemental (S6/W5) 45/40, Other Language (S6/W5) 45/40, Other Language #2 (S5/W5) 40/40

Other Skills:

35 favored category ranks

Talents:
Elemental Immunity (Class V, Air), Elemental Regeneration (major), Elemental Strike (Class V, Air), Elemental Sustenance (Air), Planar Immunity (Air), Ranged Elemental Strike (Class V, Air), Elemental Movement (Class V, Air), Additional Profession (Ranger), Immunity to Bleed, Immunity to Stun, Focused Eloquence (Greater, Ranger)

Elemental Sustenance (Air): This Elemental being receives all its nourishment simply by imbibing the emanations of Air elemental essence.

Ranged Elemental Strike (Air): The Elemental can use its elemental energy to throw darts of energy at foes. These thrown attacks are resolved on the Electrical Critical Table with the attack size given by the Elemental's Class: Class I (Tiny), Class II (Small), Class III (Medium), Class IV (Large), and Class V+ (Huge). Each dart costs the Elemental one concussion hit; the Elemental may throw up to as many darts as its Class per round. The normal range is 50' - range can be increased in increments of 50' per extra concussion hit.

Planar Immunity (Air): This Elemental being is immune to Air-based elemental poisoning.

Earth Elemental Hunters

Earth Elemental Hunter (Class 1)			
Level	10	DB	54
Size	Medium	Hits	107
BMR Type	Biped	Init	6
BMR	12	Stam	78
# Enc	1 (summoned), 1-5 (on home plane)	Will	76
Outlook	Protective	Magic	68
Treasure	N - P	Build	Humter

DB Breakdown: (4 stats, 50 Chi Defense)

Attacks:

Ranged Elemental Strike	62
Martial Arts Strike	62
Missile Weapon	62

Skills:
Climbing (4) 32, Running (10) 62, Chi Defense (10) 62, Lore #1 (5) 33, Lore #2 (5) 33, Perception (10) 72, Resistance: Magic (10) 68, Resistance: Stamina (10) 78, Resistance Will (10) 76, Foraging/Survival (10) 88, Navigation (5) 43, Riding (5) 36, Tracking (5) 47, Endurance (15) 107, Jumping (4) 32, Swimming (2) 22, Ambush (5) 36, Sniping (4) 31, Stalking & Hiding (5) 36

Languages:
Elemental (S6/W5) 38/33, Other Language (S4/W3) 28/23

Talents:
Elemental Immunity (Class I, Earth), Elemental Regeneration (major), Elemental Strike (Class I, Earth), Elemental Sustenance (Earth), Planar Immunity (Earth), Ranged Elemental Strike (Class I, Earth), Elemental Movement (Class I, Earth), Immunity to Stun, Immunity to Bleed, Master Tracker

Description

An Earth Elemental Hunter is a creature composed of elemental Earth. In form, it appears as either a column of rough stones and clays (6' to 7' tall) when at rest or as a vaguely humanoid form with arm and legs of "living rock" extruded as necessary from its central column when in motion.

Abilities and Combat

Immunity to Bleed

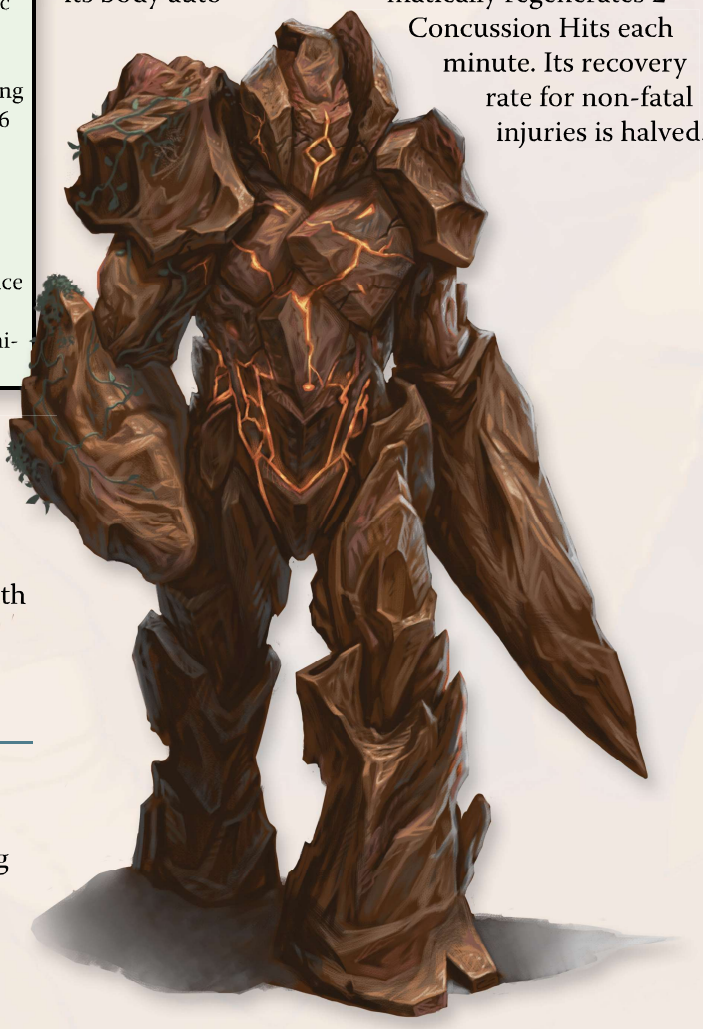
Immunity to Stun

Elemental Immunity (Earth): The Elemental being is immune to all mundane earth-based attacks and earth-related environmental effects and reduces magical attacks that deliver Impact criticals by one size per Elemental Type. If critical size is reduced below Tiny, then the being is unaffected by the Impact critical.

Elemental Movement (Earth): The Elemental Hunter can move without exhaustion on any solid surface (not water) and can phase through material at a percentage of Base Movement Rate.

The maximum Pace for exhaustion-free movement and percentage of Base Movement Rate for phasing is limited by Class (I: Walk 20%, II: Run 40%, III: Fast Run 60%, IV: Sprint 80%, V: Dash 100%) . All other movement incurs exhaustion as normal.

Elemental Regeneration (major): The Elemental being has the ability to regenerate damage from all but instantly fatal wounds, by drawing in elemental mana of the correct subtype. On its own elemental subplane, its body automatically regenerates 2 Concussion Hits each round; on other non-elemental planes, its body automatically regenerates 2 Concussion Hits each minute subject to there being a source of elemental mana; on other elemental subplanes, its body automatically regenerates 2 Concussion Hits each minute. Its recovery rate for non-fatal injuries is halved.



Earth Elemental Hunter (Class II)

Level	15	DB	64
Size	Medium	Hits	117
BMR Type	Biped	Init	6
BMR	12	Stam	88
# Enc	1 (summoned), 1-5 (on home plane)	Will	86
Outlook	Protective	Magic	78
Treasure	R - P	Build	Hunter

DB Breakdown: (4 stats, 60 Chi Defense)

Attacks:

Ranged Elemental Strike	72
Martial Arts Strike	72
Missile Weapon	72
Melee weapon	37

Skills:
Climbing (8) 52, Running (15) 72, Chi Defense (15) 72, Lore #1 (5) 33, Lore #2 (5) 33, Perception (15) 82, Resistance: Magic (15) 78, Resistance: Stamina (15) 88, Resistance Will (15) 86, Foraging/Survival (10) 88, Navigation (8) 58, Riding (8) 51, Tracking (10) 82, Endurance (20) 117, Jumping (7) 47, Swimming (5) 37, Ambush (10) 61, Locks & Traps (5) 32, Sniping (10) 61, Stalking & Hiding (10) 61

Languages:
Elemental (S6/W5) 38/33, Other Language (S4/W3) 28/23

Talents:
Elemental Immunity (Class II, Earth), Elemental Regeneration (major), Elemental Strike (Class II, Earth), Elemental Sustenance (Earth), Planar Immunity (Earth), Ranged Elemental Strike (Class II, Earth), Elemental Movement (Class II, Earth), Immunity to Stun, Immunity to Bleed, Master Tracker

Earth Elemental Hunter (Class III)

Level	20	DB	64
Size	Medium	Hits	122
BMR Type	Biped	Init	6
BMR	12	Stam	98
# Enc	1 (summoned), 1-5 (on home plane)	Will	96
Outlook	Protective	Magic	88
Treasure	R2 - N	Build	Hunter

DB Breakdown: (4 stats, 60 Chi Defense)

Attacks:

Ranged Elemental Strike	82
Martial Arts Strike	82
Missile Weapon	82
Melee weapon	62

Skills:
Climbing (8) 51, Running (15) 72, Chi Defense (15) 72, Lore #1 (5) 33, Lore #2 (5) 33, Perception (20) 92, Resistance: Magic (20) 88, Resistance: Stamina (20) 98, Resistance Will (20) 96, Power Point Development (5) 67, Foraging/Survival (10) 88, Navigation (10) 68, Riding (8) 51, Tracking (10) 82, Endurance (25) 122, Jumping (7) 47, Swimming (5) 37, Ambush (10) 61, Locks & Traps (5) 32, Sniping (10) 61, Stalking & Hiding (10) 61

Spells:
Universal: Minor Healing (5) 37, Study Target (5) 37

Ranger: Haste (10) 62, Nature's Tongues (10) 62, Path Lore (10) 62

Languages:
Elemental (S6/W5) 38/33, Other Language (S4/W3) 28/23, Other Language (S2) 18

Talents:
Elemental Immunity (Class III, Earth), Elemental Regeneration (major), Elemental Strike (Class III, Earth), Elemental Sustenance (Earth), Planar Immunity (Earth), Ranged Elemental Strike (Class III, Earth), Elemental Movement (Class III, Earth), Additional Profession (Ranger), Immunity to Bleed, Immunity to Stun, Master Tracker

Elemental Strike (Earth): An Earth Elemental can use its elemental nature to empower unarmed melee attacks with an additional critical (same roll as melee attack). These are resolved on the Impact Critical Table with the attack size given by the Elemental's Class: Class I (Tiny), Class II (Small), Class III (Medium), Class IV (Large), and Class V+ (Huge).

Elemental Sustenance (Earth): This Elemental being receives all its nourishment simply by imbibing the emanations of Earth elemental essence.

Ranged Elemental Strike (Earth): The Elemental can use its elemental energy to throw darts of energy at foes. These thrown attacks are resolved on the Impact Critical Table with the attack size given by the Elemental's Class: Class I (Tiny), Class II (Small), Class III (Medium), Class IV (Large), and Class V+ (Huge). Each dart costs the Elemental one concussion hit; the Elemental may throw up to as many darts as its Class per round. The normal range is 50' - range can be increased in increments of 50' per extra concussion hit.

Planar Immunity (Earth): This Elemental being is immune to Earth-based elemental poisoning.

Earth Elemental Hunter (Class IV)

Level	30	DB	79
Size	Medium	Hits	127
BMR Type	Biped	Init	6
BMR	12	Stam	108
# Enc	1 (summoned), 1 + entourage of 1-5 other elementals (on home plane)	Will	106
Outlook	Aloof	Magic	98
Treasure	R3NR	Build	Hunter/Ranger

DB Breakdown: (4 stats, 75 Chi Defense)

Attacks:

Ranged Elemental Strike	92
Martial Arts Strike	92
Missile Weapon	92
Melee weapon	82

Skills:
Climbing (15) 72, Running (20) 82, Chi Defense (25) 87, Healing (5) 33, Lore #1 (10) 58, Lore #2 (10) 58, Perception (30) 102, Resistance: Magic (30) 98, Resistance: Stamina (30) 108, Resistance Will (30) 106, Power Point Development (20) 112, Foraging/Survival (17) 102, Navigation (15) 78, Riding (15) 71, Tracking (15) 92, Endurance (30) 127, Jumping (15) 72, Swimming (10) 62, Ambush (15) 71, Locks & Traps (10) 57, Sniping (15) 71, Stalking & Hiding (15) 71

Spells:
Universal: Minor Healing (5) 37, Study Target (6) 42

Ranger: Find Shelter (8) 52, Haste (10) 62, Natural Trap (16) 74, Nature's Tongues (10) 62, Path Lore (15) 72, Traceless Passing (10) 62

Languages:
Elemental (S6/W5) 38/33, Other Language (S4/W3) 28/23, Other Language #2 (S2) 28

Other Skills:

8 favored category ranks

Talents:
Elemental Immunity (Class IV, Earth), Elemental Regeneration (major), Elemental Strike (Class IV, Earth), Elemental Sustenance (Earth), Planar Immunity (Earth), Ranged Elemental Strike (Class IV, Earth), Elemental Movement (Class IV, Earth), Additional Profession (Ranger), Immunity to Bleed, Immunity to Stun

Earth Elemental Hunter (Class V)

Level	50	DB	94
Size	Medium	Hits	137
BMR Type	Biped	Init	6
BMR	12	Stam	128
# Enc	1 (summoned), 1 + entourage of 1-5 other elementals (on home plane)	Will	126
Outlook	Aloof	Magic	118
Treasure	R4RR2	Build	Hunter/Ranger

DB Breakdown: (4 stats, 90 Chi Defense)

Attacks:

Ranged Elemental Strike	102
Martial Arts Strike	102
Missile Weapon	102
Melee weapon	92

Skills:
Climbing (30) 92, Running (30) 92, Chi Defense (40) 102, Healing (20) 78, Lore #1 (20) 78, Lore #2 (20) 78, Perception (50) 122, Resistance: Magic (50) 118, Resistance: Stamina (50) 128, Resistance Will (50) 126, Power Point Development (50) 142, Foraging/Survival (30) 118, Navigation (20) 98, Riding (25) 86, Tracking (30) 122, Endurance (40) 137, Jumping (30) 92, Swimming (20) 82, Ambush (30) 91, Locks & Traps (20) 77, Sniping (30) 91, Stalking & Hiding (30) 91

Spells:
Universal: Minor Healing (10) 61, Study Target (6) 42

Ranger: Find Shelter (8) 72, Haste (30) 112, Locate Food (8) 72, Natural Trap (28) 110, Nature's Tongues (10) 82, Path Lore (20) 92, Traceless Passing (10) 82, Tree Merge (10) 82

Languages:
Elemental (S6/W5) 38/33, Other Language (S6/W5) 38/33, Other Language #2 (S5/W5) 33/33

Other Skills:

35 favored category ranks

Talents:
Elemental Immunity (Class V, Earth), Elemental Regeneration (major), Elemental Strike (Class V, Earth), Elemental Sustenance (Earth), Planar Immunity (Earth), Ranged Elemental Strike (Class V, Earth), Elemental Movement (Class V, Earth), Additional Profession (Ranger), Immunity to Bleed, Immunity to Stun, Focused Eloquence (Greater, Ranger)

Fire Elemental Hunters

Fire Elemental Hunter (Class I)			
Level	10	DB	68
Size	Medium	Hits	94
BMR Type	Biped, Fly	Init	14
BMR	12	Stam	64
# Enc	1 (summoned), 1-5 (on home plane)	Will	64
Outlook	Protective	Magic	70
Treasure	N - P	Build	Hunter

DB Breakdown: (18 stats, 50 Chi Defense)

Attacks:

Ranged Elemental Strike	63
Martial Arts Strike	63
Missile Weapon	63

Skills:
Climbing (2) 23, Flying (3) 26, Running (10) 61, Chi Defense (10) 57, Lore #1 (5) 29, Lore #2 (5) 29, Perception (10) 67, Resistance: Magic (10) 70, Resistance: Stamina (10) 64, Resistance Will (10) 64, Foraging/Survival (10) 87, Navigation (5) 42, Riding (5) 37, Tracking (5) 42, Endurance (15) 94, Jumping (2) 23, Swimming (2) 23, Ambush (5) 36, Sniping (4) 31, Stalking & Hiding (5) 36

Languages:
Languages: Elemental (S6/W5) 37/32,
Other Language (S4/W3) 27/22

Talents:
Elemental Immunity (Class I, Fire), Elemental Regeneration (major), Elemental Strike (Class I, Fire), Elemental Sustenance (Fire), Planar Immunity (Fire), Ranged Elemental Strike (Class I, Fire), Elemental Movement (Class I, Fire), Immunity to Stun, Immunity to Bleed, Master Tracker



Description

A Fire Elemental Hunter is a creature composed of elemental Fire. In form, it appears as either a miniature pillar of flame (6' to 7' tall) when at rest or as a vaguely humanoid form with arms and legs extruded as necessary from its central column when in motion.

Abilities and Combat

Immunity to Bleed

Immunity to Stun

Elemental Immunity (Fire): The Elemental being is immune to all mundane fire-based attacks and heat-related environmental effects (high temperatures, lava, etc.) and reduces magical attacks that deliver Heat criticals by one size per Elemental Class. If critical size is reduced below Tiny, then the being is unaffected by the Heat critical.

Elemental Movement (Fire): The Elemental Hunter can move without exhaustion on land and at half-Base Movement Rate 1' above water, but only during daylight.The maximum Pace for exhaustion-free movement is limited by Class (I: Walk, II: Run, III: Fast Run, IV: Sprint, V: Dash). If there is no daylight, movement incurs exhaustion as normal. All other movement forms incur exhaustion as normal.

Elemental Regeneration (major): The Elemental being has the ability to regenerate damage from all but instantly fatal wounds, by drawing in elemental mana of the correct subtype. On its own elemental subplane, its body automatically regenerates 2 Concussion Hits each round; on other non-elemental planes, its body automatically regenerates 2 Concussion Hits each minute subject to there being a source

Fire Elemental Hunter (Class II)

Level	15	DB	78
Size	Medium	Hits	104
BMR Type	Biped, Fly	Init	14
BMR	12	Stam	74
# Enc	1 (summoned), 1-5 (on home plane)	Will	74
Outlook	Protective	Magic	80
Treasure	R - P	Build	Hunter

DB Breakdown: (18 stats, 60 Chi Defense)

Attacks:

Ranged Elemental Strike	73
Martial Arts Strike	73
Missile Weapon	73
Melee Weapon	38

Skills:
Climbing (5) 38, Flying (5) 36, Running (15) 71, Chi Defense (15) 67, Lore #1 (5) 29, Lore #2 (5) 29, Perception (15) 77, Resistance: Magic (15) 80, Resistance: Stamina (15) 74, Resistance Will (15) 74, Foraging/Survival (10) 87, Navigation (8) 57, Riding (8) 51, Tracking (10) 77, Endurance (20) 104, Jumping (5) 38, Swimming (5) 38, Ambush (10) 61, Locks & Traps (5) 39, Sniping (10) 61, Stalking & Hiding (10) 61

Languages:
Elemental (S6/W5) 37/32, Other Language (S4/W3) 27/22

Talents:
Elemental Immunity (Class II, Fire), Elemental Regeneration (major), Elemental Strike (Class II, Fire), Elemental Sustenance (Fire), Planar Immunity (Fire), Ranged Elemental Strike (Class II, Fire), Elemental Movement (Class II, Fire), Immunity to Stun, Immunity to Bleed, Master Tracker

Fire Elemental Hunter (Class III)

Level	20	DB	78
Size	Medium	Hits	109
BMR Type	Biped, Fly	Init	14
BMR	12	Stam	84
# Enc	1 (summoned), 1-5 (on home plane)	Will	84
Outlook	Protective	Magic	90
Treasure	R2 - N	Build	Hunter/Ranger

DB Breakdown: (18 stats, 60 Chi Defense)

Attacks:

Ranged Elemental Strike	83
Martial Arts Strike	83
Missile Weapon	83
Melee Weapon	63

Skills:
Climbing (5) 38, Flying (5) 36, Running (15) 71, Chi Defense (15) 67, Lore #1 (5) 29, Lore #2 (5) 29, Perception (20) 87, Resistance: Magic (20) 90, Resistance: Stamina (20) 84, Resistance Will (20) 84, Power Point Development (5) 62, Foraging/Survival (10) 87, Navigation (10) 67, Riding (8) 51, Tracking (10) 77, Endurance (25) 109, Jumping (5) 38, Swimming (5) 38, Ambush (10) 61, Locks & Traps (5) 39, Sniping (10) 61, Stalking & Hiding (10) 61

Spells:
Universal: Minor Healing (5) 29, Study Target (5) 29
Ranger: Haste (10) 57, Nature's Tongues (10) 57, Path Lore (10) 57

Languages:
Elemental (S6/W5) 37/32, Other Language (S4/W3) 27/22, Other Language (S2) 17

Talents:
Elemental Immunity (Class III, Fire), Elemental Regeneration (major), Elemental Strike (Class III, Fire), Elemental Sustenance (Fire), Planar Immunity (Fire), Ranged Elemental Strike (Class III, Fire), Elemental Movement (Class III, Fire), Additional Profession (Ranger), Immunity to Bleed, Immunity to Stun, Master Tracker

of elemental mana; on other elemental subplanes, its body automatically regenerates 2 Concussion Hits each minute. Its recovery rate for non-fatal injuries is halved.

Elemental Strike (Fire): A Fire Elemental can use its elemental nature to empower unarmed melee attacks with an additional critical (same roll as melee attack). These are resolved on the Heat Critical Table with the attack size given by the Elemental's Class: Class I (Tiny), Class II (Small), Class III (Medium), Class IV (Large), and Class V+ (Huge).

Elemental Sustenance (Fire): This Elemental being receives all its nourishment simply by imbibing the emanations of Fire elemental essence.

Ranged Elemental Strike (Fire): The Elemental can use its elemental energy to throw darts of energy at foes. These thrown attacks are resolved on the Heat Critical Table with the attack size given by the Elemental's Class: Class I (Tiny), Class II (Small), Class III (Medium), Class IV (Large), and Class V+ (Huge). Each dart costs the Elemental one concussion hit; the Elemental may throw up to as many darts as its Class per round. The normal range is 50' - range can be increased in increments of 50' per extra concussion hit.

Planar Immunity (Fire): This Elemental being is immune to Fire-based elemental poisoning.

Fire Elemental Hunter (Class IV)

Level	30	DB	93
Size	Medium	Hits	114
BMR Type	Biped, Fly	Init	14
BMR	12	Stam	94
# Enc	1 (summoned), 1 + entourage of 1-5 other elementals (on home plane)	Will	94
Outlook	Aloof	Magic	100
Treasure	R3NR	Build	Hunter/Ranger

DB Breakdown: (18 stats, 75 Chi Defense)

Attacks:

Ranged Elemental Strike	93
Martial Arts Strike	93
Missile Weapon	93
Melee Weapon	83

Skills:
Climbing (10) 63, Flying (10) 61, Running (20) 81, Chi Defense (25) 82, Healing (5) 32, Lore #1 (10) 54, Lore #2 (10) 54, Perception (30) 97, Resistance: Magic (30) 100, Resistance: Stamina (30) 94, Resistance Will (30) 94, Power Point Development (20) 107, Foraging/Survival (17) 101, Navigation (15) 77, Riding (15) 71, Tracking (15) 87, Endurance (30) 114, Jumping (10) 63, Swimming (10) 63, Ambush (15) 71, Locks & Traps (10) 64, Sniping (15) 71, Stalking & Hiding (15) 71

Spells:
Universal: Minor Healing (5) 29, Study Target (6) 34
Ranger: Find Shelter (8) 47, Haste (10) 57, Natural Trap (16) 69, Nature's Tongues (10) 57, Path Lore (15) 67, Traceless Passing (10) 57
Languages:
Elemental (S6/W5) 37/32, Other Language (S4/W3) 27/22, Other Language #2 (S2) 17

Other Skills:

8 favored category ranks

Talents:
Elemental Immunity (Class IV, Fire), Elemental Regeneration (major), Elemental Strike (Class IV, Fire), Elemental Sustenance (Fire), Planar Immunity (Fire), Ranged Elemental Strike (Class IV, Fire), Elemental Movement (Class IV, Fire), Additional Profession (Ranger), Immunity to Bleed, Immunity to Stun

Fire Elemental Hunter (Class V)

Level	50	DB	108
Size	Medium	Hits	124
BMR Type	Biped, Fly	Init	14
BMR	12	Stam	114
# Enc	1 (summoned), 1 + entourage of 1-5 other elementals (on home plane)	Will	114
Outlook	Aloof	Magic	120
Treasure	R4RR2	Build	Hunter/Ranger

DB Breakdown: (18 stats, 90 Chi Defense)

Attacks:

Ranged Elemental Strike	103
Martial Arts Strike	103
Missile Weapon	103
Melee Weapon	93

Skills:
Climbing (20) 83, Flying (20) 81, Running (30) 91, Chi Defense (40) 97, Healing (20) 77, Lore #1 (20) 74, Lore #2 (20) 74, Perception (50) 117, Resistance: Magic (50) 120, Resistance: Stamina (50) 114, Resistance Will (50) 114, Power Point Development (50) 137, Foraging/Survival (30) 117, Navigation (20) 97, Riding (25) 86, Tracking (30) 117, Endurance (40) 124, Jumping (20) 83, Swimming (20) 83, Ambush (30) 91, Locks & Traps (20) 84, Sniping (30) 91, Stalking & Hiding (30) 91

Spells:
Universal: Minor Healing (10) 54, Study Target (6) 34
Ranger: Find Shelter (8) 67, Haste (30) 107, Locate Food (8) 67, Natural Trap (28) 105, Nature's Tongues (10) 77, Path Lore (20) 87, Traceless Passing (10) 77, Tree Merge (10) 77
Languages:
Elemental (S6/W5) 37/32, Other Language (S6/W5) 37/32, Other Language #2 (S5/W5) 32/32

Other Skills:

35 favored category ranks

Talents:
Elemental Immunity (Class V, Fire), Elemental Regeneration (major), Elemental Strike (Class V, Fire), Elemental Sustenance (Fire), Planar Immunity (Fire), Ranged Elemental Strike (Class V, Fire), Elemental Movement (Class V, Fire), Additional Profession (Ranger), Immunity to Bleed, Immunity to Stun, Focused Eloquence (Greater, Ranger)

Water Elemental Hunters

Water Elemental Hunter (Class I)			
Level	10	DB	54
Size	Medium	Hits	101
BMR Type	Swim, Biped	Init	10
BMR	12	Stam	78
# Enc	1 (summoned), 1-5 (on home plane)	Will	64
Outlook	Protective	Magic	76
Treasure	N - P	Build	Hunter

DB Breakdown: (4 stats, 50 Chi Defense)

Attacks:

Ranged Elemental Strike	64
Martial Arts Strike	64
Missile Weapon	64

Skills:
Climbing (3) 29, Running (4) 34, Chi Defense (10) 60, Lore #1 (5) 34, Lore #2 (5) 34, Perception (10) 72, Resistance: Magic (10) 76, Resistance: Stamina (10) 78, Resistance Will (10) 64, Foraging/Survival (10) 92, Navigation (5) 47, Riding (5) 32, Tracking (5) 55, Endurance (15) 101, Jumping (3) 29, Swimming (10) 64, Ambush (5) 32, Sniping (4) 27, Stalking & Hiding (5) 32

Languages:
Elemental (S6/W5) 42/37, Other Language (S4/W3) 32/27

Talents:
Elemental Immunity (Class I, Water), Elemental Regeneration (major), Elemental Strike (Class I, Water), Elemental Sustenance (Water), Planar Immunity (Water), Ranged Elemental Strike (Class I, Water), Elemental Movement (Class I, Water), Immunity to Stun, Immunity to Bleed, Master Tracker

Water Elemental Hunter (Class II)			
Level	15	DB	64
Size	Medium	Hits	111
BMR Type	Swim, Biped	Init	10
BMR	12	Stam	88
# Enc	1 (summoned), 1-5 (on home plane)	Will	74
Outlook	Protective	Magic	86
Treasure	R - P	Build	Hunter

DB Breakdown: (4 stats, 60 Chi Defense)

Attacks:

Ranged Elemental Strike	74
Martial Arts Strike	74
Missile Weapon	74
Melee Weapon	39

Skills:
Climbing (7) 49, Running (8) 54, Chi Defense (15) 70, Lore #1 (5) 29, Lore #2 (5) 29, Perception (15) 82, Resistance: Magic (15) 86, Resistance: Stamina (15) 88, Resistance Will (15) 74, Foraging/Survival (10) 92, Navigation (8) 62, Riding (8) 47, Tracking (10) 80, Endurance (20) 111, Jumping (5) 39, Swimming (15) 74, Ambush (10) 57, Locks & Traps (5) 38, Sniping (10) 57, Stalking & Hiding (10) 57

Languages:
Elemental (S6/W5) 42/37, Other Language (S4/W3) 32/27

Talents:
Elemental Immunity (Class II, Water), Elemental Regeneration (major), Elemental Strike (Class II, Water), Elemental Sustenance (Water), Planar Immunity (Water), Ranged Elemental Strike (Class II, Water), Elemental Movement (Class II, Water), Immunity to Stun, Immunity to Bleed, Master Tracker



Description

A Water Elemental Hunter is a creature composed of elemental Water. In form, it appears as either a miniature column of (frozen) water (6' to 7' tall) when at rest or as a vaguely humanoid form with arms, legs and fins extruded as necessary from its central column when in motion.

Abilities and Combat

Immunity to Bleed

Immunity to Stun

Elemental Immunity (Water): The Elemental being is immune to all mundane water-based attacks and water-related environmental effects (drowning, cold, etc.) and reduces magical attacks that deliver Cold

Water Elemental Hunter (Class III)

Level	20	DB	64
Size	Medium	Hits	116
BMR Type	Swim, Biped	Init	10
BMR	12	Stam	98
# Enc	1 (summoned), 1-5 (on home plane)	Will	84
Outlook	Protective	Magic	96
Treasure	R2 - N	Build	Hunter/Ranger

DB Breakdown: (4 stats, 60 Chi Defense)

Attacks:

Ranged Elemental Strike	84
Martial Arts Strike	84
Missile Weapon	84
Melee Weapon	64

Skills:
Climbing (7) 49, Running (8) 54, Chi Defense (15) 70, Lore #1 (5) 33, Lore #2 (5) 33, Perception (20) 92, Resistance: Magic (20) 96, Resistance: Stamina (20) 98, Resistance Will (20) 84, Power Point Development (5) 65, Foraging/Survival (10) 92, Navigation (10) 72, Riding (8) 47, Tracking (10) 80, Endurance (25) 116, Jumping (5) 39, Swimming (15) 74, Ambush (10) 57, Locks & Traps (5) 38, Sniping (10) 57, Stalking & Hiding (10) 57

Spells:
Universal: Minor Healing (5) 31, Study Target (5) 31

Ranger: Haste (10) 60, Nature's Tongues (10) 60, Path Lore (10) 60

Languages:
Elemental (S6/W5) 42/37, Other Language (S4/W3) 32/27, Other Language (S2) 22

Talents:
Elemental Immunity (Class III, Water), Elemental Regeneration (major), Elemental Strike (Class III, Water), Elemental Sustenance (Water), Planar Immunity (Water), Ranged Elemental Strike (Class III, Water), Elemental Movement (Class III, Water), Additional Profession (Ranger), Immunity to Bleed, Immunity to Stun, Master Tracker

criticals by one size per Elemental Class. If critical size is reduced below Tiny, then the being is unaffected by the Cold critical.

Elemental Movement (Water): The Elemental Hunter can swim without exhaustion on or below the water. The maximum Pace for exhaustion-free movement is limited by Class (I: Walk, II: Run, III: Fast Run, IV: Sprint, V: Dash). All other movement incurs exhaustion as normal.

Water Elemental Hunter (Class IV)

Level	30	DB	79
Size	Medium	Hits	121
BMR Type	Swim, Biped	Init	10
BMR	12	Stam	108
# Enc	1 (summoned), 1 + entourage of 1-5 other elementals (on home plane)	Will	94
Outlook	Aloof	Magic	106
Treasure	R3NR	Build	Hunter/Ranger

DB Breakdown: (4 stats, 75 Chi Defense)

Attacks:

Ranged Elemental Strike	94
Martial Arts Strike	94
Missile Weapon	94
Melee Weapon	84

Skills:
Climbing (15) 74, Running (15) 74, Chi Defense (25) 85, Healing (5) 32, Lore #1 (10) 58, Lore #2 (10) 58, Perception (30) 102, Resistance: Magic (30) 106, Resistance: Stamina (30) 108, Resistance Will (30) 94, Power Point Development (20) 110, Foraging/Survival (17) 106, Navigation (15) 82, Riding (15) 67, Tracking (15) 90, Endurance (30) 121, Jumping (10) 64, Swimming (20) 84, Ambush (15) 67, Locks & Traps (10) 63, Sniping (15) 67, Stalking & Hiding (15) 67

Spells:
Universal: Minor Healing (5) 31, Study Target (6) 36

Ranger: Find Shelter (8) 50, Haste (10) 60, Natural Trap (16) 72, Nature's Tongues (10) 60, Path Lore (15) 70, Traceless Passing (10) 60

Languages:
Elemental (S6/W5) 42/37, Other Language (S4/W3) 32/27, Other Language #2 (S2) 22

Other Skills:
8 favored category ranks

Talents:
Elemental Immunity (Class IV, Water), Elemental Regeneration (major), Elemental Strike (Class IV, Water), Elemental Sustenance (Water), Planar Immunity (Water), Ranged Elemental Strike (Class IV, Water), Elemental Movement (Class IV, Water), Additional Profession (Ranger), Immunity to Bleed, Immunity to Stun

Elemental Regeneration (major): The Elemental being has the ability to regenerate damage from all but instantly fatal wounds, by drawing in elemental mana of the correct subtype. On its own elemental subplane, its body automatically regenerates 2 Concussion Hits each round; on other non-elemental planes, its body automatically regenerates 2 Concus-

Water Elemental Hunter (Class V)

Level	50	DB	94
Size	Medium	Hits	131
BMR Type	Swim, Biped	Init	10
BMR	12	Stam	128
# Enc	1 (summoned), 1 + entourage of 1-5 other elementals (on home plane)	Will	114
Outlook	Aloof	Magic	126
Treasure	R4RR2	Build	Hunter/Ranger

DB Breakdown: (4 stats, 90 Chi Defense)

Attacks:

Ranged Elemental Strike	104
Martial Arts Strike	104
Missile Weapon	104
Melee Weapon	94

Skills:
Climbing (30) 94, Running (30) 94, Chi Defense (40) 100, Healing (20) 82, Lore #1 (20) 78, Lore #2 (20) 78, Perception (50) 122, Resistance: Magic (50) 126, Resistance: Stamina (50) 128, Resistance Will (50) 114, Power Point Development (50) 140, Foraging/Survival (30) 122, Navigation (20) 102, Riding (25) 82, Tracking (30) 120, Endurance (40) 131, Jumping (20) 84, Swimming (30) 94, Ambush (30) 87, Locks & Traps (20) 83, Sniping (30) 87, Stalking & Hiding (30) 87

Spells:
Universal: Minor Healing (10) 56, Study Target (6) 36

Ranger: Find Shelter (8) 70, Haste (30) 110, Locate Food (8) 70, Natural Trap (28) 108, Nature's Tongues (10) 80, Path Lore (20) 90, Traceless Passing (10) 80, Tree Merge (10) 80

Languages:
Elemental (S6/W5) 42/37, Other Language (S4/W3) 32/27, Other Language #2 (S2) 22

Other Skills:
35 favored category ranks

Talents:
Elemental Immunity (Class V, Water), Elemental Regeneration (major), Elemental Strike (Class V, Water), Elemental Sustenance (Water), Planar Immunity (Water), Ranged Elemental Strike (Class V, Water), Elemental Movement (Class V, Water), Additional Profession (Ranger), Immunity to Bleed, Immunity to Stun, Focused Eloquence (Greater, Ranger)

sion Hits each minute subject to there being a source of elemental mana; on other elemental subplanes, its body automatically regenerates 2 Concussion Hits each minute. Its recovery rate for non-fatal injuries is halved.

Elemental Strike (Water): A Water Elemental can use its elemental nature to empower unarmed melee attacks with an additional critical (same roll as melee attack). These are resolved on the Cold Critical Table with the attack size given by the Elemental's Class: Class I (Tiny), Class II (Small), Class III (Medium), Class IV (Large), and Class V+ (Huge).

Elemental Sustenance (Water): This Elemental being receives all its nourishment simply by imbibing the emanations of Water elemental essence.

Ranged Elemental Strike (Water): The Elemental can use its elemental energy to throw darts of energy at foes. These thrown attacks are resolved on the Cold Critical Table with the attack size given by the Elemental's Class: Class I (Tiny), Class II (Small), Class III (Medium), Class IV (Large), and Class V+ (Huge). Each dart costs the Elemental one concussion hit; the Elemental may throw up to as many darts as its Class per round. The normal range is 50' - range can be increased in increments of 50' per extra concussion hit.

Planar Immunity (Water): This Elemental being is immune to Water based elemental poisoning.

Lifestyle

Elemental Hunters are inquisitive beings, who range far and wide across their home elemental subplane. They see themselves as the wardens of their native subplane; some are even organised into patrols to investigate incursions.

Background

These elemental spirits are fully intelligent beings, with the initiative and willingness to pursue their own agenda. Their predisposition to wander is believed by some scholars to suggest that they are closest in nature to the Elemental Servitors

Adventure Notes

Elemental Hunters may be encountered on their own subplane, occasionally in company with other more powerful True Elementals. More commonly, they are solitary wanderers or in small groups probing incursions from other planes. Elemental Hunters may be summoned to the mortal plane; they are also quite willing to venture through bridges, particularly when pursuing interlopers.

Air Elemental Savants

Air Elemental Savant (Class I)			
Level	10	DB	65
Size	Medium	Hits	74
BMR Type	Biped, Fly	Init	13
BMR	14	Stam	59
# Enc	1 (summoned), 1-2 (on home plane)	Will	64
Outlook	Aloof	Magic	81
Treasure	NNN	Build	Elementalist

DB Breakdown: (10 stats, 25 Chi Defense, 30 Stoneskin)

Attacks:

Martial Arts Strike	(5) 32

Skills:
Climbing (1) 12, Flying (4) 27, Running (1) 7, Chi Defense (5) 35, Lore #1 (5) 51, Perception (10) 60, Resistance: Magic (10) 81, Resistance: Stamina (10) 59, Resistance: Will (10) 64, Influence Skill (2) 22,, Arcane Lore (5) 51, Attunement (5) 41, Power Point Development (20) 120, Runes (5) 46, Foraging/ Survival (5) 46, Navigation (1) 26, Riding (1) 12, Endurance (10) 74, Jumping (1) 12, Swimming (1) 12

Spells:
Universal: Guess (2) 25, Minor Healing (5) 40
Elementalist: Elemental Ball (15) 75, Elemental Bolt (15) 75, Stoneskin (8) 55
Languages:
Elemental (S6/W5) 51/46, Other Language (S4/W3) 41/36
Talents:
Immunity to Bleed, Elemental Immunity (Class I, Air), Elemental Regeneration (major), Elemental Strike (Class I, Air), Elemental Sustenance (Air), Planar Immunity (Air), Immunity to Stun, Elemental Movement (Class I, Air), Sense Magic, Affinity of Air

Air Elemental Savant (Class II)			
Level	15	DB	90
Size	Medium	Hits	74
BMR Type	Biped, Fly	Init	13
BMR	14	Stam	69
# Enc	1 (summoned), 1-2 (on home plane)	Will	74
Outlook	Aloof	Magic	91
Treasure	RN2N	Build	Elementalist

DB Breakdown: (10 stats, 50 Chi Defense, 30 Stoneskin)

Attacks:

Martial Arts Strike	(10) 57

Skills:
Climbing (1) 12, Running (2) 17, Flying (5) 32, Chi Defense (10) 60, Lore #1 (5) 51, Perception (15) 81, Resistance: Magic (15) 91, Resistance: Stamina (15) 69, Resistance: Will (15) 74, Influence Skill (5) 37, Arcane Lore (5) 51, Attunement (5) 41, Power Point Development (25) 125, Runes (5) 46, Foraging/ Survival (5) 46, Navigation (1) 26, Riding (2) 17, Endurance (10) 74, Jumping (1) 12, Swimming (2) 17

Universal: Guess (2) 25, Dispel Magic (3) 30, Minor Healing (5) 40
Elementalist: Elemental Ball (15) 95, Elemental Bolt (15) 95, Elemental Resistance (12) 89, Stoneskin (8) 75
Air: Air Wall (10) 85
Languages:
Elemental (S6/W5) 51/46, Other Language (S4/W3) 41/36, Other Language #2 (S3/W2) 36/31
Talents:
Immunity to Bleed, Elemental Immunity (Class II, Air), Elemental Regeneration (major), Elemental Strike (Class II, Air), Elemental Sustenance (Air), Planar Immunity (Air), Immunity to Stun, Elemental Movement (Class II, Air), Sense Magic, Affinity of Air, Focused Eloquence (Greater, Elementalist)

Description

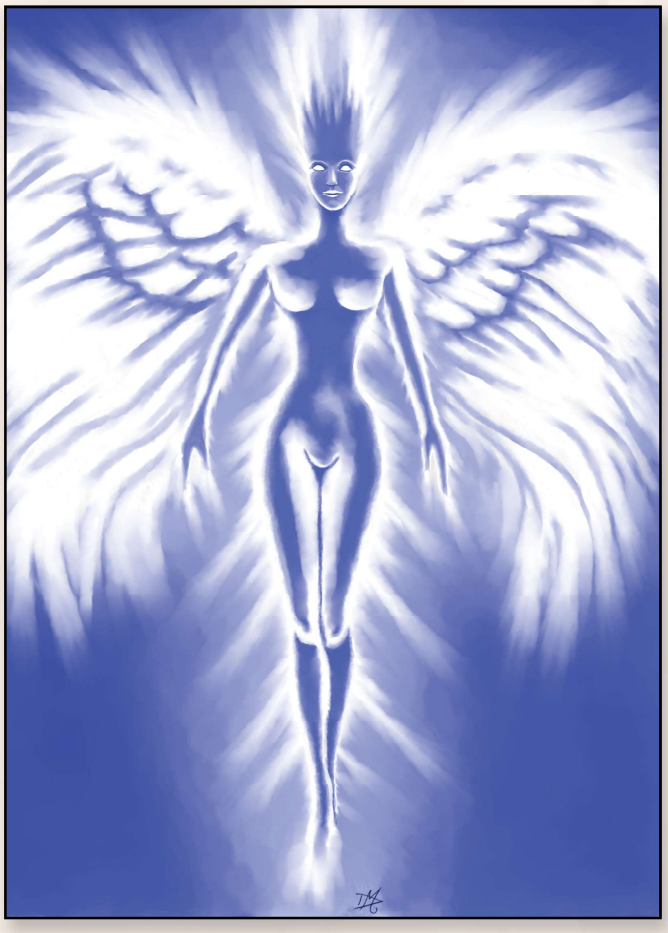
An Air Elemental Savant is composed of elemental Air. In physical form, it appears as a winged humanoid form (7' to 8' tall) with all features clearly defined but hair, plumage, skin are dazzling white.

Abilities and Combat

Immunity to Bleed

Immunity to Stun

Elemental Immunity (Air): The Elemental being is immune to all mundane air-based attacks and air-related environmental effects (poison gases, low or high atmospheric pressure, etc) and reduces magical attacks that deliver Electrical criticals by one size per Elemental Class. If critical size is reduced below Tiny, then the being is unaffected by the Electrical critical.



Elemental Movement (Air): The Elemental Savant can fly without exhaustion. The maximum Pace for exhaustion-free movement is limited by Class (I: Walk, II: Run, III: Fast Run, IV: Sprint, V: Dash). All other movement incurs exhaustion as normal.

Elemental Regeneration (major): The Elemental being has the ability to regenerate damage from all but instantly fatal wounds, by drawing in elemental mana of the correct subtype. On its own elemental subplane, its body automatically regenerates 2 Concussion Hits each round; on other non-elemental planes, its body automatically regenerates 2 Concussion Hits each minute subject to there being a source of elemental mana; on other elemental subplanes, its body automatically regenerates 2 Concussion Hits each minute. Its recovery rate for non-fatal injuries is halved.

Air Elemental Savant (Class III)

Level	20	DB	110
Size	Medium	Hits	94
BMR Type	Biped, Fly	Init	13
BMR	14	Stam	79
# Enc	1 (summoned), 1 + entourage of 1-5 other elementals (on home plane)	Will	74
Outlook	Protective	Magic	101
Treasure	R2RR	Build	Elementalist

DB Breakdown: (10 stats, 60 Chi Defense, 40 Stoneskin)

Attacks:

Martial Arts Strike	(10) 57

Skills:
Climbing (1) 12, Running (2) 17, Flying (5) 32, Chi Defense (15) 70, Lore #1 (8) 66, Perception (20) 91, Resistance: Magic (20) 101, Resistance: Stamina (20) 79, Resistance: Will (15) 74, Influence Skill (5) 37, Arcane Lore (5) 51, Attunement (10) 66, Power Point Development (30) 130, Runes (10) 71, Foraging/ Survival (5) 46, Navigation (2) 31, Riding (3) 22, Endurance (20) 94, Jumping (1) 12, Swimming (2) 17

Spells:
Universal: Guess (2) 25, Dispel Magic (3) 30, Minor Healing (10) 65
Elementalist: Elemental Ball (15) 95, Elemental Bolt (15) 95, Elemental Resistance (12) 89, Stoneskin (12) 89
Air: Air Wall (10) 85, Breezes (5) 60, Obscuring Mist (7) 70, Stun Cloud (10) 85, Vacuum (11) 87

Languages:
Elemental (S6/W5) 51/46, Other Language (S5/W3) 46/36, Other Language #2 (S4/W3) 41/36

Talents:
Immunity to Bleed, Elemental Immunity (Class III, Air), Elemental Regeneration (major), Elemental Strike (Class III, Air), Elemental Sustenance (Air), Planar Immunity (Air), Immunity to Stun, Elemental Movement (Class III, Air), Sense Magic, Affinity of Air, Focused Eloquence (Elementalist)

Elemental Strike (Air): An Air Elemental can use its elemental nature to empower unarmed melee attacks with an additional critical (same roll as melee attack). These are resolved on the Electrical Critical Table with the attack size given by the Elemental's Class: Class I (Tiny), Class II (Small), Class III (Medium), Class IV (Large), and Class V+ (Huge).

Air Elemental Savant (Class IV)

Level	30	DB	120
Size	Medium	Hits	104
BMR Type	Biped, Fly	Init	13
BMR	14	Stam	89
# Enc	#Enc: 1 (summoned), 1 + entourage of 1-10 other elementals (on home plane)	Will	94
Outlook	Aloof	Magic	111
Treasure	R3R2R2	Build	Elementalist

DB Breakdown: (10 stats, 70 Chi Defense, 40 Stoneskin)

Attacks:

Martial Arts Strike	(10) 57

Skills:
Climbing (2) 17, Running (2) 17, Flying (10) 57, Chi Defense (20) 80, Lore #1 (10) 76, Lore #2 (10) 76, Perception (30) 90, Resistance: Magic (30) 111, Resistance: Stamina (30) 89, Resistance: Will (30) 94, Influence Skill (20) 82, Arcane Lore (15) 86, Attunement (15) 76, Power Point Development (40) 140, Runes (15) 81, Foraging/Survival (5) 46, Navigation (2) 31, Riding (4) 27, Endurance (30) 104, Jumping (2) 17, Swimming (2) 17

Spells:
Universal: Guess (2) 25, Dispel Magic (5) 30, Minor Healing (10) 65, Study Target (5) 40
Thaumaturge: Analysis (9) 60, Long Door (15) 75, Magestaff (19) 83, Waiting Spell (10) 65, Wards (20) 85
Elementalist: Elemental Ball (15) 95, Elemental Bolt (15) 95, Elemental Resistance (12) 89, Stoneskin (12) 89
Air: Air Wall (10) 85, Breezes (5) 60, Obscuring Mist (7) 65, Stun Cloud (10) 85, Vacuum (11) 87
Languages:
Elemental (S6/W5) 51/46, Other Language (S6/W5) 51/46, Other Language #2 (S6/W5) 51/46, Other Language #3 (S3/W2) 36/31

Other Skills:
8 favored category ranks

Talents:
Immunity to Bleed, Elemental Immunity (Class IV, Air), Elemental Regeneration (major), Elemental Strike (Class IV, Air), Elemental Sustenance (Air), Planar Immunity (Air), Immunity to Stun (Air), Elemental Movement (Class IV, Air), Sense Magic, Affinity of Air, Focused Eloquence (Greater, Elementalist), Additional Arcane Circle

Elemental Sustenance (Air): This Elemental being receives all its nourishment simply by imbibing the emanations of Air elemental essence.

Planar Immunity (Air): This Elemental being is immune to Air-based elemental poisoning.

Air Elemental Savant (Class V)

Level	50	DB	150
Size	Medium	Hits	104
BMR Type	Biped, Fly	Init	13
BMR	14	Stam	109
# Enc	1 (summoned), 1 + entourage of 2-20 other elementals (on home plane)	Will	114
Outlook	Aloof	Magic	131
Treasure	R4R3R3	Build	Elementalist

DB Breakdown: (10 stats, 80 Chi Defense, 60 Stoneskin)

Attacks:

Martial Arts Strike	(10) 57

Skills:
Climbing (5) 32, Running (6) 37, Flying (10 57, Chi Defense (30) 90, Lore #1 (10) 76, Lore #2 (10) 76, Lore #3 (10) 76, Lore #4 (10) 76, Perception (30) 90, Resistance: Magic (30) 131, Resistance: Stamina (30) 109, Resistance: Will (30) 114, Influence Skill #1 (20) 82, Influence Skill #2 (20) 82, Arcane Lore (20) 96, Arcane Lore #2 (20) 96, Attunement (20) 86, Power Point Development (50) 150, Runes (20) 81, Foraging/Survival (5) 46, Navigation (3) 36, Riding (10) 57, Endurance (30) 104, Jumping (6) 37, Swimming (6) 37

Spells:
Universal: Guess (2) 25, Dispel Magic (5) 40, Minor Healing (10) 65, Study Target (10) 65
Thaumaturge: Analysis (9) 80, Imbue Bonus (40) 125, Imbue Spell (40) 125, Long Door (30) 115, Magestaff (37) 122, Spell Resistance (24) 109, Waiting Spell (10) 85, Wards (20) 105
Elementalist: Elemental Ball (20) 105, Elemental Bolt (20) 105, Elemental Resistance (20) 105, Stoneskin (20) 105
Air: Air Wall (20) 105, Breezes (9) 80, Obscuring Mist (15) 95, Stun Cloud (20) 105, Vacuum (20) 105
Languages:
Elemental Elemental (S6/W6) 51/51, Other Language (S6/W6) 51/51, Other Language #2 (S6/W6) 51/51, Other Language #3 (S6/W6) 51/51, Other Language #4 (S5/W5) 46/46, Other Language #5 (S5/W5) 46/46

Talents:
Immunity to Stun, Elemental Immunity (Class V, Air), Elemental Regeneration (major), Elemental Strike (Class V, Air), Elemental Sustenance (Air), Planar Immunity (Air), Immunity to Bleed, Elemental Movement (Class V, Air), Sense Magic, Affinity of Air, Focused Eloquence (Greater, Elementalist), Focused Eloquence (Greater, Other Circle), Additional Arcane Circle, Greater Resistance (all)

Earth Elemental Savants

Earth Elemental Savant (Class I)			
Level	10	DB	59
Size	Medium	Hits	82
BMR Type	Biped	Init	10
BMR	14	Stam	65
# Enc	1 (summoned), 1-2 (on home plane)	Will	74
Outlook	Aloof	Magic	81
Treasure	NNN	Build	Elementalist

DB Breakdown: (4 stats, 25 Chi Defense, 30 Stoneskin)

Attacks:

Martial Arts Strike	(5) 32

Skills:
Climbing (2) 17, Running (4) 27, Chi Defense (5) 40, Lore #1 (5) 41, Perception (10) 66, Resistance: Magic (10) 81, Resistance: Stamina (10) 65, Resistance: Will (10) 74, Influence Skill (2) 22, Arcane Lore (5) 41, Attunement (5) 41, Power Point Development (20) 125, Runes (5) 41, Foraging/Survival (5) 41, Navigation (1) 21, Riding (1) 14, Endurance (10) 82, Jumping (1) 12, Swimming (1) 12

Spells:
Universal: Guess (2) 25, Minor Healing (5) 40
Elementalist: Elemental Ball (15) 75, Elemental Bolt (15) 75, Stoneskin (8) 55

Languages:
Languages: Elemental (S6/W5) 46/41, Other Language (S4/W3) 36/31

Talents:
Immunity to Bleed, Elemental Immunity (Class I, Earth), Elemental Regeneration (major), Elemental Strike (Class I, Earth), Elemental Sustenance (Earth), Planar Immunity (Earth), Immunity to Stun, Elemental Movement (Class I, Earth), Sense Magic, Affinity of Air

Earth Elemental Savant (Class II)			
Level	15	DB	84
Size	Medium	Hits	82
BMR Type	Biped	Init	10
BMR	14	Stam	75
# Enc	1 (summoned), 1-2 (on home plane)	Will	84
Outlook	Aloof	Magic	91
Treasure	RN2N	Build	Elementalist

DB Breakdown: (4 stats, 50 Chi Defense, 30 Stoneskin)

Attacks:

Martial Arts Strike	(10) 57

Skills:
Climbing (3) 22, Running (5) 32, Chi Defense (10) 65, Lore #1 (5) 41, Perception (15) 75, Resistance: Magic (15) 91, Resistance: Stamina (15) 75, Resistance: Will (15) 84, Influence Skill (5) 37, Arcane Lore (5) 41, Attunement (5) 41, Power Point Development (25) 130, Runes (5) 41, Foraging/Survival (5) 41, Navigation (1) 21, Riding (2) 19, Endurance (10) 82, Jumping (2) 17, Swimming (1) 12

Universal: Guess (2) 25, Dispel Magic (3) 30, Minor Healing (5) 40
Elementalist: Elemental Ball (15) 95, Elemental Bolt (15) 95, Elemental Resistance (12) 89, Stoneskin (8) 75
Earth: Earth Wall (10) 85

Languages:
Elemental (S6/W5) 46/41, Other Language (S4/W3) 36/31, Other Language #2 (S3/W2) 31/26

Talents:
Immunity to Bleed, Elemental Immunity (Class II, Earth), Elemental Regeneration (major), Elemental Strike (Class II, Earth), Elemental Sustenance (Earth), Planar Immunity (Earth), Immunity to Stun, Elemental Movement (Class II, Earth), Sense Magic, Affinity of Earth, Focused Eloquence (Greater, Elementalist)

Description

An Earth Elemental Savant is composed of elemental Earth. In physical form, it appears as a muscular humanoid form (7' to 8' tall) with all features clearly defined but hair and skin color are stony grey.

Abilities and Combat

Immunity to Bleed

Immunity to Stun

Elemental Immunity (Earth): The Elemental being is immune to all mundane earth-based attacks and earth-related environmental effects and reduces magical attacks that deliver Impact criticals by one size per Elemental Class. If critical size is reduced below Tiny, then the being is unaffected by the Impact critical.

Earth Elemental Savant (Class III)			
Level	20	DB	104
Size	Medium	Hits	102
BMR Type	Biped	Init	10
BMR	14	Stam	85
# Enc	1 (summoned), 1 + entourage of 1-5 other elementals (on home plane)	Will	94
Outlook	Protective	Magic	101
Treasure	R2RR	Build	Elementalist

DB Breakdown: (4 stats, 60 Chi Defense, 40 Stoneskin)

Attacks:	
Martial Arts Strike	(10) 57

Skills:
Climbing (3) 22, Running (5) 32, Chi Defense (15) 75, Lore #1 (8) 56, Perception (20) 85, Resistance: Magic (20) 101, Resistance: Stamina (20) 85, Resistance: Will (20) 94, Influence Skill (5) 37, Arcane Lore (5) 41, Attunement (10) 66, Power Point Development (30) 135, Runes (10) 66, Foraging/Survival (5) 41, Navigation (2) 26, Riding (3) 24, Endurance (20) 102, Jumping (2) 17, Swimming (1) 12

Spells:
Universal: Guess (2) 25, Dispel Magic (3) 30, Minor Healing (10) 65
Elementalist: Elemental Ball (15) 95, Elemental Bolt (15) 95, Elemental Resistance (12) 89, Stoneskin (12) 89
Earth: Earth Wall (10) 85, Earth Tunnel (9) 80, Quicksand (8) 75, Tremors (8) 75, Trench (8) 75

Languages:
Elemental (S6/W5) 46/41, Other Language (S5/W3) 41/31, Other Language #2 (S4/W3) 36/31

Talents:
Immunity to Bleed, Elemental Immunity (Class III, Earth), Elemental Regeneration (major), Elemental Strike (Class III, Earth), Elemental Sustenance (Earth), Planar Immunity (Earth), Immunity to Stun, Elemental Movement (Class III, Earth), Sense Magic, Affinity of Earth, Focused Eloquence (Elementalist)

Elemental Movement (Earth): The Elemental Hunter can move without exhaustion on any solid surface (not water) and can phase through material at a percentage of Base Movement Rate.

The maximum Pace for exhaustion-free movement and percentage of Base Movement Rate for phasing is limited by Class (I: Walk 20%, II: Run 40%, III: Fast Run 60%, IV: Sprint 80%, V: Dash 100%). All other movement incurs exhaustion as normal.

Earth Elemental Savant (Class IV)			
Level	30	DB	114
Size	Medium	Hits	112
BMR Type	Biped	Init	10
BMR	14	Stam	95
# Enc	#Enc: 1 (summoned), 1 + entourage of 1-10 other elementals (on home plane)	Will	104
Outlook	Aloof	Magic	111
Treasure	R3R2R2	Build	Elementalist

DB Breakdown: (4 stats, 70 Chi Defense, 40 Stoneskin)

Attacks:	
Martial Arts Strike	(10) 57

Skills:
Climbing (2) 17, Running (2) 17, Flying (10) 57, Chi Defense (20) 80, Lore #1 (10) 76, Lore #2 (10) 76, Perception (30) 90, Resistance: Magic (30) 111, Resistance: Stamina (30) 89, Resistance: Will (30) 94, Influence Skill (20) 82, Arcane Lore (15) 86, Attunement (15) 76, Power Point Development (40) 140, Runes (15) 81, Foraging/Survival (5) 46, Navigation (2) 31, Riding (4) 27, Endurance (30) 104, Jumping (2) 17, Swimming (2) 17

Spells:
Universal: Guess (2) 25, Dispel Magic (5) 30, Minor Healing (10) 65, Study Target (5) 40
Thaumaturge: Analysis (9) 60, Long Door (15) 75, Magestaff (19) 83, Waiting Spell (10) 65, Wards (20) 85
Elementalist: Elemental Ball (15) 95, Elemental Bolt (15) 95, Elemental Resistance (12) 89, Stoneskin (12) 89
Earth: Earth Wall (10) 85, Earth Tunnel (9) 80, Quicksand (8) 75, Tremors (8) 75, Trench (8) 75

Languages:
Elemental (S6/W5) 46/41, Other Language (S6/W5) 46/41, Other Language #2 (S6/W5) 46/41, Other Language #3 (S3/W2) 31/26

Talents:
Immunity to Bleed, Elemental Immunity (Class IV, Earth), Elemental Regeneration (major), Elemental Strike (Class IV, Earth), Elemental Sustenance (Earth), Planar Immunity (Earth), Immunity to Stun, Elemental Movement (Class IV, Earth), Sense Magic, Affinity of Earth, Focused Eloquence (Greater, Elementalist), Additional Arcane Circle

Elemental Regeneration (major): The Elemental being has the ability to regenerate damage from all but instantly fatal wounds, by drawing in elemental mana of the correct subtype. On its own elemental subplane, its body automatically regenerates 2 Concussion Hits each round; on other non-elemental planes, its body automatically regenerates 2 Concussion Hits each minute subject to there being a source of elemental mana; on other elemental subplanes, its

Earth Elemental Savant (Class V)			
Level	50	DB	114
Size	Medium	Hits	112
BMR Type	Biped	Init	10
BMR	14	Stam	115
# Enc	1 (summoned), 1 + entourage of 2-20 other elementals (on home plane)	Will	124
Outlook	Aloof	Magic	131
Treasure	R4R3R3	Build	Elementalist

DB Breakdown: (10 stats, 80 Chi Defense, 60 Stoneskin)

Attacks:	
Martial Arts Strike	(10) 57

Skills:
Climbing (9) 52, Running (10) 57, Chi Defense (30) 95, Lore #1 (10) 66, Lore #2 (10) 66, Lore #3 (10) 66, Lore #4 (10) 66, Perception (30) 95, Resistance: Magic (30) 131, Resistance: Stamina (30) 115, Resistance: Will (30) 124, Influence Skill #1 (20) 82, Influence Skill #2 (20) 82, Arcane Lore (20) 86, Arcane Lore #2 (20) 86, Attunement (20) 86, Power Point Development (50) 155, Runes (20) 86, Foraging/Survival (5) 41, Navigation (3) 31, Riding (10) 59, Endurance (30) 112, Jumping (8) 47, Swimming (6) 37

Spells:
Universal: Guess (2) 25, Dispel Magic (5) 40, Minor Healing (10) 65, Study Target (10) 65
Thaumaturge: Analysis (9) 80, Imbue Bonus (40) 125, Imbue Spell (40) 125, Long Door (30) 115, Magestaff (37) 122, Spell Resistance (24) 109, Waiting Spell (10) 85, Wards (20) 105
Elementalist: Elemental Ball (20) 105, Elemental Bolt (20) 105, Elemental Resistance (20) 105, Stoneskin (20) 105
Earth: Earth Wall (20) 105, Earth Tunnel (25) 110, Quicksand (12) 89, Tremors (14) 93, Trench (14) 93

Languages:
Elemental (S6/W6) 46/46, Other Language (S6/W6) 46/46, Other Language #2 (S6/W6) 46/46, Other Language #3 (S6/W6) 46/46, Other Language #4 (S5/W5) 41/41, Other Language #5 (S5/W5) 41/41

Other Skills:
51 favored skill ranks

Talents:
Immunity to Stun, Elemental Immunity (Class V, Earth), Elemental Regeneration (major), Elemental Strike (Class V, Earth), Elemental Sustenance (Earth), Planar Immunity (Earth), Immunity to Bleed, Elemental Movement (Class V, Earth), Sense Magic, Affinity of Earth, Focused Eloquence (Greater, Elementalist), Focused Eloquence (Greater, Other Circle), Additional Arcane Circle, Greater Resistance (all)

body automatically regenerates 2 Concussion Hits each minute. Its recovery rate for non-fatal injuries is halved.

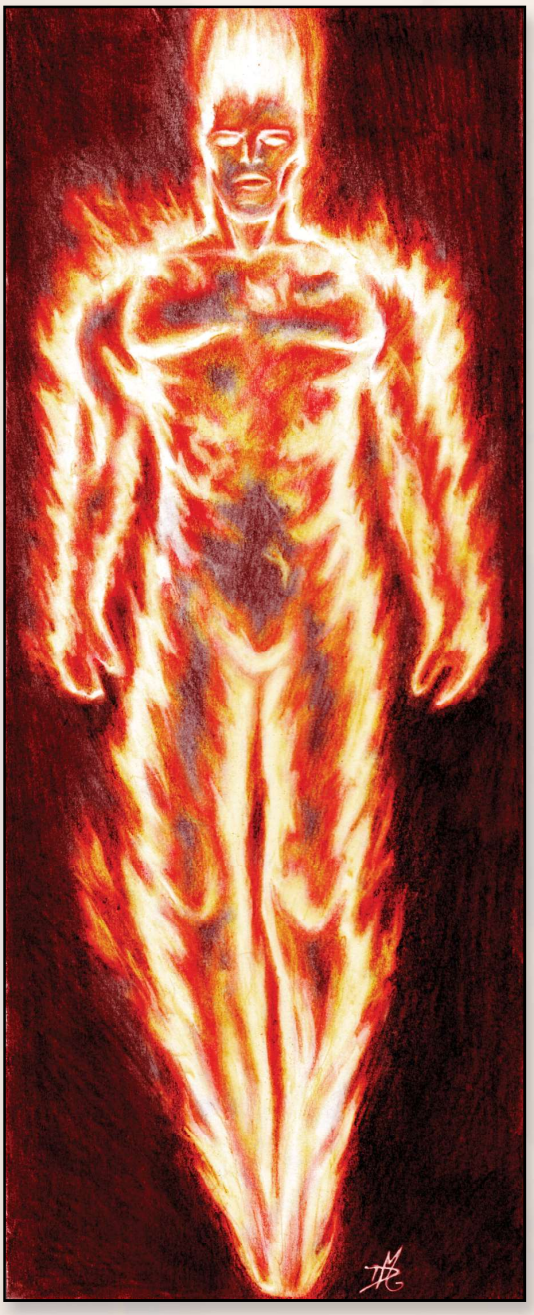
Elemental Strike (Earth): An Earth Elemental can use its elemental nature to empower unarmed melee attacks with an additional critical (same roll as melee attack). These are resolved on the Impact Critical Table with the attack size given by the Elemental's Class: Class I (Tiny), Class II (Small), Class III (Medium), Class IV (Large), and Class V+ (Huge).

Elemental Sustenance (Earth): This Elemental being receives all its nourishment simply by imbibing the emanations of Earth elemental essence.

Planar Immunity (Earth): This Elemental being is immune to Earth-based elemental poisoning.



Fire Elemental Savants



Description

A Fire Elemental Savant is composed of elemental Fire. In physical form, it appears as a lithe humanoid form (7' to 8' tall) with all features clearly defined but hair and skin color are fiery red.

Fire Elemental Savant (Class I)			
Level	10	DB	65
Size	Medium	Hits	74
BMR Type	Biped, Fire	Init	13
BMR	14	Stam	59
# Enc	1 (summoned), 1-2 (on home plane)	Will	64
Outlook	Aloof	Magic	81
Treasure	NNN	Build	Elementalist

DB Breakdown: (10 stats, 25 Chi Defense, 30 Stoneskin)

Attacks:

Martial Arts Strike	(5) 32

Skills:
Climbing (1) 12, Flying (1) 12, Running (4) 27, Chi Defense (5) 35, Lore #1 (5) 41, Perception (10) 60, Resistance: Magic (10) 81, Resistance: Stamina (10) 59, Resistance: Will (10) 64, Influence Skill (2) 27, Arcane Lore (5) 41, Attunement (5) 41, Power Point Development (20) 120, Runes (5) 41, Foraging/ Survival (5) 41, Navigation (1) 21, Riding (1) 12, Endurance (10) 74, Jumping (1) 12, Swimming (1) 12

Spells:
Universal: Guess (2) 20, Minor Healing (5) 35
Elementalist: Elemental Ball (15) 70, Elemental Bolt (15) 70, Stoneskin (8) 50
Languages:
Elemental (S6/W5) 46/41, Other Language (S4/W3) 36/31

Talents:
Immunity to Bleed, Elemental Immunity (Class I, Fire), Elemental Regeneration (major), Elemental Strike (Class I, Fire), Elemental Sustenance (Fire), Planar Immunity (Fire), Immunity to Stun, Elemental Movement (Class I, Fire), Sense Magic, Affinity of Fire

Abilities and Combat

Immunity to Bleed

Immunity to Stun

Elemental Immunity (Fire): The Elemental being is immune to all mundane fire-based attacks and heat-related environmental effects (high temperatures, lava, etc.) and reduces magical attacks that deliver Heat criticals by one size per Elemental Class. If critical size is reduced below Tiny, then the being is unaffected by the Heat critical.

Fire Elemental Savant (Class II)			
Level	15	DB	90
Size	Medium	Hits	74
BMR Type	Biped, Fire	Init	13
BMR	14	Stam	69
# Enc	1 (summoned), 1-2 (on home plane)	Will	74
Outlook	Aloof	Magic	91
Treasure	RN2N	Build	Elementalist

DB Breakdown: (10 stats, 50 Chi Defense, 30 Stoneskin)

Attacks:

Martial Arts Strike	(10) 57

Skills:
Climbing (1) 12, Flying (2) 17, Running (5) 32, Chi Defense (10) 60, Lore #1 (5) 41, Perception (15) 70, Resistance: Magic (15) 91, Resistance: Stamina (15) 69, Resistance: Will (15) 74, Influence Skill (5) 42, Arcane Lore (5) 41, Attunement (5) 41, Power Point Development (25) 125, Runes (5) 41, Foraging/ Survival (5) 41, Navigation (1) 21, Riding (2) 17, Endurance (10) 74, Jumping (2) 17, Swimming (1) 12

Spells:
Universal: Guess (2) 20, Dispel Magic (3) 25, Minor Healing (5) 35
Elementalist: Elemental Ball (15) 90, Elemental Bolt (15) 90, Elemental Resistance (12) 84, Stoneskin (8) 70
Fire: Fire Wall (10) 80

Languages:
Languages: Elemental (S6/W5) 46/41, Other Language (S4/ W3) 36/31, Other Language #2 (S3/W2) 31/26

Talents:
Immunity to Bleed, Elemental Immunity (Class II, Fire), Elemental Regeneration (major), Elemental Strike (Class II, Fire), Elemental Sustenance (Fire), Planar Immunity (Fire), Immunity to Stun, Elemental Movement (Class II, Fire), Sense Magic, Affinity of Fire, Focused Eloquence (Greater, Elementalist)

Fire Elemental Savant (Class III)			
Level	20	DB	110
Size	Medium	Hits	102
BMR Type	Biped, Fire	Init	10
BMR	14	Stam	85
# Enc	1 (summoned), 1 + entourage of 1-5 other elementals (on home plane)	Will	94
Outlook	Aloof	Magic	101
Treasure	R2RR	Build	Elementalist

DB Breakdown: (10 stats, 60 Chi Defense, 40 Stoneskin)

Attacks:

Martial Arts Strike	(10) 57

Skills:
Climbing (1) 12, Flying (2) 17, Running (5) 32, Chi Defense (15) 70, Lore #1 (8) 56, Perception (20) 80, Resistance: Magic (20) 101, Resistance: Stamina (20) 79, Resistance: Will (15) 74, Influence Skill (5) 42, Arcane Lore (5) 41, Attunement (10) 66, Power Point Development (30) 130, Runes (10) 66, Foraging/ Survival (5) 41, Navigation (2) 26, Riding (3) 22, Endurance (20) 94, Jumping (2) 17, Swimming (1) 12

Spells:
Universal: Guess (2) 20, Dispel Magic (3) 25, Minor Healing (10) 60
Elementalist: Elemental Ball (15) 90, Elemental Bolt (15) 90, Elemental Resistance (12) 84, Stoneskin (12) 84
Fire: Conflagration (10) 80, Extinguish Fires (6) 60, Fire Wall (10) 80, Flash (9) 75, Heat (8) 70

Languages:
Elemental (S6/W5) 46/41, Other Language (S5/W3) 41/31, Other Language #2 (S4/W3) 36/31

Talents:
Immunity to Bleed, Elemental Immunity (Class III, Fire), Elemental Regeneration (major), Elemental Strike (Class III, Fire), Elemental Sustenance (Fire), Planar Immunity (Fire), Immunity to Stun, Elemental Movement (Class III, Fire), Sense Magic, Affinity of Fire, Focused Eloquence (Elementalist)

Elemental Movement (Fire): The Elemental Hunter can move without exhaustion on land and at half-Base Movement Rate 1' above water, but only during daylight.The maximum Pace for exhaustion-free movement is limited by Class (I: Walk, II: Run, III: Fast Run, IV: Sprint, V: Dash). If there is no daylight, movement incurs exhaustion as normal. All other movement forms incur exhaustion as normal.

Elemental Regeneration (major): The Elemental being has the ability to regenerate damage from all but instantly fatal wounds, by drawing in elemental mana of the correct subtype. On its own elemental subplane, its body automatically regenerates 2 Concussion Hits each round; on other non-elemental planes, its body automatically regenerates 2 Concussion Hits each minute subject to there being a source of elemental mana; on other elemental subplanes, its body automatically regenerates 2 Concussion Hits each minute. Its recovery rate for non-fatal injuries is halved.

Elemental Strike (Fire): A Fire Elemental can use its elemental nature to empower unarmed melee attacks with an additional critical (same roll as melee attack). These are resolved on the Heat Critical Table with the attack size given by the Elemental's Class: Class I (Tiny), Class II (Small), Class III (Medium), Class IV (Large), and Class V+ (Huge).

Fire Elemental Savant (Class IV)

Level	30	DB	120
Size	Medium	Hits	104
BMR Type	Biped, Fire	Init	13
BMR	14	Stam	89
# Enc	1 (summoned), 1 + entourage of 1-10 other elementals (on home plane)	Will	94
Outlook	Aloof	Magic	111
Treasure	R3R2R2	Build	Elementalist

DB Breakdown: (10 stats, 70 Chi Defense, 40 Stoneskin)

Attacks:

Martial Arts Strike	(10) 57

Skills:
Climbing (2) 17, Flying (2) 17, Running (10) 57, Chi Defense (20) 80, Lore #1 (10) 50, Lore #2 (10) 66, Perception (30) 90, Resistance: Magic (30) 111, Resistance: Stamina (30) 89, Resistance: Will (30) 94, Influence Skill (20) 87, Arcane Lore (15) 76, Attunement (15) 76, Power Point Development (40) 140, Runes (15) 76, Foraging/Survival (5) 41, Navigation (2) 26, Riding (4) 27, Endurance (30) 104, Jumping (2) 17, Swimming (2) 17

Spells:
Universal: Guess (2) 20, Dispel Magic (5) 25, Minor Healing (10) 60, Study Target (5) 35
Thaumaturge: Analysis (9) 55, Long Door (15) 70, Magestaff (19) 78, Waiting Spell (10) 60, Wards (20) 80
Elementalist: Elemental Ball (15) 90, Elemental Bolt (15) 90, Elemental Resistance (12) 84, Stoneskin (12) 84
Fire: Conflagration (10) 80, Extinguish Fires (6) 60, Fire Wall (10) 80, Flash (9) 75, Heat (8) 70
Languages:
Elemental (S6/W5) 46/41, Other Language (S6/W5) 46/41, Other Language #2 (S6/W5) 46/41, Other Language #3 (S3/W2) 31/26

Talents:
Immunity to Bleed, Elemental Immunity (Class IV, Fire), Elemental Regeneration (major), Elemental Strike (Class IV, Fire), Elemental Sustenance (Fire), Planar Immunity (Fire), Immunity to Stun, Elemental Movement (Class IV, Fire), Sense Magic, Affinity of Fire, Focused Eloquence (Greater, Elementalist), Additional Arcane Circle

Elemental Sustenance (Fire): This Elemental being receives all its nourishment simply by imbibing the emanations of Fire elemental essence.

Planar Immunity (Fire): This Elemental being is immune to Fire-based elemental poisoning.

Fire Elemental Savant (Class V)

Level	50	DB	150
Size	Medium	Hits	104
BMR Type	Biped, Fire	Init	13
BMR	14	Stam	109
# Enc	1 (summoned), 1 + entourage of 2-20 other elementals (on home plane)	Will	114
Outlook	Aloof	Magic	131
Treasure	R4R3R3	Build	Elementalist

DB Breakdown: (10 stats, 80 Chi Defense, 60 Stoneskin)

Attacks:

Martial Arts Strike	(10) 57

Skills:
Climbing (6) 37, Flying (6) 37, Running (10) 57, Chi Defense (30) 90, Lore #1 (10) 66, Lore #2 (10) 66, Lore #3 (10) 66, Lore #4 (10) 66, Perception (30) 90, Resistance: Magic (30) 131, Resistance: Stamina (30) 109, Resistance: Will (30) 114, Influence Skill #1 (20) 87, Influence Skill #2 (20) 87, Arcane Lore (20) 86, Arcane Lore #2 (20) 86, Attunement (20) 86, Power Point Development (50) 150, Runes (20) 86, Foraging/Survival (5) 41, Navigation (3) 31, Riding (10) 57, Endurance (30) 104, Jumping (6) 37, Swimming (5) 32

Spells:
Universal: Guess (2) 20, Dispel Magic (5) 35, Minor Healing (10) 60, Study Target (10) 60
Thaumaturge: Analysis (9) 75, Imbue Bonus (40) 120, Imbue Spell (40) 120, Long Door (30) 110, Magestaff (37) 117, Spell Resistance (24) 104, Waiting Spell (10) 80, Wards (20) 100
Elementalist: Elemental Ball (20) 100, Elemental Bolt (20) 100, Elemental Resistance (20) 100, Stoneskin (20) 100
Fire: Conflagration (20) 100, Extinguish Fires (15) 90, Fire Wall (20) 100, Flash (15) 69, Heat (15) 90
Languages:
Elemental (S6/W6) 46/46, Other Language (S6/W6) 46/46, Other Language #2 (S6/W6) 46/46, Other Language #3 (S6/W6) 46/46, Other Language #4 (S5/W5) 41/41, Other Language #5 (S5/W5) 41/41

Other Skills:

51 favored category ranks

Talents:
Immunity to Stun, Elemental Immunity (Class V, Fire), Elemental Regeneration (major), Elemental Strike (Class V, Fire), Elemental Sustenance (Fire), Planar Immunity (Fire), Immunity to Bleed, Elemental Movement (Class V, Fire), Sense Magic, Affinity of Fire, Focused Eloquence (Greater, Elementalist), Focused Eloquence (Greater, Other Circle), Additional Arcane Circle, Greater Resistance (all)

Water Elemental Savants

Water Elemental Savant (Class I)			
Level	10	DB	59
Size	Medium	Hits	77
BMR Type	Biped	Init	15
BMR	14	Stam	65
# Enc	1 (summoned), 1-2 (on home plane)	Will	64
Outlook	Aloof	Magic	91
Treasure	NNN	Build	Elementalist

DB Breakdown: (4 stats, 25 Chi Defense, 30 Stoneskin)

Attacks:

Martial Arts Strike	(5) 32

Skills:
Climbing (1) 12, Running (2) 17, Chi Defense (5) 40, Lore #1 (5) 41, Perception (10) 65, Resistance: Magic (10) 91, Resistance: Stamina (10) 65, Resistance: Will (10) 64, Influence Skill (2) 27, Arcane Lore (5) 41, Attunement (5) 51, Power Point Development (20) 125, Runes (5) 46, Foraging/Survival (5) 46, Navigation (1) 26, Riding (1) 9, Endurance (10) 77, Jumping (1) 12, Swimming (4) 27

Spells:
Universal: Guess (2) 20, Minor Healing (5) 35
Elementalist: Elemental Ball (15) 70, Elemental Bolt (15) 70, Stoneskin (8) 50

Languages:
Elemental (S6/W5) 51/46, Other Language (S4/W3) 41/36

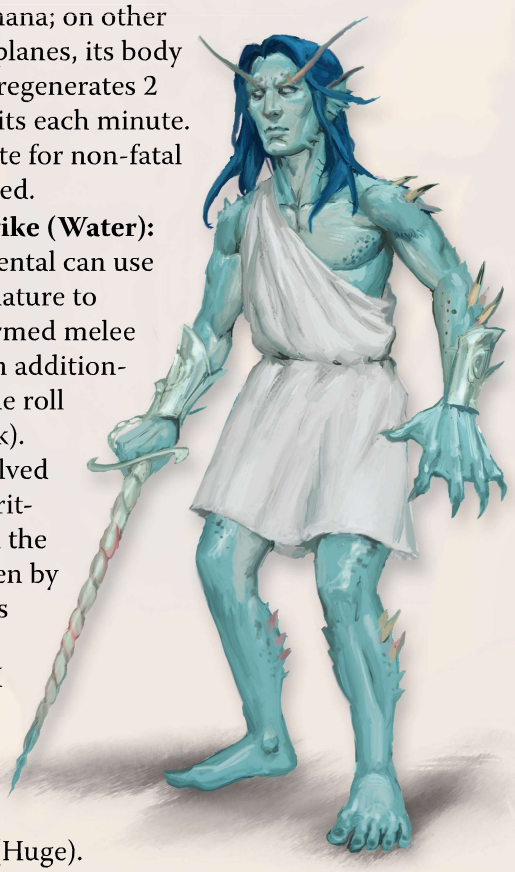
Talents:
Immunity to Bleed, Elemental Immunity (Class I, Water), Elemental Regeneration (major), Elemental Strike (Class I, Water), Elemental Sustenance (Water), Planar Immunity (Water), Immunity to Stun, Elemental Movement (Class I, Water), Sense Magic, Affinity of Water

Description

A Water Elemental Savant is composed of elemental Water. In physical form, it appears as a lithe humanoid form (7' to 8' tall) with all features clearly defined but hair and skin color are deep hues of blue.

Abilities and Combat

Immunity to Bleed
Immunity to Stun
Elemental Immunity (Water): The Elemental being is immune to all mundane water-based attacks and water-related environmental effects (drowning, cold, etc.) and reduces magical attacks that deliver Cold criticals by one size per Elemental Class. If critical size is reduced below Tiny, then the being is unaffected by the Cold critical.
Elemental Movement (Water): The Elemental Savant can swim without exhaustion on or below the water. The maximum Pace for exhaustion-free movement is limited by Class (I: Walk, II: Run, III: Fast Run, IV: Sprint, V: Dash). All other movement incurs exhaustion as normal.
Elemental Regeneration (major): The Elemental being has the ability to regenerate damage from all but instantly fatal wounds, by drawing in elemental mana of the correct subtype. On its own elemental subplane, its body automatically regenerates 2 Concussion Hits each round; on other non-elemental planes, its body automatically regenerates 2 Concussion Hits each minute subject to there being a source of elemental mana; on other elemental subplanes, its body automatically regenerates 2 Concussion Hits each minute. Its recovery rate for non-fatal injuries is halved.
Elemental Strike (Water): A Water Elemental can use its elemental nature to empower unarmed melee attacks with an additional critical (same roll as melee attack). These are resolved on the Cold Critical Table with the attack size given by the Elemental's Class: Class I (Tiny), Class II (Small), Class III (Medium), Class IV (Large), and Class V+ (Huge).



Water Elemental Savant (Class II)

Level	15	DB	84
Size	Medium	Hits	77
BMR Type	Biped	Init	15
BMR	14	Stam	75
# Enc	1 (summoned), 1-2 (on home plane)	Will	74
Outlook	Aloof	Magic	101
Treasure	RN2N	Build	Elementalist

DB Breakdown: (4 stats, 50 Chi Defense, 30 Stoneskin)

Attacks:

Martial Arts Strike	(10) 57

Skills:
Climbing (2) 17, Running (3 22), Chi Defense (10) 65, Lore #1 (5) 41, Perception (15) 75, Resistance: Magic (15) 101, Resistance: Stamina (15) 75, Resistance: Will (15) 74, Influence Skill (5) 42, Arcane Lore (5) 41, Attunement (5) 51, Power Point Development (25) 130, Runes (5) 46, Foraging/Survival (5) 46, Navigation (1) 26, Riding (2) 14, Endurance (10) 77, Jumping (2) 17, Swimming (5) 32

Spells:
Universal: Guess (2) 20, Dispel Magic (3) 25, Minor Healing (5) 35
Elementalist: Elemental Ball (15) 90, Elemental Bolt (15) 90, Elemental Resistance (12) 84, Stoneskin (8) 70
Water: Water Wall (10) 80

Languages:
Elemental (S6/W5) 51/46, Other Language (S4/W3) 41/36, Other Language #2 (S3/W2) 36/31

Talents:
Immunity to Bleed, Elemental Immunity (Class II, Water), Elemental Regeneration (major), Elemental Strike (Class II, Water), Elemental Sustenance (Water), Planar Immunity (Water), Immunity to Stun, Elemental Movement (Class II, Water), Sense Magic, Affinity of Water, Focused Eloquence (Greater, Elementalist)

Elemental Sustenance (Water): This Elemental being receives all its nourishment simply by imbibing the emanations of Water elemental essence.

Planar Immunity (Water): This Elemental being is immune to Water based elemental poisoning.

Lifestyle

Elemental Savants are the premier scholars and spell casters of the Elemental subplanes. They are interested in acquiring knowledge of their own subplane, about magic and about other planes of reality.

Water Elemental Savant (Class III)

Level	20	DB	104
Size	Medium	Hits	97
BMR Type	Biped	Init	15
BMR	14	Stam	85
# Enc	1 (summoned), 1 + entourage of 1-5 other elementals (on home plane)	Will	74
Outlook	Aloof	Magic	111
Treasure	R2RR	Build	Elementalist

DB Breakdown: (4 stats, 60 Chi Defense, 40 Stoneskin)

Attacks:

Martial Arts Strike	(10) 57

Skills:
Climbing (2) 17, Running (3) 22, Chi Defense (15) 75, Lore #1 (8) 56, Perception (20) 85, Resistance: Magic (20) 111, Resistance: Stamina (20) 85, Resistance: Will (15) 74, Influence Skill (5) 42, Arcane Lore (5) 41, Attunement (10) 76, Power Point Development (30) 135, Runes (10) 71, Foraging/Survival (5) 46, Navigation (2) 31, Riding (3) 19, Endurance (20) 97, Jumping (2) 17, Swimming (5) 32

Spells:
Universal: Guess (2) 10, Dispel Magic (3) 15, Minor Healing (10) 50
Elementalist: Elemental Ball (15) 60, Elemental Bolt (15) 60, Elemental Resistance (12) 54, Stoneskin (12)
Water: Cool (8) 40, Obscuring Mist (7) 35, Unfog (9) 45, Water Corridor (9) 45, Water Wall (10) 50

Languages:
Elemental (S6/W5) 30/25, Other Language (S5/W3) 25/15, Other Language #2 (S4/W3) 20/15

Talents:
Immunity to Bleed, Elemental Immunity (Class III, Water), Elemental Regeneration (major), Elemental Strike (Class III, Water), Elemental Sustenance (Water), Planar Immunity (Water), Immunity to Stun, Elemental Movement (Class III, Water), Sense Magic, Affinity of Water, Focused Eloquence (Elementalist)

Background

Elemental Savants are fully intelligent and independent spirits, with their own agendas. Loremasters believe that the Elemental Savants are the beings most attuned with the perspective of the Elemental Lords and perhaps even especially favored by the Lords. Certainly Elemental Savants seem to hold positions of power on the subplanes and other Elementals appear willing to defer to them.

Water Elemental Savant (Class IV)

Level	30	DB	114
Size	Medium	Hits	107
BMR Type	Biped	Init	15
BMR	14	Stam	95
# Enc	1 (summoned), 1 + entourage of 1-10 other elementals (on home plane)	Will	94
Outlook	Aloof	Magic	121
Treasure	R3R2R2	Build	Elementalist

DB Breakdown: (4 stats, 70 Chi Defense, 40 Stoneskin)

Attacks:

Martial Arts Strike	(10) 57

Skills:
Climbing (3) 22, Running (3) 22, Chi Defense (20) 85, Lore #1 (10) 66, Lore #2 (10) 66, Perception (30) 95, Resistance: Magic (30) 121, Resistance: Stamina (30) 95, Resistance: Will (30) 94, Influence Skill (20) 87, Arcane Lore (15) 76, Attunement (15) 86, Power Point Development (40) 145, Runes (15) 81, Foraging/Survival (5) 46, Navigation (2) 31, Riding (4) 24, Endurance (30) 107, Jumping (2) 17, Swimming (10) 57

Spells:
Universal: Guess (2) 20, Dispel Magic (5) 25, Minor Healing (10) 60, Study Target (5) 35
Thaumaturge: Analysis (9) 55, Long Door (15) 70, Magestaff (19) 78, Waiting Spell (10) 60, Wards (20) 80
Elementalist: Elemental Ball (15) 90, Elemental Bolt (15) 90, Elemental Resistance (12) 84, Stoneskin (12) 84
Water: Cool (8) 70, Obscuring Mist (7) 65, Unfog (9) 75, Water Corridor (9) 75, Water Wall (10) 80
Languages:
Elemental (S6/W5) 51/46, Other Language (S6/W5) 51/46, Other Language #2 (S6/W5) 51/46, Other Language #3 (S3/W2) 36/31

Talents:
Immunity to Bleed, Elemental Immunity (Class IV, Water), Elemental Regeneration (major), Elemental Strike (Class IV, Water), Elemental Sustenance (Water), Planar Immunity (Water), Immunity to Stun, Elemental Movement (Class IV, Water), Sense Magic, Affinity of Water, Focused Eloquence (Greater, Elementalist), Additional Arcane Circle

Adventure Notes

An Elemental Savant, if encountered on its own subplane, will typically be in the retinue of a more powerful True Elemental. "Independent" Elemental Savants, of the higher Classes, may have their own bodyguard of Elemental Warriors. Encounters on the Mortal Plane may be the outcome of summonings; Elemental Savants may also employ magic to move between planes and summon other Elementals.

Water Elemental Savant (Class V)

Level	50	DB	144
Size	Medium	Hits	107
BMR Type	Biped	Init	15
BMR	14	Stam	115
# Enc	1 (summoned), 1 + entourage of 2-20 other elementals (on home plane)	Will	114
Outlook	Aloof	Magic	141
Treasure	R4R3R3	Build	Elementalist

DB Breakdown: (4 stats, 80 Chi Defense, 60 Stoneskin)

Attacks:

Martial Arts Strike	(10) 57

Skills:
Climbing (8) 47, Running (9) 52, Chi Defense (30) 95, Lore #1 (10) 66, Lore #2 (10) 66, Lore #3 (10) 66, Lore #4 (10) 66, Perception (30) 95, Resistance: Magic (30) 141, Resistance: Stamina (30) 115, Resistance: Will (30) 114, Influence Skill #1 (20) 87, Influence Skill #2 (20) 87, Arcane Lore (20) 86, Arcane Lore #2 (20) 86, Attunement (20) 96, Power Point Development (50) 155, Runes (20) 91, Foraging/Survival (5) 46,, Navigation (3) 36, Riding (10) 71, Endurance (30) 107, Jumping (6) 37, Swimming (10) 57

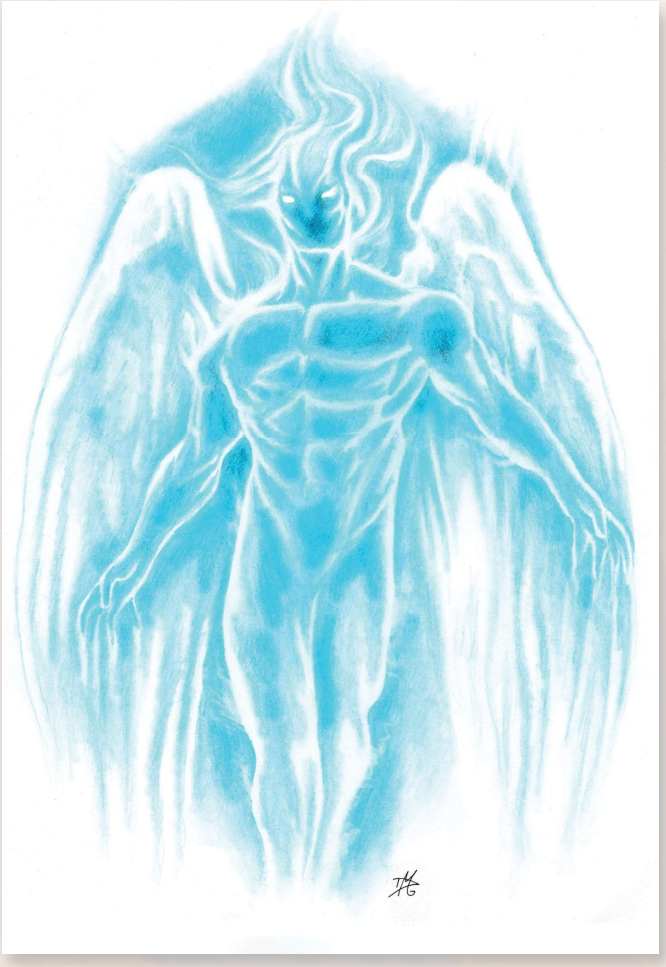
Spells:
Universal: Guess (2) 20, Dispel Magic (5) 35, Minor Healing (10) 60, Study Target (10) 60
Thaumaturge: Analysis (9) 75, Imbue Bonus (40) 120, Imbue Spell (40) 120, Long Door (30) 110, Magestaff (37) 117, Spell Resistance (24) 104, Waiting Spell (10) 80, Wards (20) 100
Elementalist: Elemental Ball (20) 100, Elemental Bolt (20) 100, Elemental Resistance (20) 100, Stoneskin (20) 100
Water: Cool (16) 92, Obscuring Mist (20) 100, Unfog (9) 75, Water Corridor (30) 110, Water Wall (10) 80
Languages:
Elemental (S6/W6) 51/51, Other Language (S6/W6) 51/51, Other Language #2 (S6/W6) 51/51, Other Language #3 (S6/W6) 51/51, Other Language #4 (S5/W5) 46/46, Other Language #5 (S5/W5) 46/46

Other Skills:

51 favored category ranks

Talents:
Immunity to Stun, Elemental Immunity (Class V, Water), Elemental Regeneration (major), Elemental Strike (Class V, Water), Elemental Sustenance (Water), Planar Immunity (Water), Immunity to Bleed, Elemental Movement (Class V, Water), Sense Magic, Affinity of Water, Focused Eloquence (Greater, Elementalist), Focused Eloquence (Greater, Other Circle), Additional Arcane Circle, Greater Resistance (all)

Air Elemental Warriors



Air Elemental Warrior (Class I)			
Level	10	DB	88
Size	Large	Hits	137
BMR Type	Biped, Fly	Init	13
BMR	22	Stam	69
# Enc	1 (summoned), 1-5 (on home plane)	Will	65
Outlook	Protective	Magic	68
Treasure	N - P	Build	Monk

DB Breakdown: (18 stats, 70 Chi Defense)

Attacks:

Martial Arts Strike	100
MA Combat Style	90
Missile Weapon	90

Skills:
Climbing (2) 30, Flying (10) 65, Running (2) 22, Chi Defense (20) 99, Perception (10) 59, Resistance: Magic (10) 68, Resistance Stamina (10) 69, Resistance Will (10) 65, Endurance (20 137, Jumping (2) 30, Swimming (2) 30

Languages:
Elemental (S6/W5) 37/32, Other Language (S4/W3) 27/22

Other Skills:
12 favored category ranks

Talents:
Large, Elemental Immunity (Class I, Air), Elemental Regeneration (major), Elemental Strike (Class I, Air), Elemental Sustenance (Air), Planar Immunity (Air), Manifest Element (Class I, Air), Elemental Movement (Class I, Air), Immunity to Stun, Immunity to Bleed

Description

An Air Elemental Warrior is composed wholly of elemental Air. It possesses a winged humanoid form (10' to 12' tall), but its features are not fully defined.

Abilities and Combat

Immunity to Bleed

Immunity to Stun

Elemental Immunity (Air): The Elemental being is immune to all mundane air-based attacks and air-related environmental effects (poison gases, low or high atmospheric pressure, etc) and reduces magical attacks that deliver Electrical criticals by one size per Elemental Class. If critical size is reduced below Tiny, then the being is unaffected by the Electrical critical.

Elemental Movement (Air): The Elemental Warrior can fly without exhaustion. The maximum Pace for exhaustion-free movement is limited by Class (I: Walk, II: Run, III: Fast Run, IV: Sprint, V: Dash). All other movement incurs exhaustion as normal.

Air Elemental Warrior (Class II)

Level	15	DB	98
Size	Large	Hits	147
BMR Type	Biped, Fly	Init	13
BMR	22	Stam	79
# Enc	1 (summoned), 1-5 (on home plane)	Will	75
Outlook	Protective	Magic	68
Treasure	R - P	Build	Monk

DB Breakdown: (18 stats, 80 Chi Defense)

Attacks:

Martial Arts Strike	110
MA Combat Style - Kata	100
Missile Weapon	100
Melee Weapon	80

Skills:
Climbing (2) 30, Flying (20) 85, Running (5) 37, Chi Defense (30) 119, Perception (15) 69, Resistance: Magic (15) 68, Resistance Stamina (15) 79, Resistance Will (15) 75, Endurance (30) 147, Jumping (2) 30, Swimming (5) 45

Languages:
Elemental (S6/W5) 37/32, Other Language (S4/W3) 27/22

Other Skills:
13 favored category ranks

Talents:
Large, Elemental Immunity (Class II, Air), Elemental Regeneration (major), Elemental Strike (Class II, Air), Elemental Sustenance (Air), Planar Immunity (Air), Manifest Element (Class II, Air), Elemental Movement (Class II, Air), Immunity to Stun, Immunity to Bleed

Air Elemental Warrior (Class III)

Level	20	DB	128
Size	Large	Hits	147
BMR Type	Biped, Fly	Init	13
BMR	22	Stam	89
# Enc	1 (summoned), 1-5 (on home plane)	Will	85
Outlook	Protective	Magic	88
Treasure	R2 - N	Build	Monk/ Warrior Mage

DB Breakdown: (18 stats, 80 Chi Defense, 30 Steel Skin)

Attacks:

Martial Arts Strike	110
MA Combat Style - Kata	100
Missile Weapon	100
Melee Weapon	90

Skills:
Climbing (5) 45, Flying (30) 95, Running (10) 62, Chi Defense (30) 119, Perception (20) 79, Resistance: Magic (20) 88, Resistance Stamina (20) 89, Resistance Will (20) 85, Power Point Development (10) 79, Endurance (30) 147, Jumping (5) 45, Swimming (5) 45

Spells:
Universal: Minor Healing (10) 58
Warrior Mage: Hammer Strike (4) 28, Steel Skin (11) 62, Weapon's Fury (5) 33

Languages:
Elemental (S6/W5) 37/32, Other Language (S4/W3) 27/22

Other Skills:
20 favored category skill ranks

Talents:
Large, Elemental Immunity (Class III, Air), Elemental Regeneration (major), Elemental Strike (Class III, Air), Elemental Sustenance (Air), Planar Immunity (Air), Manifest Element (Class III, Air), Elemental Movement (Class III, Air), Additional Profession (Warrior Mage), Immunity to Bleed, Immunity to Stun

Elemental Regeneration (major): The Elemental being has the ability to regenerate damage from all but instantly fatal wounds, by drawing in elemental mana of the correct subtype. On its own elemental subplane, its body automatically regenerates 2 Concussion Hits each round; on other non-elemental planes, its body automatically regenerates 2 Concussion Hits each minute subject to there being a source of elemental mana; on other elemental subplanes, its body automatically regenerates 2 Concussion Hits each minute. Its recovery rate for non-fatal injuries is halved.

Elemental Strike (Air): An Air Elemental can use its elemental nature to empower unarmed melee attacks with an additional critical (same roll as melee attack). These are resolved on the Electrical Critical Table with the attack size given by the Elemental's Class: Class I (Tiny), Class II (Small), Class III (Medium), Class IV (Large), and Class V+ (Huge).

Elemental Sustenance (Air): This Elemental being receives all its nourishment simply by imbibing the emanations of Air elemental essence.

Manifest Element (Air): The Elemental can surround itself with a field of elemental energy centred on itself with a radius of 5'. Anyone else within the radius suffers an Electrical critical (size varies by Elemental Class: I (Tiny), II (Small), III (Medium), IV (Large), V+ (Huge). Creating and maintaining this

Air Elemental Warrior (Class IV)

Level	30	DB	168
Size	Large	Hits	167
BMR Type	Biped, Fly	Init	13
BMR	22	Stam	99
# Enc	1 (summoned), 1 + entourage of 1-10 other elementals (on home plane)	Will	95
Outlook	Aloof	Magic	98
Treasure	R3NR	Build	Monk/ Warrior Mage

DB Breakdown: (10 stats, 70 Chi Defense, 40 Stoneskin)

Attacks:

Martial Arts Strike	110
MA Combat Style - Kata	90
Missile Weapon	90
Melee Weapon	90

Skills:
Climbing (10) 70, Flying (30) 95, Running (15) 72, Chi Defense (40) 129, Perception (30) 89, Resistance: Magic (30) 98, Resistance Stamina (30) 99, Resistance Will (30) 95, Power Point Development (30) 109, Endurance (50) 167, Jumping (10) 70, Swimming (15) 80

Spells:
Universal: Minor Healing (10) 58
Warrior Mage: Hammer Strike (8) 48, Magic Shield (10) 68, Reload Weapon (8) 48, Steel Skin (20) 78, Weapon's Fury (13) 64
Languages:
Elemental (S6/W5) 37/32, Other Language (S4/W3) 27/22

Other Skills:
42 favored category ranks

Talents:
Large, Elemental Immunity (Class IV, Air), Elemental Regeneration (major), Elemental Strike (Class IV, Air), Elemental Sustenance (Air), Planar Immunity (Air), Manifest Element (Class IV, Air), Elemental Movement (Class IV, Air), Additional Profession (Warrior Mage), Immunity to Bleed, Immunity to Stun

Air Elemental Warrior (Class V)

Level	50	DB	188
Size	Large	Hits	177
BMR Type	Biped, Fly	Init	13
BMR	22	Stam	129
# Enc	1 (summoned), 1 + entourage of 1-5 other elementals (on home plane)	Will	125
Outlook	Aloof	Magic	128
Treasure	R4RR2	Build	Monk/ Warrior Mage

DB Breakdown: (18 stats, 110 Chi Defense, 60 Steel Skin)

Attacks:

Martial Arts Strike	160
MA Combat Style - Kata	150
Missile Weapon	140
Melee Weapon	140

Skills:
Climbing (30) 100, Flying (40) 105, Running (30) 92, Chi Defense (60) 149, Perception (40) 109, Resistance: Magic (40) 128, Resistance Stamina (40) 129, Resistance Will (40) 125, Power Point Development (50) 139, Endurance (50) 177, Jumping (30) 100, Swimming (30) 100

Spells:
Universal: Boost Quickness (16) 70, Boost Self Discipline (12) 62, Detect Magic (10) 58, Detect Trap (10) 58, Minor Healing (10) 58, Study Target (10) 58, Dispel Magic (10) 58
Warrior Mage: Hammer Strike (20) 98, Magic Shield (20) 98, Mantlet (20) 98, Reload Weapon (12) 82, Sharpshooter (15) 88, Steel Skin (20) 98, Weapon's Fury (20) 98
Languages:
Elemental (S6/W5) 37/32, Other Language (S4/W3) 27/22

Other Skills:
80 favored category skill ranks

Talents:
Large, Elemental Immunity (Class V, Air), Elemental Regeneration (major), Elemental Strike (Class V, Air), Elemental Sustenance (Air), Planar Immunity (Air), Manifest Element (Class V, Air), Elemental Movement (Class V, Air), Additional Profession (Warrior Mage), Focused Eloquence (Greater, Warrior Mage), Immunity to Bleed, Immunity to Stun, Greater Resistance (all), Enhanced Senses, Skill Specialisation x3, Toughness

field requires one concussion hit per round from the Elemental. The Elemental can choose to increase the radius at an extra concussion hit per extra 1' radius.

Planar Immunity (Air): This Elemental being is immune to Air-based elemental poisoning.

Earth Elemental Warriors

Earth Elemental Warrior (Class I)			
Level	10	DB	78
Size	Large	Hits	143
BMR Type	Biped	Init	8
BMR	22	Stam	79
# Enc	1 (summoned), 1-5 (on home plane)	Will	67
Outlook	Protective	Magic	68
Treasure	N - P	Build	Monk
DB Breakdown: (8 stats, 70 Chi Defense)			
Attacks:			
Martial Arts Strike			100
MA Combat Style-Kata			90
Missile Weapon			90
Skills: Climbing (3) 35, Running (10) 62, Chi Defense (20) 100, Perception (10) 60, Resistance: Magic (10) 68, Resistance Stamina (10) 79, Resistance Will (10) 67, Endurance (20 143, Jumping (3) 35, Swimming (2) 30			
Languages: Elemental (S6/W5) 36/31, Other Language (S4/W3) 26/21			
Other Skills: 12 favored category ranks			
Talents: Large, Elemental Immunity (Class I, Earth), Elemental Regeneration (major), Elemental Strike (Class I, Earth), Elemental Sustenance (Earth), Planar Immunity (Earth), Manifest Element (Class I, Earth), Elemental Movement (Class I, Earth), Immunity to Stun, Immunity to Bleed			

Description

An Earth Elemental Warrior is composed wholly of elemental Earth. It possesses a muscular stony vaguely humanoid form (10' to 12' tall), but its features are not fully defined.

Abilities and Combat

Immunity to Bleed

Immunity to Stun

Elemental Immunity (Earth): The Elemental being is immune to all mundane earth-based attacks and earth-related environmental effects and reduces magical attacks that deliver Impact criticals by one size per Elemental Type. If critical size is reduced below Tiny, then the being is unaffected by the Impact critical.

Elemental Movement (Earth): The Elemental Hunter can move without exhaustion on any solid surface (not water) and can phase through material at a percentage of Base Movement Rate.

The maximum Pace for exhaustion-free movement and percentage of Base Movement Rate for phasing is limited by Class (I: Walk 20%, II: Run 40%, III: Fast Run 60%, IV: Sprint 80%, V: Dash 100%) . All other movement incurs exhaustion as normal.



Earth Elemental Warrior (Class II)			
Level	15	DB	88
Size	Large	Hits	153
BMR Type	Biped	Init	8
BMR	22	Stam	89
# Enc	1 (summoned), 1-5 (on home plane)	Will	77
Outlook	Protective	Magic	68
Treasure	R - P	Build	Monk

DB Breakdown: (8 stats, 80 Chi Defense)

Attacks:	
Martial Arts Strike	110
MA Combat Style-Kata	100
Missile Weapon	100
Melee Weapon	80

Skills:
Climbing (6) 50, Running (20) 82, Chi Defense (30) 120, Perception (15) 70, Resistance: Magic (15) 68, Resistance Stamina (15) 89, Resistance Will (15) 77, Endurance (30) 153, Jumping (6) 50, Swimming (2) 30

Languages:
Elemental (S6/W5) 36/31, Other Language (S4/W3) 26/21

Other Skills:
13 favored category skill ranks

Talents:
Large, Elemental Immunity (Class II, Earth), Elemental Regeneration (major), Elemental Strike (Class II, Earth), Elemental Sustenance (Earth), Planar Immunity (Earth), Manifest Element (Class II, Earth), Elemental Movement (Class II, Earth), Immunity to Stun, Immunity to Bleed

Elemental Regeneration (major): The Elemental being has the ability to regenerate damage from all but instantly fatal wounds, by drawing in elemental mana of the correct subtype. On its own elemental subplane, its body automatically regenerates 2 Concussion Hits each round; on other non-elemental planes, its body automatically regenerates 2 Concussion Hits each minute subject to there being a source of elemental mana; on other elemental subplanes, its body automatically regenerates 2 Concussion Hits each minute. Its recovery rate for non-fatal injuries is halved.

Earth Elemental Warrior (Class III)			
Level	20	DB	118
Size	Large	Hits	153
BMR Type	Biped	Init	8
BMR	22	Stam	99
# Enc	1 (summoned), 1 + entourage of 1-5 other elementals (on home plane)	Will	87
Outlook	Protective	Magic	88
Treasure	R2 - N	Build	Monk/ Warrior Mage

DB Breakdown: (8 stats, 80 Chi Defense, 30 Steel Skin)

Attacks:	
Martial Arts Strike	110
MA Combat Style-Kata	100
Missile Weapon	100
Melee Weapon	90

Skills:
Climbing (12) 74, Running (30) 92, Chi Defense (30) 120, Perception (20) 80, Resistance: Magic (20) 88, Resistance Stamina (20) 99, Resistance Will (20) 87, Power Point Development (10) 80, Endurance (30) 153, Jumping (8) 60, Swimming (5) 45

Spells:
Universal: Minor Healing (10) 58
Warrior Mage: Hammer Strike (4) 28, Steel Skin (11) 60, Weapon's Fury (5) 33

Languages:
Elemental (S6/W5) 36/31, Other Language (S4/W3) 26/21

Other Skills:
20 favored category skill ranks

Talents:
Large, Elemental Immunity (Class III, Earth), Elemental Regeneration (major), Elemental Strike (Class III, Earth), Elemental Sustenance (Earth), Planar Immunity (Earth), Manifest Element (Class III, Earth), Elemental Movement (Class III, Earth), Additional Profession (Warrior Mage), Immunity to Bleed, Immunity to Stun

Elemental Strike (Earth): An Earth Elemental can use its elemental nature to empower unarmed melee attacks with an additional critical (same roll as melee attack). These are resolved on the Impact Critical Table with the attack size given by the Elemental's Class: Class I (Tiny), Class II (Small), Class III (Medium), Class IV (Large), and Class V+ (Huge).

Elemental Sustenance (Earth): This Elemental being receives all its nourishment simply by imbibing the emanations of Earth elemental essence.

Earth Elemental Warrior (Class IV)

Level	30	DB	158
Size	Large	Hits	173
BMR Type	Biped	Init	8
BMR	22	Stam	109
# Enc	#Enc: 1 (summoned), 1 + entourage of 1-10 other elementals (on home plane)	Will	97
Outlook	Aloof	Magic	98
Treasure	R3NR	Build	Monk/ Warrior Mage

DB Breakdown: (8 stats, 90 Chi Defense, 60 Steel Skin)

Attacks:

Martial Arts Strike	130
MA Combat Style-Kata	110
Missile Weapon	110
Melee Weapon	110

Skills:
Climbing (20) 90, Running (30) 92, Chi Defense (40) 130, Perception (30) 90, Resistance: Magic (30) 98, Resistance Stamina (30) 109, Resistance Will (30) 97, Power Point Development (30) 110, Endurance (50) 173, Jumping (20) 90, Swimming (10) 70

Spells:
Universal: Minor Healing (10) 58
Warrior Mage: Hammer Strike (8) 48, Magic Shield (10) 68, Reload Weapon (8) 48, Steel Skin (20) 78, Weapon's Fury (13) 64

Languages:
Elemental (S6/W5) 36/31, Other Language (S4/W3) 26/21

Talents:
Large, Elemental Immunity (Class IV, Earth), Elemental Regeneration (major), Elemental Strike (Class IV, Earth), Elemental Sustenance (Earth), Planar Immunity (Earth), Manifest Element (Class IV, Earth), Elemental Movement (Class IV, Earth), Additional Profession (Warrior Mage), Immunity to Bleed, Immunity to Stun

Manifest Element (Earth): The Elemental can surround itself with a field of elemental energy centred on itself with a radius of 5'. Anyone else within the radius suffers an Impact critical (size varies by Elemental Class: I (Tiny), II (Small), III (Medium), IV (Large), V+ (Huge). Creating and maintaining this field requires one concussion hit per round from the Elemental. The Elemental can choose to increase the radius at an extra concussion hit per extra 1' radius.

Earth Elemental Warrior (Class V)

Level	50	DB	178
Size	Large	Hits	183
BMR Type	Biped	Init	8
BMR	22	Stam	139
# Enc	1 (summoned), 1 + entourage of 1-5 other elementals (on home plane)	Will	127
Outlook	Aloof	Magic	128
Treasure	R4RR2	Build	Monk/ Warrior Mage

DB Breakdown: (8 stats, 110 Chi Defense, 60 Steel Skin)

Attacks:

Martial Arts Strike	160
MA Combat Style-Kata	150
Missile Weapon	140
Melee Weapon	140

Skills:
Climbing (40) 110, Running (40) 102, Chi Defense (60) 150, Perception (40) 110, Resistance: Magic (40) 128, Resistance Stamina (40) 139, Resistance Will (40) 127, Power Point Development (50) 140, Endurance (50) 183, Jumping (40) 110, Swimming (40) 110

Spells:
Universal: Boost Quickness (16) 70, Boost Self Discipline (12) 62, Detect Magic (10) 58, Detect Trap (10) 58, Minor Healing (10) 58, Study Target (10) 58, Dispel Magic (10) 58
Warrior Mage: Hammer Strike (20) 98, Magic Shield (20) 98, Mantlet (20) 98, Reload Weapon (12) 82, Sharpshooter (15) 88, Steel Skin (20) 98, Weapon's Fury (20) 98

Languages:
Elemental (S6/W5) 36/31, Other Language (S4/W3) 26/21

Other Skills:
80 favored category skill ranks

Talents:
Large, Elemental Immunity (Class V, Earth), Elemental Regeneration (major), Elemental Strike (Class V, Earth), Elemental Sustenance (Earth), Planar Immunity (Earth), Manifest Element (Class V, Earth), Elemental Movement (Class V, Earth), Additional Profession (Warrior Mage), Focused Eloquence (Greater, Warrior Mage), Immunity to Bleed, Immunity to Stun, Greater Resistance (all), Enhanced Senses, Skill Specialisation x3, Toughness

Planar Immunity (Earth): This Elemental being is immune to Earth-based elemental poisoning.

Fire Elemental Warriors



Description

A Fire Elemental Warrior is composed wholly of elemental Fire. It appears as a vaguely humanoid figure of flame (10' to 12' tall), but its features are not fully defined.

Fire Elemental Warrior (Class I)			
Level	10	DB	88
Size	Large	Hits	137
BMR Type	Biped, Fly	Init	13
BMR	22	Stam	69
# Enc	1 (summoned), 1-5 (on home plane)	Will	65
Outlook	Protective	Magic	68
Treasure	N - P	Build	Monk

DB Breakdown: (18 stats, 70 Chi Defense)

Attacks:	
Martial Arts Strike	100
MA Combat Style-Kata	90
Missile Weapon	90

Skills:
Climbing (2) 30, Flying (2) 25, Running (10) 62, Chi Defense (20) 99, Perception (10) 59, Resistance: Magic (10) 68, Resistance Stamina (10) 69, Resistance Will (10) 65, Endurance (20 137, Jumping (2) 30, Swimming (2) 30

Languages:
Elemental (S6/W5) 36/31, Other Language (S4/W3) 26/21

Other Skills:
12 favored category skill ranks

Talents:
Large, Elemental Immunity (Class I, Fire), Elemental Regeneration (major), Elemental Strike (Class I, Fire), Elemental Sustenance (Fire), Planar Immunity (Fire), Manifest Element (Class I, Fire), Elemental Movement (Class I, Fire), Immunity to Stun, Immunity to Bleed

Abilities and Combat

Immunity to Bleed

Immunity to Stun

Elemental Immunity (Fire): The Elemental being is immune to all mundane fire-based attacks and heat-related environmental effects (high temperatures, lava, etc.) and reduces magical attacks that deliver Heat criticals by one size per Elemental Class. If critical size is reduced below Tiny, then the being is unaffected by the Heat critical.

Fire Elemental Warrior (Class II)

Level	15	DB	98
Size	Large	Hits	140
BMR Type	Biped, Fly	Init	13
BMR	22	Stam	75
# Enc	1 (summoned), 1-5 (on home plane)	Will	65
Outlook	Protective	Magic	68
Treasure	R - P	Build	Monk

DB Breakdown: (18 stats, 80 Chi Defense)

Attacks:	
Martial Arts Strike	110
MA Combat Style-Kata	100
Missile Weapon	100
Melee Weapon	80

Skills:
Climbing (2) 30, Flying (5) 40, Running (20) 82, Chi Defense (30) 119, Perception (15) 69, Resistance: Magic (15) 68, Resistance Stamina (15) 75, Resistance Will (15) 65, Endurance (30) 140, Jumping (5) 45, Swimming (2) 30

Languages:
Elemental (S6/W5) 36/31, Other Language (S4/W3) 26/21

Orther Skills:
13 favored category skill ranks

Talents:
Large, Elemental Immunity (Class II, Fire), Elemental Regeneration (major), Elemental Strike (Class II, Fire), Elemental Sustenance (Fire), Planar Immunity (Fire), Manifest Element (Class II, Fire), Elemental Movement (Class II, Fire), Immunity to Stun, Immunity to Bleed

Elemental Movement (Fire): The Elemental Hunter can move without exhaustion on land and at half-Base Movement Rate 1' above water, but only during daylight.The maximum Pace for exhaustion-free movement is limited by Class (I: Walk, II: Run, III: Fast Run, IV: Sprint, V: Dash). If there is no daylight, movement incurs exhaustion as normal. All other movement forms incur exhaustion as normal.

Elemental Regeneration (major): The Elemental being has the ability to regenerate damage from all but instantly fatal wounds, by drawing in elemental mana of the correct subtype. On its own elemental subplane, its body automatically regenerates 2 Concussion Hits each round; on other non-elemental planes, its body automatically regenerates 2 Concussion Hits each minute subject to there being a source of elemental mana; on other elemental subplanes, its body automatically regenerates 2 Concussion Hits each minute. Its recovery rate for non-fatal injuries is halved.

Fire Elemental Warrior (Class III)

Level	20	DB	128
Size	Large	Hits	147
BMR Type	Biped, Fly	Init	13
BMR	22	Stam	89
# Enc	1 (summoned), 1-5 (on home plane)	Will	85
Outlook	Protective	Magic	88
Treasure	R2 - N	Build	Monk/ Warrior Mage

DB Breakdown: (18 stats, 80 Chi Defense, 30 Steel Skin)

Attacks:	
Martial Arts Strike	110
MA Combat Style-Kata	100
Missile Weapon	100
Melee Weapon	90

Skills:
Climbing (5) 45, Flying (10) 65, Running (30) 92, Chi Defense (30) 119, Perception (20) 79, Resistance: Magic (20) 88, Resistance Stamina (20) 89, Resistance Will (20) 85, Power Point Development (10) 79, Endurance (30) 147, Jumping (5) 45, Swimming (5) 45

Spells:
Universal: Minor Healing (10) 57
Warrior Mage: Hammer Strike (4) 27, Steel Skin (11) 61, Weapon's Fury (5) 32

Languages:
Languages: Elemental (S6/W5) 36/31, Other Language (S4/W3) 36/31, Other Language #2 (S4/W3) 36/31

Other Skills:
20 favored category skill ranks

Talents:
Large, Elemental Immunity (Class III, Fire), Elemental Regeneration (major), Elemental Strike (Class III, Fire), Elemental Sustenance (Fire), Planar Immunity (Fire), Manifest Element (Class III, Fire), Elemental Movement (Class III, Fire), Additional Profession (Warrior Mage), Immunity to Bleed, Immunity to Stun

Elemental Strike (Fire): A Fire Elemental can use its elemental nature to empower unarmed melee attacks with an additional critical (same roll as melee attack). These are resolved on the Heat Critical Table with the attack size given by the Elemental's Class: Class I (Tiny), Class II (Small), Class III (Medium), Class IV (Large), and Class V+ (Huge).

Elemental Sustenance (Fire): This Elemental being receives all its nourishment simply by imbibing the emanations of Fire elemental essence.

Fire Elemental Warrior (Class IV)

Level	30	DB	168
Size	Large	Hits	167
BMR Type	Biped, Fly	Init	13
BMR	22	Stam	99
# Enc	1 (summoned), 1 + entourage of 1-5 other elementals (on home plane)	Will	95
Outlook	Aloof	Magic	98
Treasure	R3NR	Build	Monk/ Warrior Mage

DB Breakdown: (18 stats, 90 Chi Defense, 60 Steel Skin)

Attacks:	
Martial Arts Strike	130
MA Combat Style-Kata	110
Missile Weapon	110
Melee Weapon	110

Skills:
Climbing (10) 70, Flying (15) 75, Running (30) 92, Chi Defense (40) 129, Perception (30) 89, Resistance: Magic (30) 98, Resistance Stamina (30) 99, Resistance Will (30) 95, Power Point Development (30) 109, Endurance (50) 167, Jumping (15) 80, Swimming (10) 70

Spells:
Universal: Minor Healing (10) 57
Warrior Mage: Hammer Strike (8) 47, Magic Shield (10) 67, Reload Weapon (8) 47, Steel Skin (20) 77, Weapon's Fury (13) 63
Languages:
Elemental (S6/W5) 36/31, Other Language (S4/W3) 36/31

Other Skills:
42 favored category skill ranks

Talents:
Large, Elemental Immunity (Class IV, Fire), Elemental Regeneration (major), Elemental Strike (Class IV, Fire), Elemental Sustenance (Fire), Planar Immunity (Fire), Manifest Element (Class IV, Fire), Elemental Movement (Class IV, Fire), Additional Profession (Warrior Mage), Immunity to Bleed, Immunity to Stun

Manifest Element (Fire): The Elemental can surround itself with a field of elemental energy centred on itself with a radius of 5'. Anyone else within the radius suffers a Heat critical (size varies by Elemental Class: I (Tiny), II (Small), III (Medium), IV (Large),V+ (Huge). Creating and maintaining this field requires one concussion hit per round from the Elemental. The Elemental can choose to increase the radius at an extra concussion hit per extra 1' radius.

Fire Elemental Warrior (Class V)

Level	50	DB	188
Size	Large	Hits	177
BMR Type	Biped, Fly	Init	13
BMR	22	Stam	129
# Enc	1 (summoned), 1 + entourage of 1-5 other elementals (on home plane)	Will	125
Outlook	Aloof	Magic	128
Treasure	R4RR2	Build	Monk/ Warrior Mage

DB Breakdown: (18 stats, 110 Chi Defense, 60 Steel Skin)

Attacks:	
Martial Arts Strike	160
MA Combat Style-Kata	150
Missile Weapon	140
Melee Weapon	140

Skills:
Climbing (30) 100, Flying (30) 95, Running (40) 102, Chi Defense (60) 149, Perception (40) 109, Resistance: Magic (40) 128, Resistance Stamina (40) 129, Resistance Will (40) 125, Power Point Development (50) 139, Endurance (50) 177, Jumping (30) 100, Swimming (30) 100

Spells:
Universal: Boost Quickness (16) 69, Boost Self Discipline (12) 61, Detect Magic (10) 57, Detect Trap (10) 57, Minor Healing (10) 57, Study Target (10) 57, Dispel Magic (10) 57
Warrior Mage: Hammer Strike (20) 97, Magic Shield (20) 97, Mantlet (20) 97, Reload Weapon (12) 81, Sharpshooter (15) 87, Steel Skin (20) 97, Weapon's Fury (20) 97
Languages:
Elemental (S6/W5) 36/31, Other Language (S4/W3) 26/21

Other Skills:
80 favored category ranks

Talents:
Large, Elemental Immunity (Class V, Fire), Elemental Regeneration (major), Elemental Strike (Class V, Fire), Elemental Sustenance (Fire), Planar Immunity (Fire), Manifest Element (Class V, Fire), Elemental Movement (Class V, Fire), Additional Profession (Warrior Mage), Focused Eloquence (Greater, Warrior Mage), Immunity to Bleed, Immunity to Stun, Greater Resistance (all), Enhanced Senses, Skill Specialisation x3, Toughness

Planar Immunity (Fire): This Elemental being is immune to Fire-based elemental poisoning.

Water Elemental Warriors

Description

A Water Elemental Warrior is composed wholly of elemental Water It appears as a vaguely humanoid living statue of (frozen) water (10' to 12' tall), but its features are not fully defined.

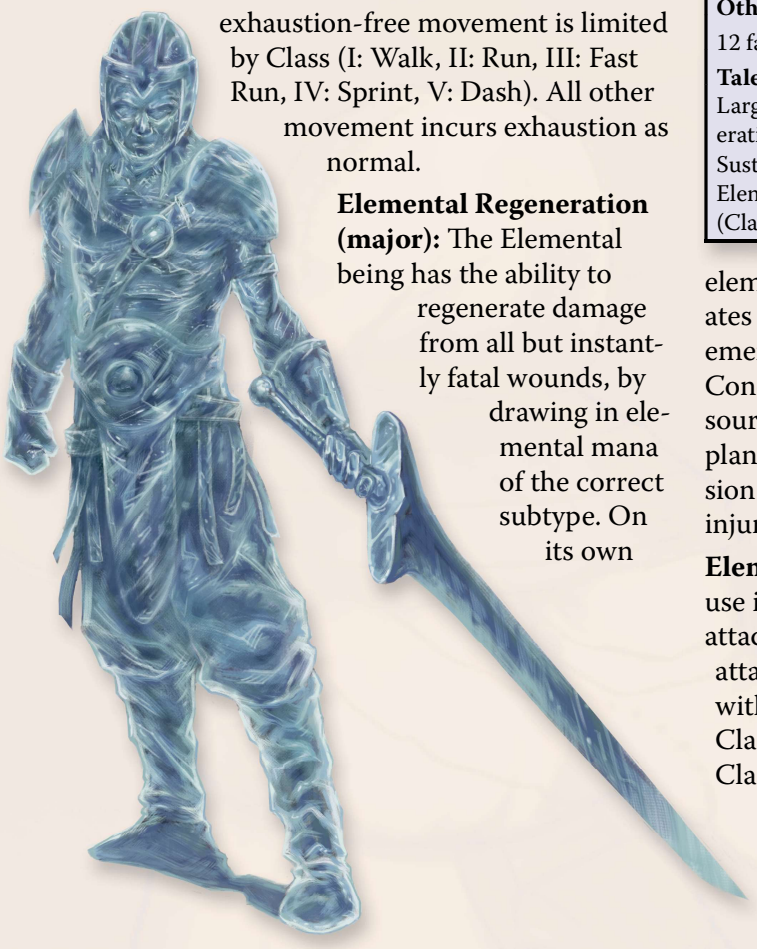
Abilities and Combat

Immunity to Bleed

Immunity to Stun

Elemental Immunity (Water): The Elemental being is immune to all mundane water-based attacks and water-related environmental effects (drowning, cold, etc.) and reduces magical attacks that deliver Cold criticals by one size per Elemental Class. If critical size is reduced below Tiny, then the being is unaffected by the Cold critical.

Elemental Movement (Water): The Elemental Warrior can swim without exhaustion on or below the water. The maximum Pace for exhaustion-free movement is limited by Class (I: Walk, II: Run, III: Fast Run, IV: Sprint, V: Dash). All other movement incurs exhaustion as normal.



Elemental Regeneration (major): The Elemental being has the ability to regenerate damage from all but instantly fatal wounds, by drawing in elemental mana of the correct subtype. On its own elemental subplane, its body automatically regenerates 2 Concussion Hits each round; on other non-elemental planes, its body automatically regenerates 2 Concussion Hits each minute subject to there being a source of elemental mana; on other elemental subplanes, its body automatically regenerates 2 Concussion Hits each minute. Its recovery rate for non-fatal injuries is halved.

Elemental Strike (Water): A Water Elemental can use its elemental nature to empower unarmed melee attacks with an additional critical (same roll as melee attack). These are resolved on the Cold Critical Table with the attack size given by the Elemental's Class: Class I (Tiny), Class II (Small), Class III (Medium), Class IV (Large), and Class V+ (Huge).

Elemental Sustenance (Water): This Elemental being receives all its nourishment simply by imbibing the emanations of Water elemental essence.

Water Elemental Warrior (Class I)

Level	10	DB	78
Size	Large	Hits	142
BMR Type	Swim, Biped	Init	9
BMR	22	Stam	79
# Enc	1 (summoned), 1-5 (on home plane)	Will	65
Outlook	Protective	Magic	70
Treasure	N - P	Build	Monk

DB Breakdown: (8 stats, 70 Chi Defense)

Attacks:	
Martial Arts Strike	100
MA Combat Style-Kata	90
Missile Weapon	90

Skills:
Climbing (3) 35, Running (3) 27, Chi Defense (20) 100, Perception (10) 60, Resistance: Magic (10) 70, Resistance Stamina (10) 79, Resistance Will (10) 65, Endurance (20 142, Jumping (2) 30, Swimming (10) 70

Languages:
Elemental (S6/W5) 37/32, Other Language (S4/W3) 27/22

Other Skills:
12 favored category skill ranks

Talents:
Large, Elemental Immunity (Class I, Water), Elemental Regeneration (major), Elemental Strike (Class I, Water), Elemental Sustenance (Water), Planar Immunity (Water), Manifest Element (Class I, Water), Elemental Movement (Class I, Water), Immunity to Stun, Immunity to Bleed

Water Elemental Warrior (Class II)

Level	15	DB	88
Size	Large	Hits	152
BMR Type	Swim, Biped	Init	9
BMR	22	Stam	89
# Enc	1 (summoned), 1-5 (on home plane)	Will	75
Outlook	Protective	Magic	70
Treasure	R - P	Build	Monk

DB Breakdown: (8 stats, 80 Chi Defense)

Attacks:	
Martial Arts Strike	110
MA Combat Style-Kata	100
Missile Weapon	100
Melee Weapon	80

Skills:
Climbing (3) 35, Running (6) 42, Chi Defense (30) 120, Perception (15) 70, Resistance: Magic (15) 70, Resistance Stamina (15) 89, Resistance Will (15) 75, Endurance (30) 152, Jumping (5) 45, Swimming (20) 90

Languages:
Elemental (S6/W5) 37/32, Other Language (S4/W3) 27/22

Other Skills:
13 favored category skill ranks

Talents:
Large, Elemental Immunity (Class II, Water), Elemental Regeneration (major), Elemental Strike (Class II, Water), Elemental Sustenance (Water), Planar Immunity (Water), Manifest Element (Class II, Water), Elemental Movement (Class II, Water), Immunity to Stun, Immunity to Bleed

Manifest Element (Water): The Elemental can surround itself with a field of elemental energy centred on itself with a radius of 5'. Anyone else within the radius suffers a Cold critical (size varies by Elemental Class: I (Tiny), II (Small), III (Medium), IV (Large), V+ (Huge). Creating and maintaining this field requires one concussion hit per round from the Elemental. The Elemental can choose to increase the radius at an extra concussion hit per extra 1' radius.

Planar Immunity (Water): This Elemental being is immune to Water based elemental poisoning.

Water Elemental Warrior (Class III)

Level	20	DB	118
Size	Large	Hits	152
BMR Type	Swim, Biped	Init	9
BMR	22	Stam	99
# Enc	1 (summoned), 1-5 (on home plane)	Will	85
Outlook	Protective	Magic	90
Treasure	R2 - N	Build	Monk / Warror Monk

DB Breakdown: (8 stats, 80 Chi Defense and 30 Steel Skin)

Attacks:	
Martial Arts Strike	110
MA Combat Style-Kata	100
Missile Weapon	100
Melee Weapon	90

Skills:
Climbing (8) 60, Running (12) 66, Chi Defense (30) 120, Perception (20) 80, Resistance: Magic (20) 90, Resistance Stamina (20) 99, Resistance Will (20) 85, Power Point Development (10) 80, Endurance (30) 152, Jumping (5) 45, Swimming (30) 100

Spells:
Universal: Minor Healing (10) 57
Warrior Mage: Hammer Strike (4) 27, Steel Skin (11) 61, Weapon's Fury (5) 32

Languages:
: Elemental (S6/W5) 37/32, Other Language (S4/W3) 27/22

Other Skills:
20 favored category skill ranks

Talents:
Large, Elemental Immunity (Class III, Water), Elemental Regeneration (major), Elemental Strike (Class III, Water), Elemental Sustenance (Water), Planar Immunity (Water), Manifest Element (Class III, Water), Elemental Movement (Class III, Water), Additional Profession (Warrior Mage), Immunity to Bleed, Immunity to Stun

Lifestyle

Elemental Warriors are the fighters of the Elemental races. They regard themselves as guardians and champions of their leaders, and are normally content to be members of a more powerful Elemental's entourage.

Water Elemental Warrior (Class IV)			
Level	30	DB	158
Size	Large	Hits	172
BMR Type	Swim, Biped	Init	9
BMR	22	Stam	109
# Enc	1 (summoned), 1+entourage 1-5 (on home plane)	Will	95
Outlook	Protective	Magic	100
Treasure	R3 N R	Build	Monk / Warror Monk

DB Breakdown: (8 stats, 90 Chi Defense, 60 Steel Skin)

Attacks:	
Martial Arts Strike	130
MA Combat Style-Kata	110
Missile Weapon	110
Melee Weapon	110

Skills:
Climbing (15) 80, Running (20) 82, Chi Defense (40) 130, Perception (30) 90, Resistance: Magic (30) 100, Resistance Stamina (30) 109, Resistance Will (30) 95, Power Point Development (30) 110, Endurance (50) 172, Jumping (15) 80, Swimming (30) 100

Spells:
Universal: Minor Healing (10) 57
Warrior Mage: Hammer Strike (8) 47, Magic Shield (10) 67, Reload Weapon (8) 47, Steel Skin (20) 77, Weapon's Fury (13) 63
Languages:
Elemental (S6/W5) 37/32, Other Language (S4/W3) 27/22
Other Skills:
42 favored category skill ranks
Talents:
Large, Elemental Immunity (Class IV, Water), Elemental Regeneration (major), Elemental Strike (Class IV, Water), Elemental Sustenance (Water), Planar Immunity (Water), Manifest Element (Class IV, Water), Elemental Movement (Class IV, Water), Additional Profession (Warrior Mage), Immunity to Bleed, Immunity to Stun

Water Elemental Warrior (Class V)			
Level	50	DB	178
Size	Large	Hits	182
BMR Type	Swim, Biped	Init	9
BMR	22	Stam	139
# Enc	1 (summoned), 1+entourage 1-5 (on home plane)	Will	125
Outlook	Protective	Magic	130
Treasure	R4 R R2	Build	Monk / Warror Monk

DB Breakdown: (8 stats, 110 Chi Defense, 60 Steel Skin)

Attacks:	
Martial Arts Strike	160
MA Combat Style-Kata	150
Missile Weapon	140
Melee Weapon	140

Skills:
Climbing (40) 110, Running (40) 102, Chi Defense (60) 150, Perception (40) 110, Resistance: Magic (40) 130, Resistance Stamina (40) 139, Resistance Will (40) 125, Power Point Development (50) 140, Endurance (50) 182, Jumping (40) 110, Swimming (40) 110

Spells:
Universal: Boost Quickness (16) 69, Boost Self Discipline (12) 61, Detect Magic (10) 57, Detect Trap (10) 57, Minor Healing (10) 57, Study Target (10) 57, Dispel Magic (10) 57
Warrior Mage: : Hammer Strike (20) 97, Magic Shield (20) 97, Mantlet (20) 97, Reload Weapon (12) 81, Sharpshooter (15) 87, Steel Skin (20) 97, Weapon's Fury (20) 97
Languages:
Elemental (S6/W5) 37/32, Other Language (S4/W3) 27/22
Other Skills:
80 favored category skill ranks
Talents:
Large, Elemental Immunity (Class V, Water), Elemental Regeneration (major), Elemental Strike (Class V, Water), Elemental Sustenance (Water), Planar Immunity (Water), Manifest Element (Class V, Water), Elemental Movement (Class V, Water), Additional Profession (Warrior Mage), Focused Eloquence (Greater, Warrior Mage), Immunity to Bleed, Immunity to Stun, Greater Resistance (all), Enhanced Senses, Skill Specialisation x3, Toughness

Background

Elemental Warriors focus on offense and defense. Although intelligent beings, scholars posit that the relative gregarious nature and willingness to take orders shows the Elemental Warriors represent another evolution from the base Servant stock.

Adventure Notes

Encountered typically as part of a retinue or larger force, Elemental Warriors protect more powerful Elementals (often Savants) and their key residences. They can be marshalled into battle companies to defend a region of the subplane from a major incursion from another realm and to impose the will of their overlords on non-Elemental residents of planes. Elemental Warriors may be summoned to the Mortal Plane or ordered to cross over, but rarely are inclined to travel between planes otherwise.

Elementals And Summoning

The Summon Elemental spell and analogous rituals are the most common means of summoning an Elemental to the Mortal Plane. If a specific Elemental is targeted by such magic, it may and normally will attempt a Resistance Roll to avoid the summons.

Most magical practitioners will take the precaution of creating a Containment Circle before attempting a summoning and will summon the Elemental into the circle. This tactic prevents the Elemental from immediately attacking the mage, buying time for the summoner to bargain with or compel the Elemental to obedience.

To bargain with an Elemental, it is necessary to be able to communicate with it. Few Elementals have the inclination to learn any mortal language; instead the mage must use Speak with Elemental to establish mutual understanding. Then the mage must either persuade the Elemental to perform the desired task(s) by appealing to its arrogance ("Surely defeating a group of goblins is a matter of a moment for you?"), its curiosity ("This is an opportunity to see one of the marvels of the Mortal Plane!"), its sense of whimsy as appropriate or by offering it a quid pro quo.

The former technique can be resolved as a Duping maneuver with the result looked up on the RR column of the Maneuver Table as the target for the Elemental's Will RR (the Elemental gets a +20 to the roll).

The latter technique relies on the mage having something suitable to trade with the Elemental. This could be a strange gas, incense, or exotic perfume for an Air Elemental, gemstones or ingots of precious metals for an Earth Elemental, combustible chemicals that produce colored flames or imprisoned lava for a Fire Elemental, and purest spring water or an ice sculpture for a Water Elemental. Alternatively it could be a plant or an animal that the Elemental might wish to consider introducing to their subplane, or goods that the Elemental wants for the intelligent denizens of its subplane, or some service the mage could perform for the Elemental on its subplane. This can be resolved as a Trading maneuver with the result looked up on the RR column of the Maneuver Table as the target for the Elemental's Will RR. If the Elemental suggests the nature of the "fee", it is up to the player-character to decide whether to accept or not.

If the bargain is accepted, whether by Duping or Trading, the Elemental will attempt to complete its side of the deal to the best of its ability.

Some practitioners do not even attempt to bargain with Elementals. They employ magical means such as Compel Elemental spells and similar rituals to force the Elemental to perform the desired tasks. Should the mage's control be broken while the Elemental remains on the Mortal Plane, the mage can expect no mercy from the enraged Elemental and risks reprisals if ever caught on the Elemental's home subplane.

Elemental Heritages

Exposure to an Elemental Subplane with its attendant risks of elemental poisoning can have positive side effects on the character or the descendants of the character. This is represented by permitting 1st-level characters to purchase either the Lesser Elemental Blood or Greater Elemental Blood Talent. Characters who have suffered elemental poisoning may also buy Elemental Heritage Talents at normal Development Point cost.

Lesser Elemental Blood

One of the character's ancestors suffered elemental poisoning or was an Elemental. The character shows hints of this in appearance - any two of blood, eyes, hair, and skin/hide will be colored elementally. In addition, the player may select any one of the following to replace any one of the character's normal racial **Special Abilities:**

Elemental Defense, Elemental Move
Elemental Sustenance, Planar Immunity

Cost: 5 points

Greater Elemental Blood

One of the character's ancestors suffered significant elemental poisoning or one of the character's ancestors was an Elemental. The character shows this dramatically in appearance - blood, eyes, hair, and skin/hide will be colored elementally. In addition, the player may select any two of the following to replace any two of the character's normal racial Special Abilities:

Constrained Elemental Regeneration,
Constrained Elemental Strike,
Elemental Defense, Elemental Move,
Elemental Sustenance, Planar Immunity

Cost: 10 points

Anyone who has suffered elemental poisoning may purchase one of the corresponding Elemental Heritage Talents with the permission of the GM. Each element has a separate Elemental Heritage - thus a character who has suffered Air Elemental Poisoning could purchase Planar Immunity (Air) but not Planar Immunity (Earth), Planar Immunity (Fire), or Planar Immunity (Water). The Elemental Heritage Talents are as follows:

Constrained Elemental Regeneration (Air, Earth, Fire, Or Water)

Character has the ability to regenerate damage from all but instantly fatal wounds, by drawing in elemental mana of the correct subtype. On the correct elemental subplane, the character's body automatically regenerates 3 Concussion Hits each minute; on other non-elemental planes, the character automatically regenerates 1 Concussion Hit each minute subject to there being a source of elemental mana; on other elemental subplanes, the character automatically regenerates 1 Concussion Hit each minute. Its recovery rate for non-fatal injuries is halved. However, the character must already possess the appropriate Planar Immunity Talent.

Cost: 10 points

Constrained Elemental Strike (Air, Earth, Fire, Or Water)

The character has the ability to draw upon elemental mana to infuse unarmed attacks with an additional Tiny critical (use same attack roll as main attack, Air: Electrical, Earth: Impact, Fire: Heat, Water: Cold). However, the character must have ready access to sufficient elemental mana. On the correct elemental subplane, the character may make such an attack once every five rounds, on other elemental subplanes, the character may use this ability once per minute, and on all other planes, the ability can only be used once per minute subject to there being a source of elemental mana. Additionally the character must already possess the appropriate Planar Immunity Talent.

Cost: 10 points

Elemental Defense (Air, Earth, Fire, Or Water)

Characters with this Talent receive a special +10 to all DBs versus attacks based on the same element as their heritage. This Talent may be purchased multiple times for a different element each time.

Cost: 10 points

Elemental Move (Air, Earth, Fire, Or Water)

The character receives a special +10 bonus to one skill related to their heritage element (Air: Flying, Earth: Climbing, Fire: Jumping, Water: Swimming). This Talent may be purchased multiple times for a different element each time.

Cost: 10 points

Elemental Sustenance (Air, Earth, Fire, Or Water)

Characters with this Talent may obtain sufficient nourishment (both food and drink) simply by imbibing the emanations of the corresponding elemental essence of their heritage. Characters can still eat and drink normally if not in the presence of sufficient elemental essence. This Talent may be purchased multiple times for a different element each time.

Cost: 10 points

Planar Immunity (Air, Earth, Fire, Or Water)

Characters with one of these Talents are immune from the effects of elemental poisoning on the subplane corresponding to their elemental heritage. This Talent may be purchased multiple times for a different element each time.

Cost: 10 points

Elemental Creatures And Overlays

GMs may wish to design their own monsters and sentient races to populate the Elemental Subplanes. GMs should follow the guidelines presented in this book as normal. To reflect the monster's planar habitat and/or elemental nature, GMs should consider granting some of the Talents suggested in the Elemental Heritages section or the abilities particular to the Elementals themselves (see above) as racial

special abilities. Indeed an existing monster can be made more elemental by applying a suitable Element Overlay in terms of a judicious choice of additional abilities.

For creatures that live permanently on one of the subplanes, whether born there or immigrants adopted by the Elementals, the Planar Immunity ability is an appropriate addition. The Elemental Sustenance ability allows large creatures, particularly predators, to flourish in subplanar regions that could not normally support complex ecosystems. Both Planar Immunity and Elemental Sustenance talents should appear in any Element Overlay

In terms of Overlays, up to two abilities from Lesser Elemental Immunity, Elemental Regeneration (minor), and Elemental Strike may be granted. The more powerful Elemental Immunity, Elemental Regeneration (major), Ranged Elemental Strike and Manifest Element abilities should be used sparingly; reserve them for monsters that the mightiest Elementals have selected to be their favored creations and grant only one of these more potent capabilities. Note that Ranged Elemental Strike and Manifest Element require the expenditure of concussion hits to fuel them.

Other abilities may be appropriate depending on the creature's home subplane, such as Aquatic Being (Water), Amphibious Being (Water), Breath Weapon [Bolt or Ball] (any), Cold Resistance (Water), Flight (Air), Heat Resistance (Fire), or Tough Hide (Earth).

GMs should be very wary, however, of allowing player-characters to belong to races with more than three racial special abilities, unless the race has compensating racial weaknesses.

Elementals Racial Stats

Names	ST	CO	AG	QU	SD	RE	IN	PR	END	PP	Stam.	Will	Magic
Elemental Servitor (all elements)	8(5)	3(5)	3(5)	1(5)	0(4)	0(2)	0(2)	0(2)	22	30	15	5	10
Elemental Steed (all elements)	5(6)	4(6)	0(6)	4(6)	1(2)	0(1)	1(2)	0(1)	75	10	20	5	5
Elemental Destrier (all elements)	5(6)	4(6)	0(6)	4(6)	1(2)	0(1)	1(2)	0(1)	75	10	20	5	5
Elemental Hunter (Air, all types)	0(2)	0(2)	4(5)	4(5)	0(2)	3(5)	0(7)	0(2)	30	30	10	10	10
Elemental Hunter (Earth, all types)	4(5)	4(5)	0(3)	0(2)	3(5)	0(4)	0(4)	0(2)	30	30	10	10	10
Elemental Hunter (Fire, all types)	0(4)	0(2)	4(5)	4(5)	0(2)	0(2)	0(5)	3(5)	30	30	10	10	10
Elemental Hunter (Water, all types)	4(5)	4(5)	0(5)	0(2)	0(2)	0(4)	3(5)	0(2)	30	30	10	10	10
Elemental Savant(Air, all types)	0(2)	0(2)	3(2)	3(2)	0(2)	5(8)	0(8)	0(4)	20	40	5	10	15
Elemental Savant (Earth, all types)	3(2)	3(2)	0(2)	0(2)	5(2)	0(8)	0(8)	0(4)	20	40	5	10	15
Elemental Savant (Fire, all types)	0(2)	0(2)	3(20	3(2)	0(2)	0(8)	0(8)	5(4)	20	40	5	10	15
Elemental Savant (Water, all types)	3(2)	3(2)	0(2)	0(2)	0(2)	0(8)	5(8)	0(4)	20	40	5	10	15
Elemental Warrior (Air, all types)	5(5)	0(2)	5(5)	4(5)	0(5)	1(2)	0(4)	0(2)	60	20	15	5	10
Elemental Warrior (Earth, all types)	10(5)	5(2)	0(5)	-1(5)	1(5)	0(2)	0(4)	0(2)	60	20	15	5	10
Elemental Warrior (Fire, all types)	5(5)	0(2)	5(5)	4(5)	0(5)	0(2)	0(4)	1(2)	60	20	15	5	10
Elemental Warrior (Water, all types)	10(5)	5(2)	0(5)	-1(5)	0(5)	0(2)	1(4)	0(2)	60	20	15	5	10



Demons



Masters of The Abyss

Primeval and primordial, Demons are justly reckoned by many to be evil incarnate and abominations against all natural order. Even the least of the Demons poses a threat to the souls of mortal folk, whether by force of arms, by dint of hellish magic, or beguiling temptation. The mightiest of the Demons would challenge even the greatest of legendary heroes. It is fortunate indeed that the Demons dwell on their own plane, far removed from the mundane world, or they would master this and every world, bending reality itself to their savage and cruel whims.

Demons Stats

Names	Lvl	Size	BMR Type	BMR	Init	DB	Hits	Attacks	#Enc	Outlook	Treas.	Stam	Will	Mag
Archdemon	95	Huge	Biped:Fly	53:76	30	189	329	(See SKILLS)	1	Cruel	R5R5R2	192	164	173
Battle Demon I	8	Large	Biped	15	13	70	184	(See SKILLS)	1-10	Aggr.	P2--	90	64	64
Battle Demon II	16	Large	Biped	17	15	94	196	(See SKILLS)	1	Aggr.	N2--	110	80	80
Battle Demon III	24	Large	Biped	21	17	118	223	(See SKILLS)	1	Aggr.	R--	120	88	84
Battle Demon IV	32	Large	Biped	24	20	142	243	(See SKILLS)	1	Aggr.	R2--	128	95	94
Battle Demon V	40	Large	Biped	29	22	164	260	(See SKILLS)	1	Domin.	R3--	146	108	110
Demonic Tree	4	Medium	Biped	0	3	80	136	(See SKILLS)	1-10	Hungry	---	69	60	56
Demonic Spirit I	5	Medium	Biped:*Fly*	11:*22*	13	24	121	(See SKILLS)	1	Cruel	---	41	71	59
Demonic Spirit II	10	Medium	Biped:*Fly*	11:*22*	13	24	141	(See SKILLS)	1	Cruel	---	51	91	78
Demonic Spirit III	15	Medium	Biped:*Fly*	11:*22*	13	24	153	(See SKILLS)	1	Cruel	---	70	105	90
Demonic Spirit IV	20	Medium	Biped:*Fly*	11:*22*	13	24	158	(See SKILLS)	1	Cruel	---	79	127	108
Demonic Spirit V	25	Medium	Biped:*Fly*	11:*22*	15	28	165	(See SKILLS)	1	Cruel	---	97	133	112
Faceless One I	7	Medium	Biped	15	16	80	122	(See SKILLS)	1	Cruel	PN-	30	34	42
Faceless One II	12	Medium	Biped	17	18	104	132	(See SKILLS)	1	Cruel	NN2-	40	44	52
Faceless One III	18	Medium	Biped	17	18	124	146	(See SKILLS)	1	Cruel	RR-	73	69	76
Faceless One IV	25	Medium	Biped	17	19	146	157	(See SKILLS)	1	Cruel	R2R2-	82	80	88
Faceless One V	33	Medium	Biped	17	22	168	172	(See SKILLS)	1	Cruel	R3R3-	102	92	102
Forger Demon I	8	Medium	Biped	9	14	72	97	(See SKILLS)	1	Cruel	N--	29	38	43
Forger Demon II	14	Medium	Biped	9	14	92	111	(See SKILLS)	1	Cruel	N--	39	58	73
Forger Demon III	20	Medium	Biped	9	16	112	131	(See SKILLS)	1	Cruel	R2--	45	60	77
Forger Demon IV	27	Medium	Biped	9	16	112	135	(See SKILLS)	1	Cruel	R3--	55	70	86
Forger Demon V	38	Medium	Biped	11	20	136	144	(See SKILLS)	1	Cruel	R4--	78	94	98
The Formless	10	Medium	Biped	11	12	112	165	(See SKILLS)	1-10	Hungry	---	114	82	70
Hell Hound	5	Medium	Biped	14	12	100	146	(See SKILLS)	2-20	Cruel	---	76	58	52
Ice Demon Lesser	10	Large	Biped	15	10	90	167	(See SKILLS)	1	Cruel	PP-	90	70	58
Ice Demon Greater	22	Huge	Biped	31	18	132	201	(See SKILLS)	1	Cruel	NN-	110	84	76
Imp	4	Small	Biped:Fly	11:36	26	94	64	(See SKILLS)	2-20	Greedy	PP-	29	44	38
Lava Demon	12	Medium	Biped	11	12	112	150	(See SKILLS)	1-10	Cruel	-R2-	90	74	58
Mere Demon	15	Medium	Biped (land): Biped(swim)	15:11	12	120	145	(See SKILLS)	1-10	Cruel	RR-	100	58	86
Midnight Steed	5	Large	Quadruped	33	10	80	168	(See SKILLS)	1-10	Cruel	---	98	64	58

Demons Stats - Continued

Names	Lvl	Size	BMR Type	BMR	Init	DB	Hits	Attacks	#Enc	Outlook	Treas.	Stam	Will	Mag
Winged Midnight Steed	10	Large	Quad:Fly	33:47	10	100	183	(See SKILLS)	1-10	Cruel	---	116	80	68
Mist Demon I	8	Medium	Biped	11	12	72	133	(See SKILLS)	1-10	Cruel	---	84	68	88
Mist Demon II	14	Medium	Biped	11	13	92	144	(See SKILLS)	1-10	Cruel	---	98	80	102
Mist Demon III	20	Medium	Biped	11	13	112	159	(See SKILLS)	1-10	Cruel	---	102	94	106
Mist Demon IV	30	Medium	Biped	15	23	140	180	(See SKILLS)	1-5	Cruel	---	134	112	122
Mist Demon V	50	Medium	Biped	17	32	164	215	(See SKILLS)	1-2	Cruel	---	148	128	147
Plague Lord	30	Medium	Biped	11	25	132	104	(See SKILLS)	1	Cruel	R2RN	66	83	112
Rock Demon Lesser	8	Medium	Biped	9	2	89	184	(See SKILLS)	1	Hostile	-R-	102	68	31
Rock Demon Greater	16	Medium	Biped	10	2	129	210	(See SKILLS)	1	Hostile	NR3-	136	78	56
Sand Demon	18	Medium	Biped	13	11	118	151	(See SKILLS)	1	Hostile	RR-	106	70	86
Shadow Demon I	5	Medium	Biped	12	11	42	127	(See SKILLS)	1-2	Cruel	---	58	90	64
Shadow Demon II	10	Medium	Biped	14	12	46	145	(See SKILLS)	1-2	Cruel	---	76	106	74
Shadow Demon III	15	Medium	Biped	16	14	54	160	(See SKILLS)	1-2	Cruel	---	88	116	84
Shadow Demon IV	21	Medium	Biped	16	18	62	170	(See SKILLS)	1	Cruel	---	100	124	92
Shadow Demon V	27	Medium	Biped	17	23	74	180	(See SKILLS)	1	Cruel	---	108	132	98
Succubus I	8	Medium	Biped:*Swim*	10:*5*	15	68	91	(See SKILLS)	1	Domin.	---	42	70	67
Succubus II	13	Medium	Biped:*Swim*	11:*5.5*	18	90	100	(See SKILLS)	1	Domin.	---	54	74	81
Succubus III	19	Medium	Biped:*Swim*	11:*5.5*	20	112	110	(See SKILLS)	1	Domin.	---	68	82	92
Succubus IV	25	Medium	Biped:*Swim*	11:*5.5*	22	134	119	(See SKILLS)	1	Domin.	---	82	92	100
Succubus V	33	Medium	Biped:*Swim*	12:*6*	25	156	129	(See SKILLS)	1	Domin.	---	92	98	110
Swamp Demon	20	Huge	Multilegged (land): Swim(Amp): Fly	32: 24(64)	10	140	250	(See SKILLS)	1	Hungry	RR2-	139	103	78
Thorn Demon I	8	Medium	Biped	17	12	84	137	(See SKILLS)	1-10	Cruel	N2N2P	96	68	53
Thorn Demon II	13	Medium	Biped	17	13	106	159	(See SKILLS)	1-5	Cruel	RN2P	104	72	60
Thorn Demon III	20	Medium	Biped	17	21	132	173	(See SKILLS)	1-3	Cruel	RRN	132	92	78
Thorn Demon IV	30	Medium	Biped	17	25	160	203	(See SKILLS)	1-3	Cruel	RRN	153	105	88
Thorn Demon V	45	Medium	Biped	17	34	184	268	(See SKILLS)	1	Cruel	R2R2N3	179	119	102
Vermin Demon I	5	Small	Biped	11	19	92	105	(See SKILLS)	1	Cruel	-PP	64	68	44
Vermin Demon II	10	Small	Biped	11	20	114	116	(See SKILLS)	1	Cruel	-NP	86	78	64
Vermin Demon III	20	Medium	Biped	17	20	128	154	(See SKILLS)	1	Cruel	PPR	102	90	80
Vermin Demon IV	30	Medium	Biped	17	29	152	191	(See SKILLS)	1	Cruel	NRR	116	103	94
Vermin Demon V	45	Large	Biped	34	38	174	250	(See SKILLS)	1	Cruel	NRR	150	140	125
Water Demon	16	Large	Swim	27	12	114	202	(See SKILLS)	1	Hungry	---	110	117	122
White Lady	18	Medium	Worm/ Snake (swim) / Biped : Snake Land	17 / 16:13	24	112	157	(See SKILLS)	1	Domin.	R2R2-	74	86	100

The Natures Of Demons

So what are Demons?

The answers are many and varied.

According to some faiths, Demons were minor spiritual beings, who once served the great deities of good. However, they became jealous of the other creations of the gods, namely the mortal races; jealousy turned to disloyalty and then rebellion. There was war in the heavenly planes and the rebels cast into dark hells. Their jealousies and their hatreds corrupted their very bodies, transforming them into twisted mockeries of their once beautiful forms. Now the Demons tempt mortals to commit evil that their souls may become entrapped in diabolical servitude and fight in the demonic armies against the gods at the end of time itself.

Still others consider the Demons to be children or siblings of the current gods, who were rejected by their divine brethren and expelled in punishment for some grave offence. Their warped forms are perhaps an added curse and reminder of that ancient quarrel.

Some sages claim that the Demons were once the patron deities of older, now vanished, civilizations. Their cultures were overwhelmed by more vibrant peoples; the older religions and gods reviled by the clergy of the younger peoples. No longer worshipped as patron deities, still the old gods survived because the new religions preached that they were bogeymen and monsters to be feared. This belief reshaped the old gods into Demons in fact.

Finally some magical scholars decry any divine origin for Demons. They hold that the Demons are the "natural" inhabitants of exotic dimensions that for inscrutable reasons of their own seek to conquer the mortal plane much as mundane monarchs strive against each other to expand or defend their realms. The strange appearance and potent abilities of the Demons are derived solely from the exotic natural laws, which hold sway in those distant reaches of the multiverse that the Demons call home.

Gm's Note: Your Demons May Vary

HARP Bestiary does not assume a particular origin for Demons. GMs should make a decision as to what best suits their setting. As suggested above, different cultures may have different explanations for Demons – some, all or none of these may be correct! Demons, if asked about such matters, may lie or refuse to answer or mix truth and untruth according to what suits their own agenda.

Demons may not even be truly evil. They could be extradimensional entities whose actions should be interpreted as the hostile reaction of beings who have been wrenched from their own existence by interfering and selfish mages. They just want the summoners to stop.

The Abyss, as the collective demonic plane, is also a suggested, rather than definitive, visualization of how demons might fit into the planar multiverse. GMs should adjust or replace the Abyss to suit their setting.

The Infernal Plane Of The Abyss

The multiverse consists of many distinct planes of existence. At the center of the multiverse and between each plane is the swirling mana of the ethereal layers. Far beyond the Mortal Plane, home of the mundane worlds, beyond the Astral Plane, home of spirits and consciousness, beyond the four subplanes of the Elemental Plane, beyond even the alternate reality planes where physics, chemistry and biology obey other natural laws, lie the Outer Planes where dwell demons, devils and the gods themselves.

The Abyss is one of those Outer Planes and perhaps the most terrible. It is not Hell, but a multiplicity of Hells. Each of the Hells is a distinct subplane in and of itself; each is a realm of nightmarish horror, inhospitable to mortal flesh. The number of Hells is unknown and a matter of scholarly debate. All but the wicked agree on one fact – there are too many!

Ancient legends claim that the constituent subplanes of the Abyss were once independent outer planes that became infested with Demons. This plague corrupted and transformed the planes, which through powers unimaginable were then fused with the Abyss. Perhaps the master plan of the Demon Princes is to conquer the Mortal Plane and convert it too into another hellish dominion of the Abyss?

The Miasma

Surrounding the Abyss and flowing around its individual subplanes is an ethereal layer that has been tainted by proximity to the noxious supernatural effluvia of the Abyss. Known as the Miasma, the mana of this layer is both corrupt and corrupting. Demons draw mana from the Miasma, linking their spirits and their bodies to it. This process empowers the Miasmic Anchor ability possessed by all Demons. When summoned out of the Abyss, a Demon can simply will a portion of its being into the Miasma. This maintains a malefic link between the Demon and the Abyss. If the Demon's mortal form is slain on another plane, the rest of its spirit rushes back to rejoin the "soul" fragment secreted and preserved within the Miasma. For some Demons, the link pulls the dead physical body back to the Abyss where it is infused by miasmic mana and revitalized. Some Demons simply discard their corpses like unwanted husks, return to the Abyss in spirit only and create a new physical body from miasmic energy. A Demon slain within the Abyss may be less fortunate as their opponents can simply wait on the body starting to reform and then slay the Demon permanently while it is too weak to hide its soul fragment.

Mana from the Miasma is sometimes gifted by the Demons to mortals, who name it "dark mana".

GM's Note: Where Are The Dead?

The example cosmology given here and in College of Magics makes no mention of a Plane of the Dead as an eventual destination for the souls of mortals after death. Here is a possible set of spiritual outcomes:

The souls of the devout travel onward to the divine planes where they receive their eternal reward in the heavenly paradises. Firm believers of evil gods may find themselves in a different form of "paradise", which might be part of the Abyss (if the deity has taken up residence there) or an Outer Plane that is wholly distinct from the Abyss and the Heavens of the good-aligned and neutral-aligned deities.

Those destined for reincarnation find temporary respite from the mortal coil on the Astral Plane, joining unborn spirits and souls who never pledged faith to any deity. Some speculate that the Undead are spirits who have learned in life or afterlife to use and twist the ethereal energy of the Astral Plane that they might "live" again on the Mortal Plane. Perhaps the tainted currents of the Miasma seep across the multiverse and the Undead tap these residues.

Those who have bargained their souls to Demons in return for diabolical favors find themselves in the Abyss after death. Some are transformed into demonic servitors to advance the agendas of their new overlords. Others who have failed their masters can expect an eternity of suffering. Demons are the greatest experts of the multiverse in cruel and innovative tortures.

Example Subplanes Of The Abyss

The Arena Of Blood

A blood-red sun in a sky tinged with crimson hangs above a landscape of rolling plains, occasional hills and rare mountains, interspersed with rivers flowing towards the sea. The vegetation, the soil and the rocks, even the waters of river and sea reveal in their pink and reddish hues that this is no part of the mundane world.

Scattered across this realm are fortresses raised by the sweat of demonic servitors and dark magic. Here the demon lords marshal their forces and engage in unceasing war against their rivals. Skirmishes are fought by squads of demonic warriors and scouts, full-scale battles are won and lost upon the battle plains, and strongholds are besieged. War-galleys rowed by the damned contend for control of the rivers, while ships of war clash in naval battles at sea.

The Arena of Blood is a violent and bloody training ground for the Demons, where the warriors learn their martial skills, the generals test stratagems, and fell devices and artificial beings imported from the subplane of the Forge of Devilry and elsewhere can be trialed. Though there is pain and agony, blood and ichor spilled, bones broken and bodies crushed, few Demons die permanently in these conflicts. Unless a Demon is foolish enough to enrage one of the diabolical overlords, fallen Demons are normally permitted to rebuild their bodies from miasmic energy so that they can fight another day and be ready at the end of time for the final war against the gods.

The Black Waters

A harsh blue sun blazes above an unending saltwater ocean stirred above by unceasing winds and below by strong currents. From time to time, vast banks of cloud cover the sky and great storms lash the ocean, creating giant waves hundreds of feet high and miles along. During these storms, lightning crackles and torrential downpours of an acidic black rain deluge

from the sky. Everywhere water, none of it fit to drink, even for mundane saltwater creatures.

Look more closely at the ocean and floating islands of black toxic algae can be observed, drifting with the waves. The dark blues of the upper waters of this subplane quickly give way to a submarine twilight and then into the inky midnight of the lower waters.

The denizens of the Black Waters rarely deign to visit the surface of their world. Their preferred domain is the deeper waters. Here the lesser Demons sport with sharks, giant squid and other sea monsters imported from other planes and adapted by magic to survive and flourish in this watery hell. Greater Demons rule the depths from bizarre underwater citadels and palaces fashioned from warped coral, holding court and, it is said, receiving ambassadors and tribute from aquatic races in return for magical aid.

The Cauldrons Of Flame

Chains of active volcanoes dominate this subplane. At least one volcano will be convulsed in powerful eruptions at any time with clouds of choking fumes billowing from the summit even as rivers of lava flow remorselessly down the slopes. Eldritch flames of many colors flicker around hollows in the ground, while steam and noxious gases are vented from cracks in the rocks. A yellow sun can sometimes be glimpsed between gaps in the ash clouds. Ever and anon, bolts of flame will shower from the sky, exploding into fireballs on contact with the ground or anyone unfortunate enough to be in their way. The polluted air shimmers in the killing heat; the stench of brimstone is everywhere.

Demons of fire and flame are the undisputed masters of this realm. Unharmed by the furious fires, they stride through lava fields and fly through the air escorted by spears of flame. Few non-demonic creatures can abide long in this realm without magical protection. Demon mages have acquired monsters from the Elemental Subplane of Fire and transformed them into more grotesque forms. These unfortunates are discarded to fend for themselves when the Demons tire of their torture. The citadels of the Demon lords of the Cauldrons of Flame are towering structures of black basalt, grim and forbidding places where the rulers brood on destruction and conflagration.

The Desert Of Decay

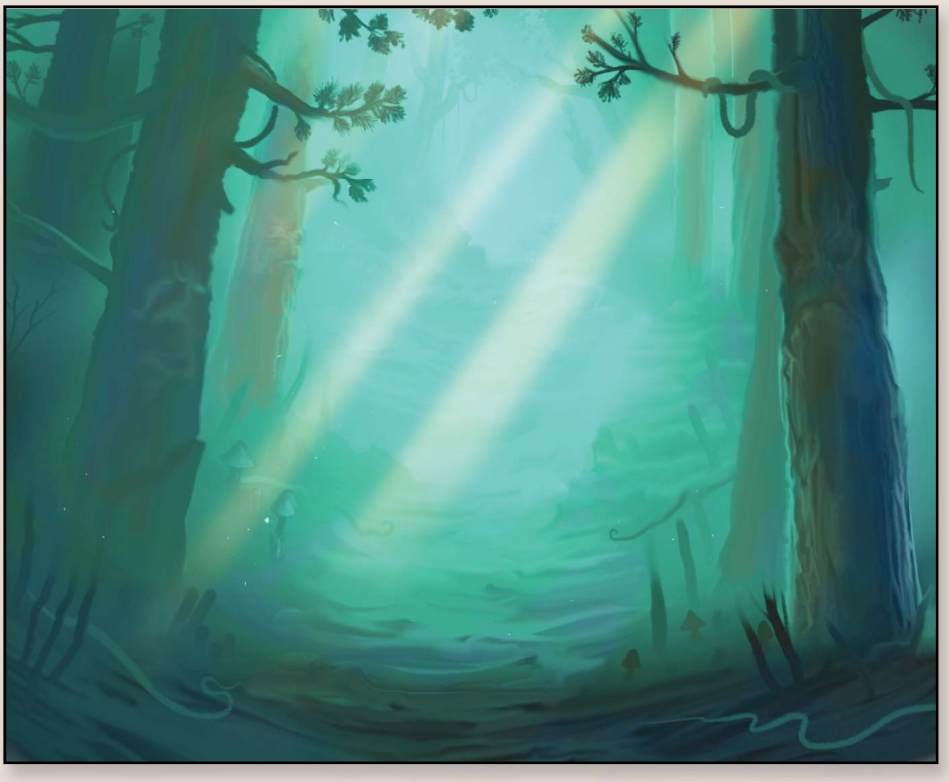
A vast parched desert of shifting sands bakes under the harsh glare of two yellow suns in azure skies. The dunes march incessantly at the urging of bone-dry winds. Huge sandstorms form and sweep across the realm, suffocating anyone and anything unfortunate to be caught in their path. The sand seems almost possessed of a semisentient malice so effective it is in finding its way into everything. Desperate travelers in this subplane will catch sight of inviting oases in the distance. Some are illusory mirages destined to dash the hopes of the wayfarer; some are real though no less disappointing. Bubbling up in these pools is not pure water, but fouler fluids that have the color and consistency of pus, blood and ichor, while the vegetation is twisted and stunted. At night, the desert chills and water frost forms upon the sand.

Erstwhile mundane creatures such as giant scorpions, huge snakes, and lizards, transformed and enhanced by magic, inhabit the Desert of Decay. Demons, frequently of hybrid humanoid and monstrous forms, range the dunes, concealing themselves beneath the sands when the sandstorms become too violent even for them or when they wish to ambush prey. The lords of this realm reside in grandiose ziggurats, whose magically hardened stone is proof against the storms. The interiors of these edifices are honeycombed with chambers and corridors where lesser Demons live to serve the masters of decay.

The Emptiness

The Emptiness is a void in space and time. Emptier than the gulfs between the stars, there is no solid ground, no water, no air here. And yet the Emptiness is not truly empty. Strain the eyes long enough and just perhaps pinpoints of light will be perceived against the utter dark. After journeying unimaginable distances by magical flight or teleportation, the traveler will discover that it is better to travel hopefully than arrive for even the smallest sources of illumination are actually powerful Demons who have chosen or been compelled to dwell in ultimate solitude.

Elsewhere in the Emptiness, there are Demons with the power to create bubbles of matter and energy from the miasmic mana that percolates this subplane. These archdemons are the losers in the power struggles that rack the hierarchy of the Abyss. Too potent or perhaps deemed still too useful, they have been spared utter destruction, instead being exiled to



the Emptiness with their remaining retinues of loyal retainers. The archdemons hold court and plot their eventual escape and vengeance.

The Forest Of Shadows

An endless forest of tall trees, both coniferous and deciduous, punctuated with occasional clearings dominates this subplane. The air is humid and heavy with plant pollen and a mélange of malodorous scents. Sunlight lances through the canopy; jagged branches cast angular shadows. Stare closely at the trunks of the trees and the visitor will perceive shapes that resemble twisted and cruel faces. This is no idle fancy as many of the trees are demonic in nature, with tendrils snaking out from their branches to trap the unwary and wood that can split open to reveal toothy maws.

Demon Trees are not the only peril of the Forest of Shadows. Dense thickets of thorn bushes supplant the trees in places. Wickedly sharp thorns make crossing these strands a painful and dangerous undertaking. The thickets are also the lairs of Thorn Demons who will ambush anyone or anything that intrudes upon their territory. Even in the clearings, carnivorous slumbergrass and razorgrass pose a threat to anyone foolish enough to rest upon the greensward. After nightfall, the Forest of Shadows becomes more eerie still as the trees seem to converse in creaking branches. Flocks of bloodbats, fresh from their canopied roosts, cruise the woods, seeking live prey.

Demon Lords use the Forest of Shadows for hunting and a network of trails connects hunting lodges, planar gateways and other sites of interest. The hunted are lesser demons or damned mortals who have offended the lords. Few escape the combination of hunters and the subplane's resident perils.

The Forge Of Devilry

Once upon a time, this subplane might have been a green and pleasant world. Now the Forge of Devilry is the workshop of the Abyss. Open cast mines scar the surface of the subplane while shafts lead to deep mines. Mills, foundries and factories dominate the landscape, belching smoke into the smog-filled air, while effluent from alchemical processes flows into rivers and stream, turning the waters into a deadly brown cocktail of toxins. Everywhere the ear is assaulted with the sound of industry as the demonic workers toil to convert raw materials into finished armor, weapons, and devices of war.

The Forgers are the undoubted masters of this subplane. Skilled in mundane crafts and thaumaturgy alike, some Forgers oversee the construction of the great machines and the labor in the factories, others manufacture individual magical items to order for greater demons. These pale into insignificance compared to the abominations of the creation vats where Forgers fashion hybrid constructs, known as the Forged, of metal and flesh from the damned and other demons. Here creatures from across the planes are brought and transformed through horrifying rituals and dark incantations into new fiendish monsters to serve the whims of the Demons.

The Frozen Chill

By day, the icy wastes of the Frozen Chill are illuminated by a piercing white sun, which sheds no heat upon the lands below. By night, the sky is ablaze with uncaring stars. The Frozen Chill is a never-ending expanse of snow and ice. Sudden blizzards come and go randomly. Glaciers grind their way across the land, with treacherous crevasses waiting to open up beneath the feet of explorers and pitch them to a doom far below. In the mountains, terrible avalanches can cause chunks of ice the size of hills to break off slopes and crash their way to the lowlands.

This inhospitable arctic land is home to a number of creatures imported from the tundras and ice fields of other planes, including some who originally hail from Icehome on the Elemental Subplane of Water. Lesser Ice Demons lurk in the snowdrifts and lair within the great ice itself, watching for the telltale heat signatures of interlopers. Some will track their prey unseen, tunneling beneath the ice until they find a suitable location where they can break through to the surface and attack.

Greater Ice Demons have constructed palaces and castles of colored and super-hardened ice on isolated promontories. From these lofty fastnesses, they rule their particular domains within the Chill.

The Grand Chaos

The Grand Chaos defies description because it is a subplane in perpetual flux. The terrain changes from earth to mud to rock to sand to slime; hills become mountains become plains become deep chasms. These changes do not occur in geological time; they happen over days, sometimes hours. Water sometimes flows uphill, stones dance in the air. The sky can be any or all colors of the rainbow; even the number and nature of suns is not constant.

There is a profusion of life in the Grand Chaos, and it is equally strange. Mutations and composite creatures are normal here. If a creature does not have an obvious change such as one or more extra appendage, limb or head, scales instead of fur (or vice versa), then it is either a newcomer or possesses some internal differentiating trait or ability. Creatures who remain and survive within the Grand Chaos will accumulate more mutations, some beneficial, some less so.

There are true Demons who dwell in the Grand Chaos by choice. Without exception, they are shapeshifters, able to mold their forms to their whims and needs of the moment. Unlike the other subplanes, the Demon Princes and their immediate underlings do not care to establish strongholds here or even to visit the Grand Chaos. It obeys no rules and refuses to submit even to their will.

The Mirror Of Deceit

At first glance, the Mirror of Deceit is a subplane that seems eerily familiar. There are mountains, forests, rivers, seas, villages and towns that might be twins of landmarks and settlements to be found on the mortal plane.

And yet, they are not the same. The mirrored lands are quieter and emptier of life. By day, the landscape seems leeched of color, drabber than mundane reality, more angular and less welcoming. Shadows seem deeper and darker, while buildings appear more forbidding. Churches and temples of a sort exist on the Mirror. These are not sanctuaries to the gods, but profane mockeries dedicated to the demon princes.

By night, the shadows deepen further and take on grotesque shapes, and the darkness is more complete than on a moonless night. The deathly quiet of the night is interrupted by the squeak of dire bats, hoots of terror owls, the raucous cadences of crows, and the echoing screams of souls being tortured by demons.

The Mirror of Deceit is an impression of mundane reality seen through a glass darkly. It is ruled by a number of demonic courts whose cruelties and depravities would offend even the most decadent mortal tyrant. This subplane is home to peculiar types of demons such as the Faceless Ones who practice their shapechanging and impersonation skills on unfortunate souls condemned to an afterlife in this hell.

The Mists Of Nightmare

Enter this subplane at any point and the traveler will be immersed in an extremely dense fog. The fog is everywhere and seems unending. It is easy to become lost in the Mists of Nightmare and unable to find one's way back to the entry point.

The Mists are not empty. Lurking in the Mists are Mist Demons. Wraith-like, they glide through the mists seeking incomers to the subplane. The Mist Demons draw upon the dreams, the fears and especially the nightmares of any travelers they find, and then use the miasmic mana to conjure these horrors into reality. These mana shapings may be illusions, semisolid phantasms, or fully realized creatures and

items of mana, according to the whim and power of the Demon(s). The denizens of the Mists have no interest in building fortresses or palaces; their rulers mingle among their inferiors, frustrating those who would seek them out.

Whenever the Mists interfaces with another plane of existence through a gateway, the Mists will seep into the other world. If there is a mist or a fog on the other side, the Mists of Nightmare will infect it and frequently one or more Mist Demons will follow to seek new prey.

The Swamps Of Despair

This subplane is an endless "landscape" of wetlands. Portions of the subplane are genuine swamps with watercourses brimming with mutated fish and amphibians, edged with dense thickets of trees harboring swarms of stinging and biting insects. Other regions are more marshlike – here the tall reeds conceal carnivorous segmented worms the size of snakes and giant insects of all varieties from centipedes through leeches to blood dragonflies. By day, the Swamps of Despair are fetid, humid places, where unseen horrors rustle in the vegetation and fungal spores pollute the air. By night, the subplane is a cacophony of croaks and chirps against an unceasing drizzle of rain that lasts from dusk to dawn. Obscene mushrooms and toadstools as tall as children appear by morning – the experienced traveler will forbear from eating any of these as while they may taste wholesome, they are poisonous or perilously hallucinogenic in one way or another.

Plague Demons are the true overlords of this subplane. As there is no solid dry land, their manses are constructed upon platforms lofted into the air by tall stilts that seem almost like insect legs. This is an uncannily accurate impression as the platforms can animate and do crash through the swamps and marshes on their stilt legs. The deeper lakes are home to tentacled Swamp Demons, while the temptress White Ladies dwell in isolated pools in their true form, feasting on the bodies and souls of their ensorcelled mortal slaves.

The Tunnels Of The Forsaken

Emerging into one of the tunnels of this subplane, the traveler might be forgiven for mistaking this hell for some isolated region of the Elemental Subplane of Earth, and perhaps the demon princes fashioned it as a pale imitation of the elemental subplane. The tunnels are more cramped and more poorly illuminated. There are patches of phosphorescent mould on the walls of the tunnels, giving off a wan reddish glow. This mould will irritate the skin if touched and is toxic if ingested. Elsewhere the dank tunnels are pitch black, their uneven surfaces and winding natures make navigating them successfully difficult at best. The tunnels seem to lead ever downwards, sometimes opening up precipitately beneath one's feet into giant pits. At their smallest, these are simply deeper holes with razor-sharp stalagmites and rock formations on their floors to impale the unfortunate falling victim. At their largest, they are gross caverns, home to the vermin swarms and sightless monsters that lair in these chambers. Climbing up the shafts is even more treacherous to escape out of a pit as the rock seems to give way under the slightest load.

Hidden within this maze are the crude and squalid habitations of various Demons, who share their abodes with their ensorcelled swarms of vermin. Some favor giant rats, all teeth and claws. Others prefer fist-sized beetles, cockroaches and the like. Infestations of such creatures in the sewer complexes of cities are often linked to gateways to this subplane.

Travel To, Within And From The Abyss

One of the occupational hazards of trafficking with Demons and using their dark mana is the risk of creating temporary bridges between the mage's current plane and one of the subplanes of the Abyss, through a fumbled spell or ritual. The risk is heightened if the mage is already present on one of the abyssal subplanes as the walls between the subplanes are already weakened by miasmic energy.

Thus whenever a spell, ritual, or other magical effect involving the Demon Aspect or powered by dark mana or both is fumbled, then the GM should secretly make a d100 open-ended roll adding the following modifiers:

+10 if the effect was a fumbled ritual

+10 if the effect involved both the Demon Aspect and was powered by dark mana

+10 if High Magic was involved

+1 per every PP used in the magical effect

+20 if the effect occurred on an abyssal subplane

01-100: ..... No bridge forms
101-120: ..... A bridge forms and remains for d10 rounds
121-140: ..... A bridge forms and remains for 2d10 rounds
141-160: ..... A bridge forms and remains for d10 minutes
161-180: ..... A bridge forms and remains for 2d10 minutes
181-200: ..... A bridge forms and remains for 3d10 minutes
201+: ..... A bridge forms and remains for d10 hours

Bridges to the abyssal subplanes created by magical fumbles appear d10 feet away from the spell caster or main ritual caster (in any direction the GM chooses) and form in 2d10 rounds. The destination point of these bridges is random in terms of both subplane and specific location on the subplane (GM's choice).

Example: Lucien, a dark mana user, is battling a group of irate pitchfork wielding peasants and has just fumbled a 16 PP Hellfire Wall spell. The GM rolls 90, plus 16, equals 106, which is enough for a short-lived bridge to form. The GM rolls a total of 5 on 2d10 for the completion of the bridge's formation, 7 on d10 for its duration, and 10 on d10 for distance away from Lucien. An opening to hell will serve to infuriate the peasants more but if the battle continues to go against Lucien, he might decide to take his chances on the other side,

Using Detect Magic (or similar spells and abilities), the opening to the bridge can be located. Alternatively the tell-tale distortions of the rent in reality may be seen by a successful Extremely Hard (-60) Perception maneuver by any individual within visual range of the bridge point (GMs should ensure that all appropriate vision modifiers are applied.) Once a bridge is created anyone from either side can simply walk through the opening and appear instantly on the other side. Anyone with the wit to note the location of the opening on their destination plane can return home by simply stepping back through the opening while the bridge remains in existence. It is up to the GM to decide if any Demons take the opportunity to stage an incursion.

Summoning spells (such as Summon Demon) and equivalent rituals create stable bridges between the planes. These lock onto a suitable demonic being or creature and forcibly teleport it through the ethereal layers to the desired location. The Demon will normally will a part of its essence into the safety of the Miasma – no known spell or ritual has been able to prevent this. For the duration of the spell or ritual, the Demon must remain in the destination (sub) plane, but is not automatically compelled to obey the summoner, who should have a Control Demon spell ready to cast or be able to exert other forms of persuasion on a probably vexed Demon. Once the spell or ritual ends (either normally or by being cancelled or dispelled), the residual effect of the magic will return the Demon to the origin point on the subplane it was summoned from.

Traveling to or from an abyssal subplane can be achieved using a Demonic Bridge spell or equivalent ritual. This creates a stable bridge between two points on different (sub)planes, one of which must be on an infernal or demonic (sub)plane. Anyone or anything can use the created bridge to travel instantaneously between the two (sub)planes. Infernal Gateways are Permanent Versions Of The Demonic Bridge Spell That have been created by potent rituals. Many Infernal Gateways connect the subplanes of the Abyss together, though not all pairs of subplanes appear directly connected. Not all of the Gateways are known; many of those that are known are guarded. There are Infernal Gateways that lead from the Abyss to other planes, notably other subplanes, and these are almost all well guarded. The Elemental overlords vigorously resist attempts to create gateways from the Abyss to their subplanes. Many Demon Princes seek gateways into the mortal plane and have fought terrible wars to acquire these from or deny them to rivals. There are no Infernal Gateways that lead to the divine planes.

If given an opportunity, Demons and similar ilk will enter the Mortal Plane via bridges and Gateways, though always having taken the precaution of willing a part of their essence into the miasma first. A Banish Demon spell is one means of forcibly repatriating them back to the Abyss. By default, this will return

them to the location on their home subplane that is mystically analogous to the location from which they have been banished. The GM decides where this return point is.

Mortals And The Abyss

The most overt risk to mortals on any of the subplanes of the Abyss is being discovered by the local denizens. A Demon's idea of a warm welcome is a point-blank fireball. Most Demons will want to kill interlopers by the most painful means possible. Some Demons will have more unpleasant fates in store for unfortunate mortals – they'll try to capture intruders alive. A lifetime of torment in the hands of demonic torturers is a fate worse than death, yet they are the lucky ones. Rumors persist among adventurers of heroes being transformed into living tools by the Forgers or possessed by demonic spirits and sent back to the mortal plane to work the will of the demon princes.

Many of the subplanes have their own specific environmental hazards (- full rules for environmental issues can be found in HARP, Adventuring chapter):

The Arena of Blood: This is one of the few subplanes without environmental dangers over and above miasmic corruption and the normal perils associated with the outdoors. The main difficulty is avoiding capture or death by one of the belligerent factions.



The Black Waters: Even strong swimmers would be well advised to bring a boat to this subplane as there is no dry land. Being able to breathe underwater will also be extremely useful. The acidic rain is only drinkable if magically purified; otherwise anyone drinking it must make a Stamina Cascading Resistance Roll (100 – No effect, 80 – roll 2d10 on Internal Poison Critical Table, 60 – roll 2d10 + 20 on Internal Poison Critical Table, Failure – roll 2d10+ 40 on the Internal Poison Critical Table). The black algae is neither safe to touch nor ingest, anyone doing either must make a Stamina Cascading Resistance Roll with results from the External Poison and Internal Poison Critical Tables as appropriate (120 – No effect, 100 – roll d100-20, 80 – roll d100-10, Failure – roll d100).

The Cauldrons of Flame: Lava flows and volcanic eruptions are common. The smoke and gases in the air cause a –10 modifier to all actions by unprotected or non-adapted individuals (rather than the –5 modifier of normal smoke). The heat is over 90 degrees Fahrenheit (32 degrees Celsius) so Stamina RR (80) must be made every hour to avoid a further –5 penalty to all actions. The flame bolts that rain down from the sky should be treated as Fire Balls with a d100 open-ended + 50 OB and inflicting Medium Heat criticals in a 10' radius. Roll d10 for the number of bolts in a shower. Travelers to the Cauldrons are advised to bring their own supplies of food and water as there is little to forage here.

The Desert of Decay: During the day, the heat is the omnipresent danger as the ambient temperature is routinely above 110 degrees Fahrenheit (43 degrees Celsius) necessitating Stamina RRs every ten minutes for unprotected characters. Sandstorms can reduce visibility to zero; suffocation is possible in the most intense storms (see the Drowning rules, HARP). Attempting to consume any liquids sourced from the oases necessitates a Stamina RR (100) to avoid being violently sick.

The Emptiness: With the exception of the mana-created bubbles of material, the Emptiness is void of air, water, heat and food. Characters who are not suitably

protected against vacuum will die very quickly (GMs should employ the drowning and cold hazard rules; GMs with access to HARP SF might use the vacuum rules for true nastiness). Getting around requires magical or powered flight or teleportation. If a "bubble" can be reached, physically entering or exiting it usually presents no problems (they are normally permeable to the passage of living beings) but the residents may be a different matter.

The Forest of Shadows: There is an abundance of food and water here, but travelers must be prepared to fight for it, even against the vegetation. Hacking through the thorn thickets is possible, but anyone who tries will suffer a +0 Small Slash each round – even with a machete, progress will be no better than a foot per five rounds. Anyone in the presence of slumbergrass (Poison Bonus 20) for more than five rounds must make a Stamina RR or fall asleep (treat as Sleep spell). Anyone lying on slumbergrass will suffer a +0 Tiny Slash attack every minute as the grass seeks to enter the body. Razorgrass delivers a +0 Tiny Slash attack every round to anyone standing or lying on a patch of it.

The Forge of Devilry: Unless purified, water from the polluted waterways of this subplane will make the imbiber violently sick (Stamina RR against a Poison Bonus of 40 with failure inflicting 2d10 hits and –20 from nausea for ten minutes). Every day on the subplane, unprotected individuals must make a Stamina RR (100) or suffer a –10 penalty due to the smog in the air.

The Frozen Chill: By day, this ambient temperature is routinely below 40 degrees Fahrenheit (4 degrees Celsius); by night, the temperature falls below 0 degrees Fahrenheit (-18 degrees Celsius), necessitating Stamina RRs against the cold. Blizzards can reduce vision to zero and bury the unlucky in suffocating snowdrifts. Crevasses here typically range from one to one hundred feet deep (roll d100 for depth) and will open up whenever too much weight is placed upon their surface (one or more heavily laden adventurers usually does the trick.) Generous GMs may permit Agility or Acrobatics maneuvers (at significant difficulty degrees) to avoid falling in.

The Grand Chaos: The perpetual instability of this subplane makes its difficult to catalogue the common threats. A typical hazard is when something innocuous decides to change into something similar but dangerous. Expect the unexpected.

The Mirror of Deceits: This subplane has no environmental peculiarities that make any location here more intrinsically dangerous than the analogous place in a mortal plane. Treat nighttime here as having visibility equivalent to heavy clouds obscuring all moonlight.

The Mists of Nightmare: This subplane should be considered as being moderate fog near Infernal Gateways and heavy fog elsewhere for purposes of visibility, missile fire, and so forth.

The Swamps of Despair: Being able to swim and fight in water will prove useful in this subplane as will bringing a sturdy boat. The subplane is an unhealthy place – characters must make a Stamina RR (100) each day to avoid catching a disease, typically some sort of fever inflicting a –20 penalty to all actions. Anyone who inhales a cloud of fungal spores usually by inadvertently disturbing one of the giant fungi will need to make a Stamina RR (against Poison Bonus 20) or roll 2d10 on the Internal Poison Critical Table. Actually eating any of the mushrooms or toadstools will necessitate a Stamina RR versus Poison Bonus 40 – effects depend on which fungus was ingested but failures incur d100-10 rolls or d100 rolls on the Internal Poison Critical Table or anywhere between d10 minutes to d10 hours of violent hallucinations where the victim is at –40 to all actions. The nocturnal drizzle should be treated as light rain for visibility, combat and maneuver purposes.

The Tunnels of the Forsaken: Illumination varies from the equivalent of starlight (from the mould) to complete darkness. The mould will irritate the skin (Stamina RR (80) with failure resulting in 2d10 result from External Poison Critical Table, and is poisonous if ingested – Stamina RR (100) to avoid a d100-20 roll on the Internal Poison Critical Table. The tunnels should be treated as rough terrain (-5 OB modifier). The pits with stalagmites should be treated a spiked pits for avoidance and damage potentially inflicted. Anyone who suffers from claustrophobia or scotophobia (fear of darkness) will have difficulties in this environment.

A common danger on all of the abyssal subplanes comes from the miasmic energy. Beings and creatures native to the Mortal Plane risk magical corruption from exposure to dark mana over prolonged periods with effects similar to those experienced by

dark mana spell users who fumble magical effects. Whenever a character spends a full day or longer on any abyssal subplane, a Stamina-based Cascading Resistance Roll must be made. This roll must be made each day. The target number depends on the activities of the character in the subplane and how long they remain in the Abyss. The degree of failure determines how long the corrupting effect lasts. The cascade progression is as follows:

CRR (Target): .....Success. The character suffers no ill effects.
CRR (Target – 20): . Character suffers a Dark Mana Corruption effect that lasts d10 hours
CRR (Target – 40): Character suffers a Dark Mana Corruption effect that lasts d10 days
CRR (Target – 60): Character suffers a Dark Mana Corruption effect that lasts d10 weeks
CRR (Target – 80): Character suffers a Dark Mana Corruption effect that lasts d10 months
Failure: .....Character suffers a Dark Mana Corruption effect that is permanent

The base Target Number is 100.

Add 5 to the Target Number if the character has eaten any food from the subplane in the last 24 hours.

Add 5 to the Target Number if the character has imbibed any drink (water or any liquid) from the subplane in the last 24 hours.

Add +5 per PP expended using Dark Mana in any 24-hour period on an abyssal subplane.

Add +2 per PP expended using Ambient Mana or Black Mana in any 24-hour period on an abyssal subplane.

Add +2 per PP expended using Fixed Mana (only if the mana-bearing components were sourced from any abyssal subplane) or Red Mana (if the source was native to an abyssal subplane) in any 24-hour period on an abyssal subplane.

Add +1 per PP expended using Personal Mana in any 24-hour period on an abyssal subplane.

Add +5 for every full day after the first a character remains in any abyssal subplane.

Example: *Lucien has escaped from the angry peasants via the accidental bridge to the Forest of Shadows subplane. After a day of travelling, where he is forced to expend 10 PPs using Dark Mana and to drink the local water (after carefully using the Purify Water cantrip to purify it), his player must make a Stamina CRR on Lucien's behalf. The target number is 100 + 5 (local water) + 50 (5 x 10 Dark Mana PPs) = 165. The dice are rolled and the result is 130,which is above Target-40 but below Target-20 so Lucien will suffer a Dark Mana Corruption effect that will last d10 days.*

Whenever a Dark Mana Corruption effect occurs, make a d100 roll on the table below:

Dark Mana Corruption Table

D100 Result	Effect
01-10	Hell's Eye – one eye turns completely black (fiery crimson if naturally black) (-10 to Disguise skill)
11-15	Hell's Stench – character's body emits a foul reek of sulfur and brimstone (+10 to anyone tracking or perceiving the character by scent)
16-20	Cadaverous Looks – character looks like death warmed up (weight loss, haggard appearance, waxy skin with deathly pallor, etc.)
21-30	Vulnerable to Holiness: -10 to all actions performed on holy ground or in presence of a holy symbol
31-40	Heat Sensitive: -10 to all RRs versus extremes of heat, mundane and magical
41-50	Cold Sensitive: -10 to all RRs versus extremes of cold, mundane and magical
51-60	Vulnerable to Holy Water: holy water does Tiny External Poison on contact or Tiny Internal Poison critical if imbibed by character
61-65	Extra minor body part (character gains an extra finger, toe, or other small appendage) (GM's choice)
66-70	Extra significant body part (character gains extra eye, ear, hand, foot, etc.) (GM's choice and may be in abnormal place, may incur –10 penalty to Disguise skill)
71-80	Stun Weakness (any stun damage incurred by the character is increased by 1 round)
81-90	Blood Weakness (any hits/round damage incurred by the character is increased by 1 hit per round)
91-95	Vulnerable to Sunlight: character is –10 to all actions performed when character is exposed to direct sunlight
96-00	Demonic Appearance (10% of character's body changes to look like a demon (GM's choice) but character gains no abilities or powers because of this, -10 to Disguise and all Influence skills)

Example: *The dice roll on the Dark Mana Corruption Table is 81 and the time roll is 5, so Lucien will suffer Blood Weakness for 5 hours. Lucien's player remarks that Lucien had better learn Infernal Protection next level.*

Corruption effects may be cured by the application of an Enchantment Cure (from someone other than the affected victim who possesses this Talent) or the use of a Major Healing spell (scaled to heal all damage). Physical forms of corruption can also be erased by permanent magical transformation spells and rituals. All effects from the Dark Mana Corruption Table are cumulative – hence if a character is unfortunate enough to suffer the same effect twice, say Blood Weakness, the character would have any hits/round damage increased by 2 hits per round, until at least one of the effects wore off or was cured.

Characters shielded by the Infernal Protection spell or the Infernal Immunity Talent are immune from corruption effects (except those caused by magical fumbles.)

Demons And The Mortal Plane

A summoned Demon or a Demon who comes to the Mortal Plane (or indeed any other plane) via a bridge or gateway will almost certainly leave a portion of their essence safely in the miasma. (Unless of course they have good reason to fear that another more powerful Demon will track down that soul fragment and seek to possess or destroy it.) Thus Demons generally are unkillable (in a permanent sense) outside the Abyss. The only ability that does not function for a Demon outside the confines of the Abyss is Abyssal Sustenance, but as Demons can eat and drink "normally" this is no great hardship.

Demons, especially those who have been summoned, are likely to be targets for various Bind Demon, Control Demon, and Master Demon spells cast by Demonologists, Warlocks/Witches and others. Their stay on a non-abyssal plane may also be cut short by a judiciously performed Banish Demon spell.

Demonic Heritages

Unions between Demons and mortals are rare but not unheard of. The progeny and later descendants are forever marked with some trace of their demonic heritage. This is represented by permitting 1st-level characters to purchase either the Lesser Demonic Blood or Greater Demonic Blood Talent.

Lesser Demonic Blood

One of the character's ancestors was a Demon. The character shows hints of this in appearance – any one of tougher skin, an animal semblance to facial features, unusual eye colors, miniature horns on the forehead, etc. In addition, the player may select a suitable Blood Magic ability (see College of Magics) or any one of the following to replace any one of the character's normal racial Special Abilities:

Abyssal Sustenance
Dark Vision (Lesser)
Infernal Immunity
Infernal Regeneration
Occasional Incorporeality
Poison Resistant
Tough Hide (Lesser)

Cost: 5 points

Greater Demonic Blood

One of the character's parents was a Demon. The character shows this dramatically in appearance – claw-like hands, an animal semblance to facial features, unusual eye colors, miniature horns on the forehead, or other physical characteristics associated with the demonic parent. In addition, the player may select any two of the following to replace any two of the character's normal racial Special Abilities. One or two suitable Blood Magic abilities (see College of Magics) may be chosen in place of the abilities below:

Abyssal Sustenance
Dark Vision (Lesser)
Infernal Immunity
Infernal Regeneration
Occasional Incorporeality
Poison Resistant
Tough Hide (Lesser)

Cost: 10 points

Abyssal Sustenance

Characters with this Talent can derive all nourishment simply by imbibing the emanations of miasmic energy. Characters can still eat and drink normally if not in the Abyss.

Cost: 10 points

Infernal Immunity

Characters with this Talent are immune from the effects of dark mana corruption in any Abyssal subplane.

Cost: 10 points

Infernal Regeneration

Characters with this Talent heal quickly, regenerating 1 concussion hit per minute from all damage received, except damage inflicted by magical attacks and holy or blessed weaponry.

Cost: 10 points

Occasional Incorporeality

A character with this Talent may become incorporeal three times per day for a number of rounds equal to Self Discipline bonus (minimum one round). Shifting from corporeal to incorporeal or vice versa requires one round. The character can reside in and pass through natural barriers such as earth, stone, wood and nonmagical metals as if they were not there. Material attacks such as sword strikes and fists cannot hit the incorporeal character, only magical attacks or elemental attacks or magically enchanted weapons can actually harm the creature. While incorporeal, the character cannot manipulate non-magical matter (say to open a door or wield a weapon) unless it has an appropriate additional ability or a telekinetic spell or similar. Incorporeal characters can make use of magic, similar abilities and magical items.

Cost: 10 points

Poison Resistant

Characters with this Talent receive a special bonus of +20 to all Resistance Rolls versus poisons.

Cost: 10 points

Tough Hide (Lesser)

Characters with this Talent have an unusually tough skin/hide that protects them in and out of combat. This gives them +10 to DB.

Cost: 10 points

The Demons

Classifying Demons

Demons are rated in power according to "Classes" where Class I is the weakest and Class VII is the most powerful. A number of the Demons appear at multiple Classes as individuals of these demonic kindreds have varying strength. More powerful Demons are proportionally more difficult to summon, control or banish, and more readily angered by the petty concerns of mere mortals. A misstep when dealing with an Archdemon (the most powerful Demonic kindred that can be summoned, controlled or banished) is normally fatal. The Demons in this book fall into the following classes.

Class I: Battle Demon (Warrior), Imp, Demonic Spirit (Minor), Faceless One (Apprentice), Forger (Apprentice), Midnight Steed (landbound),Succubus/Incubus (Minor), Shadow Demon (Minor), Thorn Demon (Minor), Vermin Demon (Minor)

Class II: Battle Demon (Sergeant), Demon Tree, Demonic Spirit (Lesser), Faceless One (Journeyman), Forger (Journeyman), Hell Hound, Lesser Ice Demon, Midnight Steed (flying), Mist Demon (Lesser), Lesser Rock Demon, Succubus/Incubus (Lesser), Shadow Demon (Lesser),Thorn Demon (Lesser), Vermin Demon (Lesser)

Class III: Battle Demon (Lieutenant), Demonic Spirit (Greater), Faceless One (Master), Forger (Master), The Formless, Lava Demon, Mere Demon, Mist Demon (Greater), Sand Demon, Succubus/Incubus (Greater), Shadow Demon (Greater), Thorn Demon (Greater), Vermin Demon (Greater), Water Demon, White Lady

Class IV: Battle Demon (Captain), Demonic Spirit (Major), Faceless One (Archmaster), Forger (Adept), Greater Ice Demon, Mist Demon (Major), Plague Lord, Greater Rock Demon, Succubus/Incubus (Major), Shadow Demon (Major), Swamp Demon, Thorn Demon (Major), Vermin Demon (Major)

Class V: Battle Demon (General), Demonic Spirit (High), Faceless One (Grandmaster), Forger (Wizard Lord), Mist Demon (High), Succubus/Incubus (High), Shadow Demon (High), Thorn Demon (High), Vermin Demon (High)

Class VI: Archdemon

Class VII Demons do exist. They cannot be summoned, controlled or banished by any known magic. They represent the princes and overlords of the Abyss, and their might is equal to demigods. Some heresiarchs claim the Demon Princes rival the gods themselves.

Demonic Powers

There are a number of innate abilities intrinsic to demonic nature. Some are common to all types of Demons; others specific to one or more kindreds. Some abilities vary in potency according to the Class of the Demon. These powers are fueled by the miasmic energy of the Abyss.

Abyssal Sustenance: Creatures with this ability can derive all nourishment simply by imbibing the emanations of miasmic energy in the demonic Abyss. Characters can still eat and drink normally if not in the Abyss.

Balefire: A Demon can hurl a blast of malignant miasmic energy at a single foe up to a range of 100' per Demon Class. The Demon uses its Balefire skill as its OB and it is resolved as an elemental attack. On a successful strike, the target suffers 20 + d10 hits per Demon Class. Type I and Type II Demons can use this ability three times per hour, Type III and Type IV Demons can use this ability three times per minute, and Type V or higher demons may use this ability at will. This is a form of Blood Magic.

Demon Vision: Creatures with this ability can see up to 500' easily on a starlit night, and by the light of a full moon, can see as if it were daylight. As an additional quasi-magical ability, the creature is able to see up to 100' in total darkness. With at least some illumination (candle, torch, lantern, etc…), it is able to see up to twice as far as the illumination provides.

Demonic Fear: All Demons may, at will, generate an aura of fear about themselves. A Class I Demon's fear aura has a range of 20'. All those within the area of the aura must make a Will RR (100) or flee from the Demon in abject terror for a number of minutes equal to the Class of the demon. Note that Demons of higher Classes have more powerful versions in terms of range and Will RR target: range for Class II: 50'; III: 100'; IV: 200'; V: 300'; VI: 400'; VII: 500' and Will RRs for Class II: 125; III: 150; IV: 175; V: 200, VI: 250; VII: 300.

Immunity to Bleeding

Immunity to Stuns

Incorporeal: The Demon can reside in and pass through natural barriers such as earth, stone, wood and nonmagical metals as if they were not there. Material attacks such as sword strikes and fists cannot hit the incorporeal Demon, only magical attacks or elemental attacks or magically enchanted weapons can actually harm the creature. While incorporeal, the Demon cannot manipulate non-magical matter (say to open a door or wield a weapon) unless it has an appropriate additional ability or a telekinetic spell or similar. Incorporeal Demons can make use of magic, similar abilities and magical items.

Limited Regeneration (Minor, exception): The monster has the ability to regenerate damage from all but instantly fatal wounds or wounds caused by the listed "exception", which might be fire, silver, magic, etc. Its body automatically regenerates 1 Concussion Hit each minute. Its recovery rate for non-fatal injuries is halved.

Limited Regeneration (Major, exception): As the Minor talent, except the monster recovers 2 Concussion Hits per minute.

Limited Regeneration (Greater, exception): As the Minor talent, except the monster recovers 3 Concussion Hits per minute.

Miasmic Anchor: A Demon may as a free action anywhere in the Abyss place a fragment of their soul essence into the miasmic energies of the Abyss. If the Demon then leaves the Abyss (is summoned, uses a gate, etc.) and is destroyed on another plane, it is not truly dead. It is merely banished back to its original abyssal subplane where it stored the soul fragment and may reform its body. For a Class I Demon, this process of reformation takes 13 years. (Higher Class Demons require less time to reform - Class II: 13 months; Class III: 13 weeks; Class IV: 13 days; Class V: 13 hours; Class VI: 13 minutes; Class VII: 13 rounds.) During this process, the Demon cannot will its soul essence into the miasma and so can be permanently and truly destroyed.

Poison Immunity: Creatures with this ability are immune to all poisons.

Tough Hide: Corporeal demons typically have hides imbued with extraplanar and otherworldly materials, giving them impressive resistance. This resilience varies by Demon Class: Class I +60 DB, Class II +80 DB, Class III +100 DB, Class IV +120 DB, Class V +140 DB, Class VI +160 DB, Class VII +180 DB (or higher).

Selective Incorporeality: Demons with this ability may only use it a number of times per hour equal to its Constitution bonus (minimum once per hour) and the effect lasts a number of rounds equal to its Self Discipline bonus (minimum of one round). Shifting from corporeal to incorporeal or vice versa requires one round. The Demon can reside in and pass through natural barriers such as earth, stone, wood and nonmagical metals as if they were not there. Material attacks such as sword strikes and fists cannot hit the incorporeal Demon, only magical attacks or elemental attacks or magically enchanted weapons can actually harm the creature. While incorporeal, the Demon cannot manipulate non-magical matter (say to open a door or wield a weapon) unless it has an appropriate additional ability or a telekinetic spell or similar. Incorporeal Demons can make use of magic, similar abilities and magical items.

Archdemon

Description

As befits the lords and ladies of Hell, Archdemons manifest in forms of dire and cruel majesty. The most common form is of a superbly muscled winged humanoid, at least 15' tall with a build to match and vast bat wings growing from its back. Its tough hide gives the Archdemon a reptilian cast while its head is a fusion of serpentine and human features with two large curved horns projecting from its temples. Coruscating miasmic energy envelops the Archdemon's body, such that at a distance the Archdemon is an impressive winged giant of rippling crimson and ebon fire.

Abilities and Combat

Abyssal Sustenance
Balefire
Demon Vision
Demonic Fear
Enhanced Senses
Flight
Immunity to Bleeding
Immunity to Stuns
Limited Regeneration (Greater, holy)
Miasmic Anchor
Natural Weapons

Archdemon

Level	95	DB	189
Size	Huge	Hits	349
BMR Type	Biped : Fly	Init	30
BMR	53 : 76	Stam	192
# Enc	1	Will	164
Outlook	Cruel	Magic	173
Treasure	R5R5R2	Build	Monster

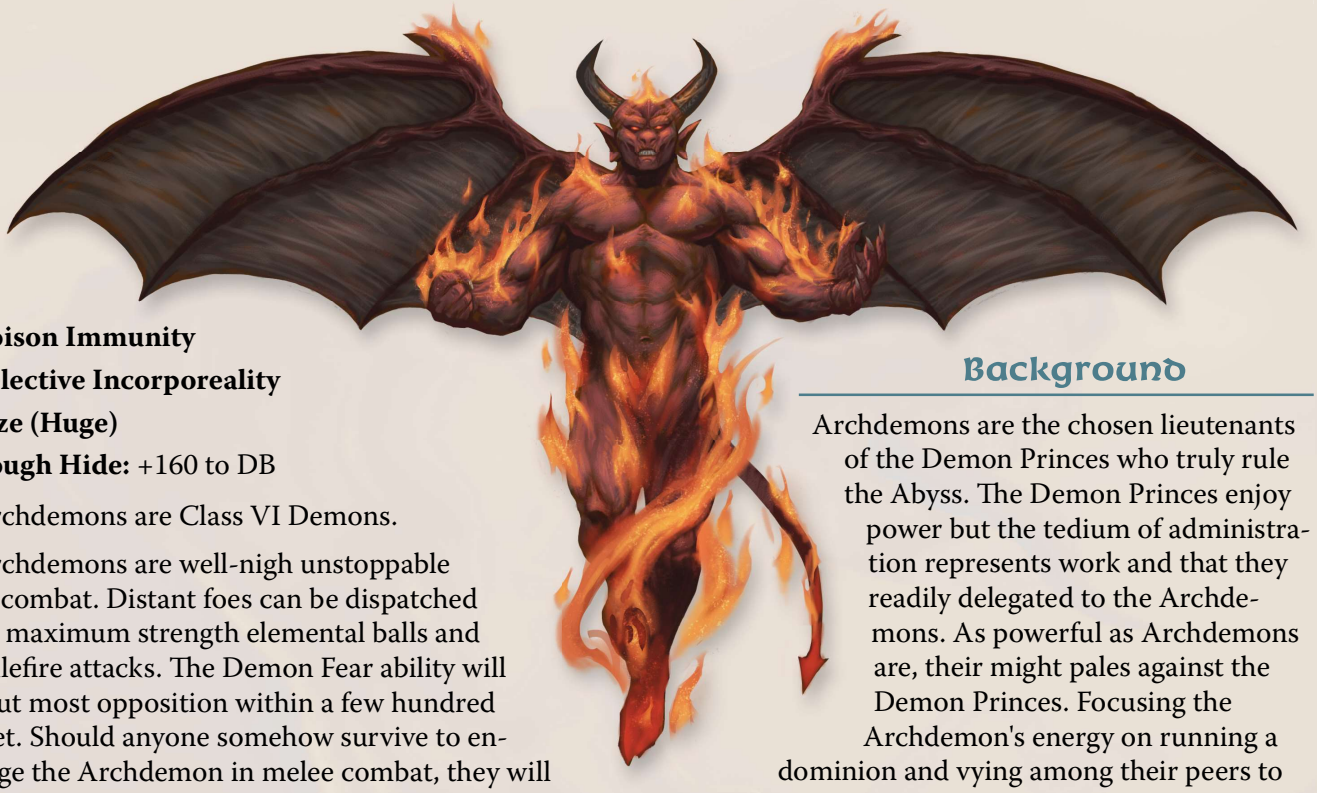
DB Breakdown: (QU 24, Tough Hide (Extra-Planar Major) 160, Dense Musculature 5)

Attacks:

Attack Weapon 1	292
Attack Weapon 2	252
Attack Claws	212
Attack Bite	172
Attack Tail	202

Skills:
Armor (45) 162, Climbing (40) 137, Diplomacy (10) 94, Duping (12) 88, Endurance (140) 329, Flying/Gliding (100) 172, Interrogation (22) 106, Jumping (20) 117, Leadership (25) 109, Magical Ritual (20) 86, Perception (85) 161, Power Point Development (25) 141, Resistance - Magic (55) 173, Resistance - Stamina (60) 192, Resistance - Will (50) 164, Attack Weapon 1 (140) 292, Attack Weapon 2 (120) 252, Attack Claws (90) 212, Attack Bite (60) 172, Attack Tail (80) 202, Linguistics (Spoken) Infernal (30) 102, Linguistics (Written) Infernal (30) 102, Linguistics 2(Spoken) Lang 2 (20) 92, Linguistics 2(Written) Lang 2 (20) 92, Arcane Lore: Planes (20) 98, Arcane Lore: Demonic Hierarchy (15) 88, Use Blood Magic (Balefire) (90) 196, Spell Fire Wall (16) 84, Spell Haste (15) 82, Spell Fear (14) 80, Spell Bladeturn (40) 112, Spell Darkness (14) 80, Linguistics 3(Spoken) Lang 3 (15) 82, Linguistics 3(Written) Lang 3 (15) 82, Linguistics 3(Spoken) Lang 4 (10) 72, Linguistics 3(Written) Lang 4 (10) 72, Mundane Lore (A) Lore 1 (30) 108, Mundane Lore (B) Lore 2 (20) 98, Mundane Lore (C) Lore 3 (15) 88, Mundane Lore (D) Lore 4 (10) 78, Arcane Lore: Lore 1 (10) 78, Arcane Lore: Lore 2 (10) 78, Sorcery (25) 119, Spell Conflagration (15) 82, Spell Fissure (10) 72, Spell Wounding (20) 92, Spell Vacuum (10) 72, Spell Acid Ball (11) 74, Spell Fire Nerves (15) 82, Spell Inflict Pain (13) 78, Spell Poison Air (16) 84, Spell Counter Spell (15) 82, Spell Dispel Magic (12) 76, Spell Detect Magic (12) 76, Spell Deflections (28) 100, Spell Acid Bolt (12) 76, Spell Disease (32) 104

Talents:
Abyssal Sustenance, Blinding Reflexes, Combat Awareness, Dense Musculature, Enhanced Senses, Enhanced Toughness, Focus Style (Somatic), Focus Style (Verbal), Greater Resistance (Magic), Heat Resistance (Major), Immunity to Stuns, Lesser Resistance (Stamina), Lesser Resistance (Will), Poison Immunity, Tap Ambient Mana, Tough Hide (Extra-Planar Major), Natural Weapon (Tail), Natural Weapon (Bite), Immunity to Bleeding, Natural Weapon (Claws), Demonic Fear (Class 6), Miasmic Anchor, Limited Regeneration (Greater) (Holy), Demonic Vision, Pure Blood Magic (Balefire), Selective Incorporeality, Giantism (Major), Arcane Circle (Mage)



Poison Immunity

Selective Incorporeality

Size (Huge)

Tough Hide: +160 to DB

Archdemons are Class VI Demons.

Archdemons are well-nigh unstoppable in combat. Distant foes can be dispatched by maximum strength elemental balls and Balefire attacks. The Demon Fear ability will rout most opposition within a few hundred feet. Should anyone somehow survive to engage the Archdemon in melee combat, they will discover that Archdemons buttress their immunities, regenerative abilities and otherworldy tough hide with magical armor and other defenses, and that Archdemons are experts in two-handed combat, entering the fray with a huge sword in one hand and a huge whip or morningstar in the other.

Lifestyle

Archdemons are the Lords and Ladies of Hell, ruling vast domains in the Abyssal subplanes from citadel palaces. They suffer no defiance from lesser demons of any kindred and command complete obedience. Their concerns are the proper ordering of their realm and the advancement of their own agendas and those of their overlords. Unless the action of a mortal summoner furthers one of those agendas, Archdemons will react to being summoned by trying to enslave or simply killing the summoner.

As rulers, Archdemons can easily amass vast hoards of jewels, gold and magical metals, held in the secure treasure vaults of their palaces. But again as rulers, carrying cash is beneath them, potent magical armor, weapons and other eldritch artefacts are the only items that an Archdemon would deem in accord with its dignity to bear.

Background

Archdemons are the chosen lieutenants of the Demon Princes who truly rule the Abyss. The Demon Princes enjoy power but the tedium of administration represents work and that they readily delegated to the Archdemons. As powerful as Archdemons are, their might pales against the Demon Princes. Focusing the Archdemon's energy on running a dominion and vying among their peers to earn influence with their Prince forestalls attempts by Archdemons to challenge the Princes.

Not all Archdemons favour the huge bat-winged humanoid form. A few manifest as larger versions of other demon kindreds. Loremasters argue as to whether this is mere habit where an Archdemon has been assigned dominion over a specific kindred or whether such demons are truly members of one of the other kindreds and have acquired such power that they have "ascended" to archdemon status.

Adventure Notes

There are legends of archdemons being imprisoned under the roots of great mountains or caged in undersea structures on the ocean floor. Were anyone foolish enough to release an archdemon, say by injudicious mining, then the reward for the rescuer would almost certainly be death followed by the ruination of everything nearby as the demon lord asserted dominion over vast swathes of territory. Banishing or slaying an Archdemon would be a herculean and epic quest as an unbound Archdemon would swiftly gather an army of evil minions and summon lesser demons to support its reign of terror.

Whilst the typical reaction of Archdemons to demonologists and sorcerers is to kill them for impudence, an Archdemon might choose to support an able wizard who has already amassed significant temporal

power if the wizard's end goals are in accord with the Archdemon's agenda. The wizard would quickly become the pawn of the demon. Vanquishing such a threat could lead to heroes eventually challenging an Archdemon on this plane or in its home abyssal subplane. The value of the items personally wielded by an Archdemon, let alone the treasure of its palatial vaults, would be incredible; the hazards to those intent on robbing or slaying a demon lord doubly so.

Battle Demon

Description

A battle Demon is a muscular humanoid with a scaly hide, the head of a beast, and a snake-like tail emerging from the small of its back. The animal head may be that of a common animal such as a ram, a goat, or a bull or something wilder such as a wolf, a giant crow, a panther, or a bear. The features of the face are contorted into a cruel and angry visage. The hands are more claws than hands. Battle Demons stand between seven and eleven feet tall and have a build to match.



Abilities and Combat

Abyssal Sustenance

Balefire

Demon Vision

Demonic Fear

Enhanced Senses

Immunity to Bleeding

Immunity to Stuns

Limited Regeneration (varies, holy): Class I Warriors have this talent at Minor, Class II Sergeants and Class III Lieutenants have this talent at Major, Class IV Captains and Class V Generals have this talent at Greater degree.

Miasmic Anchor

Natural Weapons

Poison Immunity

Size

Tough Hide (varies by Class)

The combat prowess and infernal might of Battle Demons varies and, as they acquire experience in the perpetual conflicts of the Abyss, the successful become more potent (in both level and Class). Class I Battle Demons are the Warriors and are typically 10th level Fighters. Class II Battle Demons are 15th level Fighters and are considered "Sergeants", capable of leading a platoon of lesser demons. Class III Battle Demons are 20th level Fighters and are considered "Lieutenants" in the legions, capable of leading a company into battle in an independent command or as a subordinate to their superiors. "Captains" are Class IV Battle Demons and are normally 30th level Fighters who lead multiple companies of demons to war. Beyond them are the "Generals", Fighters of 40th level and upwards, who command regiments or legions

At GM discretion, individual Battle Demons may have other martial, athletic and physical skills and some may possess a modicum of magic. Some Battle Demons develop levels in other professions, typically Warrior Mage and Ranger.

Battle Demons have no additional special abilities over and above the standard capabilities of all Demons. They will use Balefire and Demon Fear abilities to break enemy formations that fail to shatter when pitted against a demonic onslaught of focused aggression. Demonic Tough Hide reinforced with full plate mail and Immunity to Stun and Bleed ensures that few opponents will do more than mildly irritate these demons. Battle Demons plan and coordinate their attacks and, while hacking and slashing through foes in melee combat brings them great pleasure, they are sufficiently disciplined to demolish an enemy force through accurate massed archery.

Battle Demon I

Level	8	DB	70
Size	Large	Hits	184
BMR Type	Biped	Init	13
BMR	15	Stam	90
# Enc	1-10	Will	64
Outlook	Aggressive	Magic	64
Treasure	P2 - -	Build	Fighter

DB Breakdown: (QU 10, Tough Hide (Greater) 60)

Attacks:

Attack Weapon 1	102
Attack Weapon 2	66
Attack Bite	51
Attack Claw	76
Attack Tail	46

Skills:
Armor (16) 88, Climbing (6) 56, Dirty Fighting (4) 30, Endurance (20) 184, Interrogation (5) 34, Jumping (5) 51, Perception (12) 67, Power Point Development (1) 8, Resistance - Magic (10) 64, Resistance - Stamina (10) 90, Resistance - Will (12) 64, Combat Style Blindfighting (4) 46, Combat Style Disarm Foe (4) 46, Combat Style Mounted Combat (5) 51, Attack Weapon 1 (18) 102, Attack Weapon 2 (6) 66, Attack Bite (5) 51, Attack Claw (10) 76, Attack Tail (4) 46, Sorcery (3) 21, Mundane Lore (A) Tactics (5) 25, Riding Demonic Mount (5) 32, Use Blood Magic (Balefire) (4) 23

Talents:
Abyssal Sustenance, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Lightning Reflexes, Miasmic Armor, Poison Immunity, Shield Training, Tough Hide (Greater), Natural Weapon (Claw), Natural Weapon (Tail), Natural Weapon (Bite), Giantism (Minor), Demonic Fear (Class 1), Limited Regeneration (Minor) (Holy), Greater Blood Magic (BaleFire)

Battle Demon II

Level	16	DB	94
Size	Large	Hits	196
BMR Type	Biped	Init	15
BMR	17	Stam	110
# Enc	1	Will	80
Outlook	Aggressive	Magic	80
Treasure	N2 - -	Build	Fighter

DB Breakdown: (QU 14, Tough Hide (Draconic Adult) 80)

Attacks:

Attack Weapon 1	124
Attack Weapon 2	98
Attack Bite	92
Attack Claw	98
Attack Tail	78

Skills:
Armor (20) 103, Climbing (12) 82, Dirty Fighting (6) 40, Endurance (25) 196, Interrogation (8) 50, Jumping (6) 58, Leadership (5) 35, Perception (25) 88, Power Point Development (3) 18, Resistance - Magic (18) 80, Resistance - Stamina (18) 110, Resistance - Will (20) 80, Combat Style Blindfighting (8) 68, Combat Style Disarm Foe (8) 68, Combat Style Mounted Combat (10) 78, Attack Weapon 1 (26) 124, Attack Weapon 2 (15) 98, Attack Bite (12) 92, Attack Claw (20) 98, Attack Tail (10) 78, Sorcery (8) 47, Mundane Lore (A) Tactics (10) 50, Riding Demonic Mount (8) 47, Use Blood Magic (Balefire) (8) 43

Talents:
Abyssal Sustenance, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Lightning Reflexes, Miasmic Armor, Poison Immunity, Shield Training, Tough Hide (Draconic Adult), Natural Weapon (Claw), Natural Weapon (Tail), Natural Weapon (Bite), Giantism (Minor), Demonic Fear (Class 2), Greater Blood Magic (BaleFire), Limited Regeneration (Major) (Holy)

Lifestyle

Battle Demons are the rank and file of the legions of the Abyss. Battle Demons do not rely on their tough hide and natural weapons. They march to war in jet-black plate mail and wall shields emblazoned with the symbols of their overlords, and wield heavy broadsword, battleaxe and longbow. Some are favored with Midnight Steeds or monstrous mounts and serve as hell's heavy cavalry.

When not actively prosecuting a war or performing other military tasks (bodyguard, sentinel, etc.), Battle Demons of the lower Classes are engaged in endless drills and combats to hone their skills. Battle Demons of the higher Classes will be commanding their inferiors and seeking to improve their own status in the hierarchies of the abyssal armies.

Battle Demons have no interest in mere gold, gems, or other mundane possessions, unless they are escorting it as tribute to a higher demon. Instead, they collect martial items such as magical weapons and armor. Mostly these will be demonic items fashioned by Forger Demons, occasionally they will be the spoils of war with mortals.

Battle Demon III

Level	24	DB	118
Size	Large	Hits	223
BMR Type	Biped	Init	17
BMR	21	Stam	120
# Enc	1	Will	88
Outlook	Aggressive	Magic	84
Treasure	R - -	Build	Fighter

DB Breakdown: (QU 18, Tough Hide (Draconic Old) 100)

Attacks:

Attack Weapon 1	148
Attack Weapon 2	112
Attack Bite	108
Attack Claw	106
Attack Tail	90

Skills:
Armor (30) 117, Climbing (14) 90, Dirty Fighting (8) 51, Endurance (45) 223, Interrogation (10) 61, Jumping (8) 72, Leadership (8) 51, Perception (35) 98, Power Point Development (4) 23, Resistance - Magic (20) 84, Resistance - Stamina (22) 120, Resistance - Will (28) 88, Combat Style Blindfighting (12) 86, Combat Style Disarm Foe (12) 86, Combat Style Mounted Combat (15) 92, Attack Weapon 1 (36) 148, Attack Weapon 2 (20) 112, Attack Bite (18) 108, Attack Claw (24) 106, Attack Tail (14) 90, Sorcery (10) 58, Mundane Lore (A) Tactics (15) 60, Riding Demonic Mount (14) 66, Use Blood Magic (Balefire) (12) 57

Talents:
Abyssal Sustenance, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Lightning Reflexes, Miasmic Armor, Poison Immunity, Shield Training, Tough Hide (Draconic Old), Natural Weapon (Claw), Natural Weapon (Tail), Natural Weapon (Bite), Giantism (Minor), Demonic Fear (Class 3), Limited Regeneration (Major) (Holy), True Blood Magic (BaleFire)

Background

According to one legend, Battle Demons are the transformed souls of those who died on the battlefield serving an evil cause or fighting an unjust war. Damned to suffer in hell for their sins, these warriors become the Abyss' foot soldiers, conscripted for an eternity of bloody service to one or other of the Demon Princes.

Battle Demon IV

Level	32	DB	142
Size	Large	Hits	243
BMR Type	Biped	Init	20
BMR	24	Stam	128
# Enc	1	Will	95
Outlook	Aggressive	Magic	94
Treasure	R2 - -	Build	Fighter

DB Breakdown: (QU 18, Tough Hide (Draconic Old) 100)

Attacks:

Attack Weapon 1	162
Attack Weapon 2	129
Attack Bite	114
Attack Claw	114
Attack Tail	98

Skills:
Armor (35) 129, Climbing (15) 94, Dirty Fighting (10) 63, Endurance (60) 243, Interrogation (12) 66, Jumping (10) 84, Leadership (18) 78, Perception (40) 104, Power Point Development (6) 34, Resistance - Magic (28) 94, Resistance - Stamina (30) 128, Resistance - Will (35) 95, Combat Style Blindfighting (14) 92, Combat Style Disarm Foe (14) 92, Combat Style Mounted Combat (18) 110, Attack Weapon 1 (48) 162, Attack Weapon 2 (25) 129, Attack Bite (20) 114, Attack Claw (30) 114, Attack Tail (17) 98, Sorcery (14) 66, Mundane Lore (A) Tactics (20) 70, Riding Demonic Mount (20) 79, Use Blood Magic (Balefire) (18) 70

Talents:
Abyssal Sustenance, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Lightning Reflexes, Miasmic Armor, Poison Immunity, Shield Training, Tough Hide (Draconic Ancient), Natural Weapon (Claw), Natural Weapon (Tail), Natural Weapon (Bite), Giantism (Minor), Demonic Fear (Class 4), True Blood Magic (BaleFire), Limited Regeneration (Greater) (Holy)

Adventure Notes

The Arena of Blood subplane of the Abyss is the natural "home" of Battle Demons. They may also be encountered in the entourages of superior demons on the Mirror of Deceit and as demonic bodyguards elsewhere in the Abyss. Their weapons prowess makes Battle Demons a preferred summons for demonologists who require infernal martial support; the relatively straightforward approach of Battle Demons and their glee in directed mayhem makes them a safer proposition for mortal summoners.

Battle Demon V			
Level	40	DB	164
Size	Large	Hits	260
BMR Type	Biped	Init	22
BMR	29	Stam	146
# Enc	1	Will	108
Outlook	Domin.	Magic	110
Treasure	R3 - -	Build	Fighter

DB Breakdown: (QU 18, Tough Hide (Draconic Old) 100)

Attacks:

Attack Weapon 1	192
Attack Weapon 2	136
Attack Bite	120
Attack Claw	122
Attack Tail	106

Skills:
Armor (35) 131, Climbing (15) 96, Dirty Fighting (10) 64, Endurance (65) 260, Interrogation (15) 75, Jumping (11) 88, Leadership (25) 90, Perception (42) 107, Power Point Development (8) 45, Resistance - Magic (32) 110, Resistance - Stamina (34) 146, Resistance - Will (38) 108, Combat Style Blindfighting (18) 102, Combat Style Disarm Foe (18) 102, Combat Style Mounted Combat (24) 120, Attack Weapon 1 (56) 192, Attack Weapon 2 (30) 136, Attack Bite (24) 120, Attack Claw (36) 122, Attack Tail (20) 106, Sorcery (18) 76, Mundane Lore (A) Tactics (30) 80, Riding Demonic Mount (25) 84, Use Blood Magic (Balefire) (24) 79

Talents:
Abyssal Sustenance, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Lesser Resistance (All), Lightning Reflexes, Miasmic Armor, Poison Immunity, Shield Training, Tough Hide (Extra-Planar Minor), Natural Weapon (Claw), Natural Weapon (Tail), Natural Weapon (Bite), Giantism (Minor), Demonic Fear (Class 5), Limited Regeneration (Greater) (Holy), Pure Blood Magic (BaleFire)

Demon Tree

Description

A Demonic Tree takes the form of a large and gnarled tree. The tree species varies though oak and ash are common. Stare closely at the trunk and it is easy to imagine that the knobbly projections are humanoid faces captured in their final moments of agony. They are indeed the faces of those whom the Tree has killed. Unlike mundane vegetation, a Demonic Tree can independently move its thick branches, surprising wayfarers by moving them when there is no wind. The Demonic Tree uses them to whip or grapple nearby opponents. The trunk of the tree can open to reveal a woody mouth, which can chew on flesh and bone, the preferred diet of the Demonic Tree.



With a great effort, a Demonic Tree can uproot itself and move, albeit very slowly, upon its roots to a new home. Cut deep into a Demonic Tree with an axe and it will ooze blood not sap.

Abilities and Combat

Abyssal Sustenance
Demon Vision
Demonic Fear
Enhanced Senses
Immunity to Bleeding
Immunity to Stuns
Limited Regeneration (Major, holy)
Miasmic Anchor
Natural Weapons (maw, branches)
Poison Immunity
Tough Hide (+80)

Demon Tree			
Level	4	DB	80
Size	Medium	Hits	136
BMR Type	Biped	Init	3
BMR	0	Stam	69
# Enc	1-10	Will	60
Outlook	Hungry	Magic	56
Treasure	- - -	Build	Monster

DB Breakdown: (QU 10, Tough Hide (Greater) 60)

Attacks:

Attack Maw	77
Attack Branches	67

Skills:
Endurance (12) 136, Perception (12) 77, Power Point Development (3) 38, Resistance - Magic (8) 56, Resistance - Stamina (7) 69, Resistance - Will (6) 60, Attack Maw (12) 77, Attack Branches (12) 67, Sorcery (3) 31

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Poison Immunity, Tough Hide (Draconic Adult), Natural Weapon (Maw), Natural Weapon (Branches), Demonic Fear (Class 2), Miasmic Anchor, Limited Regeneration (Greater) (Holy), Distributed Senses, Limited Motility, Photovore Metabolism

Demonic Trees have the following additional abilities:

Distributed Senses: Demonic Trees have their senses distributed over their entire body. A Demonic Tree can choose to perceive in all directions simultaneously (attackers do not get flank or rear bonuses to attacking a Demonic Tree when it is perceiving in this mode) but the Demonic Tree takes a –20 penalty to all Perception maneuvers. A Demonic Tree can choose to concentrate in a particular direction (no penalty to Perception), but then any flanking or rear attacks receive the normal bonuses.

Limited Motility: Demonic Trees have control over the movements of their branches. With a great effort, they can uproot themselves and move on their roots. Uprooting or replanting themselves takes a full hour to complete.

Photovore Metabolism: In addition to subsisting on dark mana or feasting on flesh and blood, Demonic Trees are also photovores, in that they can live by photosynthesis. Demonic Trees need a couple of pints of liquid and normal soil nutrients per day plus natural illumination to survive in this manner.

Demonic Trees are Class II demons.

A Demonic Tree will use its branches to bash opponents.. Once the victims are suitably softened up, the Demonic Tree will open its maw, a process which takes three rounds of noisy grinding, and seek to grapple a foe using its branches and feed it into the maw to crush and chew. Demonic Trees take normal damage from fire; anyone menacing it with a lit brand will trigger the Demonic Tree into using its Fear ability to frighten them off.

Lifestyle

Demonic Trees have something resembling human levels of intelligence. Their "emotional" state is one of permanent anger against all animals, humanoids and other demons.

Demonic Trees prey upon living beings and animals. They live to consume flesh and to do harm to nature. If intelligent beings and wildlife come to avoid the vicinity of the Tree, then the Tree may, after due deliberation, relocate to another area and commence its depredations anew.

Background

One legend surrounds the creation of Demonic Trees. It is believed that if a person is foully murdered and their corpse buried in an unmarked grave in forest undergrowth, then should a tree seed grow in that spot, the sapling will be possessed by a malevolent spirit and become a Demonic Tree when it is fully grown.

A second legend holds that the maw of a Demonic Tree leads to the Abyss itself. It is conceivable that a sufficiently powerful mage could imbed some form of Infernal Gateway spell into a living Demonic Tree, and that the legend recounts such a circumstance.

Adventure Notes

Demonic Trees appear native to the Forest of Shadows subplane where they congregate in stands of up to ten trees. In the mundane plane, they may be occasionally found singly deep in haunted forests.

Demonic Trees do not collect treasure. However, it is possible that imperishable items belonging to past victims may be found underneath the ground. Getting at such loot necessitates killing the Demonic Tree and digging up the roots, the latter being a day's backbreaking work.

Demonic Spirit I			
Level	5	DB	24
Size	Medium	Hits	121
BMR Type	Biped : *Fly*	Init	13
BMR	11 : *22*	Stam	41
# Enc	1	Will	71
Outlook	Cruel	Magic	59
Treasure	- - -	Build	Rogue

DB Breakdown: (QU 12, Amorphous 12)

Attacks:

Attack Claw	46

Skills:
Ambush (5) 44, Duping (4) 35, Endurance (15) 121, Flying/ Gliding (12) 73, Perception (12) 84, Resistance - Magic (9) 59, Resistance - Stamina (4) 41, Resistance - Will (6) 71, Stalking & Hiding (5) 44, Tracking (3) 30, Attack Claw (8) 46, Sorcery (4) 46, Possession (8) 71, Use Blood Magic (Balefire) (6) 45

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Flight, Immunity to Bleed, Immunity to Stuns, Lightning Reflexes, Poison Immunity, Amorphous, Natural Weapon (Claws), Demonic Fear (Class 1), Miasmic Anchor, Limited Regeneration (Minor) (Holy), Greater Blood Magic (Balefire), Incorporeal, Mental Possession, Physical Possession

Demonic Spirit II			
Level	10	DB	24
Size	Medium	Hits	141
BMR Type	Biped : *Fly*	Init	13
BMR	11 : *22*	Stam	51
# Enc	1	Will	91
Outlook	Cruel	Magic	78
Treasure	- - -	Build	Rogue

DB Breakdown: (QU 12, Amorphous 12)

Attacks:

Attack Claw	77

Skills:
Ambush (10) 69, Duping (10) 65, Endurance (30) 141, Flying/ Gliding (25) 94, Perception (17) 94, Resistance - Magic (12) 78, Resistance - Stamina (6) 51, Resistance - Will (8) 91, Stalking & Hiding (10) 69, Tracking (6) 45, Attack Claw (18) 77, Sorcery (8) 71, Possession (15) 91, Use Blood Magic (Balefire) (15) 75

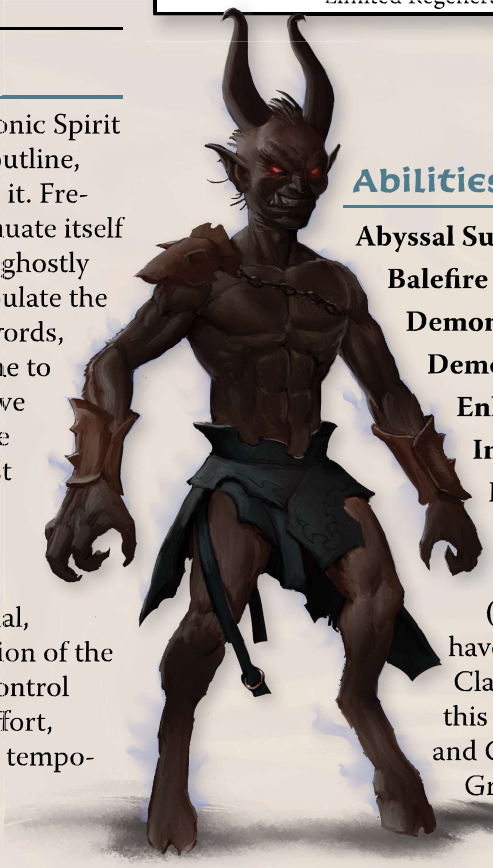
Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Flight, Immunity to Bleed, Immunity to Stuns, Lesser Resistance (Magic), Lesser Resistance (Will), Lightning Reflexes, Poison Immunity, Amorphous, Natural Weapon (Claws), Demonic Fear (Class 2), Miasmic Anchor, Greater Blood Magic (Balefire), Incorporeal, Mental Possession, Physical Possession, Limited Regeneration (Major) (Holy)

Demonic Spirit

Description

If they choose to take a visible form, a Demonic Spirit will generally appear as a vague humanoid outline, translucent or shadowy as the whimsy takes it. Frequently the Demonic Spirit will simply attenuate itself over a substantial volume and manifest as a ghostly voice, "haunting" a victim, seeking to manipulate the target to act as it wishes through honeyed words, false promises, and dire threats of misfortune to anyone who refuses its "requests". In its native incorporeal form, a Demonic Spirit lacks the physical body to enforce its desires and must rely on persuasion, any magic it knows, and its primary talent of possession.

A Demonic Spirit can possess the body of a sentient being, monstrous creature, or animal, through sheer force of will. Once in possession of the physical body, the Demonic Spirit has full control over the victim's body and can, with extra effort, access the knowledge and skills of its victim temporarily.



Abilities and Combat

Abyssal Sustenance

Balefire

Demon Vision

Demonic Fear

Enhanced Senses

Immunity to Bleeding

Immunity to Stuns

Incorporeal

Limited Regeneration (varies, holy): Class I have this talent at Minor, Class II and Class III have this talent at Major, Class IV and Class V have this talent at Greater degree.

Demonic Spirit III

Level	15	DB	24
Size	Medium	Hits	153
BMR Type	Biped : *Fly*	Init	13
BMR	11 : *22*	Stam	70
# Enc	1	Will	105
Outlook	Cruel	Magic	90
Treasure	- - -	Build	Rogue

DB Breakdown: (QU 12, Amorphous 12)

Attacks:

Attack Claw	90

Skills:
Ambush (15) 79, Duping (16) 77, Endurance (40) 153, Flying/Gliding (35) 104, Perception (25) 105, Resistance - Magic (18) 90, Resistance - Stamina (9) 70, Resistance - Will (12) 105, Stalking & Hiding (15) 79, Tracking (12) 69, Attack Claw (24) 90, Sorcery (12) 85, Possession (24) 105, Use Blood Magic (Balefire) (22) 92

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Flight, Immunity to Bleed, Immunity to Stuns, Lesser Resistance (Magic), Lesser Resistance (Will), Lightning Reflexes, Poison Immunity, Amorphous, Natural Weapon (Claws), Demonic Fear (Class 3), Miasmic Anchor, Incorporeal, Mental Possession, Physical Possession, Limited Regeneration (Major) (Holy), True Blood Magic (Balefire)

Demonic Spirit IV

Level	20	DB	24
Size	Medium	Hits	158
BMR Type	Biped : *Fly*	Init	13
BMR	11 : *22*	Stam	79
# Enc	1	Will	127
Outlook	Cruel	Magic	108
Treasure	- - -	Build	Rogue

DB Breakdown: (QU 12, Amorphous 12)

Attacks:

Attack Claw	101

Skills:
Ambush (18) 85, Duping (26) 91, Endurance (45) 158, Flying/Gliding (40) 159, Perception (30) 110, Resistance - Magic (24) 108, Resistance - Stamina (12) 79, Resistance - Will (18) 127, Stalking & Hiding (18) 85, Tracking (15) 75, Attack Claw (35) 101, Sorcery (20) 101, Possession (28) 114, Use Blood Magic (Balefire) (30) 100

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Flight, Greater Resistance (Magic), Greater Resistance (Will), Immunity to Bleed, Immunity to Stuns, Lightning Reflexes, Poison Immunity, Amorphous, Natural Weapon (Claws), Demonic Fear (Class 4), Miasmic Anchor, Incorporeal, Mental Possession, Physical Possession, True Blood Magic (Balefire), Limited Regeneration (Greater) (Holy)

Miasmic Anchor

Natural Weapon

Poison Immunity

Demonic Spirits have the following additional abilities:

Mental Possession: Once in physical possession of a victim's body, the Demonic Spirit may seek to "borrow" one skill or set of related memories from the host. This is resolved by the Spirit making a d100 open-ended roll, adding its possession skill, and looking up the result on the RR column of the maneuver table. If the host fails in a Will Resistance Roll to meet or exceed this target number, then the Demonic Spirit may use the borrowed skill at the host's natural ability level for up to one minute per skill rank in Possession.

Physical Possession: A Demonic Spirit may attempt to take physical possession of a host by making a d100 open-ended roll, adding its possession skill, and looking up the result on the RR column of the maneuver table. This is the target number for the host's Will Resistance Roll to avoid physical possession. If the target fails the RR, then the Demonic Spirit possesses the victim for up to ten minutes per skill rank in Possession known by the Spirit.

Demonic Spirits vary in their diabolical might, ranging from Class I (Minor up to 5th level), through Class II (Lesser, up to 10th), Class III (Greater, up to 15th), and Class IV (Major, typically 20th) to Class V (High, typically 25th or higher). The stats above are for Demonic Spirits who have taken the Rogue profession – the GM may assign level bonuses as appropriate. Demonic Spirits may be of any profession and will typically learn one rank per level in the relevant skills of that profession. Demonic Spirits always have the maximum number of skill ranks for their level in the Possession skill.

Demonic Spirits' Incorporeal form limits their efficacy in combat. The listed Natural Weapon attack is only effective against other incorporeal or ethereal targets. When possessing a creature or being, the Demonic Spirit automatically has the physical stats, physical attacks and abilities of the host.

Demonic Spirit V			
Level	25	DB	28
Size	Medium	Hits	165
BMR Type	Biped : *Fly*	Init	15
BMR	11 : *22*	Stam	97
# Enc	1	Will	133
Outlook	Cruel	Magic	112
Treasure	- - -	Build	Rogue

DB Breakdown: (QU 16, Amorphous 12)

Attacks:

Attack Claw	106

Skills:
Ambush (20) 90, Duping (30) 96, Endurance (45) 165, Flying/Gliding (45) 115, Perception (40) 121, Resistance - Magic (28) 112, Resistance - Stamina (15) 97, Resistance - Will (20) 133, Stalking & Hiding (20) 90, Tracking (15) 76, Attack Claw (40) 106, Sorcery (30) 113, Possession (35) 133, Use Blood Magic (Balefire) (35) 106

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Flight, Greater Resistance (Magic), Greater Resistance (Will), Immunity to Bleed, Immunity to Stuns, Lightning Reflexes, Poison Immunity, Amorphous, Natural Weapon (Claws), Demonic Fear (Class 5), Miasmic Anchor, Incorporeal, Mental Possession, Physical Possession, Limited Regeneration (Greater) (Holy), Pure Blood Magic (Balefire)

Lifestyle

Demonic Spirits are cruel creatures. Lacking bodies of their own, they desire to possess those of others for a time. Once the Demonic Spirit is satiated, the host body may be discarded like a broken toy. Some possessing Demonic Spirits can become psychotic when in control of a physical body – if there is no one able to exorcise the Demonic Spirit, the victim may be killed during the possession. Other Demonic Spirits (especially of the higher Classes) are significantly subtler and will use their possession to advance their own or a higher demon's agenda.

Demonic Spirits do not collect treasure and have no personal use for it. A Demonic Spirit may claim to know the location of a treasure hoard in order to tempt a potential victim through the lure of greed. When possessing a victim, the Demonic Spirit will also have access to all the victim's belongings and will utilise them to the best of their ability.

Background

In the scriptures of certain religions it is written that those who renounce their faith or who have never believed in any deity become lost souls upon their death. The penalty for their transgression is an eternity in the void of the Emptiness. As they languish in the Emptiness, these lost spirits are given succor by the Demon Princes, new abilities and an opportunity to claim new bodies (even if only temporarily) in return for service.

An alternative scholarly conjecture is that Demonic Spirits hail from the beginning of Time and long ago chose never to become trapped in a single physical form, unlike many other corporeal demons.

Adventure Notes

Demonic Spirits drift in the Emptiness subplane of the Abyss until they are summoned or find some other route to escape the void. On the mundane plane, they are most often found haunting and tempting a person of weak will or in actual possession of a host.

Many wizards who create artificial entities such as Constructs and Golems summon Demonic Spirits and bind them into the entities as enslaved intelligences. If the control over the entity is ever sundered but the body binding not broken, then the Demonic Spirit may remain trapped in the artificial entity until such time as the golem or construct is destroyed. This physical destruction will liberate the Demonic Spirit to resume its incorporeal form.

Faceless Ones

Description

In its natural form, a Faceless One is a tall slender man-like humanoid. The distinguishing feature of the Faceless One is the lack of a proper face and a completely hairless head. There is just a blank oval of skin where there should be a face. Where the eyes are located on a true human, the skin seems more translucent and there is an impression of small glowing circles beneath it. The Faceless One has a hole in each side of its head through which it hears – there is no external ear. Slits in the side of the neck are used for breathing.

The Faceless Ones are the spies, thieves and assassins of the Abyss. Their special talent is the ability to shapeshift into almost any humanoid or partial humanoid (e.g. centaur, gryphon, etc.) form, mimicking the exact looks of an individual of one of these species.

Abilities and Combat

Abyssal Sustenance

Balefire

Demon Vision

Demonic Fear

Enhanced Senses

Immunity to Bleeding

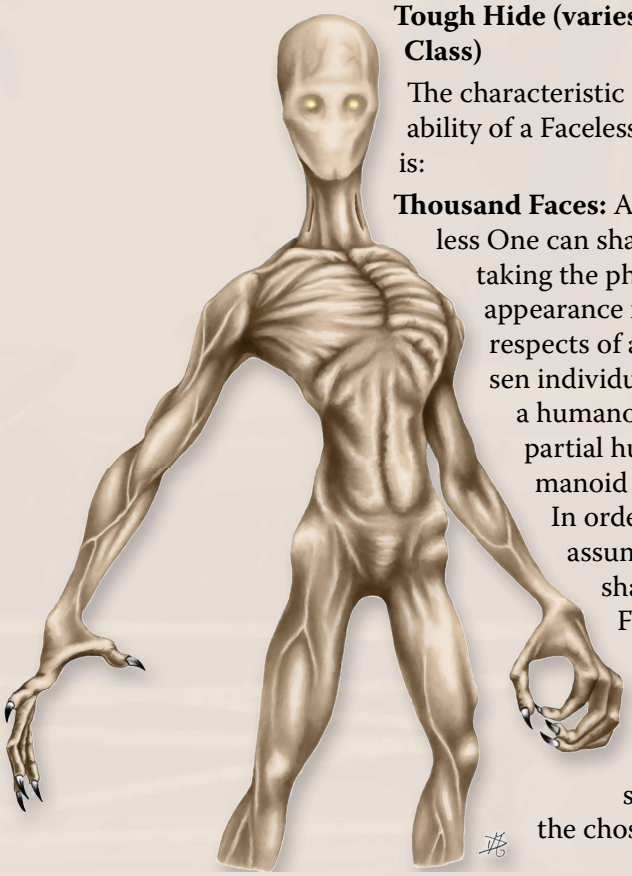
Immunity to Stuns

Limited Regeneration (varies, holy): Class I have this talent at Minor, Class II and Class III have this talent at Major, Class IV and Class V have this talent at Greater degree.

Miasmic Anchor

Natural Weapons

Poison Immunity



Tough Hide (varies by Class)

The characteristic special ability of a Faceless One is:

Thousand Faces: A Faceless One can shapeshift taking the physical appearance in all respects of a chosen individual from a humanoid or partial humanoid form. In order to assume the shape, the Faceless One must either have slain the chosen person or have acquired a portion of the target's body (some blood, hair or nail clippings, etc.). A Faceless One may only "know" as many forms as it has ranks in Mental Focus. The Faceless One must make a Very Hard Mental Focus maneuver each round until a Percentage result of over 100 is achieved to change from one form to another. The Faceless One may remain in an assumed form for as long as it likes. The transformation only provides the Faceless One with the appearance of the chosen target – no special abilities of the target are gained.

Faceless Ones vary in their capabilities and have been found in five Classes of might: Class I (Apprentice, typically 10th level), Class II (Journeyman, typically 15th), Class III (Master, 20th), Class IV (Archmaster, 25th level), and Class V (Grandmaster, typically above 30th level). The stats above are for Faceless Ones who have chosen the Rogue profession with an arsenal of Universal spells - other stealthy professions are frequently chosen.

Faceless One I

Level	7	DB	80
Size	Medium	Hits	122
BMR Type	Biped	Init	16
BMR	15	Stam	30
# Enc	1	Will	34
Outlook	Cruel	Magic	42
Treasure	PN -	Build	Thief

DB Breakdown: (QU 20, Tough Hide (Greater) 60)

Attacks:

Attack Weapon 1	70
Attack Claw	50

Skills:
Ambush (6) 54, Armor (8) 50, Charm (3) 23, Climbing (6) 40, Duping (6) 38, Endurance (20) 122, Locks & Traps (4) 34, Perception (10) 72, Power Point Development (3) 47, Resistance - Magic (4) 42, Resistance - Stamina (2) 30, Resistance - Will (2) 34, Sniping (4) 34, Stalking & Hiding (6) 54, Attack Weapon 1 (10) 70, Attack Claw (8) 50, Linguistics (Spoken) Lang (8) 48, Linguistics (Written) Lang (3) 23, Sorcery (3) 23, Use Blood Magic (Balefire) (6) 42, Spell Bladeturn (6) 38, Spell Fear (5) 33

Talents:
Abyssal Sustenance, Assassin Training, Demon Vision, Enhanced Senses, Focus Style (Somatic), Focus Style (Verbal), Immunity to Bleed, Immunity to Stuns, Poison Immunity, Tap Ambient Mana, Tough Hide (Greater), Natural Weapon (Claw), Demonic Fear (Class 1), Miasmic Anchor, Limited Regeneration (Minor) (Holy), Greater Blood Magic (Balefire), Arcane Circle (Mage), Thousand Faces

Faceless One II

Level	12	DB	104
Size	Medium	Hits	132
BMR Type	Biped	Init	18
BMR	17	Stam	40
# Enc	1	Will	44
Outlook	Cruel	Magic	52
Treasure	NN2 -	Build	Thief

DB Breakdown: (QU 24, Tough Hide (Draconic Adult) 80)

Attacks:

Attack Weapon 1	84
Attack Claw	64

Skills:
Ambush (8) 66, Armor (14) 72, Charm (5) 34, Climbing (6) 44, Duping (10) 59, Endurance (30) 132, Locks & Traps (7) 61, Perception (12) 76, Power Point Development (4) 52, Resistance - Magic (6) 52, Resistance - Stamina (4) 40, Resistance - Will (4) 44, Sniping (8) 56, Stalking & Hiding (8) 66, Attack Weapon 1 (15) 84, Attack Claw (10) 64, Linguistics (Spoken) Lang (10) 58, Linguistics (Written) Lang (5) 33, Sorcery (5) 34, Use Blood Magic (Balefire) (9) 57, Spell Bladeturn (12) 62, Spell Fear (9) 53

Talents:
Abyssal Sustenance, Assassin Training, Demon Vision, Enhanced Senses, Focus Style (Somatic), Focus Style (Verbal), Immunity to Bleed, Immunity to Stuns, Poison Immunity, Tap Ambient Mana, Tough Hide (Draconic Adult), Natural Weapon (Claw), Demonic Fear (Class 2), Miasmic Anchor, Arcane Circle (Mage), Thousand Faces, Greater Blood Magic (Balefire), Limited Regeneration (Major) (Holy)

Faceless One III

Level	18	DB	124
Size	Medium	Hits	146
BMR Type	Biped	Init	18
BMR	17	Stam	73
# Enc	1	Will	69
Outlook	Cruel	Magic	76
Treasure	RR -	Build	Thief

DB Breakdown: (QU 24, Tough Hide (Draconic Old) 100)

Attacks:

Attack Weapon 1	100
Attack Claw	73

Skills:
Ambush (12) 81, Armor (16) 77, Charm (8) 49, Climbing (10) 65, Duping (14) 67, Endurance (40) 146, Locks & Traps (11) 79, Perception (20) 92, Power Point Development (7) 67, Resistance - Magic (12) 76, Resistance - Stamina (9) 73, Resistance - Will (9) 69, Sniping (8) 57, Stalking & Hiding (12) 91, Attack Weapon 1 (25) 100, Attack Claw (14) 73, Linguistics (Spoken) Lang (10) 58, Linguistics (Written) Lang (5) 33, Sorcery (8) 49, Use Blood Magic (Balefire) (15) 72, Spell Bladeturn (16) 70, Spell Fear (9) 53

Talents:
Abyssal Sustenance, Assassin Training, Demon Vision, Enhanced Senses, Focus Style (Somatic), Focus Style (Verbal), Immunity to Bleed, Immunity to Stuns, Poison Immunity, Tap Ambient Mana, Tough Hide (Draconic Old), Natural Weapon (Claw), Demonic Fear (Class 3), Miasmic Anchor, Arcane Circle (Mage), Thousand Faces, True Blood Magic (Balefire), Limited Regeneration (Major) (Holy)

Lifestyle

Sneaky and cunning tricksters, the Faceless Ones are virtuosos of all the arts of subterfuge and deceit. Thieves, assassins, and spies according to inclination and need, a Faceless One purloins items and secrets from mortal and demon with equal ease. Subtlety and precision are the hallmarks of a Faceless One; killing mortals is a frequent necessity of their missions, but wanton and messy slaughter rarely serves their goals.

Faceless Ones are connoisseurs of subtle magical artifacts and weaponry that will assist them in their missions of stealth and infiltration. They also accumulate portable wealth for bribing mortals and appropriate tokens of targets whose appearance they can assume. Unlike mortal human thieves, they are not interested in money for its own sake, nor do they care about establishing a reputation through daring heists or flamboyant escapades. They are the Faceless Ones.

Background

Legend has it that an ancient order of assassins pledged their loyalty to a Prince of Demons long ago. They were (and if the legend is wholly true still are) gifted with special abilities and spells to enhance their prowess. In return for these benefits, the grandmasters of the assassins sealed all their followers to

Faceless One IV

Level	25	DB	146
Size	Medium	Hits	157
BMR Type	Biped	Init	19
BMR	17	Stam	82
# Enc	1	Will	80
Outlook	Cruel	Magic	88
Treasure	RR -	Build	Thief

DB Breakdown: (QU 26, Tough Hide (Draconic Ancient) 120)

Attacks:

Attack Weapon 1	111
Attack Weapon 2	67
Attack Claw	83

Skills:
Ambush (15) 98, Armor (20) 87, Charm (12) 64, Climbing (14) 75, Duping (20) 80, Endurance (50) 157, Locks & Traps (14) 85, Perception (32) 105, Power Point Development (10) 83, Resistance - Magic (18) 88, Resistance - Stamina (12) 82, Resistance - Will (12) 80, Sniping (12) 72, Stalking & Hiding (14) 96, Attack Weapon 1 (34) 111, Attack Weapon 2 (10) 67, Attack Claw (18) 83, Linguistics (Spoken) Lang (10) 58, Linguistics (Written) Lang (5) 33, Linguistics 2(Spoken) Lang 2 (6) 38, Linguistics 2(Written) Lang 2 (3) 23, Sorcery (12) 65, Use Blood Magic (Balefire) (22) 85, Spell Bladeturn (16) 71, Spell Fear (12) 63

Talents:
Abyssal Sustenance, Assassin Training, Demon Vision, Enhanced Senses, Focus Style (Somatic), Focus Style (Verbal), Immunity to Bleed, Immunity to Stuns, Poison Immunity, Tap Ambient Mana, Tough Hide (Draconic Ancient), Natural Weapon (Claw), Demonic Fear (Class 4), Miasmic Anchor, Arcane Circle (Mage), Thousand Faces, True Blood Magic (Balefire), Limited Regeneration (Greater) (Holy)

Faceless One V

Level	33	DB	168
Size	Medium	Hits	172
BMR Type	Biped	Init	22
BMR	17	Stam	102
# Enc	1	Will	92
Outlook	Cruel	Magic	102
Treasure	RR -	Build	Thief

DB Breakdown: (QU 28, Tough Hide (Extra-Planar Minor) 140)

Attacks:

Attack Weapon 1	125
Attack Weapon 2	82
Attack Claw	95

Skills:
Ambush (18) 106, Armor (20) 90, Charm (16) 75, Climbing (20) 90, Duping (25) 88, Endurance (59) 172, Locks & Traps (16) 102, Perception (36) 112, Power Point Development (12) 90, Resistance - Magic (26) 102, Resistance - Stamina (17) 102, Resistance - Will (17) 92, Sniping (14) 88, Stalking & Hiding (16) 102, Attack Weapon 1 (45) 125, Attack Weapon 2 (16) 82, Attack Claw (25) 95, Linguistics (Spoken) Lang (10) 60, Linguistics (Written) Lang (5) 35, Linguistics 2(Spoken) Lang 2 (8) 50, Linguistics 2(Written) Lang 2 (3) 25, Sorcery (14) 71, Use Blood Magic (Balefire) (25) 91, Spell Bladeturn (18) 76, Spell Fear (16) 72, Spell Darkness (8) 50

Talents:
Abyssal Sustenance, Assassin Training, Demon Vision, Enhanced Senses, Focus Style (Somatic), Focus Style (Verbal), Immunity to Bleed, Immunity to Stuns, Poison Immunity, Tap Ambient Mana, Tough Hide (Extra-Planar Minor), Natural Weapon (Claw), Demonic Fear (Class 5), Miasmic Anchor, Arcane Circle (Mage), Thousand Faces, Limited Regeneration (Greater) (Holy), Pure Blood Magic (Balefire)

infernal compacts whereby any member of the order who died on a mission or was slain by treachery forfeited their eternal soul to the very same Prince of Demons. This mighty devil then reshaped the souls into Faceless Ones, bound to serve him as demonic spies and killers.

Adventure Notes

Faceless Ones are typically found either on the Mirror of Deceits subplane of the Abyss or on a mission for one of their masters. Demonologists and others do summon the Faceless Ones for covert tasks. Unless the Faceless One can be shielded from the prying magical detections of Clerics and interfering do-gooders, the risk of discovery through demon detection magics means that Faceless Ones are normally sent on short-term operations rather than being installed as long-term "sleepers" or undercover operatives.

The Forged

The Forged are the (successful) results of the magical experimentations of Forger Demons on other corporeal demons, sometimes blending in elements of other creatures. Forged Demons come in every conceivable shape and size.

In game mechanics terms, take an existing demon from this book and add one or two extra desired abilities from any other living source. Then adjust the physical description to accommodate any physical modifications required to support the new ability. For full rules on creating hybrid creatures, see the upcoming sourcebook, The Construct Toolkit.

Forger Demons

Forger Demon I

Level	8	DB	72
Size	Medium	Hits	95
BMR Type	Biped	Init	14
BMR	9	Stam	29
# Enc	1	Will	38
Outlook	Cruel	Magic	43
Treasure	N - -	Build	Mage

DB Breakdown: (QU 12, Tough Hide (Greater) 60)

Attacks:

Attack Weapon 1	38
Attack Claw	38

Skills:
Alchemy (8) 60, Climbing (2) 18, Duping (2) 18, Endurance (8) 97, Perception (10) 77, Power Point Development (6) 67, Resistance - Magic (3) 43, Resistance - Stamina (1) 29, Resistance - Will (2) 38, Sculpting (2) 24, Trading (2) 18, Attack Weapon 1 (6) 38, Attack Claw (6) 38, Mundane Lore (A) Lore 1 (6) 54, Mundane Lore (B) Lore 2 (4) 44, Mundane Lore (C) Lore 3 (3) 39, Arcane Lore: Lore 1 (12) 78, Arcane Lore: Lore 2 (10) 74, Arcane Lore: Lore 3 (8) 64, Sorcery (4) 29, Use Blood Magic (Balefire) (6) 47, Spell Blur (4) 41, Spell Counterspell (6) 51, Spell Changing Ways (10) 71, Spell Fear (4) 41, Spell Mage Armor (4) 41, Spell Imbue Bonus (8) 61, Spell Imbue Charge (9) 66, Spell Imbue Spell (8) 61, Spell Potion Mastery (8) 61

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Focus Style (Gestural), Focus Style (Verbal), Immunity to Bleed, Immunity to Stuns, Poison Immunity, Sense Magic, Tough Hide (Greater), Natural Weapon (Claws), Demonic Fear (Class 1), Miasmic Anchor, Limited Regeneration (Minor) (Holy), Greater Blood Magic (Balefire)

Forger Demon II

Level	14	DB	92
Size	Medium	Hits	111
BMR Type	Biped	Init	14
BMR	9	Stam	39
# Enc	1	Will	58
Outlook	Cruel	Magic	73
Treasure	R - -	Build	Mage

DB Breakdown: (QU 12, Tough Hide (Draconic Adult) 80)

Attacks:

Attack Weapon 1	48
Attack Claw	58

Skills:
Alchemy (12) 75, Armor (4) 28, Climbing (4) 28, Duping (4) 28, Endurance (12) 111, Perception (20) 97, Power Point Development (10) 87, Resistance - Magic (9) 73, Resistance - Stamina (3) 39, Resistance - Will (6) 58, Sculpting (4) 34, Trading (4) 28, Attack Weapon 1 (8) 48, Attack Claw (10) 58, Mundane Lore (A) Lore 1 (8) 66, Mundane Lore (B) Lore 2 (6) 56, Mundane Lore (C) Lore 3 (4) 46, Arcane Lore: Lore 1 (16) 88, Arcane Lore: Lore 2 (14) 84, Arcane Lore: Lore 3 (8) 66, Sorcery (6) 39, Use Blood Magic (Balefire) (8) 57, Spell Blur (4) 42, Spell Counterspell (6) 52, Spell Dispel Magic (3) 37, Spell Minor Healing (3) 37, Spell Boost Strength (4) 42, Spell Changing Ways (10) 72, Spell Fear (4) 42, Spell Fire Nerves (5) 47, Spell Mage Armor (4) 42, Spell Imbue Bonus (10) 72, Spell Imbue Charge (9) 67, Spell Imbue Spell (10) 72, Spell Potion Mastery (10) 72, Spell Molding (14) 80, Linguistics (Spoken) Lang 1 (6) 51, Linguistics (Written) Lang 1 (6) 51

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Focus Style (Gestural), Focus Style (Verbal), Immunity to Bleed, Immunity to Stuns, Poison Immunity, Sense Magic, Tap Ambient Mana, Tough Hide (Draconic Adult), Natural Weapon (Claws), Demonic Fear (Class 2), Miasmic Anchor, Greater Blood Magic (Balefire), Limited Regeneration (Major) (Holy)

Description

Forger Demons themselves are somewhat of a composite hodge-podge in their original forms. The Forger Demon has a ram's head, a human-seeming torso, two tentacles for arms, two reptilian legs and a long furred tail. Forger Demons are five feet tall and have puny builds. Forger Demons are more than happy to use transformation magic on themselves to "improve" their bodies, only to change their minds and forms again.

Forger Demon III

Level	20	DB	112
Size	Medium	Hits	131
BMR Type	Biped	Init	16
BMR	9	Stam	45
# Enc	1	Will	60
Outlook	Cruel	Magic	77
Treasure	R2 - -	Build	Mage

DB Breakdown: (QU 12, Tough Hide (Draconic Old) 100)

Attacks:

Attack Weapon 1	58
Attack Claw	58

Skills:
Alchemy (14) 82, Armor (6) 38, Climbing (4) 28, Duping (4) 30, Endurance (20) 131, Perception (20) 100, Power Point Development (12) 94, Resistance - Magic (9) 77, Resistance - Stamina (3) 45, Resistance - Will (6) 60, Sculpting (4) 36, Trading (4) 30, Attack Weapon 1 (10) 58, Attack Claw (10) 58, Mundane Lore (A) Lore 1 (10) 78, Mundane Lore (B) Lore 2 (6) 58, Mundane Lore (C) Lore 3 (4) 48, Arcane Lore: Lore 1 (18) 94, Arcane Lore: Lore 2 (14) 86, Arcane Lore: Lore 3 (10) 78, Sorcery (8) 50, Use Blood Magic (Balefire) (10) 70, Spell Blur (8) 64, Spell Counterspell (8) 64, Spell Dispel Magic (6) 54, Spell Minor Healing (9) 69, Spell Boost Strength (8) 64, Spell Changing Ways (10) 74, Spell Fear (6) 54, Spell Fire Nerves (10) 74, Spell Mage Armor (8) 64, Spell Stun Cloud (11) 76, Spell Imbue Bonus (13) 80, Spell Imbue Charge (11) 76, Spell Imbue Exotic (11) 76, Spell Imbue Spell (13) 80, Spell Potion Mastery (14) 82, Spell Molding (14) 82, Linguistics (Spoken) Lang 1 (8) 64, Linguistics (Written) Lang 1 (6) 54, Spell Bladeturn (6) 54

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Focus Style (Gestural), Focus Style (Verbal), Immunity to Bleed, Immunity to Stuns, Poison Immunity, Sense Magic, Tap Ambient Mana, Tough Hide (Draconic Old), Natural Weapon (Claws), Demonic Fear (Class 3), Miasmic Anchor, Limited Regeneration (Major) (Holy), True Blood Magic (Balefire)

Abilities and Combat

Abyssal Sustenance

Balefire

Demon Vision

Demonic Fear

Enhanced Senses

Immunity to Bleeding

Immunity to Stuns

Limited Regeneration (varies, holy): Class I have this talent at Minor, Class II and Class III have this talent at Major, Class IV and Class V have this talent at Greater degree.

Miasmic Anchor

Natural Weapons

Poison Immunity

Tough Hide (varies by Class)

Forger Demons vary in their power, starting with "Apprentices" (Class I, up to 10th level) and "Journeymen" (Class II, up to 15th), through "Masters" (Class III typically 20th) and "Adepts" (Class IV typically 25th) to "Wizard Lords" (Class V 30th level or higher). Forger Demons are typically Thaumaturges and Magicians – the stats above are for generic spell users – and may have additional magical and lore skills at the GM's discretion. Forger Demons rely on their magic and allies to defend themselves. They are not good fighters and will seek to avoid personal combat if at all costs. If forced into combat, they will rely on their demonic Tough Hide and Immunity to Stun and Bleed to keep them alive while they desperately fend off foes with hastily cast spells.



Forger Demon IV

Level	27	DB	112
Size	Medium	Hits	135
BMR Type	Biped	Init	16
BMR	9	Stam	55
# Enc	1	Will	70
Outlook	Cruel	Magic	86
Treasure	R3 - -	Build	Mage

DB Breakdown: (QU 12, Tough Hide (Draconic Old) 100)

Attacks:

Attack Weapon 1	62
Attack Claw	62

Skills:
Alchemy (15) 84, Armor (8) 48, Climbing (5) 33, Duping (6) 40, Endurance (24) 135, Perception (24) 104, Power Point Development (15) 100, Resistance - Magic (12) 86, Resistance - Stamina (5) 55, Resistance - Will (8) 70, Sculpting (5) 41, Trading (6) 40, Attack Weapon 1 (12) 62, Attack Claw (12) 62, Mundane Lore (A) Lore 1 (12) 82, Mundane Lore (B) Lore 2 (8) 68, Mundane Lore (C) Lore 3 (6) 58, Arcane Lore: Lore 1 (20) 98, Arcane Lore: Lore 2 (15) 88, Arcane Lore: Lore 3 (12) 82, Sorcery (10) 60, Use Blood Magic (Balefire) (16) 82, Spell Blur (8) 74, Spell Counterspell (10) 84, Spell Dispel Magic (9) 79, Spell Minor Healing (12) 88, Spell Boost Strength (12) 88, Spell Changing Ways (15) 94, Spell Fear (10) 84, Spell Fire Nerves (10) 84, Spell Mage Armor (8) 74, Spell Stun Cloud (11) 86, Spell Imbue Bonus (24) 108, Spell Imbue Charge (18) 100, Spell Imbue Exotic (18) 100, Spell Imbue Spell (18) 100, Spell Potion Mastery (14) 92, Spell Molding (28) 112, Linguistics (Spoken) Lang 1 (8) 64, Linguistics (Written) Lang 1 (6) 54, Spell Bladeturn (16) 96, Linguistics 2(Spoken) Lang 2 (6) 54, Linguistics 2(Written) Lang 2 (4) 44

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Focus Style (Gestural), Focus Style (Verbal), Immunity to Bleed, Immunity to Stuns, Poison Immunity, Sense Magic, Tap Ambient Mana, Tough Hide (Draconic Old), Natural Weapon (Claws), Demonic Fear (Class 4), Miasmic Anchor, True Blood Magic (Balefire), Limited Regeneration (Greater) (Holy), Focused Eloquence Lesser (Mage)

Forger Demon V

Level	38	DB	136
Size	Medium	Hits	144
BMR Type	Biped	Init	20
BMR	11	Stam	78
# Enc	1	Will	94
Outlook	Cruel	Magic	98
Treasure	R4 - -	Build	Mage

DB Breakdown: (QU 16, Tough Hide (Draconic Ancient) 120)

Attacks:

Attack Weapon 1	72
Attack Claw	72

Skills:
Alchemy (15) 90, Armor (8) 52, Climbing (8) 52, Duping (6) 42, Endurance (24) 144, Perception (28) 115, Power Point Development (18) 113, Resistance - Magic (16) 98, Resistance - Stamina (8) 78, Resistance - Will (12) 94, Sculpting (6) 50, Trading (6) 42, Attack Weapon 1 (15) 72, Attack Claw (15) 72, Mundane Lore (A) Lore 1 (15) 96, Mundane Lore (B) Lore 2 (10) 86, Mundane Lore (C) Lore 3 (8) 76, Arcane Lore: Lore 1 (20) 106, Arcane Lore: Lore 2 (16) 98, Arcane Lore: Lore 3 (14) 94, Sorcery (12) 69, Use Blood Magic (Balefire) (18) 93, Spell Blur (8) 83, Spell Counterspell (13) 99, Spell Dispel Magic (12) 97, Spell Minor Healing (12) 97, Spell Boost Strength (12) 97, Spell Changing Ways (18) 109, Spell Fear (12) 97, Spell Fire Nerves (15) 103, Spell Mage Armor (12) 97, Spell Stun Cloud (14) 101, Spell Imbue Bonus (29) 122, Spell Imbue Charge (27) 120, Spell Imbue Exotic (27) 120, Spell Imbue Spell (24) 117, Spell Potion Mastery (14) 101, Spell Molding (42) 135, Linguistics (Spoken) Lang 1 (8) 70, Linguistics (Written) Lang 1 (6) 60, Spell Bladeturn (18) 109, Linguistics 2(Spoken) Lang 2 (8) 70, Linguistics 2(Written) Lang 2 (6) 60, Spell Magestaff (25) 118, Spell Spell Resistance (30) 123

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Focus Style (Gestural), Focus Style (Verbal), Immunity to Bleed, Immunity to Stuns, Poison Immunity, Sense Magic, Tap Ambient Mana, Tough Hide (Draconic Ancient), Natural Weapon (Claws), Demonic Fear (Class 5), Miasmic Anchor, Limited Regeneration (Greater) (Holy), Focused Eloquence Lesser (Mage), Pure Blood Magic (Balefire)

Lifestyle

Forger Demons are the alchemists and artificers of the Abyss. Some focus their efforts on the fashioning of weapons, armor and similar traditional magical artifacts. Others prefer to work with flesh, creating new hybrid monstrosities in the simulacra vats, or to forge Constructs and Golems from metal and crystals.

Forger Demons create and accumulate magic items. Spell runes, potions, magical curios, spell and power point adders, items with imbedded spells, etc. are all commonplace, Additionally Forger Demons will have sketchbooks of their latest designs for monsters, entities, rituals and artifacts, books of arcane lore, and even (life-size) models of creatures and machines, according to their specialization.

Most Forger Demons are driven by the urge to create and are content to make for themselves or for others. Forbidding these Demons from making some item or interrupting their working are perhaps the only ways of arousing genuine hostility. A few Forger Demons can see the bigger picture and they craft items of great might to further their own schemes.

Background

Whenever a scholar cannot find or cannot be bothered to determine an accurate explanation for the genesis of a composite or hybrid creature, they will claim that a Forger Demon was instrumental in the monster's creation. In many cases, this simple clichéd explanation is true – Forger Demons or mortal wizards who have studied under them are responsible for many abominations against the natural order in many planes of existence.

Adventure Notes

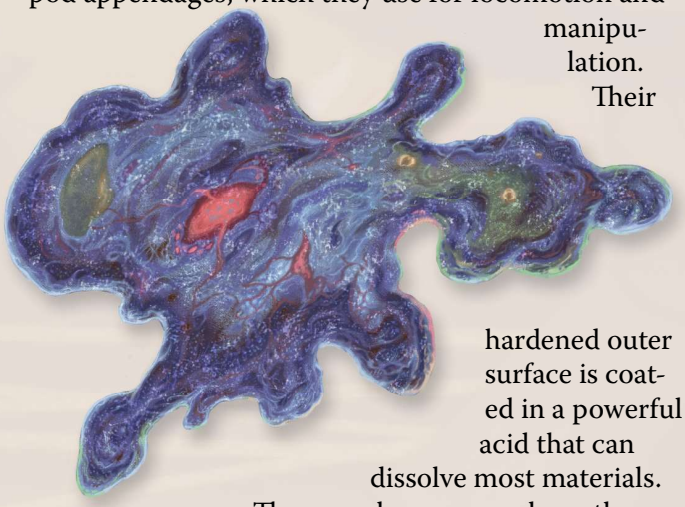
Forger Demons reside on the Forge of Devilry subplane of the Abyss. Generally they conduct tests of new monsters and machines on the Arena of Blood, and negotiate "contracts" with demon lords on the Mirror of Deceits. They are usually accompanied by a retinue of Forged creatures and other demons for their own protection. They may arrange "hunting" expeditions to other planes to harvest animals, monsters and sentients for their experiments.

Mortal wizards sometimes consult Forger Demons on the finer points of diabolical magical creation and engineering or commission them for specialist feats of alchemy and artifice.

The Formless

Description

In their true shape, the Formless look like giant multicolored amoeba with a variable number of pseudopod appendages, which they use for locomotion and manipulation. Their



hardened outer surface is coated in a powerful acid that can dissolve most materials. They can, however, reshape themselves into any other form of equivalent size and mass at will, which may be of a living creature or an inanimate object.

The Formless			
Level	10	DB	112
Size	Medium	Hits	165
BMR Type	Biped	Init	12
BMR	11	Stam	114
# Enc	1-10	Will	82
Outlook	Hungry	Magic	70
Treasure	- - -	Build	Monster

DB Breakdown: (QU 12, Tough Hide (Draconic Old) 100)

Attacks:

Attack Weapon 1	72
Attack Claw	72

Skills:
Ambush (10) 58, Climbing (10) 64, Endurance (30) 165, Perception (20) 102, Power Point Development (14) 85, Resistance - Magic (8) 70, Resistance - Stamina (12) 114, Resistance - Will (10) 82, Stalking & Hiding (15) 68, Attack Natural (30) 114, Linguistics (Spoken) Lang 1 (9) 51, Sorcery (12) 60

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Lesser Resistance (All), Poison Immunity, Tough Hide (Draconic Old), Natural Weapon (Weapon), Demonic Fear (Class 3), Miasmic Anchor, Limited Regeneration (Major) (Holy), Acid Touch, Shapechange (Multiform)

Abilities and Combat

Abyssal Sustenance
Demon Vision
Demonic Fear
Enhanced Senses
Immunity to Bleeding
Immunity to Stuns
Limited Regeneration (Major, holy)
Miasmic Anchor
Natural Weapons
Poison Immunity
Tough Hide (+100 DB)

The Formless are typically Class III demons. They have a malign human-level intelligence and are fiercely independent. Even other Demons find them difficult to control.

In amoeba form, the Formless will use their pseudopods to bash opponents. When transformed into

Hell Hounds			
Level	5	DB	100
Size	Medium	Hits	146
BMR Type	Biped	Init	12
BMR	14	Stam	76
# Enc	2-20	Will	58
Outlook	Cruel	Magic	52
Treasure	- - -	Build	Monster

DB Breakdown: (QU 12, Tough Hide (Draconic Old) 100)

Attacks:

Attack Bite	82
Attack Breathe Weapon	78

Skills:
Ambush (5) 35, Endurance (15) 146, Perception (12) 70, Resistance - Magic (8) 52, Resistance - Stamina (8) 76, Resistance - Will (8) 58, Stalking & Hiding (7) 45, Tracking (5) 31, Attack Bite (12) 82, Attack Breathe Weapon (10) 78, Sorcery (5) 29

Talents:
Abyssal Sustenance, Breath Weapon (Minor), Demon Vision, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Poison Immunity, Tough Hide (Draconic Adult), Natural Weapon (Bite), Demonic Fear (Class 2), Miasmic Anchor, Limited Regeneration (Major) (Holy)

appropriate animalistic or monstrous forms, they may make natural weapon attacks appropriate to the taken form (the OB is as listed above regardless of the attack type.)

Acid Touch: On a successful attack, the Formless will deliver a Small External Poison attack in addition to the appropriate critical from their natural weapon attack.

Shapechanger (multiform): The Formless may transform into the form of any Medium-sized creature or object at will. To do so, it must make a Very Hard Mental Focus Maneuver Roll each round until its Percentage result is greater than 100. The Formless gains all the physical capabilities of the new form, but will continue to ooze acid through its body surface and the Formless will retain its normal concussion hit points. Changing forms may be done as often as the Formless likes for as long as it likes, and changing back into its normal amoeba form follows the same procedure as for changing into other forms.

Lifestyle

The Formless do not have lifestyles - that requires some measure of order, of regularity, of repetition. Such characteristics have no place in the Grand Chaos nor in the existences of the Formless. The only constant is perpetual change and transformation. The Formless do not gather treasure as their acidic touch dissolves all but the most exceptional magical items eventually.

Background

Some sages assert that the Formless were once traditional humanoid demons with a shapeshifting ability. Over time they assimilated too much miasmic energy and it irrevocably mutated their bodies, so that they forfeited their original forms. These accounts normally end with a warning to would-be dark mana users that they too could lose themselves in a similar manner.

Adventure Notes

The Formless seem native to the Grand Chaos subplane of the Abyss and are only encountered outside that plane if they have been summoned.

Hell Hounds

Description

Hell Hounds are large and cruel mastiffs. They have thick matted black fur and unsettling crimson eyes, which flash when they use their breath attack. They slaver at the mouth at the scent of fresh meat; their powerful jaws are capable of tearing a man in two.



Abilities and Combat

Abyssal Sustenance
Demon Vision
Demonic Fear
Enhanced Senses
Immunity to Bleeding

Immunity to Stuns
Limited Regeneration (Major, holy)
Miasmic Anchor
Natural Weapons
Poison Immunity
Tough Hide (+80 DB)

In addition, Hell Hounds have the following ability:

Breath Weapon (Minor): The Breath Weapon Talent allows a Hell Hound to make a Breath attack a number of times during a day equal to twelve plus the creature's CO bonus. The creature requires a CO bonus of at least 5 to gain this talent. The allowed number of uses can be utilised in any manner desired by the creature, even in consecutive rounds.

The Hell Hound's Breath attack is similar to an Acid Bolt or Acid Ball (Circle of Necromancy) in terms of attack size, range, area of effect, etc., where the equivalent spell would cost no more than 30 PP. The creature may choose to reduce its Breath attack (e.g. smaller area of effect, smaller attack size, etc.) but reduced attacks still count as full uses against the daily limit. The creature must develop an attack skill (Breath Weapon). If the creature has multiple breath weapons, regardless of type or potency the same attack skill will apply to all of them.

Hell Hounds are Class II demons with a human level of intelligence. They are obedient to their masters and no one else.

The Hell Hound will employ its Demonic Fear ability by barking or howling in the presence of its foes. The Hell Hound's bite is worse than its bark and it will seek to close with foes. Against lightly armored foes or when outnumbered, it will use its Breath Weapon.

Lifesyle

Hell Hounds are the loyal servants of many greater demons. Hell Hounds are variously the favored pets, sentries and hunting dogs of the demonic aristocracy.

Hell Hounds do not collect treasure. Hell Hounds in the service of a greater demon might wear a collar bearing the runic marks of its "owner".

Background

According to some sages, Hell Hounds were once beast demons, half humanoid, half wolf. They transgressed against a Demon Prince, who cursed them as mangy curs unfit to bear arms in his service. His curse transformed them into their wholly canine bodies.

Other scholars believe that Hell Hounds are the reshaped bodies of werewolves who have bartered their souls in demonic pacts.

Adventure Notes

Hell Hounds appear to be "native" to the Forest of Shadows subplane where they will be encountered in wild packs as well as accompanying hunting parties. Elsewhere in the Abyss, they will be found as guard dogs of more powerful Demons.

One noted Demonologist fashioned a magical collar imbued with control spells to bend a summoned Hell Hound to his will for many years. An ambitious apprentice finally released the Hell Hound who proceeded to slay both master and pupil. Legend claims that the Hell Hound still lives somewhere on the moor where the Demonologist had built his manse.

Ice Demons

Description

Ice Demons are heavily muscled, hulking humanoids. Completely hairless, their heads are crowned with a pair of twisted ram-like horns and their skin is a tough bluish-white hide. Their hands end in sharp talons, enabling the Ice Demon to rend their foes as well as punch them into oblivion. Their feet are unexpectedly large, enabling Ice Demons to better spread their weight over a greater area, making it easier for them to cross stretches of thinner ice. The Lesser variety of Ice Demons are ten feet tall; the Greater variety are sixteen feet tall. Both have builds to match.

Abilities and Combat

Abyssal Sustenance
Demon Vision
Demonic Fear
Enhanced Senses
Immunity to Bleeding

Lesser Ice Demon (Class II)

Level	10	DB	90
Size	Large	Hits	167
BMR Type	Biped	Init	10
BMR	15	Stam	90
# Enc	1	Will	70
Outlook	Cruel	Magic	58
Treasure	PP -	Build	Rogue

DB Breakdown: (QU 10, Tough Hide (Draconic Adult) 80)

Attacks:

Attack Slash / Pummel	98
Ice Ball	60

Skills:
Ambush (5) 36, Climbing (8) 63, Endurance (20) 167, Perception (15) 85, Power Point Development (3) 35, Resistance - Magic (8) 58, Resistance - Stamina (12) 90, Resistance - Will (10) 70, Stalking & Hiding (8) 46, Tracking (5) 35, Sorcery (5) 30, Attack Slash / Pummel (20) 98, Use Blood Magic (Ice Phasing I) (6) 40, Use Blood Magic (Ice Merging I) (6) 40, Use Blood Magic (Ice Ball I) (9) 60

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Poison Immunity, Tough Hide (Draconic Adult), Giantism (Minor), Cold Immunity, Demonic Fear (Class 2), Miasmic Anchor, Limited Regeneration (Major) (Holy), Natural Weapon (Claws / Fists), True Blood Magic (Ice Phasing I), True Blood Magic (Ice Merging I), True Blood Magic (Ice Ball I), Cold Touch Minor



Greater Ice Demon (Class IV)

Level	22	DB	132
Size	Huge	Hits	201
BMR Type	Biped	Init	18
BMR	31	Stam	110
# Enc	1	Will	84
Outlook	Cruel	Magic	76
Treasure	NN -	Build	Rogue

DB Breakdown: (QU 12, Tough Hide (Draconic Ancient) 120)

Attacks:

Attack Slash / Pummel	125
Ice Ball	104

Skills:
Ambush (15) 73, Climbing (16) 92, Endurance (25) 201, Perception (25) 104, Power Point Development (6) 54, Resistance - Magic (12) 76, Resistance - Stamina (20) 110, Resistance - Will (15) 84, Stalking & Hiding (18) 69, Tracking (10) 64, Sorcery (8) 47, Attack Slash / Pummel (35) 125, Linguistics (Spoken) Lang 1 (8) 47, Linguistics (Written) Lang 1 (4) 27, Mundane Lore (A) Lore 1 (8) 40, Mundane Lore (B) Lore 2 (6) 30, Arcane Lore: Lore 1 (8) 40, Arcane Lore: Lore 2 (7) 35, Use Blood Magic (Ice Phasing II) (12) 68, Use Blood Magic (Ice Merging II) (12) 68, Use Blood Magic (Ice Ball II) (25) 104

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Lightning Reflexes, Poison Immunity, Tough Hide (Draconic Ancient), Giantism (Minor), Cold Immunity, Demonic Fear (Class 4), Miasmic Anchor, Natural Weapon (Claws / Fists), Cold Touch Minor, Limited Regeneration (Greater) (Holy), True Blood Magic (Ice Phasing II), True Blood Magic (Ice Merging II), True Blood Magic (Ice Ball II)

Immunity to Stuns

Limited Regeneration (varies, holy): Class II Lesser have this talent at Major, Class IV Greater have this talent at Greater degree

Miasmic Anchor

Natural Weapons

Poison Immunity

Size

Tough Hide: +80 DB for Lesser Ice Demons and +120 DB for Greater Ice Demons.

Ice Demons also have the following additional abilities:

Cold Immunity: All Ice Demons are immune to extremes of naturally occurring cold, but can still be harmed by magical cold attacks.

Cold Touch: Anyone struck by an Ice Demon's fist or claw suffers a Cold critical as secondary damage when a successful critical result is scored using the fist. The size of the Cold critical is Tiny for Lesser Ice Demons and Medium for Greater Ice Demons.

Ice Ball: Ice Demons may hurl balls of elemental ice at their foes. This True Blood Magic ability is equivalent to the Elenental Ball (Water) spell (Magician Circle). It may manifest this ability three times per minute and utilises the associated Use Blood Magic skill. Lesser Ice Demons may cause any effect up to a 10 PPs equivalent spell, while Greater Ice Demons may cause any effect up to a 20 PPs equivalent spell.

Ice Merging: Any Ice Demon may merge into ice or snow. This True Blood Magic ability is equivalent to the Merging Ways spell (Magician Circle) except that the demon may only merge into ice and/or snow. It may manifest this ability three times per minute and utilises the associated Use Blood Magic skill. Lesser Ice Demons may cause any effect up to a 10 PPs equivalent spell, while Greater Ice Demons may cause any effect up to a 20 PPs equivalent spell.

Ice Phasing: Any Ice Demon has the ability to phase itself into or through ice or snow. This True Blood Magic ability is equivalent to the Passing spell (Magician Circle) except that the demon may only pass through or into ice and/or snow. It may manifest this ability three times per minute and utilises the associated Use Blood Magic skill. Lesser Ice Demons may cause any effect up to a 10 PPs equivalent spell, while Greater Ice Demons may cause any effect up to a 20 PPs equivalent spell.

The Lesser Ice Demon is a Class II demon; the Greater Ice Demon is a Class IV demon.

Both Lesser and Greater Ice Demons prefer to smite their foes with their fists, alternating between brutal punches and slicing an opponent to ribbons using the talons, with their cold touch causing further injury. They employ their Demon Fear ability to scatter large groups of foes and terrify opponents' steeds, while Ice Ball provides a counter against archers. Ice Demons have been known to wield weapons, such as two-handed swords and long spears (closer to pikes for Greater Ice Demons) that they throw with great force and accuracy.

Lifestyle

Ice Demons are territorial and clannish. They guard and prowl their domain. Ice Demons of the same clutch are considered equals and brethren. Greater dominions are forged through the blood alliances of clutch brethren and clutch ancestors.

Ice Demons are brawlers and fighters. Not for them, the serried ranks and formations of the Battle Demons. Ice Demons prefer no holds-barred close combat in bloody solo contests of champions. They enjoy the thrill of the chase, exult in the bloodletting and rejoice in the lamentations of the losers.

Ice Demons have a keen eye for magical weapons, particularly big swords, great axes and long spears., and enchanted shields. They will collect gold, silver and gems as spoils of war from fallen foes, whenever opportunity affords it, and consider such their just due for victory.

Background

There's a popular theory among scholars that Ice Demons are some hybrid of Water Elemental and some now vanished primordial demon. Expressing this theory to a Water Elemental is a sure-fire way of inciting extreme violence; an Ice Demon will laugh uproariously at the jest before attacking.

Adventure Notes

An Ice Demon may be encountered whenever and wherever hell freezes over. They are "native" to the Frozen Chill subplane of the Abyss. A typical tactic is to phase into a suitably sized snowdrift or ice block and then erupt out at unsuspecting travelers. Ice Demons have been found in the arctic wastes and tundra, possibly through botched summonings by the shamans of the reindeer herders.

Imps

Imp			
Level	4	DB	94
Size	Small	Hits	64
BMR Type	Biped:Fly	Init	26
BMR	11:35.5	Stam	29
# Enc	2-20	Will	44
Outlook	Greedy	Magic	38
Treasure	PP -	Build	Thief

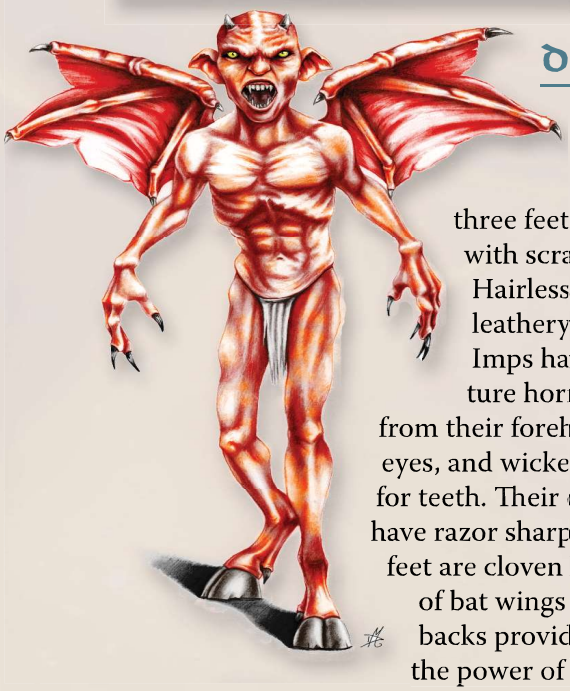
DB Breakdown: (QU 34, Tough Hide (Greater) 60)

Attacks:

Attack Claws	29
Attack Weapon	29
Balefire	35

Skills:
Ambush (2) 34, Climbing (2) 29, Duping (2) 14, Endurance (5) 64, Flying/Gliding (8) 54, Perception (8) 70, Pick Pockets (2) 45, Power Point Development (2) 40, Resistance - Magic (4) 38, Resistance - Stamina (3) 29, Resistance - Will (4) 44, Sniping (3) 29, Stalking & Hiding (2) 29, Trickery (2) 26, Attack Claws (4) 29, Attack Weapon (4) 29, Linguistics (Spoken) Lang 1 (2) 20, Linguistics (Written) Lang 1 (1) 15, Sorcery (2) 16, Use Blood Magic (Balefire) (5) 35, Spell Fear (5) 37

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Lightning Reflexes, Master Burglar, Poison Immunity, Tough Hide (Greater), Natural Weapon (Claws), Demonic Fear (Class 1), Miasmic Anchor, Limited Regeneration (Minor) (Holy), Greater Blood Magic (Balefire), Selective Incorporeality, Shrink (Minor)



Description

Imps are typically small humanoids, three feet tall in stature with scrawny builds. Hairless and with a leathery hide for skin, Imps have two miniature horns emerging from their foreheads, blood-red eyes, and wickedly sharp fangs for teeth. Their dextrous hands have razor sharp nails and their feet are cloven hooves. A pair of bat wings fused into their backs provides Imps with the power of flight.

Abilities and Combat

Abyssal Sustenance
Balefire
Demon Vision
Demonic Fear
Enhanced Senses
Flight
Immunity to Bleeding
Immunity to Stuns
Limited Regeneration (Minor)
Miasmic Anchor
Natural Weapons
Poison Immunity
Selective Incorporeality
Size (Small)
Tough Hide (+60)

Imps are Class I demons.

Imps do not seek out combat, nor have they any desire to participate in honest melee. If cornered, an Imp is a tenacious fighter who will use every ability at its disposal to injure or kill its foes and make good its escape. Imps prefer sniping and unleashing deadly spells on unsuspecting foes and then withdrawing by incorporeality or flight to a more opportune time for the next ambuscade. Imps in the service of mortals or more powerful Demons will allow their masters to take the lead in combat, lending impish assistance at least risk to themselves.

Lifestyle

Imps are servitor demons. In the demonic subplanes, they serve as messengers, spies, errand-runners, servants and anything else required by their demon master or mistress. By turns, craven, fawning, and cunning, Imps serve because they must and their obedience is in proportion to the gulf in power between themselves and the higher demon. Rarely will an Imp actively rebel against a higher demon - unsuccessful revolt means an agonising punishment and probable destruction of the Imp.

Imps are a favoured summons of Demonologists and similar, and will often find themselves bound by spell or ritual to the service of such spell users for years, if not decades. As long as the summoner's

requests are in keeping with diabolical agendas and not extraordinarily dangerous to the Imp, the demon will be relatively content to support its mortal master with its skills and spells, and a measure of loyalty will overlay the compulsion of obedience.

Background

By various reckonings, Imps can be considered significant foes and substantive allies for any low-level spell user capable of binding them to service. By demonic reckoning, Imps are considered the least among the Class I demons in the hierarchy of the Abyss. Other demons, even other Class I demons expect Imps to obey them. It has been suggested by some loremasters that the inferiority of the Imp is the direct result of the essentially craven nature of the Imp and that the relatively weak physical form is the embodiment of the Imp's lack of self-confidence, lack of boldness. Thus Imps by being fearful made themselves weaker still when they took physical bodies and trapped themselves into being always the least of Demons.

Adventure Notes

In the Abyss, Imps can be found on many of the subplanes, typically serving in the entourage of some grander demon, but occasionally "between overlords". Imps do not frequent the Grand Chaos or the Emptiness by choice.

In other planes of existence, Imps will be present as a result of summoning magics and will normally be bound in service to a wizard. As Imps are typically spell users themselves, the bound Imp will be assistant, spy, servitor and occasional protector of the summoner.

Imps do acquire treasure, but will focus on easily concealable items such as gems and small magical items. Bulky items would interfere with flying whilst magical items retain their utility even when the Imp is incorporeal.

Lava Demon

Lava Demon			
Level	12	DB	112
Size	Medium	Hits	150
BMR Type	Biped	Init	12
BMR	11	Stam	90
# Enc	1-10	Will	74
Outlook	Cruel	Magic	58
Treasure	- R2 -	Build	Monster

DB Breakdown: (QU 12, Tough Hide (Draconic Old) 100)

Attacks:

Attack Bash	120
Fiery Manifestation	82
Flame Bolt	82

Skills:
Climbing (8) 60, Endurance (22) 150, Perception (15) 82, Power Point Development (5) 47, Resistance - Magic (8) 58, Resistance - Stamina (12) 90, Resistance - Will (10) 74, Combat Style Disarm Foe (10) 70, Linguistics (Spoken) Lang 1 (5) 31, Linguistics (Written) Lang 1 (2) 16, Sorcery (8) 46, Attack Bash (20) 120, Use Blood Magic (Fiery Manifestation) (15) 82, Use Blood Magic (Flame Bolt) (15) 82

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Poison Immunity, Tough Hide (Draconic Old), Heat Immunity, Demonic Fear (Class 3), Miasmic Anchor, Natural Weapon (Fists), Limited Regeneration (Major) (Holy), True Blood Magic (Fiery Manifestation), True Blood Magic (Flame Bolt)

Description

A Lava Demon is a humanoid being of fire and rock. At its core is a reddish yellow man-shaped and man-sized flame. Surrounding this flame is an exterior surface of hot semi-molten rocks and magma that seems to be in continuous motion.

Abilities and Combat

Abyssal Sustenance

Demon Vision

Demonic Fear

Enhanced Senses

Immunity to Bleeding

Immunity to Stuns

Limited Regeneration (Major, holy)

Miasmic Anchor

Natural Weapons

Poison Immunity

Tough Hide (+100 DB)

Lava Demons have a number of special abilities, which make them dangerous opponents:

Fiery Manifestation: The Lava Demon can surround itself in a field of intense heat. This True Blood Magic ability is equivalent to the Elenental Aura (Fire) spell (Elementalist Circle). It may manifest this ability three times per minute and utilises the associated Use Blood Magic skill. The Lava Demon may cause any effect up to a 20 PPs equivalent spell.

Flame Bolt: The Lava Demon can shoot bolts of flame at opponents. This True Blood Magic ability is equivalent to the Elenental Bolt (Fire) spell (Magician Circle). It may manifest this ability three times per minute and utilises the associated Use Blood Magic skill. The Lava Demon may cause any effect up to a 20 PPs equivalent spell.

Heat Immunity: Lava Demons are immune to all effects from natural heat and fire. They are affected normally by Heat criticals from magical attacks.

Lava Demons are Class III demons.

Lava Demons utilise their Demon Fear ability to rout groups of opponents and their Flame Bolts against foes who refuse close quarters. In melee combat, the Lava Demon will extend its Fiery Manifestation if outnumbered and pound its enemies with rocky fists.

Lifestyle

Lava Demons are territorial beings, guarding their personal lava stream, pool or volcano fiercely, and do not appreciate being summoned away from their homes. They are sometimes recruited by demon lords for tasks where their incendiary capabilities can be put to best use, but left to their own devices, their delight is in their territory and in conflagration.



Lava Demons do not collect treasure. Their native environment is not conducive to the survival of possessions. However, the molten rocks that form their outer skin are frequently rich in valuable (and occasionally magical) metals. (The "Money" portion of the Treasure statistics above represents this. GMs should roll for money as normal but this will take the form of chunks of raw metal ores in their rocks (usually several pounds of metal), which must be extracted.)

Background

The origins of Lava Demons are hotly disputed among scholars. Some claim that Lava Demons are corrupted Fire Elementals – this is not a theory that is well received by any Elemental, not just the Fire Elementals. Others opine that the Lava Demons were demonic spirits who mimicked the forms of Fire Elementals and their Magma-men servitors and have since been bound into their current bodies through long usage.

Adventure Notes

Lava Demons are native to the Cauldron of Flame subplane and will be encountered in the lava flows and active volcanoes of that realm. In the mortal plane, Lava Demons have established territories within isolated active volcanoes.

Mere Demons

Description

An amphibious race of demons, Mere Demons are nominally humanoid in physical form, but share more traits in common with frogs or toads, including a tough wrinkly hide disfigured with boils, a flattened frog-like head and bloated jowls. When they speak in their deep base croaks, a red and green spotted forked tongue will be visible – a clear gob of "saliva" will nestle between the forks of the tongue. Approximating the height of a man, the stubby forelimbs of the Mere Demon terminate in claw-like mockeries of hands, while their bandy legs seem more flexible and powerful than human limbs – a truth that is demonstrated whenever the Mere Demon leaps or swims.

Abilities and Combat

Abyssal Sustenance
Demon Vision
Demonic Fear
Enhanced Senses
Immunity to Bleeding
Immunity to Stuns
Limited Regeneration (Major, holy)
Miasmic Anchor
Natural Weapons
Poison Immunity
Tough Hide (+100)

Mere Demons have the following extra abilities:

Amphibious Action: The Demon can move and act underwater without penalty, e.g. they may swim at base movement rate without requiring any maneuver and suffer no penalties to movement, initiative, DB, Dodge or Sudden Dodge when underwater.

Mere Demon

Level	15	DB	120
Size	Medium	Hits	145
BMR Type	Biped : Swim : *Swim*	Init	12
BMR	15(land) : 11(Swim): 25 : 7.5	Stam	100
# Enc	1-10	Will	58
Outlook	Cruel	Magic	86
Treasure	RR -	Build	Monster

DB Breakdown: (QU 20, Tough Hide (Draconic Old) 100)

Attacks:

Attack Weapon 1	114
Attack Claw	99

Skills:
Ambush(20) 96, Camouflage(15) 78, Climbing(15) 89, Endurance(25) 145, Jumping(25) 114, Perception(20) 82, Poisoning(20) 72, Power Point Development(15) 72, Resistance - Magic(15) 86, Resistance - Stamina(15) 100, Resistance - Will(10) 58, Stalking & Hiding(15) 76, Attack Weapon 1(25) 114, Attack Claw(15) 99, Mundane Lore (A) Lore 1(15) 72, Mundane Lore (B) Lore 2(10) 62, Sorcery(15) 60

Talents:
Abyssal Sustenance, Amphibious, Demon Vision, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Poison Immunity, Tough Hide (Draconic Old), Natural Weapon (Claw), Poison Bite/Sting/Spit (Greater), Demonic Fear (Class 3), Miasmic Anchor, Limited Regeneration (Major) (Holy), Enhanced Amphibious Senses, Jumper



Enhanced Amphibious Senses: These Demons have exceptionally acute senses, earning them a special bonus of +10 to all General Perception checks. They can see as easily underwater as they can in air.

Gills: These Demons can breathe underwater using their gills as easily as they breathe on land.

Jumper: Mere Demons have a supernatural leaping ability and use 3 times their Height as their Body Length when making Jumping Maneuvers rather than just their Height as other creatures. Croak and leap is a surprisingly effective combat tactic.

Poisonous Spit
- External Poison (Greater) (40)

This is poison which is sprayed out to a range of 5 feet from the attacker and takes effect on contact. The poison is resolved as a Cascading Resistance Roll using the following table:

CRR (140)..... No Effect
CRR (130)..... 1d100-20 on Internal Poison Critical Table
CRR (120)..... 1d100-10 on Internal Poison Critical Table
CRR (110)..... 1d100 on Internal Poison Critical Table
CRR (100)..... 1d100+10 on Internal Poison Critical Table
CRR (90)..... 1d100+20 on Internal Poison Critical Table
Failure..... Character receives maximum result from the Internal Poison Critical Table

Mere Demons are Class III demons.

Mere Demons prefer stabbing weapons such as shortswords, daggers and small spears for combat both above and beneath the slimy waters of their native swamps. Against smaller and weaker foes, they will seek to prevail using only their claws. If they deem themselves in peril, they will dive into water and swim away underwater at extreme speed.

Lifestyle

Mere Demons are quarrelsome beings, concerned with their own personal standing among their neighbours. Petty jealousies and imagined slights enflame rivalries. Such discord is left in the water when Demons from elsewhere or mortals are confronted. To other Demons, a spawn of Mere Demons will seek to croak with unanimity. To mortals, they demand homage, if not outright worship.

Mere Demons will stash offerings from terrified worshippers and booty won in battle in secret caches. Such treasures will be buried in the shallow mud at the bottom of favored pools. Perishable items may not survive such immersion for long. Mere Demons will keep immediately useful objects such as magical weapons on their person.

Background

In the deepest of jungles and swamps, there are evil tribes of Lizardmen who worship Mere Demons as godlings and emissaries of the lords of Hell. Legend says that Lizardmen champions and shamans have been transformed into Mere Demons as a "reward" of sorts for service to the Demon Princes. Some claim that Mere Demons were all originally Lizardmen or members of similar races.

Adventure Notes

Mere Demons are most frequently found on the Swamps of Despair subplane. There have been credible reports of gangs of Mere Demons setting up lairs in deep tropical jungles and mangrove swamps and asserting overlordship of the local humanoids.

Midnight Steeds

Midnight Steed			
Level	5	DB	80
Size	Large	Hits	168
BMR Type	Quadruped	Init	10
BMR	33	Stam	98
# Enc	1-10	Will	64
Outlook	Cruel	Magic	58
Treasure	- - -	Build	Monster

DB Breakdown: (QU 20, Tough Hide (Greater) 60)

Attacks:

Attack Charge	80
Attack Bite	76
Attack Hoof	90

Skills:
Endurance(15) 168, Jumping(8) 62, Perception(15) 82, Power Point Development(5) 37, Resistance - Magic(10) 58, Resistance - Stamina(12) 98, Resistance - Will(10) 64, Attack Charge(14) 80, Attack Bite(12) 76, Attack Hoof(14) 90, Sorcery(10) 52

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Lesser Resistance (Stamina), Poison Immunity, Portage Skills, Tough Hide (Greater), Natural Weapon (Bite), Giantism (Minor), Natural Weapon (Hooves), Demonic Fear (Class 1), Miasmic Anchor, Limited Regeneration (Minor) (Holy)

Description

This infernal creature is a very minor demon that takes the form of a warhorse. Midnight Steeds have a coal-black and extremely thick coat with a jet-black mane. Their eyes are blood-red – these glow ominously whenever the Steed attacks. Unlike natural horses, Midnight Steeds are carnivores who delight in eating the flesh of their foes. An angry Steed will bare its razor-sharp incisors as a prelude to an attack.

Winged Midnight Steed

Level	10	DB	100
Size	Large	Hits	183
BMR Type	Quad : Fly	Init	10
BMR	33 : 47	Stam	116
# Enc	1-10	Will	80
Outlook	Cruel	Magic	68
Treasure	- - -	Build	Monster

DB Breakdown: (QU 20, Tough Hide (Greater) 60)

Attacks:

Attack Charge	102
Attack Bite	88
Attack Hoof	102
Dive	90

Skills:
Endurance(25) 183, Flying/Gliding(25) 81, Jumping(12) 76, Perception(20) 92, Power Point Development(8) 52, Resistance - Magic(15) 68, Resistance - Stamina(22) 116, Resistance - Will(18) 80, Attack Charge(20) 102, Attack Bite(18) 88, Attack Hoof(20) 102, Sorcery(15) 62, Combat Style Dive(14) 90

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Lesser Resistance (Stamina), Poison Immunity, Portage Skills, Tough Hide (Draconic Adult), Natural Weapon (Bite), Giantism (Minor), Natural Weapon (Hooves), Demonic Fear (Class 2), Miasmic Anchor, Limited Regeneration (Major) (Holy)

Abilities and Combat

Abyssal Sustenance
Demon Vision
Demonic Fear
Enhanced Senses
Flight: Class II only
Immunity to Bleeding
Immunity to Stuns
Limited Regeneration (varies, holy): Class I have this talent at Minor, Class II have this talent at Major.
Miasmic Anchor
Natural Weapons
Poison Immunity
Tough Hide (+60 for Class I; +80 for Class II)



Midnight Steeds are Class I demons. Their animal form belies an intelligence and evil cunning that is equal to any human. Some Midnight Steeds are capable of flight, courtesy of giant bat wings or vulture wings. These winged Midnight Steeds are Class II demons; their specific statistics are given in italics. Midnight Steeds can make three types of attacks. The first is a stationary attack where the Steed will try to kick its target with either its front or back hooves. The second is the Steed's charging attack used when trying to run down an opponent at the canter or gallop - flying steeds may use a dive attack. The third is the Steed's bite attack, which it will reserve for close melee. Midnight Steeds support their riders by independently attacking opponents' mounts and using their fear ability to spook mundane riding animals.

Lifestyle

The Midnight Steed is the preferred destrier of demonic warriors and leaders throughout the Abyss. Such Steeds are loyal to their masters. "Wild" Steeds without owners relish their freedom and need to be compelled to obedience or overawed.

If encountered as the mount of a more powerful Demon, there is the possibility that the riding gear, saddlebags and other accoutrements of the Midnight Steed may be magical or hold magical items. When encountered in the "wild" as part of a herd, Midnight Steeds will have no treasure.

Background

There is a legend that the Midnight Steeds were once the prize possessions of a human warlord of the ancient past. This nomad tribesman made a pact with a demon lord for victory against his people's enemies. For seven long years, these nomads were the most feared warriors of the steppes, carving out a great empire in a series of bloody battles. At the end of the seventh year, the demon lord opened a gateway in the midst of the camp and claimed his end of the bargain, sending his Battle Demons to seize all the horses of the people, killing any tribesman who resisted. Escaping slaves quickly spread the news of the khan's loss to the vanquished tribes who rebelled en masse. Without their beloved horses, the warlord's empire collapsed.

Even if this legend is true, the Midnight Steeds (both landbound and winged) have been residents of the Abyss and victims of Forger experimentation for so long that they are horses now only in shape. Animal Handling and Beastmastery will not soothe their savage wills; only Control Demon and similar spells will tame these beasts.

Adventure Notes

Midnight Steeds may be found in "wild herds" on the Mirror of Deceit and on the Forest of Shadows subplanes. They can also be found with riders on both of these subplanes (usually as the steeds of hunting parties in the Forest of Shadows) and on the Arena of Blood as the mounts of couriers and the heavy cavalry of the demonic armies.

Some Demonologists (brave, foolhardy or arrogant, take your pick) summon and bind Midnight Steeds to be their chosen mounts. Whilst the spells operate, Midnight Steeds will be loyal to their master. When the spells fray, a hungry Steed may turn on its rider.

Mist Demons

Description

Mist Demons are wraith-like figures that normally assume humanoid form, ranging in size from 2-3 feet tall to 9 feet tall. A Mist Demon will sift the memories of a target, looking for memories and fears that can be exploited. Once it has found a suitable terror, it will create a facsimile of it using the magical fog that enshrouds the Mists of Nightmare or normal mana elsewhere.

Abilities and Combat

Abyssal Sustenance

Balefire

Demon Vision

Demonic Fear

Enhanced Senses

Immunity to Bleeding

Immunity to Stuns

Limited Regeneration (varies, holy): Class I have this talent at Minor, Class II and Class III have this talent at Major, Class IV and Class V have this talent at Greater degree.

Miasmic Anchor

Mist Demon (Class I)

Level	8	DB	72
Size	Medium	Hits	133
BMR Type	Biped	Init	12
BMR	11	Stam	84
# Enc	1-10	Will	68
Outlook	Cruel	Magic	88
Treasure	- - -	Build	Monster

DB Breakdown: (QU 20, Tough Hide (Draconic Old) 100)

Attacks:

Attack Talons	84

Skills:
Ambush(6) 38, Climbing(4) 38, Endurance(15) 133, Perception(18) 84, Power Point Development(10) 68, Resistance - Magic(12) 88, Resistance - Stamina(12) 84, Resistance - Will(12) 68, Combat Style Blindfighting(6) 48, Sorcery(8) 42, Attack Talons(13) 84, Linguistics (Spoken) Lang 1(6) 36, Mundane Lore (A) Lore 1(4) 20, Use Blood Magic (Balefire I) (8) 58, Use Blood Magic (Imagined Animals I)(6) 38, Use Blood Magic (Imagined Creatures I)(6) 38

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Poison Immunity, Tough Hide (Greater), Demonic Fear (Class 1), Miasmic Anchor, Limited Regeneration (Minor) (Holy), Selective Incorporeality, Natural Weapon (Talons), Greater Blood Magic (Balefire), Greater Blood Magic (Imagined Animal), Greater Blood Magic (Imagined Creatures), Focus Style (Somatic), Tap Ambient Mana, Focus Style (Gestural)

Natural Weapons

Poison Immunity

Selective Incorporeality

Mist Demons also have these extra abilities:

Imagined Animals: Mist Demons are able to conjure animals out of mana. This Blood Magic ability is equivalent to the Conjure Animal spell (Thaumaturge Circle). Class I, II, and III may manifest this ability three times per hour, while Class IV and V Mist Demons may manifest this ability three times per minute. All utilise the associated Use Blood Magic skill. The number of skill ranks in Utilise Blood Magic determines how many different animal forms are known by the Mist Demon with one form known per rank. Mist Demons may cause effects up to equivalent spells according to their Class: I: 15 PPs, II: 20 PPs, III: 25 PPs, IV: 25 PPs, V: 30 PPs.

Imagined Creatures: Mist Demons are able to conjure creatures out of mana. This Blood Magic ability is equivalent to the Conjure Creature spell

Mist Demon (Class II)

Level	14	DB	92
Size	Medium	Hits	144
BMR Type	Biped	Init	13
BMR	11	Stam	98
# Enc	1-10	Will	80
Outlook	Cruel	Magic	102
Treasure	- - -	Build	Monster

DB Breakdown: (QU 12, Tough Hide (Draconic Adult) 80)

Attacks:

Attack Talons	106

Skills:
Ambush(12) 74, Climbing(8) 61, Endurance(20) 144, Perception(25) 94, Power Point Development(15) 79, Resistance - Magic(18) 102, Resistance - Stamina(18) 98, Resistance - Will(18) 80, Combat Style Blindfighting(12) 75, Sorcery(12) 66, Attack Talons(25) 106, Linguistics (Spoken) Lang 1(10) 57, Linguistics 2(Spoken) Lang 2(6) 37, Mundane Lore (A) Lore 1(8) 40, Mundane Lore (B) Lore 2(6) 30, Use Blood Magic (Balefire I)(10) 69, Use Blood Magic (Imagined Animals I)(8) 49, Use Blood Magic (Imagined Creatures I)(8) 49, Spell Fear(6) 32

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Poison Immunity, Tough Hide (Draconic Adult), Demonic Fear (Class 2), Miasmic Anchor, Limited Regeneration (Major) (Holy), Selective Incorporeality, Natural Weapon (Talons), Greater Blood Magic (Balefire), Greater Blood Magic (Imagined Animal), Greater Blood Magic (Imagined Creatures), Focus Style (Somatic), Tap Ambient Mana, Focus Style (Gestural)

Mist Demon (Class III)

Level	20	DB	112
Size	Medium	Hits	159
BMR Type	Biped	Init	13
BMR	11	Stam	102
# Enc	1-5	Will	94
Outlook	Cruel	Magic	106
Treasure	- - -	Build	Monster

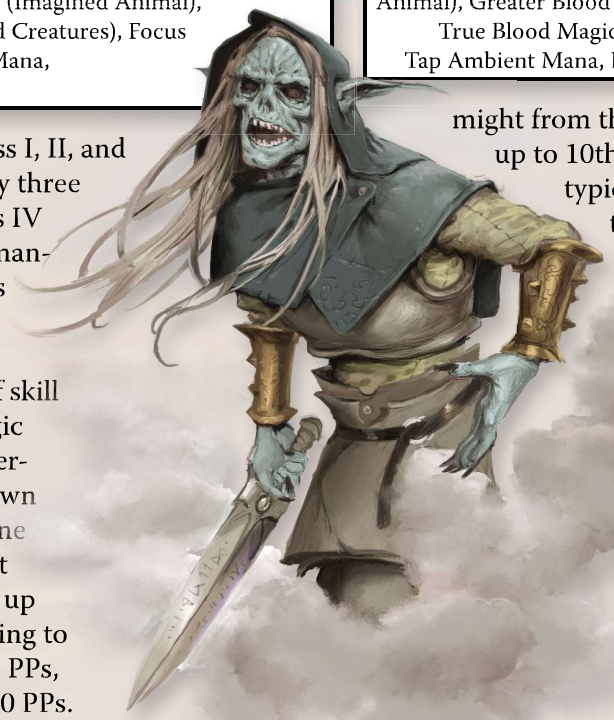
DB Breakdown: (QU 12, Tough Hide (Draconic Old) 100)

Attacks:

Attack Talons	112

Skills:
Ambush(20) 90, Climbing(12) 76, Endurance(25) 159, Perception(30) 99, Power Point Development(20) 89, Resistance - Magic(20) 106, Resistance - Stamina(20) 102, Resistance - Will(20) 94, Combat Style Blindfighting(15) 82, Sorcery(17) 76, Attack Talons(30) 112, Linguistics (Spoken) Lang 1(10) 57, Linguistics 2(Spoken) Lang 2(10) 57, Mundane Lore (A) Lore 1(10) 50, Mundane Lore (B) Lore 2(6) 30, Arcane Lore: Lore 1(4) 20, Use Blood Magic (Balefire I)(20) 89, Use Blood Magic (Imagined Animals I)(18) 85, Use Blood Magic (Imagined Creatures I)(18) 85, Spell Fear(10) 52, Spell Distractions(10) 52

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Poison Immunity, Tough Hide (Draconic Old), Demonic Fear (Class 3), Miasmic Anchor, Limited Regeneration (Major) (Holy), Selective Incorporeality, Natural Weapon (Talons), Greater Blood Magic (Imagined Animal), Greater Blood Magic (Imagined Creatures), True Blood Magic (Balefire), Focus Style (Somatic), Tap Ambient Mana, Focus Style (Gestural)



(Thaumaturge Circle). Class I, II, and III may manifest this ability three times per hour, while Class IV and V Mist Demons may manifest this ability three times per minute. All utilise the associated Use Blood Magic skill. The number of skill ranks in Utilise Blood Magic determines how many different creature forms are known by the Mist Demon with one form known per rank. Mist Demons may cause effects up to equivalent spells according to their Class: I: 15 PPs, II: 20 PPs, III: 25 PPs, IV: 25 PPs, V: 30 PPs.

Mist Demons vary in fiendish might from the least potent Class I (Minor, up to 10th level) through Class II (Lesser, typically 15th), Class III (Greater, typically 20th), and Class IV (Major, typically 30th), to Class V (High, 50th level). Mist Demons are typically Magicians or Mentalists by profession.

A Mist Demon prefers to use magic and conjured creatures against its foes rather than confronting them physically. A Mist Demon who knows mind reading spells will not hesitate to use them to rummage around the memories of its foes to discern and exploit

Mist Demon (Class IV)

Level	30	DB	140
Size	Medium	Hits	180
BMR Type	Biped	Init	23
BMR	15	Stam	134
# Enc	1-5	Will	112
Outlook	Cruel	Magic	122
Treasure	- - -	Build	Monster

DB Breakdown: (QU 20, Tough Hide (Draconic Ancient) 120)

Attacks:

Attack Talons	135

Skills:
Ambush(25) 97, Climbing(18) 91, Endurance(30) 180, Perception(35) 117, Power Point Development(25) 97, Resistance - Magic(24) 122, Resistance - Stamina(24) 134, Resistance - Will(24) 112, Combat Style Blindfighting(20) 95, Sorcery(22) 86, Attack Talons(40) 135, Linguistics (Spoken) Lang 1(14) 68, Linguistics 2(Spoken) Lang 2(12) 64, Mundane Lore (A) Lore 1(14) 62, Mundane Lore (B) Lore 2(10) 54, Arcane Lore: Lore 1(10) 54, Arcane Lore: Lore 2(8) 44, Use Blood Magic (Balefire I)(25) 97, Use Blood Magic (Imagined Animals I)(22) 94, Use Blood Magic (Imagined Creatures I)(22) 94, Spell Fear(14) 64, Spell Distractions(12) 60

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Lesser Resistance (All), Lightning Reflexes, Poison Immunity, Tough Hide (Draconic Ancient), Toughness, Demonic Fear (Class 4), Miasmic Anchor, Limited Regeneration (Greater) (Holy), Selective Incorporeality, Natural Weapon (Talons), True Blood Magic (Balefire), True Blood Magic (Imagined Animal), True Blood Magic (Imagined Creatures), Tap Ambient Mana, Focus Style (Gestural), Focus Style (Somatic)

their deepest fears. It will use its Incorporeal at Will ability to avoid taking damage and to evade persistent foes. When incorporeal, its Natural Weapon attack is only effective against other incorporeal and ethereal beings.

Lifestyle

Mist Demons are motivated by a desire to create fear. They delight in fashioning nightmarish illusions and conjurations and in manipulating the secret dreads and phobias of their victims. Scaring a mortal to death is a triumph for a Mist Demon. Rarely do Mist Demons have complex agendas of long-term scope, although they may be recruited to support the strategems of others.

To Mist Demons, treasure is an irrelevance. The corpses of their victims may occasionally be found with their possessions intact until such times as scavengers claim their due.

Mist Demon (Class V)

Level	50	DB	164
Size	Medium	Hits	235
BMR Type	Biped	Init	32
BMR	17	Stam	148
# Enc	1-2	Will	128
Outlook	Cruel	Magic	147
Treasure	- - -	Build	Monster

DB Breakdown: (QU 24, Tough Hide (Extra-Planar Minor) 140)

Attacks:

Attack Talons	200

Skills:
Ambush(35) 112, Climbing(25) 105, Diplomacy(10) 62, Endurance(50) 215, Interrogation(15) 82, Leadership(15) 82, Perception(45) 142, Power Point Development(35) 122, Resistance - Magic(25) 147, Resistance - Stamina(24) 148, Resistance - Will(24) 128, Combat Style Blindfighting(25) 105, Sorcery(30) 99, Attack Talons(80) 200, Linguistics (Spoken) Lang 1(20) 84, Linguistics 2(Spoken) Lang 2(20) 84, Mundane Lore (A) Lore 1(20) 78, Mundane Lore (B) Lore 2(15) 68, Arcane Lore: Lore 1(20) 78, Arcane Lore: Lore 2(15) 68, Use Blood Magic (Balefire I)(40) 147, Use Blood Magic (Imagined Animals I)(40) 117, Use Blood Magic (Imagined Creatures I)(40) 117, Spell Fear(30) 91, Spell Distractions(20) 81, Linguistics (Written) Lang 1(10) 64, Linguistics 2(Written) Lang 2(10) 64, Mundane Lore (C) Lore 3(10) 58, Arcane Lore: Lore 3(10) 58, 40 ranks in spells

Talents:
Abyssal Sustenance, Blinding Reflexes, Demon Vision, Enhanced Senses, Enhanced Toughness, Focus Style (Gestural), Focus Style (Somatic), Greater Resistance (All), Immunity to Bleed, Immunity to Stuns, Poison Immunity, Tap Ambient Mana, Tough Hide (Extra-Planar Minor), Demonic Fear (Class 5), Miasmic Anchor, Limited Regeneration (Greater) (Holy), Selective Incorporeality, Natural Weapon (Talons), True Blood Magic (Imagined Animal), True Blood Magic (Imagined Creatures), Skill Specialization (Talons), Skill Specialization (Balefire), Pure Blood Magic (Balefire)

Background

According to myth, Mist Demons are the malevolence of fog and mist made manifest. They hunger for the living, to claim for their own anyone who enters the fog. When people vanish in a fog or a mist never to be seen alive again, wise oldsters will slowly nod their heads and say that a Mist Demon has taken them.

Adventure Notes

Mist Demons inhabit the Mists of Nightmare subplane of the Abyss where their powers are strongest. Rarely will they cross into the mundane plane unbidden, and only when there is a dense mist or thick fog present.

Plague Lord

Plague Lord			
Level	30	DB	132
Size	Medium	Hits	104
BMR Type	Biped	Init	25
BMR	17	Stam	66
# Enc	1	Will	83
Outlook	Cruel	Magic	112
Treasure	R2RN	Build	Mage

DB Breakdown: (QU 12, Tough Hide (Draconic Ancient) 120)

Attacks:

Attack Weapon 1	60
Attack Claw	50

Skills:
Endurance(20) 104, Perception(20) 108, Power Point Development(25) 153, Resistance - Magic(20) 112, Resistance - Stamina(8) 66, Resistance - Will(9) 83, Attack Weapon 1(15) 60, Attack Claw(10) 50, Linguistics (Spoken) Lang 1(15) 88, Linguistics (Written) Lang 1(15) 88, Linguistics 2(Spoken) Lang 2(10) 78, Linguistics 2(Written) Lang 2(10) 78, Mundane Lore Lore 1(20) 98, Mundane Lore Lore 2(15) 88, Mundane Lore Lore 3(10) 78, Mundane Lore Lore 4(8) 68, Arcane Lore: Lore 1(20) 98, Arcane Lore: Lore 2(15) 88, Arcane Lore: Lore 3(10) 78, Possession(15) 78, Sorcery(15) 78, Use Blood Magic (Disease Mastery)(20) 98, Use Blood Magic (Infernal Stench) (20) 98, Spell Spell 1(20) 118, Spell Spell 2(20) 118, Spell Spell 3(15) 108, Spell Spell 4(15) 108, Spell Spell 5(15) 108, Spell Spell 6(15) 108, Spell Spell 7(10) 98, Spell Spell 8(10) 98

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Focus Style (Gestural), Focus Style (Somatic), Immunity to Bleed, Immunity to Stuns, Lightning Reflexes, Poison Immunity, Sense Magic, Tap Ambient Mana, Tough Hide (Draconic Ancient), Natural Weapon (Claws), Demonic Fear (Class 4), Miasmic Anchor, Limited Regeneration (Greater) (Holy), Focused Eloquence Greater (Mage Or Necromancer), True Blood Magic (Disease Mastery), True Blood Magic (Infernal Stench)

Description

Wrapped in all-encompassing rags or equally shapeless robes, the Plague Lords are the masters of disease and decay. Humanoid, the cowl of their robes conceals a snake-like head. Their torso and arms are human-like, but the "skin" is transparent revealing veins and pulsing arteries, and their long fingers end in sharp nails. Their legs are the scrawny limbs of a rooster. The entirety of their hybrid bodies is covered in sores, which ooze pus unceasingly. The rotting stench of the grave accompanies Plague Lords wherever they go. When they choose to speak, their voices are like the rasp of ancient papyrus.

Abilities and Combat

Abyssal Sustenance
Demon Vision
Demonic Fear
Enhanced Senses
Immunity to Bleeding
Immunity to Stuns
Limited Regeneration (Greater, holy)
Miasmic Anchor
Natural Weapons
Poison Immunity
Tough Hide (+120 DB)

In addition, Plague Lords possess the following two mystical abilities:

Disease Mastery: This True Blood Magic ability is equivalent to the Disease spell (Necromancer Circle). It may manifest this ability three times per minute and utilises the associated Use Blood Magic skill. The Plague Lord may cause any effect up to 40 PPs equivalent spell.



Infernal Stench: This True Blood Magic ability is equivalent to the Poison Air spell (Necromancer Circle). It may manifest this ability three times per minute and utilises the associated Use Blood Magic skill. The Plague Lord may cause any effect up to a 20 PPs equivalent spell.

Plague Lords are Class IV demons and accomplished spell users, favoring the Magician and Necromancer professions.

Plague Lords are relatively weak in physical combat, preferring to dispatch foes with magic and rout them with Demon Fear.

Lifestyle

Avaricious for wealth and power, the Plague Lord adopts the airs and graces of an earthly potentate when it holds sinister court in a suitably grand throne room. In their ziggurats and demesnes, Plague Lords hoard the gold and other wealth surrendered by supplicants in return for being cured of diseases. The treasure chambers are well guarded by magic, traps and sentinels. Even the robes and rags of a Plague Lord have many hidden pockets where these demons keep vials of poisons, potion bottles and other small magical items.

When not engaged in the business of ruling, the Plague Lord will be busy in arcane workshop and library concocting virulent infections and diseases to inflict on mortals.

Background

According to myth, Plague Lords were the first to bring disease into the world, disguising themselves as beggars in the teeming cities of the civilizations of an earlier age. It is said that they begged alms from passers-by – those citizens, rich or poor, who refused the pleas of the Plague Lords were cursed with foul diseases. Even today, rumors persist that bands of leprous beggars serve the Plague Lords and continue to spread illness.

Adventure Notes

Plague Lords are among the overlords of the Desert of Decay subplane, where they brood upon foul magic in their lofty ziggurats. Occasionally they travel onto the mortal plane where they disguise themselves as beggars and similar indigents.

Rock Demon

Lesser Rock Demon (Class II)			
Level	8	DB	89
Size	Medium	Hits	184
BMR Type	Biped	Init	2
BMR	9	Stam	102
# Enc	1	Will	68
Outlook	Hostile	Magic	31
Treasure	RR -	Build	Monster

DB Breakdown: (QU 4, Tough Hide (Draconic Adult) 80, Dense Musculature 5)

Attacks:

Attack Fist	119

Skills:
Endurance(20) 104, Perception(20) 108, Power Point DeClimbing(5) 49, Endurance(18) 184, Perception(13) 70, Power Point Development(4) 24, Resistance - Magic(5) 31, Resistance - Stamina(15) 102, Resistance - Will(10) 68, Attack Fist(20) 119, Sorcery(5) 29, Use Blood Magic (Rock Merging I)(10) 54, Use Blood Magic (Rock Phasing I)(10) 54

Talents:
Abyssal Sustenance, Demon Vision, Dense Musculature, Enhanced Senses, Enhanced Toughness, Immunity to Bleed, Immunity to Stuns, Poison Immunity, Reverberating Strength, Tough Hide (Draconic Adult), Natural Weapon (Fists), Demonic Fear (Class 2), Miasmic Anchor, Limited Regeneration (Major) (Holy), True Blood Magic (Rock Merging I), True Blood Magic (Rock Phasing I)

Description

Rock Demons are walking rocks, standing an easy seven feet tall. Vaguely humanoid and often misshapen, Rock Demons are stocky ugly creatures that look like a sculpture that the artist started and then abandoned in disgust. Brute force and ignorance marks the Rock Demon's thuggish approach to all problems. Rock Demons need little convincing to pound foes into pulp with their hulking great fists. When it comes to breaking something (like a castle wall), Rock Demons demonstrate an unwavering determination.

Abilities and Combat

Abyssal Sustenance

Demon Vision

Demonic Fear

Enhanced Senses

Immunity to Bleeding

Immunity to Stuns

Limited Regeneration (varies, holy): Class II Lesser have this talent at Major, Class IV Greater have this talent at Greater degree.

Miasmic Anchor

Natural Weapons

Poison Immunity

Tough Hide (+80 DB for Class II Lesser Rock Demons; +120 DB for Class IV Greater Rock Demons)

Rock Demons have two additional abilities:

Reverberating Strength: Rock Demons do double concussion hit damage with any physical attack they make.

Rock Merging: Any Rock Demon may merge into non-magical earth, stone or metal. This True Blood Magic ability is equivalent to the Merging Ways spell (Magician Circle) except that the demon may only merge into non-magical earth, stone or metal. It may manifest this ability three times per minute and utilises the associated Use Blood Magic skill. Lesser Rock Demons may cause any effect up to a 10 PPs equivalent spell, while Greater Rock Demons may cause any effect up to a 20 PPs equivalent spell.

Rock Phasing: Any Rock Demon has the ability to phase itself into or through non-magical earth, stone or metal. This True Blood Magic ability is equivalent to the Passing spell (Magician Circle) except that the demon may only pass through or into non-magical earth, stone and/or metal. It may manifest this ability three times per minute and utilises the associated Use Blood Magic skill. Lesser Rock Demons may cause any effect up to a 10 PPs equivalent spell, while Greater Rock Demons may cause any effect up to a 20 PPs equivalent spell.



Lesser Rock Demons are Class II demons; Greater Rock Demons are Class IV demons. Greater Rock Demons have greater physical strength and better control over their rocky bodies.

Rock Demons delight in physical combat, preferring to use their fists rather than weapons against opponents. A downed foe can expect no mercy from a Rock Demon – the demon will happily step on a prone foe and use its massive weight to break bones.

Greater Rock Demon (Class IV)

Level	16	DB	129
Size	Medium	Hits	210
BMR Type	Biped	Init	2
BMR	10	Stam	136
# Enc	1	Will	78
Outlook	Cruel	Magic	56
Treasure	RR -	Build	Monster

DB Breakdown: (QU 4, Tough Hide (Draconic Ancient) 120, Dense Musculature 5)

Attacks:

Attack Fist	163

Skills:
Climbing(10) 78, Endurance(30) 210, Perception(25) 89, Power Point Development(8) 44, Resistance - Magic(10) 56, Resistance - Stamina(20) 136, Resistance - Will(15) 78, Attack Fist(40) 163, Sorcery(12) 58, Use Blood Magic (Rock Merging II)(20) 74, Use Blood Magic (Rock Phasing II)(20) 74

Talents:
Abyssal Sustenance, Demon Vision, Dense Musculature, Enhanced Senses, Enhanced Toughness, Immunity to Bleed, Immunity to Stuns, Lesser Resistance (Stamina), Poison Immunity, Reverberating Strength, Tough Hide (Draconic Ancient), Natural Weapon (Fists), Demonic Fear (Class 4), Miasmic Anchor, Limited Regeneration (Greater) (Holy), True Blood Magic (Rock Merging II), True Blood Magic (Rock Phasing II)

Lifestyle

Rock Demons are territorial beings who take umbrage at anyone or anything who enters their lair, and will duly proceed to give the interloper a thorough bashing. The Rock Demon's solution to nearly all problems is bash it until it breaks. Their existence revolves around finding people or things to bash and they have no grander goals in life.

Occasionally a Rock Demon will acquire a suitably large enchanted weapon or shield that takes its fancy, but other than such items, Rock Demons are not hoarders of treasure. If a Rock Demon is slain, its rocky body will break apart from the long pent-up stresses of animation. Valuable chunks of ore and small gems will be found among the fragments.

Background

A handful of loremasters assert that Rock Demons are simply Earth Elementals that were corrupted by the powers of evil long ago. The Earth Elementals deny this vigorously; few Rock Demons are conversationalists.

A more likely origin for these demons is that they were once Demonic Spirits who chose or were compelled to possess blocks of stone, animating them with their twisted souls. Having tarried too long in these stones, the spirits have become permanently bound into the form of Rock Demons.

Adventure Notes

The native subplane of Rock Demons is the Tunnels of the Forsaken, where they prowl the tunnels seeking interlopers who have encroached on their "territory". A favorite tactic is to conceal themselves by phasing into the walls and then stepping out behind the intruder. Rock Demons are sometimes recruited as one-demon siege engines and battering rams for the wars of the Arena of Blood. They may also be found in deep mines and catacombs of the mortal plane, having entered by a bridge or a Gateway.

Sand Demon

Description

Sand Demons have a peculiar tripartite hybrid form. Their head is akin to a giant lizard's. Their arms and torso are human but tanned and as tough as cured leather. The rest of their body is that of a giant scorpion, complete with barbed, poisonous stinger. Using their hands and feet, they can burrow through sand as quickly as they can scuttle across the dunes. Desert dwellers, Sand Demons are unfazed by extreme heat and sandstorms. At night, they will rest in the relative warmth of a sand burrow, alert to the opportunity of ambushing anyone or anything passing above.

Abilities and Combat

Abyssal Sustenance, Demon Vision, Demonic Fear, Enhanced Senses, Immunity to Bleeding, Immunity to Stuns, Limited Regeneration (Major, holy)

Miasmic Anchor, Natural Weapons,

Poison Immunity, Tough Hide (+100 DB)

Sand Demons have the following additional abilities:



Sand Merging: Any Sand Demon may merge into sand or stone. This True Blood Magic ability is equivalent to the Merging Ways spell (Magician Circle) except that the demon may only merge into sand and/or stone. It may manifest this ability three times per minute and utilises the associated Use Blood Magic skill. Sand Demons may cause any effect up to a 15 PPs equivalent spell.

Sand Phasing: Any Sand Demon has the ability to phase itself into

Sand Demon

Level	18	DB	118
Size	Medium	Hits	151
BMR Type	Biped	Init	11
BMR	13	Stam	106
# Enc	1	Will	70
Outlook	Hostile	Magic	86
Treasure	RR -	Build	Monster

DB Breakdown: (QU 18, Tough Hide (Draconic Old) 100)

Attacks:

Attack Weapon 1	119
Attack Stinger	94

Skills:
Ambush(10) 70, Climbing(15) 79, Endurance(25) 151, Jumping(10) 69, Perception(25) 101, Power Point Development(15) 86, Resistance - Magic(16) 86, Resistance - Stamina(20) 106, Resistance - Will(12) 70, Stalking & Hiding(10) 60, Tracking(20) 86, Combat Style Disarm Foe(5) 44, Attack Weapon 1(30) 119, Attack Stinger(25) 94, Linguistics (Spoken) Lang 1(8) 46, Linguistics 2(Spoken) Lang 2(4) 26, Sorcery(15) 64, Use Blood Magic (Sand Merging)(20) 76, Use Blood Magic (Sand Phasing)(20) 76

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Poison Immunity, Shield Training, Tough Hide (Draconic Old), Heat Immunity, Natural Weapon (Claws), Poison Bite/Sting/Spit (Greater), Demonic Fear (Class 3), Miasmic Anchor, Limited Regeneration (Major) (Holy), True Blood Magic (Sand Merging), True Blood Magic (Sand Phasing)

or through sand and/or stone. This True Blood Magic ability is equivalent to the Passing spell (Magician Circle) except that the demon may only pass through or into sand and/or stone. It may manifest this ability three times per minute and utilises the associated Use Blood Magic skill. Sand Demons may cause any effect up to a 15 PPs equivalent spell.

Heat Immunity: Sand Demons are immune to all effects from natural heat and fire. They are affected normally by Heat criticals from magical attacks.

Poison Sac (Nerve, Greater)

The demon has a natural ability to generate a nerve poison within his body. When the poison is delivered by its stinger, targets must make a Stamina RR or be paralyzed. The toxin has a Poison Bonus of +30 and the paralysis lasts d10 minutes. [Greater, 40]

Sand Demons are Class III demons.

Sand Demons favor swords and spears as their weapons of choice. Many use shields for extra defense. A common Sand Demon tactic is to concentrate a foe's attention in parrying its melee weapons and then when the foe is suitably off-guard to sting the opponent. A paralyzed enemy can be quickly dispatched.

Lifestyle

On their home subplane, Sand Demons are often found as guards and scouts in the service of greater demons such as the Plague Lords. Those not in service roam the deserts in a semi-nomadic existence, taking any opportunity to rob the living and the dead, and to make raids into the material plane. Sand Demons collect trophies from defeated foes and expensive grave goods stolen from tombs. These will be buried in secret caches, deep in the sands of the Desert of Decay. Sand Demons are not territorial per se but they are very protective of their hoards (which constrains how far away they will willingly travel from these locations) and they will be incensed at anyone who steals from them!

Background

According to legend, Sand Demons habitually raided tombs and necropolises in ancient times to steal the grave goods. (And still do, when the opportunity affords itself.) One enterprising sect of priests became so exasperated with the burglaries that they magically trapped their tombs, so that the first Sand Demons to break in were ensorcelled and eternally bound as guardians of the interred and their possessions.

Adventure Notes

Sand Demons are native to the Desert of Decay subplane where they inhabit the endless dunes. Some have slipped into the mundane plane where they prey on lost travelers and attack poorly guarded merchant caravans. The most daring will make their lair within a few miles of a small oasis.

Shadow Demon

Description

Shadow Demons are humanoid shadows, who lurk amid shadows waiting on someone to possess. The target temporarily gains a second shadow and then the Shadow Demon seeks to possess the host. If the host fails to resist, the Shadow Demon flows in and through the victim's shadow into the victim and the victim's spirit is forced into its shadow. A Shadow Demon that possesses a host has access to any physical abilities (senses, movement, etc.) of the host but uses its own stats and skills and cannot access the knowledge, magical and mental skills and talents of the host. Shadow Demons cannot make possession attempts if the target is casting no shadow (i.e. in complete darkness) and will be automatically expelled from a possessed host whenever the host casts no shadow.



Abilities and Combat

Abyssal Sustenance
Balefire
Demon Vision
Demonic Fear
Enhanced Senses
Immunity to Bleeding
Immunity to Stuns
Incorporeal

Shadow Demon (Class I)

Level	5	DB	42
Size	Medium	Hits	127
BMR Type	Biped	Init	11
BMR	12	Stam	58
# Enc	1-2	Will	90
Outlook	Cruel	Magic	64
Treasure	- - -	Build	Thief

DB Breakdown: (QU 18, Amorphous 24)

Attacks:

Attack Claws	78

Skills:
Ambush(12) 88, Climbing(5) 39, Duping(5) 27, Endurance(15) 127, Perception(10) 74, Power Point Development(5) 49, Resistance - Magic(10) 64, Resistance - Stamina(8) 58, Resistance - Will(12) 90, Stalking & Hiding(12) 88, Attack Claws(12) 78, Sorcery(5) 37, Use Blood Magic (Balefire)(10) 64

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Poison Immunity, Amorphous, Natural Weapon (Claws), Demonic Fear (Class 1), Miasmic Anchor, Limited Regeneration (Minor) (Holy), Greater Blood Magic (Balefire), Incorporeal, Shadowy Possession, Assassin Training

Limited Regeneration (varies, holy): Class I have this talent at Minor, Class II and Class III have this talent at Major, Class IV and Class V have this talent at Greater degree.

Miasmic Anchor

Natural Weapons

Poison Immunity

Shadow Demons have the following extra ability:

Shadowy Possession: A Shadow Demon may attempt to take physical possession of a host. First it must merge with the target's shadow, requiring a Very Hard Stalking & Hiding maneuver (Extremely Hard if host is moving quickly or in combat). Note that if the host has no shadow, then the possession attempt cannot be made. Second it must attempt the actual possession by making a d100 open-ended roll, adding its possession skill, and looking up the result on the RR column of the maneuver table. This is the target number for the host's Magic Resistance Roll to avoid physical possession. If the target fails the RR, then the Shadow Demon

Shadow Demon (Class II)

Level	10	DB	46
Size	Medium	Hits	145
BMR Type	Biped	Init	12
BMR	14	Stam	76
# Enc	1-2	Will	106
Outlook	Cruel	Magic	74
Treasure	- - -	Build	Thief

DB Breakdown: (QU 20, Amorphous 26)

Attacks:

Attack Claws	92

Skills:
Ambush(12) 100, Climbing(8) 56, Duping(8) 42, Endurance(25) 145, Perception(20) 95, Power Point Development(8) 65, Resistance - Magic(15) 74, Resistance - Stamina(12) 76, Resistance - Will(19) 106, Stalking & Hiding(20) 106, Trickery(6) 43, Attack Claws(18) 92, Sorcery(10) 63, Use Blood Magic (Balefire)(18) 81

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Poison Immunity, Amorphous, Natural Weapon (Claws), Demonic Fear (Class 2), Miasmic Anchor, Limited Regeneration (Major) (Holy), Greater Blood Magic (Balefire), Incorporeal, Shadowy Possession, Assassin Training

Shadow Demon (Class III)

Level	15	DB	54
Size	Medium	Hits	160
BMR Type	Biped	Init	14
BMR	16	Stam	88
# Enc	1-2	Will	116
Outlook	Cruel	Magic	84
Treasure	- - -	Build	Thief

DB Breakdown: (QU 24, Amorphous 30)

Attacks:

Attack Fist	163

Skills:
Ambush(15) 110, Climbing(10) 69, Duping(12) 56, Endurance(35) 160, Perception(25) 102, Power Point Development(10) 77, Resistance - Magic(20) 84, Resistance - Stamina(15) 88, Resistance - Will(24) 116, Stalking & Hiding(23) 123, Trickery(10) 65, Attack Claws(25) 104, Sorcery(14) 73, Use Blood Magic (Balefire)(24) 91

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Poison Immunity, Amorphous, Natural Weapon (Claws), Demonic Fear (Class 3), Miasmic Anchor, Limited Regeneration (Major) (Holy), Incorporeal, Shadowy Possession, True Blood Magic (Balefire), Assassin Training

possesses the victim for up to ten minutes per skill rank in Possession known by the demon or until the host loses his shadow (i.e. is in complete darkness) or is exorcised.

Shadow Demons vary in power from Class I (Minor, 5th level), through Class II (Lesser, 10th), Class III (Greater, 15th) and Class V (Major, 20th) to Class V (High, 25th level or higher). Shadow Demons typically advance in the Thief profession (though other professions are possible) and will have one or two skill ranks per level in appropriate Subterfuge skills chosen by the GM. (Note the Subterfuge level bonuses have not been applied in the stat blocks above.) Shadow Demons have the maximum number of skill ranks for their level in the possession skill.

Shadow Demons' incorporeal form limits their efficacy in combat. When incorporeal, the listed Natural Weapon attack is only effective against other incorporeal or ethereal targets. When possessing a creature or being, the Shadow Demon automatically has the physical abilities of the host.

Lifestyle

When possessing a host, most Shadow Demons will indulge in mayhem or hedonism according to their whim and to the great inconvenience and possible peril of their host. For these demons, possession is their form of entertainment and they enjoy seizing control of diverse hosts to attain new experiences. Some Shadow Demons are more focused and will have missions to achieve their own goals (or those of demon overlords) while in possession and these they will attempt with alacrity.

Shadow Demons do not collect treasure. However when possessing a host, a Shadow Demon will have access to all of the equipment of the host.

Shadow Demon (Class IV)

Level	21	DB	62
Size	Medium	Hits	170
BMR Type	Biped	Init	18
BMR	16	Stam	100
# Enc	1	Will	124
Outlook	Cruel	Magic	92
Treasure	- - -	Build	Thief

DB Breakdown: (QU 28, Amorphous 34)

Attacks:

Attack Claws	112

Skills:
Ambush(20) 134, Camouflage(10) 71, Climbing(12) 76, Duping(14) 62, Endurance(40) 170, Perception(30) 111, Power Point Development(14) 89, Resistance - Magic(24) 92, Resistance - Stamina(18) 100, Resistance - Will(28) 124, Stalking & Hiding(28) 152, Trickery(15) 77, Attack Claws(30) 112, Sorcery(16) 79, Use Blood Magic (Balefire)(30) 101, Spell Moving Ways(8) 57

Talents:
Abyssal Sustenance, Assassin Training, Demon Vision, Enhanced Senses, Focus Style (Gestural), Focus Style (Somatic), Immunity to Bleed, Immunity to Stuns, Poison Immunity, Tap Ambient Mana, Amorphous, Natural Weapon (Claws), Demonic Fear (Class 4), Miasmic Anchor, Limited Regeneration (Major) (Holy), Incorporeal, Shadowy Possession, True Blood Magic (Balefire)

Shadow Demon (Class V)

Level	27	DB	74
Size	Medium	Hits	180
BMR Type	Biped	Init	23
BMR	17	Stam	108
# Enc	1	Will	132
Outlook	Cruel	Magic	98
Treasure	- - -	Build	Thief

DB Breakdown: (QU 34, Amorphous 40)

Attacks:

Attack Claws	121

Skills:
Ambush(20) 134, Camouflage(10) 71, Climbing(12) 76, Duping(14) 62, Endurance(40) 170, Perception(30) 111, Power Point Development(14) 89, Resistance - Magic(24) 92, Resistance - Stamina(18) 100, Resistance - Will(28) 124, Stalking & Hiding(28) 152, Trickery(15) 77, Attack Claws(30) 112, Sorcery(16) 79, Use Blood Magic (Balefire)(30) 101, Spell Moving Ways(8) 57, Ambush(25) 155, Camouflage(15) 86, Climbing(15) 86, Duping(15) 66, Endurance(45) 180, Perception(35) 121, Power Point Development(16) 98, Resistance - Magic(26) 98, Resistance - Stamina(20) 108, Resistance - Will(30) 132, Stalking & Hiding(32) 162, Trickery(18) 86, Attack Claws(35) 121, Sorcery(18) 86, Use Blood Magic (Balefire)(38) 114, Spell Moving Ways(10) 70, Spell Blur(4) 40

Talents:
Abyssal Sustenance, Assassin Training, Demon Vision, Enhanced Senses, Focus Style (Gestural), Focus Style (Somatic), Immunity to Bleed, Immunity to Stuns, Poison Immunity, Tap Ambient Mana, Amorphous, Natural Weapon (Claws), Demonic Fear (Class 5), Miasmic Anchor, Limited Regeneration (Greater) (Holy), Incorporeal, Shadowy Possession, Pure Blood Magic (Balefire)

Background

The nomadic tribes of the endless plains of the Khanates claim that Shadow Demons are a coalescence of the evil spirits that the shamans drive out of criminals at their death. The Shadow Demons congregate near the campfires of the tribesmen at night, seeking new bodies to dwell within.

Scholars consider Shadow Demons to be close kindred with Demonic Spirits and perhaps one step closer in the evolution to demons with physical bodies.

Adventure Notes

Shadow Demons are most commonly found on the Mirror of Deceit and Forest of Shadows subplanes of the Abyss. In the mundane planes, Shadow Demons conceal themselves in abandoned houses, cellars, dungeons and similar and await their next victim.

Succubi / Incubi

Succubus / Incubus (Class I)			
Level	8	DB	68
Size	Medium	Hits	91
BMR Type	Biped : *Swim*	Init	15
BMR	10 : 5	Stam	42
# Enc	1	Will	70
Outlook	Domin.	Magic	67
Treasure	- - -	Build	Harper

DB Breakdown: (QU 8, Tough Hide (Greater) 60)

Attacks:

Attack Weapon 1	25

Skills:
Acrobatics(4) 27, Acting(8) 72, Charm(12) 86, Dancing(8) 54, Diplomacy(8) 72, Duping(8) 72, Endurance(10) 91, Jumping(2) 15, Mimicry(4) 35, Mundane Lore (A)(3) 25, Mundane Lore (B)(2) 10, Perception(8) 65, Play Instrument(4) 34, Power Point Development(4) 65, Resistance - Magic(7) 67, Resistance - Stamina(4) 42, Resistance - Will(10) 70, Singing(8) 72, Streetwise(4) 42, Swimming(2) 15, Attack Weapon 1(4) 25, Linguistics (Spoken) Lang 1(4) 31, Linguistics (Written) Lang 1(2) 21, Sorcery(4) 35, Use Blood Magic (Balefire)(10) 65, Spell Calm(6) 34, Spell Charm(4) 24, Spell Fear(4) 24, Spell Sleep(5) 29

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Focus Style (Gestural), Focus Style (Music), Immunity to Bleed, Immunity to Stuns, Poison Immunity, Tap Ambient Mana, Tough Hide (Greater), Demonic Fear (Class 1), Miasmic Anchor, Limited Regeneration (Minor) (Holy), Greater Blood Magic (Balefire), Shapechanger (Humanoid), Selective Incorporeality, Unearthly Beauty

Description

The Succubus (plural Succubi) and the Incubus (plural Incubi) are demons of temptation. The Succubus takes the form of an extraordinarily beautiful female human; the Incubus takes the form of an extraordinarily handsome male human. Their shapechanging ability allows them to vary their looks such that they can adopt the form of any humanoid race but always appearing fantastically gorgeous.

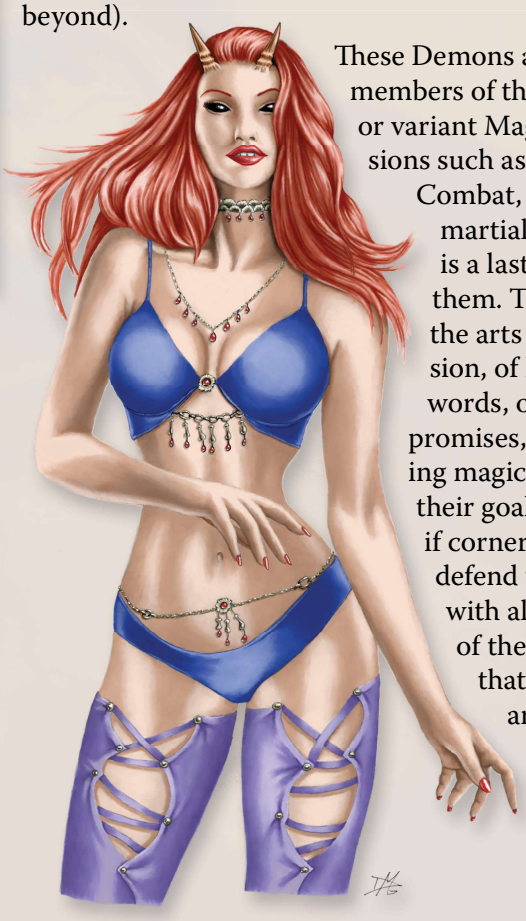
Abilities and Combat

Abyssal Sustenance
Balefire
Demon Vision
Demonic Fear
Enhanced Senses
Immunity to Bleeding
Immunity to Stuns
Limited Regeneration (varies, holy): Class I have this talent at Minor, Class II and Class III have this talent at Major, Class IV and Class V have this talent at Greater degree.
Miasmic Anchor
Poison Immunity
Selective Incorporeality
Shapechanger (humanoid)
Tough Hide (varies by Class)

The extra ability available to Succubus and Incubus is:

Unearthly Beauty: Whatever form a Succubus or Incubus chooses to manifest itself, its physical beauty will transcend mortal comeliness and delight the senses of even the most disciplined ascetic. Their fair forms grant these demons +10 per Class to all Influence skills.

Succubus and Incubus Demons vary in power from Class I (Minor, typically 10th level), through Class II (Lesser, 15th), Class III (Greater, 20th), and Class IV (Major, 25th), up to Class V (High, 30th level and beyond).



These Demons are typically members of the Harper or variant Mage professions such as Mentalist. Combat, whether martial or magical, is a last resort for them. They prefer the arts of persuasion, of honeyed words, of tantalising promises, and beguiling magic to achieve their goals. However if cornered, they will defend themselves with all the fury of the hellspawn that they truly are. While they lack the natural weaponry

Succubus / Incubus (Class II)			
Level	13	DB	90
Size	Medium	Hits	100
BMR Type	Biped : *Swim*	Init	18
BMR	11 : *5.5*	Stam	54
# Enc	1	Will	74
Outlook	Domin.	Magic	81
Treasure	- - -	Build	Harper

DB Breakdown: (QU 10, Tough Hide (Draconic Adult) 80)

Attacks:

Attack Weapon 1	40

Skills:
Acrobatics(6) 37, Acting(12) 91, Charm(20) 107, Dancing(10) 67, Diplomacy(12) 91, Duping(12) 91, Endurance(14) 100, Jumping(3) 20, Mimicry(6) 48, Mundane Lore (C)(3) 15, Mundane Lore (A)(5) 35, Mundane Lore (B)(4) 20, Perception(14) 85, Play Instrument(6) 47, Power Point Development(6) 77, Resistance - Magic(9) 81, Resistance - Stamina(6) 54, Resistance - Will(12) 74, Singing(12) 91, Streetwise(4) 47, Swimming(3) 20, Attack Weapon 1(7) 40, Linguistics (Spoken) Lang 1(6) 43, Linguistics (Written) Lang 1(4) 33, Sorcery(6) 48, Use Blood Magic (Balefire)(12) 71, Spell Calm(6) 34, Spell Charm(8) 44, Spell Fear(8) 44, Spell Sleep(5) 29, Linguistics 2(Spoken) Lang 2(2) 23, Linguistics 2(Written) Lang 2(2) 23

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Focus Style (Gestural), Focus Style (Music), Immunity to Bleed, Immunity to Stuns, Poison Immunity, Tap Ambient Mana, Tough Hide (Draconic Adult), Demonic Fear (Class 2), Miasmic Anchor, Limited Regeneration (Major) (Holy), Greater Blood Magic (Balefire), Shapechanger (Humanoid), Selective Incorporeality, Unearthly Beauty

Succubus / Incubus (Class III)			
Level	19	DB	112
Size	Medium	Hits	110
BMR Type	Biped : *Swim*	Init	20
BMR	11 : *5.5*	Stam	68
# Enc	1	Will	82
Outlook	Domin.	Magic	92
Treasure	- - -	Build	Harper

DB Breakdown: (QU 12, Tough Hide (Draconic Old) 100)

Attacks:

Attack Weapon 1	55

Skills:
Acrobatics(8) 47, Acting(15) 97, Charm(24) 111, Dancing(14) 84, Diplomacy(16) 99, Duping(14) 95, Endurance(18) 110, Interrogation(8) 77, Jumping(5) 30, Leadership(8) 77, Mimicry(7) 52, Mundane Lore (C)(4) 20, Mundane Lore (A)(8) 50, Mundane Lore (B)(6) 30, Perception(20) 98, Play Instrument(7) 51, Power Point Development(8) 88, Public Speaking(6) 67, Resistance - Magic(12) 92, Resistance - Stamina(8) 68, Resistance - Will(16) 82, Singing(15) 97, Streetwise(4) 47, Swimming(5) 30, Attack Weapon 1(10) 55, Linguistics (Spoken) Lang 1(8) 54, Linguistics (Written) Lang 1(6) 44, Sorcery(8) 57, Use Blood Magic (Balefire)(20) 88, Spell Calm(10) 54, Spell Charm(10) 54, Spell Fear(10) 54, Spell Sleep(9) 49, Linguistics 2(Spoken) Lang 2(4) 34, Linguistics 2(Written) Lang 2(2) 24

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Focus Style (Gestural), Focus Style (Music), Immunity to Bleed, Immunity to Stuns, Poison Immunity, Tap Ambient Mana, Tough Hide (Draconic Old), Demonic Fear (Class 3), Miasmic Anchor, Limited Regeneration (Major) (Holy), Shapechanger (Humanoid), Selective Incorporeality, Unearthly Beauty, True Blood Magic (Balefire)

of most demons, they possess the diabolical immunities, a demonically tough hide underneath their outward appearance, regenerative abilities and Balefire. These combined with spells and weapon skills should suffice to dispose of most foes. Shifting to incorporeal form should enable the demon to evade any pursuit.

Lifestyle

These demons are driven by selfish desires and the pursuit of pleasure. Hedonists unparalleled, few Succubi or Incubi have any true understanding of nobler attributes such as love. The mortal planes and their inhabitants draw them like moths to a candle flame, yet it is the mortals who are in gravest danger. Just as they slip incorporeally through walls to enter the residences of the objects of their desire by night, so too do they gently meddle in the dreams of sleepers. Only when they judge their target has succumbed to their occult blandishments (and this may take weeks) will they reveal themselves. For some, toying with the affections of their victim is sufficient. Others seek the conception of a half-human / half-demon hybrid who can be enslaved to their demonic parent for all eternity. The more powerful of the Succubi and Incubi may seek to intervene in the politics of the mortal world through long-term manipulation of a mortal consort; their lesser sisters and brothers may do so as agents of demon princes.

Background

Succubi and Incubi are claimed by some to be fallen spirits who became overly enamoured of the physical world. Eager only for its pleasures and the company of humans and others, these demons forsook their proper duties as guardians and protectors of the mortal races, and over time became corrupted.

Succubus / Incubus (Class IV)

Level	25	DB	134
Size	Medium	Hits	119
BMR Type	Biped : *Swim*	Init	22
BMR	11 : *5.5*	Stam	82
# Enc	1	Will	92
Outlook	Domin.	Magic	100
Treasure	- - -	Build	Harper

DB Breakdown: (QU 14, Tough Hide (Draconic Ancient) 120)

Attacks:

Attack Weapon 1	66

Skills:
Acrobatics(10) 59, Acting(18) 105, Charm(28) 117, Dancing(18) 104, Diplomacy(18) 105, Duping(16) 101, Endurance(22) 119, Interrogation(10) 89, Jumping(6) 38, Leadership(9) 84, Mimicry(10) 69, Mundane Lore (C)(6) 30, Mundane Lore (A)(10) 60, Mundane Lore (B)(8) 40, Mundane Lore (D)(4) 20, Perception(25) 105, Play Instrument(10) 68, Power Point Development(10) 100, Public Speaking(9) 84, Resistance - Magic(15) 100, Resistance - Stamina(10) 82, Resistance - Will(20) 92, Singing(20) 109, Streetwise(5) 54, Swimming(6) 38, Attack Weapon 1(14) 66, Linguistics (Spoken) Lang 1(10) 65, Linguistics (Written) Lang 1(8) 55, Sorcery(10) 69, Use Blood Magic (Balefire)(26) 96, Spell Calm(12) 59, Spell Charm(12) 59, Spell Fear(12) 59, Spell Sleep(10) 55, Linguistics 2(Spoken) Lang 2(5) 40, Linguistics 2(Written) Lang 2(3) 30

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Focus Style (Gestural), Focus Style (Music), Immunity to Bleed, Immunity to Stuns, Poison Immunity, Tap Ambient Mana, Tough Hide (Draconic Ancient), Demonic Fear (Class 4), Miasmic Anchor, Limited Regeneration (Greater) (Holy), Shapechanger (Humanoid), Selective Incorporeality, Unearthly Beauty, True Blood Magic (Balefire)

Succubus / Incubus (Class V)

Level	33	DB	156
Size	Medium	Hits	129
BMR Type	Biped : *Swim*	Init	25
BMR	12 : *6*	Stam	92
# Enc	1	Will	98
Outlook	Domin.	Magic	110
Treasure	- - -	Build	Harper

DB Breakdown: (QU 16, Tough Hide (Extra-Planar Minor) 140)

Attacks:

Attack Weapon 1	78

Skills:
Acrobatics(14) 70, Acting(22) 115, Charm(32) 125, Dancing(22) 114, Diplomacy(20) 113, Duping(18) 109, Endurance(28) 129, Interrogation(12) 97, Jumping(8) 52, Leadership(12) 97, Mimicry(13) 78, Mundane Lore (C)(8) 40, Mundane Lore (A)(12) 64, Mundane Lore (B)(10) 50, Mundane Lore (D)(6) 30, Perception(30) 113, Play Instrument(13) 78, Power Point Development(16) 115, Public Speaking(10) 93, Resistance - Magic(18) 110, Resistance - Stamina(12) 92, Resistance - Will(24) 98, Singing(24) 127, Streetwise(7) 68, Swimming(8) 52, Attack Weapon 1(18) 78, Linguistics (Spoken) Lang 1(12) 71, Linguistics (Written) Lang 1(10) 67, Sorcery(12) 76, Use Blood Magic (Balefire)(30) 103, Spell Calm(15) 66, Spell Charm(15) 66, Spell Fear(14) 64, Spell Sleep(15) 66, Linguistics 2(Spoken) Lang 2(7) 52, Linguistics 2(Written) Lang 2(5) 42, Spell Jolts(10) 56

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Focus Style (Gestural), Focus Style (Music), Immunity to Bleed, Immunity to Stuns, Poison Immunity, Tap Ambient Mana, Tough Hide (Extra-Planar Minor), Demonic Fear (Class 5), Miasmic Anchor, Limited Regeneration (Greater) (Holy), Shapechanger (Humanoid), Selective Incorporeality, Unearthly Beauty, Pure Blood Magic (Balefire)

Loremasters posit that the Succubi and Incubi represent are close kindred to the Demonic Spirits. They suggest that the restricted mutability of Succubi and Incubi physical forms is the demons becoming what they wish to be over time as their habits and inclinations become settled.

Adventure Notes

Of all the Abyssal subplanes, the Mirror of Deceits is the most frequent home of Succubi and Incubi, although some reside on the Arena of Blood, the Forest of Shadows and the Forge of Devilry.

Succubi and Incubi are more commonly encountered on the mortal plane than other demons. Adventurers might be tasked with saving a relationship where one partner has been targeted by a Succubus or an Incubi - the demons may not appreciate love or kindness but they are masters and mistresses of deadly jealousy. Unlucky adventurers might themselves become the objects of demonic affection. In a grander scheme, a noble lord or lady (or some other leader in magical, clerical or other office) has gradually slipped from virtuous conduct to morally ambivalent behaviour - perhaps an unseen succubus or incubus has tempted them and is now secret advisor in all matters.

Swamp Demon

Swamp Demon			
Level	20	DB	140
Size	Huge	Hits	250
BMR Type	Multilegged : *Fly*	Init	10
BMR	32(land) : 24(swim) : (64)	Stam	139
# Enc	1	Will	103
Outlook	Hungry	Magic	78
Treasure	RR2 -	Build	Monster

DB Breakdown: (QU 20, Tough Hide (Draconic Ancient) 120)

Attacks:

Attack Tentacles	140
Attack Bite	130

Skills:
Ambush(20) 82, Camouflage(20) 78, Climbing(22) 102, Endurance(50) 250, Flying/Gliding(25) 137, Jumping(10) 80, Perception(40) 114, Power Point Development(6) 44, Resistance - Magic(20) 78, Resistance - Stamina(35) 139, Resistance - Will(25) 103, Stalking & Hiding(20) 72, Tracking(20) 74, Attack Tentacles(40) 140, Attack Bite(30) 130, Sorcery(12) 58

Talents:
Abyssal Sustenance, Amphibious, Blazing Speed, Demon Vision, Enhanced Senses, Flight, Immunity to Bleed, Immunity to Stuns, Poison Immunity, Tough Hide (Draconic Ancient), Natural Weapon (Tentacle, Bite), Demonic Fear (Class 4), Miasmic Anchor, Limited Regeneration (Greater) (Holy), Enhanced Amphibious Senses, Multiple Attacks, Giantism (Major)

Description

The Swamp Demon is a composite monstrosity that appears a haphazard cross between dragon and giant octopus. The central body is draconic in nature with two sweeping draconic wings that the Swamp Demon folds in when underwater. Instead of the forelimbs and legs of a traditional dragon, the Swamp Demon has semi-rigid tentacles with a multitude of suckers. The tentacles terminate in draconic feet, enabling this demon to traverse land with ease. The head and neck seems borrowed from a sea serpent.



A dweller in deep pools by nature, the Swamp Demon prefers to ambush anything or anyone that intrudes upon its domain. Its abilities to move in water, on land and in the air have led to the deaths of many opponents who thought that fleeing the water meant they had escaped the wrath of the Swamp Demon. The sight of a Swamp Demon surging out of the water and unfurling its great wings is a terrifying spectacle.

Abilities and Combat

Abyssal Sustenance
Demon Vision
Demonic Fear
Enhanced Senses
Immunity to Bleeding
Immunity to Stuns
Limited Regeneration (Greater, holy)
Miasmic Anchor
Natural Weapons
Poison Immunity
Tough Hide (+120 DB)

The extra abilities available to Swamp Demons are:

Amphibious Action: The Demon can move and act underwater without penalty, e.g. they may swim at base movement rate without requiring any maneuver and suffer no penalties to movement, initiative, DB, Dodge or Sudden Dodge when underwater.

Enhanced Amphibious Senses: These Demons have exceptionally acute senses, earning them a special bonus of +10 to all General Perception checks. They can see as easily underwater as they can in air.

Gills: These Demons can breathe underwater using their gills as easily as they breathe on land.

Flight: The Swamp Demon is able to fly at a Base Movement Rate equal to twice its speed on the ground. A Swamp Demon can use pace multipliers on this, but doing so is extremely tiring and can only be maintained for short periods of time.

Multiple Attacks: A Swamp Demon can make multiple attacks against one or more opponents. Additional attacks are at a cumulative penalty, each additional attack adding a –10 to the base of each attack roll.

The Swamp Demon is a Class IV demon.

The Swamp Demon is a remorseless killer. It will grapple foes with up to four tentacles while simultaneously trying to bite them. Holding a grappled foe underwater to drown them is a typical tactic; dropping a struggling foe from a great height while flying is another nasty Swamp Demon trick. An antagonized Swamp Demon will track escaped prey for days.

Lifestyle

Swamp Demons are territorial hunters. Preferring initial ambush attack from the comforts of their swamp, they are remorseless killers who will relentlessly pursue fleeing prey until they reach the fringes of their territory. They kill because they like to eat not because they need to.

Background

The hybrid form of the Swamp Demon has led some scholars to speculate that this particular breed of Demon is an abomination fashioned by the Forgers. The number of Swamp Demons present on their home subplane would seem to belie this, but it is conceivable that a large group of Demons were transformed into Swamp Demons on the orders of one of the demon princes.

Adventure Notes

The native subplane of these Demons is the Swamps of Despair. Over time, large swamps in the mundane plane have acquired these unwelcome denizens. The Swamp Demons become even more territorial on the mundane plane and will not abide fellow Swamp Demons in "their" swamp.

Swamp Demons stash any valuable items and wealth acquired from dead victims at the bottom of their pools or in river caves. Any goods unable to survive prolonged immersion in water soon perish, however.

Thorn Demons

Thorn Demon (Class I)

Level	8	DB	84
Size	Medium	Hits	137
BMR Type	Biped	Init	12
BMR	17	Stam	96
# Enc	1-10	Will	68
Outlook	Cruel	Magic	53
Treasure	N2N2P	Build	Monster

DB Breakdown: (QU 24, Tough Hide (Greater) 60)

Attacks:

Attack Claws	82
Attack Thorns	82

Skills:
Ambush(8) 58, Camouflage(8) 45, Climbing(6) 48, Endurance(20) 137, Jumping(8) 58, Navigation(6) 30, Perception(16) 75, Power Point Development(6) 43, Resistance - Magic(9) 53, Resistance - Stamina(13) 96, Resistance - Will(11) 68, Stalking & Hiding(8) 73, Tracking(12) 67, Attack Claws(12) 82, Attack Thorns(12) 82, Sorcery(6) 33, Use Blood Magic (Balefire)(10) 53

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Natural Camouflage, Poison Immunity, Tough Hide (Greater), Natural Weapon (Claws, Thorns), Demonic Fear (Class 1), Miasmic Anchor, Limited Regeneration (Minor) (Holy), Greater Blood Magic (Balefire), Poison Sac 1, Projectile Thorns

Description

Thorn Demons are humanoid demons with the heads of wild boars. Instead of being covered in fur, Thorn Demons have a mass of quills, not unlike those of a porcupine, embedded in their hide. The dark green and browns of this mass creates a deceptive natural camouflage. Even those who perceive the Thorn De-

Thorn Demon (Class II)

Level	13	DB	106
Size	Medium	Hits	159
BMR Type	Biped	Init	13
BMR	17	Stam	104
# Enc	1-5	Will	72
Outlook	Cruel	Magic	60
Treasure	RN2P	Build	Monster

DB Breakdown: (QU 26, Tough Hide (Draconic Adult) 80)

Attacks:

Attack Claws	100
Attack Thorns	100

Skills:
Ambush(15) 78, Camouflage(12) 59, Climbing(10) 70, Endurance(30) 159, Jumping(12) 74, Navigation(8) 40, Perception(20) 83, Power Point Development(8) 53, Resistance - Magic(11) 60, Resistance - Stamina(15) 104, Resistance - Will(13) 72, Stalking & Hiding(13) 99, Tracking(20) 83, Attack Claws(20) 100, Attack Thorns(20) 100, Sorcery(8) 43, Use Blood Magic (Balefire)(20) 73

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Natural Camouflage, Poison Immunity, Tough Hide (Draconic Adult), Natural Weapon (Claws, Thorns), Demonic Fear (Class 2), Miasmic Anchor, Limited Regeneration (Major) (Holy), Greater Blood Magic (Balefire), Poison Sac 2, Projectile Thorns

Thorn Demon (Class III)

Level	20	DB	132
Size	Medium	Hits	173
BMR Type	Biped	Init	21
BMR	17	Stam	132
# Enc	1-3	Will	92
Outlook	Cruel	Magic	78
Treasure	RRN	Build	Monster

DB Breakdown: (QU 32, Tough Hide (Draconic Old) 100)

Attacks:

Attack Claws	110
Attack Thorns	120

Skills:
Ambush(18) 86, Camouflage(18) 73, Climbing(15) 85, Endurance(40) 173, Jumping(15) 85, Navigation(12) 54, Perception(25) 98, Power Point Development(14) 71, Resistance - Magic(15) 78, Resistance - Stamina(20) 132, Resistance - Will(18) 92, Stalking & Hiding(18) 111, Tracking(25) 88, Attack Claws(25) 110, Attack Thorns(25) 120, Sorcery(12) 57, Use Blood Magic (Balefire)(30) 103

Talents:
Demon Vision, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Lesser Resistance (All), Lightning Reflexes, Natural Camouflage, Poison Immunity, Tough Hide (Draconic Old), Natural Weapon (Claws, Thorns), Demonic Fear (Class 3), Miasmic Anchor, Limited Regeneration (Major) (Holy), Poison Sac 3, Projectile Thorns, True Blood Magic (Balefire)

mon may be deceived into believing that the quills are merely stiffened hair, standing upright. The quills are long, slender "thorns" and cover the entirety of the Thorn Demon's body with the exception of the face, feet and hands. Unlike the quills of real porcupines, the Thorn Demon can will its thorns supine or erect, has poison on their tips, and can project the thorns like darts. The Thorn Demon's hands are more claw than hand, but well able to wield weapons nonetheless.



Abilities and Combat

Abyssal Sustenance
Balefire
Demon Vision
Demonic Fear
Enhanced Senses
Immunity to Bleeding
Immunity to Stuns
Limited Regeneration (varies, holy): Class I have this talent at Minor, Class II and Class III have this talent at Major, Class IV and Class V have this talent at Greater degree.
Miasmic Anchor
Natural Weapons
Poison Immunity
Tough Hide (varies by Class)

The extra abilities of Thorn Demons are:

Natural Camouflage: Thorn Demons have the innate ability to alter the hue of their skin and clothes, so as to closely resemble their surroundings. This camouflage grants a bonus of +25 to all Stalking/Hiding attempts (included in stats above).

Poison Sac (varies): The Thorn Demon has the natural ability to generate a nerve poison within its body. When the poison is delivered by the Thorn

Thorn Demon (Class IV)

Level	30	DB	160
Size	Medium	Hits	203
BMR Type	Biped	Init	25
BMR	17	Stam	153
# Enc	1-3	Will	105
Outlook	Cruel	Magic	88
Treasure	RRN	Build	Monster

DB Breakdown: (QU 26, Tough Hide (Draconic Adult) 80)

Attacks:

Attack Claws	136
Attack Thorns	136

Skills:
Ambush(30) 104, Camouflage(30) 89, Climbing(25) 106, Endurance(55) 203, Jumping(20) 101, Navigation(20) 70, Perception(35) 110, Power Point Development(20) 95, Resistance - Magic(20) 88, Resistance - Stamina(35) 153, Resistance - Will(25) 105, Stalking & Hiding(25) 124, Tracking(35) 100, Attack Claws(35) 136, Attack Thorns(35) 136, Sorcery(20) 75, Use Blood Magic (Balefire)(55) 140

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Lesser Resistance (All), Lightning Reflexes, Natural Camouflage, Poison Immunity, Tough Hide (Draconic Ancient), Natural Weapon (Claws, Thorns), Demonic Fear (Class 4), Miasmic Anchor, Limited Regeneration (Greater) (Holy), Poison Sac 4, Projectile Thorns, True Blood Magic (Balefire)

Thorn Demon (Class V)

Level	45	DB	184
Size	Medium	Hits	268
BMR Type	Biped	Init	34
BMR	17	Stam	179
# Enc	1	Will	119
Outlook	Cruel	Magic	102
Treasure	R2R2N3	Build	Monster

DB Breakdown: (QU 26, Tough Hide (Draconic Adult) 80)

Attacks:

Attack Claws	157
Attack Thorns	164

Skills:
Ambush(40) 118, Camouflage(40) 113, Climbing(30) 119, Endurance(85) 268, Jumping(25) 114, Navigation(30) 84, Perception(55) 144, Power Point Development(30) 109, Resistance - Magic(30) 102, Resistance - Stamina(45) 179, Resistance - Will(35) 119, Stalking & Hiding(35) 138, Tracking(45) 114, Attack Claws(48) 157, Attack Thorns(45) 164, Sorcery(30) 97, Use Blood Magic (Balefire)(65) 154, Linguistics (Spoken) Lang 1(25) 79, Linguistics 2(Spoken) Lang 2(20) 74

Talents:
Abyssal Sustenance, Blinding Reflexes, Demon Vision, Enhanced Senses, Enhanced Toughness, Immunity to Bleed, Immunity to Stuns, Lesser Resistance (All), Natural Camouflage, Poison Immunity, Tough Hide (Extra-Planar Minor), Cold Immunity, Heat Immunity, Natural Weapon (Claws, Thorns), Demonic Fear (Class 5), Miasmic Anchor, Limited Regeneration (Greater) (Holy), Poison Sac 5, Projectile Thorns, Pure Blood Magic (Balefire)

Demon's poison thorns, the target must make a Stamina RR or be paralyzed. The Poison Bonus varies by Class (I: +0, II: +10, III: +20, IV: +30, V: +40) and the duration of the paralysis also varies by Class (I: lasts d10 rounds, II: lasts 2d10 rounds, III: lasts 3d10 rounds, IV: lasts d10 minutes, V: lasts 2d10 minutes).

Projectile Thorns: A Thorn Demon can fire one poison thorn each round using the range and point-blank bonuses for darts. A Thorn Demon may make an extra attack on anyone who successfully makes an unarmed attack upon the demon (the fist, foot or whatever impales itself on a thorn as it hits). Anyone foolish enough to grapple or wrestle a Thorn Demon suffers d10 point-blank thorn attacks each round of grappling or wrestling.

Thorn Demons vary in power from Class I (Minor, typically 10th level), through Class II (Lesser, 15th), Class III (Greater, 20th), and Class IV (Major, 30th), up to Class V (High, 40th level and beyond). Thorn Demons are typically members of the Ranger profession as befits their predilection for forbidding forests and trackless woods.

Thorn Demons will use their expertise and abilities in stealth to achieve surprise ambuscades on their foes. In this, their special abilities of Natural Camouflage, Projectile Thorns and Poison Sac prove extremely useful.

Lifestyle

Left to their own inclinations, Thorn Demons would spend their eternities hunting great beasts and mortals. Their curiosity leads them to explore abyssal wildernesses and to travel through bridges to other (sub)planes. In the heat of the chase, they will follow their prey to the end. Demonic overlords will recruit Thorn Demons as trackers and scouts.

Thorn Demons take trophies from their foes – typically a gory body part hacked off a bloody corpse and whatever item the demon deems most valuable from its fallen foe – which they stash in a sack worn around their waist. The remainder of the foe and possessions will be "planted" in the ground. Digging

out these plots may yield significant treasure and disturb the fallen to some undead half-life.

Background

Thorn Demons have been confused with the beast godlings and spirits of the primeval wild wood. Thorn Demons are not natural shapeshifters, relying on magical spells for such deceptions, whereas the beast spirits move between human, animal, and hybrid form at will. Thorn Demons do share one common trait – they also have a preference for hunting humanoid hunters.

Adventure Notes

Thorn Demons are native to the wildwoods of the Forest of Shadows subplane of the Abyss. Sporadic incursions of Thorn Demon packs have been reported in untamed woods and forests of the mundane plane. Very occasionally, an escaped Thorn Demon will lair in the defensive hedge walls used to fortify border villages.



Vermin Demon (Class I)			
Level	5	DB	92
Size	Small	Hits	105
BMR Type	Biped	Init	19
BMR	11	Stam	64
# Enc	1	Will	68
Outlook	Cruel	Magic	44
Treasure	- PP	Build	Rogue

DB Breakdown: (QU 32, Tough Hide (Greater) 60)

Attacks:

Attack Claw	62
Attack Bite	62

Skills:
Ambush(5) 39, Climbing(5) 37, Dirty Fighting(5) 39, Endurance(15) 105, Jumping(4) 32, Perception(10) 66, Power Point Development(2) 36, Resistance - Magic(6) 44, Resistance - Stamina(6) 64, Resistance - Will(10) 68, Stalking & Hiding(3) 29, Tracking(5) 31, Attack Claw(10) 62, Attack Bite(10) 62, Sorcery(4) 23, Use Blood Magic (Balefire)(6) 36

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Poison Immunity, Tough Hide (Greater), Natural Weapon (Claws, Bite), Demonic Fear (Class 1), Miasmic Anchor, Limited Regeneration (Minor) (Holy), Greater Blood Magic (Balefire), Swarm Attack, Swarm Form, Shrink (Minor)

Vermin Demon

Description

Vermin Demons appear as humanoid variants of a specific type of vermin, e.g. rat, beetle, locust, cockroach, etc. Their height ranges from three feet to eight feet for the mightiest of them. The chunkiness of its build hints at the Vermin Demon's ability to shift into a swarm of (very) large vermin of its particular type. Vermin Demons will often be found in the company of an obedient swarm of their vermin.

Abilities and Combat

Abyssal Sustenance
Balefire
Demon Vision
Demonic Fear
Enhanced Senses
Immunity to Bleeding
Immunity to Stuns
Limited Regeneration (varies, holy): Class I have

Vermin Demon (Class II)

Level	10	DB	114
Size	Small	Hits	116
BMR Type	Biped	Init	20
BMR	11	Stam	86
# Enc	1	Will	78
Outlook	Cruel	Magic	64
Treasure	- NP	Build	Rogue

DB Breakdown: (QU 34, Tough Hide (Draconic Adult) 80)

Attacks:

Attack Claw	81
Attack Bite	75

Skills:
Acrobatics(5) 35, Ambush(10) 65, Climbing(10) 65, Contortions(5) 35, Dirty Fighting(10) 65, Endurance(20) 116, Frenzy(5) 41, Jumping(6) 45, Perception(15) 81, Power Point Development(5) 51, Resistance - Magic(10) 64, Resistance - Stamina(10) 86, Resistance - Will(15) 78, Stalking & Hiding(8) 55, Tracking(5) 31, Attack Claw(18) 81, Attack Bite(15) 75, Sorcery(6) 33, Use Blood Magic (Balefire)(12) 65

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Poison Immunity, Tough Hide (Draconic Adult), Natural Weapon (Claws, Bite), Demonic Fear (Class 2), Miasmic Anchor, Limited Regeneration (Major) (Holy), Greater Blood Magic (Balefire), Swarm Attack, Swarm Form, Shrink (Minor)

Vermin Demon (Class III)

Level	20	DB	128
Size	Medium	Hits	154
BMR Type	Biped	Init	20
BMR	17	Stam	102
# Enc	1	Will	90
Outlook	Cruel	Magic	80
Treasure	PPR	Build	Rogue

DB Breakdown: (QU 28, Tough Hide (Draconic Old) 100)

Attacks:

Attack Claw	98
Attack Bite	89

Skills:
Acrobatics(8) 53, Ambush(25) 93, Climbing(15) 83, Contortions(8) 53, Dirty Fighting(25) 101, Endurance(40) 154, Frenzy(8) 59, Jumping(12) 77, Locks & Traps(8) 56, Perception(25) 99, Power Point Development(10) 79, Resistance - Magic(15) 80, Resistance - Stamina(15) 102, Resistance - Will(22) 90, Sniping(8) 53, Stalking & Hiding(15) 73, Tracking(10) 59, Attack Claw(25) 98, Attack Bite(18) 89, Sorcery(10) 53, Use Blood Magic (Balefire)(20) 89, Linguistics (Spoken) Lang 1(8) 46, Spell Arcane Bolt(9) 48, Spell Blur(8) 43

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Focus Style (Gestural), Focus Style (Verbal), Immunity to Bleed, Immunity to Stuns, Poison Immunity, Tap Ambient Mana, Tough Hide (Draconic Old), Toughness, Natural Weapon (Claws, Bite), Demonic Fear (Class 3), Miasmic Anchor, Limited Regeneration (Major) (Holy), Swarm Attack, Swarm Form, True Blood Magic (Balefire)

this talent at Minor, Class II and Class III have this talent at Major, Class IV and Class V have this talent at Greater degree.

Miasmic Anchor

Natural Weapons

Poison Immunity

Tough Hide (varies by Class)

Vermin Demons have two special abilities:

Swarm Attack: When in the form of a vermin swarm, the Vermin Demon can make multiple attacks, at a cumulative penalty, each additional attack adding a –10 to the base of each attack roll. Note that in swarm form, the attack size is reduced one size (from Large to Medium, Medium to Small, and Small to Tiny).

Swarm Form: The Vermin Demon can shapeshift between single creature and vermin swarm form at will. The Vermin Demon must make a Very Hard Mental Focus maneuver each round until a Percentage result of over 100 is achieved to change from one form to another. In vermin swarm form, the Vermin Demon gains a special bonus of +20 to its DB.

Vermin Demons vary in power from Class I (Minor, typically 5th level), through Class II (Lesser, 10th), Class III (Greater, 20th), and Class IV (Major, 30th), up to Class V (High, 40th level and beyond). Vermin Demons are typically Rogues by profession and some may have spell-casting ability from the Universal Sphere.

Vermin Demons will use every dirty trick they can think of to win a fight, and are masters of Dirty Fighting and Ambush.

Lifestyle

Vermin Demons are insatiable collectors and hoarders of everything and anything that comes into their grasp. They have no aesthetic taste, though appreciate shiny objects, and will simply pile all their belongings into a messy heap for easier safeguarding. The typical environment of a Vermin Demon can be destructive to fragile and perishable items, so these will not survive long in the demon's ownership.

Vermin Demon (Class IV)

Level	30	DB	152
Size	Medium	Hits	191
BMR Type	Biped	Init	29
BMR	17	Stam	116
# Enc	1	Will	103
Outlook	Cruel	Magic	94
Treasure	NRR	Build	Rogue

DB Breakdown: (QU 32, Tough Hide (Draconic Ancient) 120)

Attacks:

Attack Claw	115
Attack Bite	105

Skills:
Acrobatics(10) 65, Ambush(30) 105, Climbing(18) 96, Contortions(10) 65, Dirty Fighting(30) 110, Endurance(50) 191, Frenzy(12) 75, Jumping(15) 90, Locks & Traps(12) 74, Perception(35) 111, Power Point Development(20) 101, Resistance - Magic(20) 94, Resistance - Stamina(20) 116, Resistance - Will(35) 103, Sniping(12) 69, Stalking & Hiding(20) 90, Tracking(20) 81, Attack Claw(35) 115, Attack Bite(25) 105, Sorcery(15) 63, Use Blood Magic (Balefire)(35) 111, Linguistics (Spoken) Lang 1(12) 62, Spell Arcane Bolt(15) 63, Spell Blur(16) 65, Linguistics 2(Spoken) Lang 2(8) 48, Spell Boost Strength(8) 43

Talents:
Abyssal Sustenance, Demon Vision, Enhanced Senses, Enhanced Toughness, Focus Style (Gestural), Focus Style (Verbal), Immunity to Bleed, Immunity to Stuns, Lightning Reflexes, Poison Immunity, Tap Ambient Mana, Tough Hide (Draconic Ancient), Natural Weapon (Claws, Bite), Demonic Fear (Class 4), Miasmic Anchor, Limited Regeneration (Greater) (Holy), Swarm Attack, Swarm Form, True Blood Magic (Balefire)

Background

Even the mightiest Vermin Demon is considered an inferior by other embodied Demons such as Battle Demons, Faceless Ones, Thorn Demons, etc. This rankles with all Vermin Demons regardless of their Class and discourages mutual cooperation between Vermin Demons and other kindreds.

One conjecture of their origins is that Vermin Demons chose their forms long ago in response to the fears and terrors of primitive mortals and became locked into these forms by habitual usage.

Adventure Notes

Vermin Demons are natives of the Tunnels of the Forsaken subplane of the Abyss. Their lairs have also been discovered in the bowels of sewer and tunnel complexes underneath ancient cities.

Vermin Demon (Class V)

Level	45	DB	174
Size	Medium	Hits	250
BMR Type	Biped	Init	38
BMR	34	Stam	150
# Enc	1	Will	140
Outlook	Cruel	Magic	125
Treasure	NRR	Build	Rogue

DB Breakdown: (QU 34, Tough Hide (Extra-Planar Minor) 140)

Attacks:

Attack Claw	148
Attack Bite	133

Skills:
Acrobatics(15) 81, Ambush(40) 136, Climbing(25) 118, Contortions(15) 81, Dirty Fighting(45) 142, Endurance(80) 250, Frenzy(15) 85, Jumping(20) 113, Locks & Traps(15) 97, Perception(45) 131, Power Point Development(30) 116, Resistance - Magic(25) 125, Resistance - Stamina(25) 150, Resistance - Will(43) 140, Sniping(15) 91, Stalking & Hiding(30) 111, Tracking(30) 96, Attack Claw(55) 148, Attack Bite(40) 133, Sorcery(20) 75, Use Blood Magic (Balefire)(50) 131, Linguistics (Spoken) Lang 1(18) 79, Spell Arcane Bolt(20) 77, Spell Blur(25) 82, Linguistics 2(Spoken) Lang 2(12) 67, Spell Boost Strength(15) 67

Talents:
Abyssal Sustenance, Blazing Speed, Blinding Reflexes, Demon Vision, Enhanced Senses, Enhanced Toughness, Focus Style (Gestural), Focus Style (Verbal), Greater Resistance (All), Immunity to Bleed, Immunity to Stuns, Poison Immunity, Subtle, Tap Ambient Mana, Tough Hide (Extra-Planar Minor), Giantism (Minor), Natural Weapon (Claws, Bite), Demonic Fear (Class 5), Miasmic Anchor, Limited Regeneration (Greater) (Holy), Swarm Attack, Swarm Form, Pure Blood Magic (Balefire)

In some cities, it is rumored that Vermin Demons have established dark dominions within the sewer tunnels. It is said that the beggar "kings" have made pacts with these diabolical creatures, feeding intruders, stray animals and abandoned children to the demons in return for "protection" and support.

Water Demon

Water Demon			
Level	16	DB	114
Size	Large	Hits	202
BMR Type	Swim	Init	12
BMR	27 (swim)	Stam	110
# Enc	1	Will	117
Outlook	Hungry	Magic	122
Treasure	- - -	Build	Monster

DB Breakdown: (QU 14, Tough Hide (Draconic Old) 100)

Attacks:

Attack Tentacles	135
Attack Mouth	95

Skills:
Ambush(40) 134, Endurance(40) 202, Perception(40) 121, Power Point Development(15) 101, Resistance - Magic(40) 122, Resistance - Stamina(20) 110, Resistance - Will(25) 117, Attack Tentacles(40) 135, Attack Mouth(20) 95, Sorcery(20) 86

Talents:
Abyssal Sustenance, Aquatic Being, Demon Vision, Enhanced Senses, Immunity to Bleed, Immunity to Stuns, Poison Immunity, Tough Hide (Draconic Old), Giantism (Minor), Natural Weapon (Tentacles, Mouth), Demonic Fear (Class 3), Miasmic Anchor, Limited Regeneration (Major) (Holy), Distributed Senses, Multiple Attacks, Poison Sac 2

Description

A Water Demon has a shape and form akin to a gigantic jellyfish. From the tips of its nine tentacle limbs to the top of its bulbous body, the Water Demon is easily twelve feet long – two-thirds of which is tentacle. An extremely hard outer integument protects the bloated bulb. This cartilaginous natural armor is transparent, so the peculiar translucent organs of the Water Demon are visible. The sight of the demon's stomach digesting some unfortunate creature is quite disgusting. The bulb is covered with a multitude of red "eyedots", providing the Water Demon with 360-degree vision. The Water Demon's toothy mouth is located at the underside of the bulb where the tentacles can most easily feed in tasty morsels. The powerful tentacles propel the Water Demon at high speed through water. They are also very capable at grappling foes. When enraged the tentacle tips open to reveal miniature serpent-like mouths. A Water Demon will grapple a foe and then bite them, injecting a paralyzing poison. The foes can then be dismembered and eaten at leisure.

Abilities and Combat

Abyssal Sustenance
Demon Vision
Demonic Fear
Enhanced Senses
Immunity to Bleeding



Immunity to Stuns
Limited Regeneration (Major, holy)
Miasmic Anchor
Natural Weapons
Poison Immunity
Tough Hide (+100 DB)

Water Demons have the following abilities:

Aquatic: This creature is a fully aquatic life form. It breathes underwater, its senses are adapted to underwater conditions, and it can move and act underwater without penalty, e.g. they may swim at

base movement rate without requiring any maneuver and suffers no penalties to movement, initiative, DB, Dodge or Sudden Dodge when underwater. Its BMR is converted to Swim.

Distributed Senses: Water Demons have their senses distributed over the entirety of their bulb. A Water Demon can choose to perceive in all directions simultaneously (attackers do not get flank or rear bonuses to attacking a Water Demon when it is perceiving in this mode) but the Water Demon takes a –20 penalty to all Perception maneuvers. A Water Demon can choose to concentrate in a particular direction (no penalty to Perception), but then any flanking or rear attacks receive the normal bonuses.

Multiple Attacks: A Water Demon can make multiple attacks against one or more opponents using its tentacles and maw. Additional attacks are at a cumulative penalty, each additional attack adding a –10 to the base of each attack roll.

Poison Sac (Minor): The Water Demon has the natural ability to generate a nerve poison within its body. When the poison is delivered by the Water Demon's poison fangs, the target must make a Stamina RR or be paralyzed. The Poison Bonus is +20 and the paralysis lasts 2d10 rounds.

Water Demons are Class III demons.

Lifestyle

Water Demons are marauding killers. Unless commanded by a more powerful being, Water Demons are satisfied with cruising the deep waters for food.

Water Demons are disinterested in treasure for themselves. They may infrequently be required to take (or escort) tribute from the settlements of aquatic races to greater demons.

Background

As always with monstrous demons, the easy theory is that Water Demons are a creation of the Forger Demons. Some sages posit that Water Demons have donned the forms of ancient sea monsters of the primeval past and have retained these mighty forms long after the natural creatures have become extinct due to their terrible puissance.

Adventure Notes

Water Demons are natives of the Black Waters subplane of the Abyss. They can also be found in the depths of uncharted ocean waters in the mundane plane and elsewhere. Fortunately their aquatic nature means they pose no direct threat to the land.

Water Demons are the object of veneration by some underwater races, who deem a visitation by a Water Demon to be a singular honor.

White Lady

White Lady

Level	18	DB	112
Size	Medium	Hits	157
BMR Type	Worm/Snake : Biped	Init	24
BMR	17(swim): 13(land): 16(biped)	Stam	74
# Enc	1	Will	86
Outlook	Domin.	Magic	100
Treasure	R2R2 -	Build	Monster

DB Breakdown: (QU 12, Tough Hide (Draconic Old) 100)

Attacks:

Attack Weapon 1	97
Attack Bite	97

Skills:
Acting(20) 86, Charm(10) 76, Climbing(10) 57, Diplomacy(8) 56, Duping(10) 76, Endurance(35) 157, Leadership(6) 46, Mundane Lore (C)(6) 58, Mundane Lore (A)(12) 82, Mundane Lore (B)(9) 73, Perception(20) 102, Power Point Development(20) 122, Resistance - Magic(10) 100, Resistance - Stamina(6) 74, Resistance - Will(6) 86, Attack Weapon 1(20) 97, Attack Bite(20) 97, Linguistics (Spoken) Lang 1(15) 82, Linguistics (Written) Lang 1(10) 72, Linguistics 2(Spoken) Lang 2(6) 52, Sorcery(15) 82, Spell 1(12) 82, Spell 2(8) 68, Spell 3(6) 58

Talents:
Abyssal Sustenance, Amphibious, Blazing Speed, Blinding Reflexes, Demon Vision, Enhanced Senses, Focus Style (Gestural), Focus Style (Somatic), Greater Resistance (All), Immunity to Bleed, Immunity to Stuns, Poison Immunity, Tap Ambient Mana, Tough Hide (Draconic Old), Natural Weapon (Bite), Demonic Fear (Class 3), Miasmic Anchor, Limited Regeneration (Major) (Holy), Enhanced Amphibious Senses, Poison Sac 4, Two Forms



Description

A White Lady has two forms. Its eponymous form is that of a tall, beautiful woman, typically dressed in the purest white samite or silk robes. In womanly guise, the White Lady uses her beauty and magic to beguile and ensorcel those who encounter her. Typically and traditionally the victims of the White Lady's blandishments will be male heroes, but there is no reason why they cannot target female opponents. All White Ladies are spell users of one kind or another, with Mages, Mentalists and Harpers predominating. Victims of a White Lady's charms will serve the demon as bodyguards for a time until the demon must yield them to a more powerful devil or tires of the slave and takes him (or her) back to the lair for devouring.

The second form of the White Lady is similar to a lake worm or giant snake, as long as the human form is tall but thicker in diameter. The worm or serpent form has an obvious tough scaly hide and a fang-rich mouth.

Abilities and Combat

Abyssal Sustenance

Demon Vision

Demonic Fear

Enhanced Senses

Immunity to Bleeding

Immunity to Stuns

Limited Regeneration (Major, holy)

Miasmic Anchor

Natural Weapons

Poison Immunity

Tough Hide (+100 DB) but only in worm/serpent form

The White Lady has a number of special abilities:

Amphibious Action: The Demon can move and act underwater without penalty, e.g. they may swim at base movement rate without requiring any maneuver and suffer no penalties to movement, initiative, DB, Dodge or Sudden Dodge when underwater.

Enhanced Amphibious Senses: These Demons have exceptionally acute senses, earning them a special bonus of +10 to all General Perception checks. They can see as easily underwater as they can in air.

Gills: These Demons can breathe underwater using their gills as easily as they breathe on land.

Poison Sac (Greater): In worm/serpent form, the White Lady has the natural ability to generate a nerve poison within her body. When the poison is delivered by the White Lady's fangs, the target must make a Stamina RR or be paralyzed. The Poison Bonus is +30 and the paralysis lasts d10 minutes

Two Forms: The White Lady can shapeshift between human and worm/serpent form at will. The White Lady must make a Very Hard Mental Focus maneuver each round until a Percentage result of over 100 is achieved to change from one form to another. Equipment is not transformed but clothing becomes hide and vice versa. In human form, the White Lady may cast magic; in worm/serpent form, the White Lady has the advantage of natural weapons and poison.

White Ladies are Class III demons. GMs may choose to develop them as Mages, Mystics or Harpers and give them other Artistic, Linguistic and "people" skills as appropriate. GMs should determine the profession, level and numbers of any slaves at their discretion.

Lifestyle

White Ladies are driven by twin desires - the desire to be adored and the desire to acquire power. The ensorcelled followers provide the adoration and personal power for this belle dame sans merci. The entrapment of heroic and virtuous followers by a White Lady has been the ruination of many noble quests and this thwarting of the powers of good is a source of great satisfaction to these demons.

Background

There is a legend of an exceedingly powerful White Queen, who is recognized by all White Lady demons as their sovereign mistress. It is said that she sends the White Ladies into the world as her emissaries on a quest to suborn a truly great hero or mighty lord and bring him to her so that she might take him as consort and rule a kingdom through him.

Adventure Notes

The White Lady may be found, usually in worm/serpent form, in the Swamp of Despair subplane of the Abyss. They are also present in the Mirror of Deceit subplane and sojourning with their slaves in the wildernesses of the mundane plane.

The White Lady's treasure is everything that belongs to her slaves and any magical items that she has acquired or created herself. The most useful possessions will be kept on her person or with a trusted slave; the remainder will be cached in her lair.

Demons Racial Stats

Names	ST	CO	AG	QU	SD	RE	IN	PR	END	PP	Stam.	Will	Magic
Archdemon	25 (8)	15 (6)	10 (4)	8 (4)	8 ()	10 (4)	8 ()	12 (4)	30	30	10	8	12
Battle Demon I	11 (8)	6 (8)	3 (4)	1 (4)	0 ()	0 ()	1 (2)	2 (4)	60	0	12	10	8
Battle Demon II	13 (8)	8 (8)	3 (4)	3 (4)	0 ()	0 ()	1 (2)	3 (4)	60	0	12	10	8
Battle Demon III	16 (8)	10 (8)	4 (4)	5 (4)	0 ()	0 ()	1 (2)	4 (4)	60	0	12	10	8
Battle Demon IV	17 (8)	10 (8)	5 (4)	7 (4)	0 ()	0 ()	2 (2)	4 (4)	60	0	12	10	8
Battle Demon V	19 (8)	12 (8)	5 (4)	8 (4)	0 ()	0 ()	3 (2)	6 (4)	60	0	12	10	8
Demonic Tree	5 (8)	4 (8)	0 ()	0 ()	2 (8)	0 ()	1 (2)	2 (4)	50	10	10	10	10
Demonic Spirit I	0 ()	2 (6)	2 (4)	2 (4)	5 (8)	2 ()	2 ()	5 (8)	40	20	5	15	10
Demonic Spirit II	0 ()	2 (6)	2 (4)	2 (4)	5 (8)	2 ()	2 ()	5 (8)	40	20	5	15	10
Demonic Spirit III	0 ()	4 (6)	2 (4)	2 (4)	5 (8)	2 ()	2 ()	5 (8)	40	20	5	15	10
Demonic Spirit IV	0 ()	4 (6)	2 (4)	2 (4)	5 (8)	2 ()	2 ()	5 (8)	40	20	5	15	10
Demonic Spirit V	0 ()	10 (6)	2 (4)	4 (4)	6 (8)	2 ()	2 ()	6 (8)	40	20	5	15	10
Faceless One I	0 (2)	2 (4)	2 (6)	4 (6)	2 (4)	0 (2)	2 (4)	0 (2)	40	20	8	12	10
Faceless One II	2 (2)	2 (4)	4 (6)	6 (6)	2 (4)	0 (2)	2 (4)	1 (2)	40	20	8	12	10
Faceless One III	2 (2)	6 (4)	5 (6)	6 (6)	2 (4)	0 (2)	2 (4)	1 (2)	40	20	8	12	10
Faceless One IV	4 (2)	6 (4)	5 (6)	7 (6)	3 (4)	0 (2)	2 (4)	2 (2)	40	20	8	12	10
Faceless One V	6 (2)	11 (4)	6 (6)	8 (6)	4 (4)	0 (2)	4 (4)	3 (2)	40	20	8	12	10
Forger Demon I	0 (2)	2 (6)	2 (4)	2 (4)	5 (4)	6 (6)	4 (4)	0 ()	40	20	8	10	12
Forger Demon II	0 (2)	2 (6)	2 (4)	2 (4)	5 (4)	7 (6)	4 (4)	0 ()	40	20	8	10	12
Forger Demon III	0 (2)	5 (6)	2 (4)	2 (4)	6 (4)	8 (6)	6 (4)	0 ()	40	20	8	10	12
Forger Demon IV	0 (2)	5 (6)	2 (4)	2 (4)	6 (4)	8 (6)	6 (4)	0 ()	40	20	8	10	12
Forger Demon V	2 (2)	9 (6)	4 (4)	4 (4)	11 (4)	12 (6)	8 (4)	0 ()	40	20	8	10	12
The Formless	4 (8)	6 (8)	0 (2)	2 (4)	2 (4)	0 ()	2 (4)	0 ()	45	15	12	10	8
Hell Hound	4 (8)	4 (8)	2 (4)	2 (8)	2 (2)	0 ()	2 ()	0 ()	50	10	12	10	8

Demons Racial Stats - Continued

Names	ST	CO	AG	QU	SD	RE	IN	PR	END	PP	Stam.	Will	Magic
Ice Demon Lesser	9 (8)	4 (8)	2 (4)	1 (4)	2 (3)	0 ()	2 (3)	0 ()	50	10	12	10	8
Ice Demon Greater	16 (8)	6 (8)	2 (4)	2 (4)	4 (3)	0 ()	4 (3)	0 ()	50	10	12	10	8
Imp	-1 (2)	1 (2)	2 (6)	9 (8)	2 (4)	2 (4)	0 (4)	0 ()	40	20	8	12	10
Lava Demon	6 (8)	4 (8)	2 (4)	4 (2)	2 (4)	0 ()	2 (4)	0 ()	50	10	12	12	6
Mere Demon	5 (8)	5 (5)	8 (8)	5 (5)	0 ()	2 (4)	2 ()	0 ()	50	10	10	8	12
Midnight Steed	10 (8)	3 (8)	0 (4)	2 (8)	0 (2)	0 ()	0 ()	0 ()	50	10	12	10	8
Winged Midnight Steed	10 (8)	3 (8)	0 (4)	2 (8)	0 (2)	0 ()	0 ()	0 ()	50	10	12	10	8
Mist Demon I	4 (8)	3 (8)	2 (4)	2 (4)	0 (2)	0 ()	2 (4)	0 ()	50	10	8	10	12
Mist Demon II	5 (8)	4 (8)	4 (4)	2 (4)	0 (2)	0 ()	3 (4)	0 ()	50	10	8	10	12
Mist Demon III	6 (8)	4 (8)	4 (4)	2 (4)	0 (2)	0 ()	3 (4)	0 ()	50	10	8	10	12
Mist Demon IV	9 (8)	8 (8)	4 (4)	6 (4)	2 (2)	2 ()	4 (4)	0 ()	50	10	8	10	12
Mist Demon V	12 (8)	10 (8)	6 (4)	8 (4)	5 (2)	4 ()	6 (4)	2 ()	50	10	8	10	12
Plague Lord	0 ()	8 (2)	0 ()	4 (2)	6 (8)	6 (8)	6 (8)	2 (2)	10	50	6	10	14
Rock Demon Lesser	6 (8)	6 (8)	2 (8)	0 (2)	0 (4)	0 ()	0 ()	0 ()	60	0	14	10	6
Rock Demon Greater	8 (8)	8 (8)	4 (8)	0 (2)	0 (4)	0 ()	0 ()	0 ()	60	0	14	10	6
Sand Demon	5 (8)	4 (8)	2 (4)	3 (6)	2 (2)	2 (2)	2 ()	0 ()	40	20	12	8	10
Shadow Demon I	0 (2)	0 (5)	4 (8)	4 (5)	4 (8)	0 ()	0 (2)	0 ()	50	10	8	12	10
Shadow Demon II	1 (2)	2 (5)	5 (8)	5 (5)	5 (8)	0 ()	0 (2)	0 ()	50	10	8	12	10
Shadow Demon III	2 (2)	5 (5)	7 (8)	7 (5)	7 (8)	0 ()	0 (2)	0 ()	50	10	8	12	10
Shadow Demon IV	3 (2)	8 (5)	9 (8)	9 (5)	9 (8)	0 ()	2 (2)	0 ()	50	10	8	12	10
Shadow Demon V	4 (2)	10 (5)	12 (8)	12 (5)	12 (8)	0 ()	4 (2)	0 ()	50	10	8	12	10
Succubus I	0 (2)	2 (5)	1 (2)	2 (2)	1 (3)	0 ()	3 (8)	3 (8)	30	30	8	12	10
Succubus II	0 (2)	3 (5)	1 (2)	3 (2)	1 (3)	0 ()	5 (8)	6 (8)	30	30	8	12	10
Succubus III	0 (2)	5 (5)	1 (2)	4 (2)	1 (3)	0 ()	6 (8)	5 (8)	30	30	8	12	10
Succubus IV	2 (2)	7 (5)	2 (2)	5 (2)	2 (3)	0 ()	7 (8)	6 (8)	30	30	8	12	10
Succubus V	4 (2)	10 (5)	4 (2)	6 (2)	3 (3)	0 ()	9 (8)	8 (8)	30	30	8	12	10
Swamp Demon	14 (8)	8 (8)	2 (6)	4 (6)	2 (2)	0 ()	0 ()	0 ()	50	10	12	10	8
Thorn Demon I	5 (8)	6 (8)	2 (3)	4 (8)	0 (3)	0 ()	0 ()	0 ()	50	10	12	10	8
Thorn Demon II	7 (8)	8 (8)	2 (3)	5 (8)	0 (3)	0 ()	0 ()	0 ()	50	10	12	10	8
Thorn Demon III	10 (8)	12 (8)	4 (3)	8 (8)	0 (3)	0 ()	0 ()	0 ()	50	10	12	10	8
Thorn Demon IV	14 (8)	15 (8)	6 (3)	12 (8)	2 (3)	0 ()	0 ()	0 ()	50	10	12	10	8
Thorn Demon V	20 (8)	18 (8)	8 (3)	14 (8)	4 (3)	2 ()	2 ()	0 ()	50	10	12	10	8
Vermin Demon I	2 (4)	4 (8)	2 (4)	8 (8)	0 (3)	0 ()	0 (3)	0 ()	40	20	10	12	8
Vermin Demon II	4 (4)	5 (8)	3 (4)	9 (8)	0 (3)	0 ()	0 (3)	0 ()	40	20	10	12	8
Vermin Demon III	9 (4)	8 (8)	6 (4)	6 (8)	0 (3)	0 ()	3 (3)	0 ()	40	20	10	12	8
Vermin Demon IV	14 (4)	10 (8)	8 (4)	8 (8)	0 (3)	0 ()	5 (3)	0 ()	40	20	10	12	8
Vermin Demon V	23 (4)	12 (8)	12 (4)	9 (8)	2 (3)	2 ()	8 (3)	0 ()	40	20	10	12	8
Water Demon	13 (4)	8 (8)	4 (4)	3 (4)	8 (8)	0 ()	3 (2)	0 ()	40	20	8	10	12
White Lady	1 (2)	4 (4)	2 (2)	4 (2)	8 (6)	8 (6)	4 (4)	4 (4)	30	30	8	8	14

Bestiary Appendix

1. New Natural Talents

The table and explanations below cover the new natural talents introduced in this work for use with *HARP Fantasy* animals and creatures. Some of these originally appeared in *HARP SF*.

Ability	Cost
Amphibious	40
Decoy (appendage)	10
Decoy (ink cloud)	30
Electric shock	Varies
Gills	10
Heat Resistance (Major)	25
Heat Vision (Minor)	15
Heat Vision (Major)	25
High Pressure Tolerance (Minor)	20
High Pressure Tolerance (Major)	40
Increased Lung Capacity	10
Infrasound (air)	10
Infrasound (water)	15
Poison Bite/Sting	Varies
Poison Sac (nerve)	Varies
Poison Secretion	Varies
Pressure receptors (water)	20
Skin breathing	10
Telescopic eyes	20
Ultrasound echolocation	20
Water Vision	20

Amphibious (40)

Creature can breathe, move and perceive things underwater as well as in air. There are no naturally occurring negative bonuses for maneuvers or perception in either water or air.

Decoy (appendage) (10)

The creature has an innate natural ability to deploy a decoy (such as detaching an appendage at a cost of 10% of its remaining hits) when threatened. This distracts the attacker who is essentially stunned for 2 rounds as it attacks the decoy.

Decoy (ink cloud) (30)

The creature has an innate natural ability to confuse its attackers by releasing a cloud of black ink or similar liquid encompassing a 10' radius (or larger in proportion to creature size) volume. This enables creature to flee while the attacker is temporarily able to see.

Electric Shock (varies)

The creature has a natural ability to produce an electric shock which will cause harm to anyone who is touching it or connected to it through any conductive materials. This is resolved on the Electrical Critical Table with the creature able to use any appropriate OB to deliver the attack. Cost of this ability varies with attack size (Tiny 10, Small 20, Medium 30, Large 40, Huge 50).

Gills (10)

The creature can breathe underwater (in addition to breathing in normal air).

Heat Resistance (Major) (25)

The creature has a significant tolerance to natural heat. In game terms, this is equivalent to raising the temperatures at which Stamina RRs must be made by 50 degrees Celsius (i.e. to 82, 93, and 104 degrees Celsius) and by 90 degrees Fahrenheit (i.e. to 180, 200 and 220 degrees Fahrenheit).

Heat Vision (15/25)

The creature can see the world as a mosaic of hot and cold regions, identifying anything that is hotter or colder than ambient temperature.

Heat Vision (minor): Creatures with Heat Vision (minor) are able to detect the presence of creatures and objects, which have temperatures at least a degree higher or lower than the surroundings. Range is limited to up to 30' (10m). [Minor, 15]

Heat Vision (major): Creatures with Heat Vision (major) have more effective "heat pits" or eyes tuned to infrared wavelengths. They can see the world as a mosaic of hot and cold regions, identifying anything that is even a fraction of a degree above or below ambient temperature. Their range is equivalent to normal vision, except they can distinguish fractional degrees differences out to 30' (10m), temperature differentials of one to five degrees at 150' (50m), and higher temperature differentials beyond that range. [Major, 25]

High Pressure Tolerance (20/40)

The creature's body (particularly lungs and surrounding skeleton) is adapted to withstanding high atmospheric pressure environments.

High Pressure Tolerance (minor): The creature's body is adapted for pressures up to 10 bar, 1,000 kilopascals. The creature also receives a +20 bonus to all Stamina CRRs and RRs relating to high pressure environments [Minor, 20]

High Pressure Tolerance (major): The creature's body is adapted for pressures up to 100 bar, 10,000 kilopascals. The creature also receives a +40 bonus to all Stamina CRRs and RRs relating to high pressure environments

Increased Lung Capacity (10)

The creature's lungs have much greater capacity than would be normal for their size. This enables them to hold their breath for an additional 30 rounds while performing light maneuvers or moving, or for 60 rounds if at rest. In combat, the creature can typically hold his breath for an additional 15 rounds.

Infrasound Hearing (Air) (10)

Creatures with this ability can perceive the different sounds caused by air movement over the land and sea, and can convert this information into auditory "maps" of the terrain, granting them a +20 bonus to Navigation.

Poison Bite/Sting (20, 30, 40)

Poison Bite/Sting (Minor): Monsters with this ability deliver a poisonous bite or sting whenever they inflict a wound on a foe. The poison is resolved as a Cascading Resistance Roll using the following table:

CRR (100)..... No Effect
CRR (90)..... 1d100-20 on Internal Poison Critical Table
CRR (80)..... 1d100-10 on Internal Poison Critical Table
CRR (70)..... 1d100 on Internal Poison Critical Table
CRR (60)..... 1d100+10 on Internal Poison Critical Table
CRR (50)..... 1d100+20 on Internal Poison Critical Table
Failure..... Character receives maximum result from critical table

Poison Bite/Sting (Major): Monsters with this ability deliver a poisonous bite or sting whenever they inflict a wound on a foe. The poison is resolved as a Cascading Resistance Roll using the following table:

CRR (120)..... No Effect
CRR (110)..... 1d100-20 on Internal Poison Critical Table
CRR (100)..... 1d100-10 on Internal Poison Critical Table
CRR (90)..... d100 on Internal Poison Critical Table
CRR (80)..... 1d100+10 on Internal Poison Critical Table
CRR (70)..... 1d100+20 on Internal Poison Critical Table
Failure..... Character receives maximum result from the Internal Poison Critical Table

Poison Bite/Sting (Greater): Monsters with this ability deliver a poisonous bite or sting whenever they inflict a wound on a foe. The poison is resolved as a Cascading Resistance Roll using the following table:

CRR (140)..... No Effect
CRR (130)..... 1d100-20 on Internal Poison Critical Table
CRR (120)..... 1d100-10 on Internal Poison Critical Table
CRR (110)..... 1d100 on Internal Poison Critical Table
CRR (100)..... 1d100+10 on Internal Poison Critical Table
CRR (90)..... 1d100+20 on Internal Poison Critical Table
Failure..... Character receives maximum result from the Internal Poison Critical Table

Poison Sac (Nerve) (10, 20, 30, 40)

The character has a natural ability to generate a nerve poison within his body. When the poison is delivered by a suitable natural weapon (stinger, bite, claw, etc.), targets must make a Stamina RR or be paralyzed. The Poison Bonus and the duration of the paralysis vary according to the degree of this Talent. SysOps may choose to vary the effects and resolution method.

Poison Sac (Nerve) (Lesser): The toxin has a Poison Bonus of +0 and the paralysis lasts d10 rounds. [Lesser, 10]

Poison Sac (Nerve) (Minor): The toxin has a Poison Bonus of +10 and the paralysis lasts 2d10 rounds. [Minor, 20]

Poison Sac (Nerve) (Major): The toxin has a Poison Bonus of +20 and the paralysis lasts 3d10 rounds. [Major, 30]

Poison Sac (Nerve) (Greater): The toxin has a Poison Bonus of +30 and the paralysis lasts d10 minutes. [Greater, 40]

Cost: 10, 20, 30, 40

Poison Secretion (minor) (20)

The creature is naturally poisonous either through secretions in the skin or naturally occurring poison within their bodies. While the poison has no effect on the creature itself, it will poison characters when touched (external) or ingested (internal). If touched this delivers an external poison critical. If ingested, it delivers an internal poison critical. In both cases, the critical is resolved using the following Cascading Resistance Roll table

CRR (100)..... No Effect
CRR (90)..... 1d100-20 roll on Critical Table
CRR (80)..... 1d100-10 roll on Critical Table
CRR (70)..... 1d100 roll on Critical Table
CRR (60)..... 1d100+10 roll on Critical Table
CRR (50)..... 1d100+20 roll on Critical Table
Failure..... Character receives maximum result from critical table

Poison Secretion (major) (30)

The creature is naturally poisonous either through secretions in the skin or naturally occurring poison within their bodies. While the poison has no effect on the creature itself, it will poison characters when touched (external) or ingested (internal). If touched this delivers an external poison critical. If ingested, it delivers an internal poison critical. In both cases, the critical is resolved using the following Cascading Resistance Roll table

CRR (120)..... No Effect
CRR (110)..... 1d100-20 roll on Critical Table
CRR (100)..... 1d100-10 roll on Critical Table
CRR (90)..... 1d100 roll on Critical Table
CRR (80)..... 1d100+10 roll on Critical Table
CRR (70)..... 1d100+20 roll on Critical Table
Failure..... Character receives maximum result from critical table

Poison Secretion (greater) (40)

The creature is naturally poisonous either through secretions in the skin or naturally occurring poison within their bodies. While the poison has no effect on the creature itself, it will poison characters when touched (external) or ingested (internal). If touched this delivers an external poison critical. If ingested, it delivers an internal poison critical. In both cases, the critical is resolved using the following Cascading Resistance Roll table

CRR (140)..... No Effect
CRR (130)..... 1d100-20 roll on Critical Table
CRR (120)..... 1d100-10 roll on Critical Table
CRR (100)..... 1d100 roll on Critical Table
CRR (90)..... 1d100+10 roll on Critical Table
CRR (80)..... 1d100+20 roll on Critical Table
Failure..... Character receives maximum result from critical table

Pressure receptors (water) (20)

Pressure receptors allow a creature to feel vibrations in the water up to a distance of 1500' (0.5km) and pinpoint the direction and size of the disturbance. This allows them to easily recognise when predators and prey are in the vicinity.

Skin breathing (10)

The creature is able to 'breathe' through its skin meaning that it can remain submerged in water with only the slightest area of its skin above water through which respiration will occur.

Telescopic eyes (20)

The creature can enhance a feature in their field of vision, magnifying it several times at the expense of everything else in the field of view. The process takes a round to focus in on the target and grants a +20 bonus to Perception maneuvers involving the target. While focused, the character suffers a –20 modifier to Perception maneuvers relating to other features or targets.

Ultrasound Echolocation (20)

The creature can send ultrasound pulses and detect the reflected pulses as they bounce off surfaces. The pulses have a range of 1500' (0.5 km) in air and 3000' (1 km) in water. The creature's brain interprets the pulses as a three-dimensional image and can use them as an alternative to normal visual senses.

Water Vision (20)

Allows creature to see underwater as well as it can see out of water. Meaning that it has no negative perception bonuses for seeing in air or in water.

2. New Esoteric and Supernatural Talents

The following are a selection of the more esoteric and supernatural talents which appear in this Bestiary.

Ability	Cost
Control Caste	20
Control Change, Minor	5
Control Change, Major	10
Control Change, Greater	15
Force Change	15
Use Magic In Were-form	25
Adrenal Gland (Minor)	10
Adrenal Gland (Major)	20
Adrenal Gland (Greater)	40
Aquatic Being	0
Amphibious Being	10
Blend With The Night	15
Blinding Reflexes	20
Blood Magic	Varies
Breath Weapon (Minor)	40
Breath Weapon (Major)	80
Breath Weapon (Greater)	120
Breath Weapon (Enhanced)	160
Breath Weapon (True)	210
Caustic Bite	20
Caustic Nature	20
Chameleon (Lesser)	15
Chameleon (Greater)	25
Cold Immunity	25
Curse Of Daylight	(-20)
Draining Bite	20
Dreadful Stare	25
Electrical Immunity	30
Elemental Channelling (Element)	Varies
Enhanced Toughness	20
Final Escape	10
Flicker Jump	30
Heat Immunity	25
Magical Horn	20
Magic Draining Aura	45
Magma Burn	20
Neutralise Poison	45
Paralysing Bite (Minor)	15
Petrification	25
Poisonous Spit – Internal Poison	Varies
Poisonous Spit – External Poison (Minor)	20
Poisonous Spit – External Poison (Major)	30
Poisonous Spit – External Poison (Greater)	40
Preternatural Reflexes	30
Rending Bite	20
Rending Talons	20
Rending Horn	20
Severing Bite	25
Swallow	40
Susceptible to Cold	(-15)
Susceptible To <Element>	(-25)
Tough Hide (Draconic Adult)	105
Tough Hide (Draconic Old)	120
Tough Hide (Draconic Ancient)	135
Tough Hide (Extra-planar Minor)	150
Tough Hide (Extra-planar Major)	165
Tough Hide (Extra-planar Greater)	180
Vibration Sense	15

Control Caste (20) [Alpha Werewolf Only]

This is the ability of an Alpha Werewolf to choose the caste of the werewolf they have created or any of their pack have created. If the Alpha does not exercise this ability the Werewolf becomes a normal Pack member.

Force Change (15) [Alpha Werewolf Only]

The Alpha can force any of its pack to assume Were form at will, in an area covering a 100-foot radius. The character must be an Alpha.

Control Change, Minor (5) [Were Only]

The Were can resist the full moon change for 2d4 hours. This talent can only be learned after going through four full lunar cycles.

Control Change, Major (10) [Were Only]

The Were can supress their change altogether during the full moon, though they may to change during this time if so desired. The Were must have learned Control Change, Minor prior to this and must have been a were for at least twelve months.

Control Change, Greater (15) [Were Only]

The Were is able to change at will at any time, regardless of the moon cycle. The Were must have learned Control Change, Major prior to this and must have been a were for at least three years.

Use Magic In Were-form (25)

The Were is able to utilise magic in Were-form.

Adrenal Gland (Minor) (10)

The creature has the ability to trigger a surge of adrenaline through its system trigger an increase in speed, initiative and ability to dodge attacks.

This ability grants the creature a +5 to initiative, + 5 to BMR and +10 to DB for 10 rounds twice per day.

Adrenal Gland (Major) (20)

The creature has the ability to trigger a surge of adrenaline through its system trigger an increase in speed, initiative and ability to dodge attacks.

This ability grants the creature a +10 to initiative, + 10 to BMR and +15 to DB for 10 rounds four times per day.

Adrenal Gland (Greater) (40)

The creature has the ability to trigger a surge of adrenaline through its system trigger an increase in speed, initiative and ability to dodge attacks.

This ability grants the creature a +15 to initiative, + 15 to BMR and +25 to DB for 30 rounds eight times per day

Aquatic Being (0)

The creature is aquatic in nature and lives entirely within water. Their base move is converted a Swim and they have no ability to move on land. They do not have to take swimming to move through water as it is their natural habitat. They may have either the worm/snake or swim movement types.

Amphibious Being (10)

The creature is able to move freely through water and on the land and can chose one environment as their primary and the other as their secondary. They gain their full movement in their primary and ¾ their movement in the secondary. They do not need to take the swimming skill as they are equally at home in land and in water. They may not take the swim movement type.

Blend With The Night (15)

A creature with this ability can fade back into the night which is more than just simple camouflage and the effect of their colouring. At will the creature can blur its form and mask its heat and other signatures, even damping the sound it makes. This effectively makes it hidden to even infrared and ultraviolet forms of vision and gives it a bonus to Stalking & Hiding and Ambush checks based on the phase of the moon.

The phase of the moon determines the effectiveness of this ability as given below:

New ..... +50
Quarter ..... +40
Half ..... +25
Three Quarter ..... +10

The creature can use this ability at will but it only works at night.

Blinding Reflexes (20)

The creature or character has reflexes that are far beyond normal and gains a +10 to Initiative.

Blood Magic

Greater Blood Magic (Var) (Creature Only)

Greater Blood Magic allows a creature to manifest a magical ability, with a base of three times per hour with each additional purchase increasing the usage per hour by one to a maximum of the CO bonus. The creatures CO bonus must be +5 or higher.

The Talent can require the creature to have physical body requirements that match the attack or ability.

Cost is calculated as:

3x cost of equivalent spell in PPs

Note: Requires Use Blood Magic skill to utilise

True Blood Magic (Var) (Creature Only)

True Blood Magic allows a creature to manifest a magical ability, with a base of three times per minute with each additional purchase increasing the usage per minute by one to a maximum of the CO bonus. The creatures CO bonus must be +10 or higher.

The Talent can require the creature to have physical body requirements that match the attack or ability.

Cost is calculated as:

5x cost of equivalent spell in PPs

Note: Requires Use Blood Magic skill to utilise

Pure Blood Magic (Var) (Creature Only)

Pure Blood Magic allows a creature to manifest a magical ability at will or continuously. The creatures CO bonus must be +15 or higher.

The Talent can require the creature to have physical body requirements that match the attack or ability.

Cost is calculated as:

7x cost of equivalent spell in PPs

Note: Requires Use Blood Magic skill to utilise

Breath Weapon (Minor) (40)

The Breath Weapon Talent allows a creature to make a Breath attack a number of times during a day equal to twelve plus the creature's CO bonus. The creature requires a CO bonus of at least 5 to gain this talent. The allowed number of uses can be utilised in any manner desired by the creature, even in consecutive rounds.

The Breath attack will usually be similar in nature to an elemental bolt or ball in terms of attack size, range, area of effect, etc., where the equivalent spell would cost no more than 30 PP. The creature may choose to reduce its Breath attack (e.g. smaller area of effect, smaller attack size, etc.) but reduced attacks still count as full uses against the daily limit. The creature must develop an attack skill (Breath Weapon). If the creature has multiple breath weapons, regardless of type or potency the same attack skill will apply to all of them.

Note: Requires Weapon Skill (Breathe Weapon) skill to utilise for any combination of Breath Weapons

Breath Weapon (Major) (80)

The Breath Weapon Talent allows a creature to make a Breath attack a number of times during a day equal to twelve plus the creature's CO bonus. The creature requires a CO bonus of at least 8 to gain this talent. The allowed number of uses can be utilised in any manner desired by the creature, even in consecutive rounds.

The Breath attack will usually be similar in nature to an elemental bolt or ball in terms of attack size, range, area of effect, etc., where the equivalent spell would cost no more than 60 PP. The creature may choose to reduce its Breath attack (e.g. smaller area of effect, smaller attack size, etc.) but reduced attacks still count as full uses against the daily limit. The creature must develop an attack skill (Breath Weapon). If the creature has multiple breath weapons, regardless of type or potency the same attack skill will apply to all of them.

Note: Requires Weapon Skill (Breathe Weapon) skill to utilise for any combination of Breath Weapons

Breath Weapon (Greater) (120)

The Breath Weapon Talent allows a creature to make a Breath attack a number of times during a day equal to twelve plus the creature's CO bonus. The creature requires a CO bonus of at least 12 to gain this talent. The allowed number of uses can be utilised in any manner desired by the creature, even in consecutive rounds.

The Breath attack will usually be similar in nature to an elemental bolt or ball in terms of attack size, range, area of effect, etc., where the equivalent spell would cost no more than 90 PP. The creature may choose to reduce its Breath attack (e.g. smaller area of effect, smaller attack size, etc.) but reduced attacks still count as full uses against the daily limit. The creature must develop an attack skill (Breath Weapon). If the creature has multiple breath weapons, regardless of type or potency the same attack skill will apply to all of them.

Note: Requires Weapon Skill (Breathe Weapon) skill to utilise for any combination of Breath Weapons

Breath Weapon (Enhanced) (160)

The Breath Weapon Talent allows a creature to make a Breath attack a number of times during a day equal to twelve plus the creature's CO bonus. The creature requires a CO bonus of at least 16 to gain this talent. The allowed number of uses can be utilised in any manner desired by the creature, even in consecutive rounds.

The Breath attack will usually be similar in nature to an elemental bolt or ball in terms of attack size, range, area of effect, etc., where the equivalent spell would cost no more than 120 PP. The creature may choose to reduce its Breath attack (e.g. smaller area of effect, smaller attack size, etc.) but reduced attacks still count as full uses against the daily limit. The creature must develop an attack skill (Breath Weapon). If the creature has multiple breath weapons, regardless of type or potency the same attack skill will apply to all of them.

Note: Requires Weapon Skill (Breathe Weapon) skill to utilise for any combination of Breath Weapons

Breath Weapon (True) (210)

The Breath Weapon Talent allows a creature to make a Breath attack a number of times during a day equal to twelve plus the creature's CO bonus. The creature requires a CO bonus of at least 22 to gain this talent. The allowed number of uses can be utilised in any manner desired by the creature, even in consecutive rounds.

The Breath attack will usually be similar in nature to an elemental bolt or ball in terms of attack size, range, area of effect, etc., where the equivalent spell would cost more than 120 PP. The creature may choose to reduce its Breath attack (e.g. smaller area of effect, smaller attack size, etc.) but reduced attacks still count as full uses against the daily limit. The creature must develop an attack skill (Breath Weapon). If the creature has multiple breath weapons, regardless of type or potency the same attack skill will apply to all of them.

Note: Requires Weapon Skill (Breathe Weapon) skill to utilise for any combination of Breath Weapons

Caustic Bite (20)

Whenever the creature delivers a critical on an opponent with a natural attack, it automatically delivers an Acid critical of the same attack size.

Caustic Nature (20)

Because the creature is so caustic any weapons, armour and other materials that come into contact with the creature must make an RR or become corroded and useless. The RR difficulty is based upon the material being attacked and the wielder can add their Agility or Quickness as deemed appropriate.

Wood, soft leathers and similar organic material	140
Hard leathers, hard woods, stone, soft metals	120
Metals, magical woods	100
Magical metals, very hard metals	80

Note: enchanted items decrease the RR threshold by 20.

Chameleon (Lesser) (15)

Able to blend into the background and mimic both its texture and colour, even to the point of becoming transparent when covering glass. This ability provides a +15 to Stalk & Hide and Ambush skills.

Chameleon (Greater) (25)

Able to blend into the background and mimic both its texture and colour, even to the point of becoming transparent when covering glass. This ability provides a +30 to Stalk & Hide and Ambush skills.

Cold Immunity (25)

This creature has an innate immunity to naturally occurring cold, although it can still be harmed by Cold criticals delivered by magical and elemental sources.

Curse Of Daylight (-20)

During the day, from the first hour past sunrise to the last hour before sunset the creature is greatly reduced in ability with the following impacts:

Blend With The Night has no effect even in complete darkness underground

Severing Bite has its RR threshold reduced to 60 from 90 and successive hits give only a +5 the threshold and +1 to hits taken and +1/2 to bleeding (so one extra bleeding every two hits).

Dreadful Stare has its Will RR reduced to 50 from 90 and the character receives a +10 to their CRR check.

Draining Bite (20)

The bite has the ability to drain magical power from its victim, causing a loss of Power Points and healing the creature. On a successful bite the Creature will drain 10 + 3D10 PP from the victim and gain a similar number of Hits in magical healing. The victim must resist against the draining with a Magic RR (100).

Dreadful Stare (25)

The creature is able to project a sense of fear and dread by making eye contact with their prey. This includes an ability to compel a victim to meet their eyes if the Barghest is within fifty foot of the victim unless they make a Will RR(90) roll.

They have also used this to freeze their foe with terror to allow them to close and attack.

Once eye contact is made the must make the following Will based roll.

CRR (120)	No Effect
CRR (110)	Character is frozen in place for 1 round and then flees for 1 minute
CRR (100)	Character is frozen in place for 2 rounds and then flees for 2 minutes
CRR (90)	Character is frozen in place for 2 rounds and then flees for 5 minutes
CRR (80)	Character is frozen in place for 4 rounds and then flees for 8 minutes. Next check is at -10 if inside the 8 minutes, -5 if after the 8 minutes.
CRR (70)	Character is frozen in place for 5 rounds and then flees for 10 minutes. Next RR check is at -20 if inside the 10 minutes, -10 if after the 10 minutes.
Failure	Character is paralysed, unable to flee or reason and will remain huddled on the ground until they are attacked (treat as prone), the Barghest leaves the area or twenty minutes have passed. Each minute a Will RR can be made with the required threshold equal to 150 - (Minutes past x 5)

Electrical Immunity (30)

The creature is immune to electrical attacks as they are able to earth the charge straight through them.

Elemental Channelling (Element) (varies)

The creature can imbue their attacks with elemental energy. By expending 5 Power Points, the creature can deliver a Tiny <element> critical on any successful bite attack.

Costing & Elemental Damage Type

Tiny	15	Earth	Impact
Small	20	Air	Electrical
Medium	25	Fire	Heat
Large	35	Water	Cold
Huge	45		

Enhanced Toughness (20)

These creatures have a +20 to their Endurance skill. Does not stack with Toughness.

Final Escape (10)

When cornered or facing death (last 10 HP) the creature will teleport out of combat as a last resort, going back to some lair or location it had set as a focus in years past. The creature can only do this once a day and this will trigger even if the creature is unconscious or stunned. In many cases the creature may well be dying but it prefers to die on its terms and not be used as a trophy.

Flicker Jump (30)

The creature can quickly phase across a distance of up to fifty foot and often combines this with a charge attack. The flicker jump can change their heading allowing them to appear behind a foe they were charging, still moving towards the foe.

The foe is treated as being unaware and is subject to a rear attack providing the creature with a +40 to its OB.

The creature can use this ability four times a day.

Heat Immunity (25)

This creature has an innate immunity to naturally occurring heat, although it can still be harmed by Heat criticals delivered by magical and elemental sources.

Magical Horn (20)

The creature's horn is an enchanted weapon which provides a +15 magic bonus to OB and causes any critical to be treated as one size larger.

Magic Draining Aura (45)

Four times a day the creature can generate an Aura out to fifty feet from its body in all directions that forces spell using characters to make a Magic RR (140) or lose 20 PP per round within the Aura. A save prevents any loss of PP.

This Aura can be activated five times a day and lasts for ten rounds or until dispelled by the creature.

Magma Burn (20)

The creature sprays Magma from within its own body into a ten-foot radius around itself, taking 25 hits damage each time it does so. All people within the impacted area 1d100+10 Heat Critical each round for four rounds unless they can cover themselves with water. If a target is subject to a subsequent attack then the Heat Critical receives a further +10 for each round of attack.

In addition to the above flammable items such as clothing, wood and similar will be set on fire, metal will heat up and soft metals such a lead and gold will melt.

Neutralise Poison (45)

The horn of the creature neutralises all poison within 10' as a continuous effect and acts as Poison Immunity for the creature itself.

Paralysing Bite (Minor) (15)

The creature is able to deliver a paralysing bite which, if the CRR check is failed, causing the target to fall to the ground immobile for the duration of the effect. Upon failure use the following to determine the duration of paralysation:

CRR (110)..... No Effect
CRR (100)..... Paralysed for 4 rounds
CRR (90)..... Paralysed for 10 rounds
CRR (80)..... Paralysed for 30 minutes
CRR (70)..... Paralysed for 2 hour
CRR (60)..... Paralysed for 6 hours
CRR (40)..... Paralysed for 1 day
Failure..... Paralysed permanently

Petrification (25)

When an opponent fights creature and they are not taking precautions to make an indirect form of attack they may become petrified (turned to stone). Each round that an opponent makes an attack or casts a spell the creature may roll a Gaze check (OE roll, up to two per round), the value of which becomes the target for a Will RR with failure indicating that the opponent has become petrified. Upon failure use the following to determine the duration of petrification:

Failure By ..... Effect
1-25 ..... Petrification for 6d10 minutes
26-50 ..... Petrification for 2d10 hours
51-100..... Petrification for 2d10 days
101+ ..... Petrification for d10 months

If the creature is slain the petrification is reversed, returning the victims to life. However, if the statue form has taken significant damage (lost limb, pierced, lost head) the victim is returned to life with that damage often resulting in the death of the person from shock or worse.

Poisonous Spit - Internal Poison (As Poison Bite Cost 20/30/40)

This is the ability to spit an internal poison at a prey at a distance of up to 5 feet per size category. The poison is only effective if it enters the body via the face or mouth (attack against the face) or via an open wound (target has had bleeding damage within combat sequence).

[**Note:** The cost is the same as the Poison Bite/Sting cost for the same type (Minor, Major, Greater).]

Poisonous Spit - External Poison (Minor) (20)

This is poison which is sprayed out to a range of 5 feet from the attacker and takes effect on contact. The poison is resolved as a Cascading Resistance Roll using the following table:

CRR (100)..... No Effect
CRR (90)..... ..1d100-20 on Internal Poison Critical Table
CRR (80)..... 1d100-10 on Internal Poison Critical Table
CRR (70)..... 1d100 on Internal Poison Critical Table
CRR (60)..... 1d100+10 on Internal Poison Critical Table
CRR (50)..... 1d100+20 on Internal Poison Critical Table
Failure..... Character receives maximum result from critical table

Poisonous Spit - External Poison (Major) (30)

This is poison which is sprayed out to a range of 5 feet from the attacker and takes effect on contact. The poison is resolved as a Cascading Resistance Roll using the following table:

CRR (120)..... No Effect
CRR (110)..... 1d100-20 on Internal Poison Critical Table
CRR (100)..... 1d100-10 on Internal Poison Critical Table
CRR (90)..... 1d100 on Internal Poison Critical Table
CRR (80)..... 1d100+10 on Internal Poison Critical Table
CRR (70)..... 1d100+20 on Internal Poison Critical Table
Failure ..... Character receives maximum result from the Internal Poison Critical Table

Poisonous Spit - External Poison (Greater) (40)

This is poison which is sprayed out to a range of 5 feet from the attacker and takes effect on contact. The poison is resolved as a Cascading Resistance Roll using the following table:

CRR (140)..... No Effect
CRR (130)..... 1d100-20 on Internal Poison Critical Table
CRR (120)..... 1d100-10 on Internal Poison Critical Table
CRR (110)..... 1d100 on Internal Poison Critical Table
CRR (100)..... 1d100+10 on Internal Poison Critical Table
CRR (90)..... 1d100+20 on Internal Poison Critical Table
Failure ..... Character receives maximum result from the Internal Poison Critical Table

Preternatural Reflexes (30)

The creature has reflexes that are far beyond normal, allowing them to react as speeds far in excess of normal creatures. This grants a +15 to Initiative.

Rending Bite (20)

The creatures bite is magical in nature and is able to tear through their foes armour with surprising ease. The magic enhances the bites attack size by one level and also reduces the protection provided by armour by 20 DB.

In addition, if an open-ended hit (roll natural 96+) is scored the bite has torn the armour permanently reducing its DB by 5. Note that this will reduce the physical aspect of a suit of armour's protection but not the magical protection. When the suit is reduced to 0 DB it is ruined and any magical enchantment is lost.

For example, a suit of +10 Chainmail (40 Base DB, 10 Magical DB) can be reduced down to 5 Base and 10 Magical DB (15 total) and still function but as soon as the last five base DB is lost the suit is destroyed. Note that against the bite the suit would have counted as providing 30 DB not 50 DB due to the nature of the magic.

Rending Talons (20)

The creature's talons are magical in nature and it is able to use these talons tear through their foes armour with surprising ease. The magic enhances the claw or talon attack size by one level and also reduces the protection provided by armour by 20 DB.

In addition, if an open-ended hit (roll natural 96+) is scored the talons/claws have torn the armour permanently reducing its DB by 5. Note that this will reduce the physical aspect of a suit of armour's protection but not the magical protection. When the suit is reduced to 0 DB it is ruined and any magical enchantment is lost.

For example, a suit of +10 Chainmail (40 Base DB, 10 Magical DB) can be reduced down to 5 Base and 10 Magical DB (15 total) and still function but as soon as the last five base DB is lost the suit is destroyed. Note that against the attack the suit would have counted as providing 30 DB not 50 DB due to the nature of the magic.

Rending Horn (20)

The horn is made of a magical material which is able to pierce their foes armour with surprising ease. The horn increases the horns attack size by one level and also reduces the protection provided by armour by 20 DB.

In addition, if an open-ended hit (roll natural 96+) is scored the horn has rent the armour permanently reducing its DB by 5. Note that this will reduce the physical aspect of a suit of armour's protection but not the magical protection. When the suit is reduced to 0 DB it is ruined and any magical enchantment is lost.

For example, a suit of +10 Chainmail (40 Base DB, 10 Magical DB) can be reduced down to 5 Base and 10 Magical DB (15 total) and still function but as soon as the last five base DB is lost the suit is destroyed. Note that against the horn the suit would have counted as providing 30 DB not 50 DB due to the nature of the horn.

Severing Bite (25)

The bite delivered by the creature is able to rend flesh and open deep wounds and, when combined with the saliva of the creature, prevents clotting. This creates a bite that causes severe damage and bleeding to those unlucky enough to have been bitten.

Each successful bite attack deliver an additional 2 Hits of damage to the target who must also make a Stamina RR (90) or take 1 Hit per round bleeding damage. Each successful bite inflicted increases the Hits taken by 2, the bleeding by 1 and the RR threshold by 10. So a characters second hit would do 4 Hits, require a Stamina RR(100) and if failed would give 2 Hits per round bleeding and so on.

Swallow (40)

A creature is able to completely swallow a creature in a single attack (bite attack) when they achieve an open-ended result. The creature must be at least two sizes smaller than the attack size of the Swallow attack. Once the creature has swallowed its target the target begins to suffer from suffocation (as per Asphyxiation and Holding Breath, page 85, HARP). The swallowed creature can only attack with natural weapons or weapons with an attack size of small or less. Any attack gains a +25 circumstance bonus, reducing by 5 each turn.

Susceptible To Cold (-15)

The creature is vulnerable to cold and takes double damage from cold based attacks.

Susceptible To <Element> (-25)

The creature is vulnerable to a given element (Earth, Air, Fire or Water) and takes double damage from attacks based on that element.

Tough Hide (Draconic Adult) (105)

The creatures hide is made of extremely tough materials and has outstanding strength and resistance to damage. The creature receives +80 to their DB.

Tough Hide (Draconic Old) (120)

The creatures hide is made of extremely tough materials and has outstanding strength and resistance to damage. The creature receives +100 to their DB.

Tough Hide (Draconic Ancient) (135)

The creatures hide is made of extremely tough materials and has outstanding strength and resistance to damage. The creature receives +120 to their DB.

Tough Hide (Extra-planar Minor) (150)

The creatures hide is composed of otherworldly material and provides impressive protection. The creature receives +140 to their DB.

Tough Hide (Extra-planar Major) (165)

The creatures hide is composed of otherworldly material and provides impressive protection. The creature receives +140 to their DB.

Tough Hide (Extra-planar Greater) (180)

The creatures hide is composed of otherworldly material and provides impressive protection. The creature receives +140 to their DB.

Vibration Sense (15)

The creature has the ability to detect even the slightest vibrations and may detect movement up to one mile away in this manner. This grants the creature a +20 to hearing-based Perception (vibrations) and a +50 to subsequent Tracking maneuvers to follow the vibrations to their source.

3. Additional Spells and Spell Parameters

Some of the effects available to creatures in this work necessitate some new parameters for creating spell effects and some additional spells. These will be further described in the future supplement *HARP Something Wicked Something Wondrous.*

For Cone-like effects, use the following:

Cone Spells

Base cone: 5' widest radius, 20' range

Base cost: 15 points (U, E/A)

Attributes

Sweep	+base cost of cone spell
+10' Range +1' Radius:	10 points (U) 20 points (E/A)
+10' Range	6 points (U) 12 points (E/A)
+1' Radius	4 points (U) 8 points (E/A)

Scaling Costs

+ Sweep	+Base PP (Requires duration of 1 Round or more, sweep 60O arc per round)
+ Attack Size	+2 PP (E) +4 PP (A/U)
+10' Range +1' Radius:	+2 PP (U) +4 PP (E/A)
+10' Range	+1PP (U) +2 PP (E/A)
+1' Radius	+1 PP (U) +2 PP (E/A)

Additional Spells

Barrier of Thorns

PP COST:	7
RANGE:	100'
AREA:	10' Radius
DURATION:	10 Rnds
SPELL TYPE:	Attack
RR:	—
SPHERES:	Vivamancer, Ranger

Description

Barrier of Thorns causes a 10' radius area to either sprout twisted vines covered in thorns if there is no vegetation or cause vegetation to sprout thorns and grow long twisted protrusions covered in thorns. Anyone caught within the area or trying to push through the area (Easy (+40) Strength RR per 10') is subject to a +0 OB Tiny Puncture attack.

Scaling

Attack Size	+4 PP per Size
Radius +10'	+1 PP (max 100')
Range per 50'	+1 PP (max 500')
Duration - 1 Minute	+4 PP
Increase ST Check (per cat.)	+2 PP
Increase OB (per +??)	+? PP

Calculation

Action: Create(30), Object: Barrier(10), Item(5) Plant(5), Attack Spell, Normal Casting (0), Range 100' (40), AoE 10' (20), Duration 10 Rnds (30) 140/20 = 7PP

Elemental Cone*

PP COST:	9
RANGE:	Cone 50' x 8'
DURATION:	—
SPELL TYPE:	Elemental
RR:	—
SPHERES:	Mage

Description

Create a cone of the element that extends 50' from the caster hand and extends to 8' wide at the far end. The cone can be interrupted by walls and barriers and it will attack all within its area.

Increasing the duration allows the cone to be swept back and forth through 60 degrees per round.

Without scaling the cone has an attack size of Tiny.

Scaling

Sweep	+9 PP
Attack Size	+2 PP per Size
Range per 10'	+2 PP
Base per 1'	+2 PP
Duration – 2 rounds	+1 PP
Duration – 5 rounds	+2 PP

Calculation

Action: Create(30), Object: Element(5), Attack Spell, Instant Casting (50), Cone (15), Range 50' & Base 8' (60), Instant Duration (5) 165/20 = 9PP

Planar Shift (Target Plane)

PP COST: 4
RANGE: ..... Personal (Self)
AREA:..... Personal (Self)
DURATION: ..... —
SPELL TYPE: ..... Utility
RR: ..... —
SPHERES: ..... Creature Only

Description

Allows a being to shift between their native plane and a given target plane or from the target plane back to their home plane. The phase takes only one round to complete and visually the being fades away over that period. This must be learned once for each target Plane.

Unless the caster has familiarity with the target plane or a being within that plane and can focus on a location/being they will appear at a random location.

Action: Move(5), Teleport (20), Object: Body (5), Planar (15), Location x 2 (20), AOE Personal (self), Range Personal (self), Duration No Duration

Poison Cone

PP COST: 8
RANGE: ..... Cone 50' x 8'
DURATION: ..... —
SPELL TYPE: ..... Elemental
RR: ..... Stamina
SPHERES: ..... Mage

Description

Create a cone of poison that forces a Stamina RR in a cone that reaches 50' from the caster hand and is 8' wide at the far end. The initial cone can be interrupted by walls and barriers and the attack affects all targets within its area. Once the cone attack has ended the poison pools in the area, drifting with the wind before dissipating (critical check drops one size per round). The cone delivers a Tiny Internal Poison Critical Everyone in the area must continue to make saves until the poison has dissipated.

Increasing the duration allows the cone to be swept back and forth through 60 degrees per round.

Scaling

Sweep ..... +9 PP
Attack Size..... +2 PP per Size
Range per 10' ..... +2 PP
Base per 1' ..... +2 PP
Duration – 2 rounds..... +1 PP
Duration – 5 rounds..... +2 PP
Increase Critical (per size) ... +4 PP

Calculation

Action: Transform(Minor)(15), Object: Element(5), Attack Spell, Instant Casting (50), Cone (15), Range 50' & Base 8' (60), Instant Duration (5) 150/20 = 8PP

Spider Web

PP COST: 9
RANGE: ..... 50'
AREA:..... 10' Radius
DURATION: ..... 5 Rnds
SPELL TYPE: ..... Attack
RR: ..... —
SPHERES:..... Vivamancer, Ranger

Description

Creates a 10' radius area of thick, spider like webbing that impedes passage, causing anyone in the area to become stuck unless they make an Easy (+40) Strength RR.

Scaling

Radius +10'..... +1 PP (max 100')
Range per 50' ..... +1 PP (max 500')
Duration – 10 rounds ..... +3 PP
Duration – 1 Minute..... +4 PP
Increase ST Check (per cat.) +2 PP

Calculation

Action: Create(30), Object: Barrier(10), Item(5), Attack Spell, Instant Casting (50), Rang 50' (30), AoE 10' (20), Duration 10 Rnds (30) 175/20 = 9PP

Spider Web - Poisonous

PP COST: 10
RANGE: ..... 50'
AREA:..... 10' Radius
DURATION: ..... 5 Rnds
SPELL TYPE: ..... Attack
RR: ..... —
SPHERES:..... Vivamancer, Ranger

Description

Creates a 10' radius area of thick, spider like webbing that impedes passage, causing anyone in the area to become stuck unless they make an Easy (+40) Strength RR. It also delivers a tiny External Poison Critical for each round the person is stuck within the web.

Scaling

Attack Size (Poison) ..... +2 PP per Size
Radius +10'..... +1 PP (max 100')
Range per 50' ..... +1 PP (max 500')
Duration – 10 rounds ..... +3 PP
Duration – 1 Minute..... +4 PP
Increase ST Check (per cat.) +2 PP

Calculation

Action: Create(30), Object: Barrier(10), Item(5), Element(10), Attack Spell, Instant Casting (50), Rang 50' (30), AoE 10' (20), Duration 10 Rnds (30) 185/20 = 10PP

Stun Cone

PP COST: 9
RANGE: ..... Cone 50' x 8'
DURATION: ..... —
SPELL TYPE: ..... Elemental
RR: ..... —
SPHERES: ..... Mage

Description

Create a cone that forces a Stamina RR (100) in a cone that reaches 50' from the caster hand and is 8' wide at the far end. The cone can be interrupted by walls and barriers and it will attack all within its area. Stun lasts for 3 rounds.

Increasing the duration allows the cone to be swept back and forth through 60 degrees per round.

Scaling

Stamina RR..... +2 PP per +10
Range per 10' ..... +1 PP
Base per 1' ..... +1 PP
Duration – 2 rounds..... +1 PP
Duration – 5 rounds..... +2 PP

Calculation

Action: Create(30), Object: Element(5), Attack Spell, Instant Casting (50), Cone (15), Range 50' & Base 8' (60), Instant Duration (5) 165/20 = 9PP

Stun Touch*

PP COST: 5
RANGE: ..... Touch
DURATION: ..... —
SPELL TYPE: ..... Elemental
RR: ..... —
SPHERES: ..... Mage

Description

The touch of the caster forces a Stamina RR (100) or the target is Stunned for 2 Rounds.

Scaling

+10 Stamina RR..... +2 PP
+1 Round Stun..... +2 PP

Calculation

Action: Create(30), Object: Element(5), Attack Spell, Instant Casting (50), Touch(10), Instant Duration (5) 100/20 = 5PP

Creature Stat Block Index

Abraxas 111
Air Dragon - Adult 222
Air Dragon - Hatchling 219
Air Dragon - Young 221
Air Elemental Destriers 338
Air Elemental Hunter (Class I) 343
Air Elemental Hunter (Class II) 344
Air Elemental Hunter (Class III) 344
Air Elemental Hunter (Class IV) 345
Air Elemental Hunter (Class V) 345
Air Elemental Savant (Class I) 355
Air Elemental Savant (Class II) 355
Air Elemental Savant (Class III) 356
Air Elemental Savant (Class IV) 357
Air Elemental Savant (Class V) 357
Air Elemental Servitor 336
Air Elemental Steed 337
Air Elemental Warrior (Class I) 367
Air Elemental Warrior (Class II) 368
Air Elemental Warrior (Class III) 368
Air Elemental Warrior (Class IV) 369
Air Elemental Warrior (Class V) 369
Alligator - Reptile 79
Almiraj 113
Alpha Werewolf (Mid-level Alpha) 203
Antelopes - Non-Dangerous 13
Archdemon 399
Baleen Whale - Water 106
Barghest 114
Bats - Non-Dangerous 14
Battle Demon I 402
Battle Demon II 402
Battle Demon III 403
Battle Demon IV 403
Battle Demon V 404
Beaked Whale - Water 106
Birds - Avian 66
Bishop Fish 156
Blink Shark 157
Blood Weed 158
Blue Draco 257
Blue Man 272
Boa / Python - Reptile 80
Buffalo / Bison - Dangerous 41
Bull - Dangerous 42
Caiman - Reptile 81
Camel - Non-Dangerous 16
Cats - Non-Dangerous 17
Caustic Slime 117
Cerberus 119
Chameleon Amoeba 121
Charger/Courser - Non-Dangerous 26
Charybdis 160
Cheetah - Dangerous 43
Chimera 123
Cobra - Reptile 82
Corpse Candle 275
Cougar - Dangerous 45
Cow/Cattle - Non-Dangerous 18
Crab - Water 94
Crocodile - Reptile 83
Crows and Raven - Avian 68
Deer - Non-Dangerous 20
Demonic Spirit I 406
Demonic Spirit II 406
Demonic Spirit III 407
Demonic Spirit IV 407
Demonic Spirit V 408
Demon Tree 405
Demon Whale 161
Dire Bear 125
Dire Boar 126
Dobharchu 162
Dog - Non-Dangerous 21
Dolphin / Porpoise - Water 94
Domestic Pig - Non-Dangerous 22
Donkey - Non-Dangerous 23
Draft Horse - Non-Dangerous 27
Drogue Weed 163
Eagle - Avian 69
Earth Dragon - Adult 226
Earth Dragon - Hatchling 223
Earth Dragon - Young 225
Earth Elemental Destriers 339
Earth Elemental Hunter (Class I) 346
Earth Elemental Hunter (Class II) 347
Earth Elemental Hunter (Class III) 347
Earth Elemental Hunter (Class IV) 348

Earth Elemental Hunter (Class V) 348
Earth Elemental Savant (Class I)..... 358
Earth Elemental Savant (Class II) 358
Earth Elemental Savant (Class III)..... 359
Earth Elemental Savant (Class IV)..... 359
Earth Elemental Savant (Class V) 360
Earth Elemental Servitor 336
Earth Elemental Steed..... 339
Earth Elemental Warrior (Class I) 370
Earth Elemental Warrior (Class II)..... 371
Earth Elemental Warrior (Class III) 371
Earth Elemental Warrior (Class IV) 372
Earth Elemental Warrior (Class V)..... 372
Electric Eel - Water..... 96
Electric Jellyfish 164
Elephant - Non-Dangerous..... 24
Faceless One I..... 409
Faceless One II 410
Faceless One III..... 410
Faceless One IV..... 411
Faceless One V 411
Fire Dragon - Adult 230
Fire Dragon - Hatchling..... 227
Fire Dragon - Young 229
Fire Elemental Destriers 341
Fire Elemental Hunter (Class I) 349
Fire Elemental Hunter (Class II) 350
Fire Elemental Hunter (Class III)..... 350
Fire Elemental Hunter (Class IV)..... 351
Fire Elemental Hunter (Class V) 351
Fire Elemental Savant (Class I) 361
Fire Elemental Savant (Class II)..... 362
Fire Elemental Savant (Class III) 362
Fire Elemental Savant (Class IV)..... 363
Fire Elemental Savant (Class V) 363
Fire Elemental Servitor..... 336
Fire Elemental Steed 340
Fire Elemental Warrior (Class I) 373
Fire Elemental Warrior (Class II)..... 374
Fire Elemental Warrior (Class III) 374
Fire Elemental Warrior (Class IV) 375
Fire Elemental Warrior (Class V)..... 375
Flamedarter..... 127
Forest Wyvern..... 246
Forger Demon I..... 412
Forger Demon II 412
Forger Demon III..... 413
Forger Demon IV 414
Forger Demon V..... 414
Fox - Dangerous 46
Fungus Men (Humanoid Form)..... 130
Fungus Men (Mold Form)..... 129
Geryon 183
Ghost Lord..... 280
Giant Furred Snake (Winter Bane)..... 132
Giant Hellbender 165
Giant King Cobra..... 133
Giant Lobster 174
Giant Millipede..... 134
Giant Squid / Colossal Squid - Water..... 97
Gorcow..... 185
Great Apes - Dangerous..... 47
Greater Apparition 270
Greater Gaunt 277
Greater Ghost..... 280
Greater Ghoul 283
Greater Ice Demon (Class IV) 418
Greater Lament..... 285
Greater Mummy..... 291
Greater Phantom 294
Greater Rock Demon (Class IV)..... 431
Greater Skeleton Lord..... 300
Greater Spectre..... 305
Greater Vampire 310
Greater Wight 313
Greater Wraith..... 318
Great Falcon 186
Green Draco 256
Grendel 166
Guardian Fey Dragon - Adult..... 240
Guardian Fey Dragon - Hatchling 237
Guardian Fey Dragon - Young..... 238
Gull - Avian..... 71
Hawk - Avian 72
Hell Hounds 416
High Lament 286
High Skeleton Lord 301
Hippocampus..... 168
Hippopotamus - Dangerous 49
Hydra..... 169
Ice Lindwurm..... 262
Imp 420

Jelly Fish - Water 98
Kangaroo - Non-Dangerous 30
Ki-Lin 135
Killer Whale - Water 107
Ki-Rin - Adult 190
Ki-Rin - Young Adult 188
Komodo Dragon - Reptile 84
Kraken 170
Lake Monster 171
Lammasu - Female 191
Lammasu - Keeper 192
Lammasu - Male 191
Lava Demon 421
Leopard - Dangerous 50
Lesser Apparition 270
Lesser Gaunt 277
Lesser Ghost 279
Lesser Ghoul 282
Lesser Ice Demon (Class II) 418
Lesser Lament 284
Lesser Mummy 291
Lesser Phantom 294
Lesser Rock Demon (Class II) 430
Lesser Skeleton Lord 299
Lesser Spectre 304
Lesser Vampire 309
Lesser Wight 313
Lesser Wraith 317
Leviathan Ray 172
Lich 288
Lion - Dangerous 51
Lizard - Reptile 86
Llamas - Non-Dangerous 31
Lobster - Water 99
Magmamen 137
Manticore 139
Medusa 141
Mere Demon 423
Midnight Steed 424
Mist Demon (Class I) 426
Mist Demon (Class II) 427
Mist Demon (Class III) 427
Mist Demon (Class IV) 428
Mist Demon (Class V) 428
Mist Raven 193
Mongoose - Dangerous 53
Monkeys - Non-Dangerous 32
Moose / Elk - Dangerous 54
Moray Eel - Water 99
Mountain Wyvern 248
Mummy King 292
Narwhal - Water 107
Octopus- Water 101
Ostrich / Emu - Avian 73
Owl - Avian 74
Pegasus 195
Peregrine Falcon - Avian 75
Plague Lord 429
Poisonous Frogs and Toads - Amphibians 90
Poisonous Salamanders- Amphibians 91
Pond Stalker 175
Pony - Non-Dangerous 28
Porcupine - Non-Dangerous 33
Quarter Horse - Non-Dangerous 27
Rabbit/Hare - Non-Dangerous 34
Rat - Dangerous 55
Rays - Water 102
Red Draco 253
Red Feeder 176
Rhinoceros - Dangerous 56
Rockworm 144
Rodent - Non-Dangerous 35
Sand Demon 433
Sandspirit 296
Sandwyrm 145
Sea Lion - Water 103
Sea Snake - Reptile 87
Shadow Demon (Class I) 434
Shadow Demon (Class II) 435
Shadow Demon (Class III) 435
Shadow Demon (Class IV) 436
Shadow Demon (Class V) 436
Sharks - Water 104
Sheep - Non-Dangerous 36
Skeleton 298
Skunk - Dangerous 57
Snow Wyvern 251
Sorcerous Head 302
Spectre Lord 305
Sphinx 147
Spineshark 177
Stone Lindwurm 261

Succubus / Incubus (Class I)..... 437
Succubus / Incubus (Class II)..... 438
Succubus / Incubus (Class III)..... 438
Succubus / Incubus (Class IV)..... 439
Succubus / Incubus (Class V)..... 439
Swamp Demon..... 440
Tasmanian Devil - Dangerous..... 59
The Formless..... 415
Thorn Demon (Class I)..... 441
Thorn Demon (Class II)..... 442
Thorn Demon (Class III)..... 442
Thorn Demon (Class IV)..... 443
Thorn Demon (Class V)..... 443
Tiger - Dangerous..... 60
Tortoise - Reptile..... 87
Unicorn..... 148
Vampire Leech..... 178
Vampire Lord..... 311
Vermin Demon (Class I)..... 444
Vermin Demon (Class II)..... 445
Vermin Demon (Class III)..... 445
Vermin Demon (Class IV)..... 446
Vermin Demon (Class V)..... 446
Viper Hawk (Winged Snake)..... 196
Viper - Reptile..... 88
Vultures - Avian..... 76
Walrus - Water..... 105
War Horse / Destrier - Non-Dangerous..... 28
Water Demon..... 447
Water Dragon - Adult..... 235
Water Dragon - Hatchling..... 232
Water Dragon - Young..... 233
Water Elemental Destriers..... 342
Water Elemental Hunter (Class I)..... 352
Water Elemental Hunter (Class II)..... 352
Water Elemental Hunter (Class III)..... 353
Water Elemental Hunter (Class IV)..... 353
Water Elemental Hunter (Class V)..... 354
Water Elemental Savant (Class I)..... 364
Water Elemental Savant (Class II)..... 365
Water Elemental Savant (Class III)..... 365
Water Elemental Savant (Class IV)..... 366
Water Elemental Savant (Class V)..... 366
Water Elemental Servitor..... 336
Water Elemental Steed..... 341
Water Elemental Warrior (Class I)..... 376
Water Elemental Warrior (Class II)..... 377
Water Elemental Warrior (Class III)..... 377
Water Elemental Warrior (Class IV)..... 378
Water Elemental Warrior (Class V)..... 378
Water Watcher..... 179
Werebear - (Wereform)..... 211
Werebear - (Wereform) - Continued..... 211
Werefox - (Wereform)..... 213
Werefox - (Wereform) - Continued..... 213
Weretiger - (Wereform)..... 215
Weretiger - (Wereform) - Continued..... 215
Werewolf Beta (Wereform, Recent Beta)..... 204
Werewolf - Fury..... 206
Werewolf - Fury..... 206
Werewolf - Pack Member - Continued..... 210
Werewolf - Pack Member (Wereform, Newly Turned, No Were Change Control)..... 210
Werewolf - Seer..... 207
Werewolf - Seer..... 207
Werewolf - Shadow Hunter (Wereform)..... 208
Werewolf - Shadow Hunter (Wereform)..... 209
White Lady..... 448
Wight Lord..... 314
Wild Boar - Dangerous..... 61
Wild Horse - Non-Dangerous..... 29
Winged Midnight Steed..... 425
Wither Fey Dragon - Adult..... 243
Wolf - Dangerous..... 63
Wolverine - Dangerous..... 64
Wraith Lord..... 319
Zephyr Hound (Air)..... 149
Zephyr Hound (Earth)..... 151
Zephyr Hound (Fire)..... 151
Zephyr Hound (Water)..... 152
Zombie..... 321

HARP™ Bestiary™

Ready your weapons and your spells to battle the fiends, dangerous and diabolical, described in this tome.

Learn of the mundane and supernatural perils that prowl the wildernesses of the world, of the mighty denizens of the seas and oceans, and of the winged beasts soaring on the winds above.

Understand the shapechanging Weres, who dwell amongst men, but transform into bloodthirsty beasts by the power of the moon. Marvel at the majesty of the Dragons, paragons of might, magic and cunning, while you covet the fabulous riches of their hoards.

Study closely the powers and vulnerabilities of the Undead if you wish to escape their deadly embrace. Travel to the unearthly planes of Air, Earth, Fire and Water where enigmatic Elementals rule supreme. Finally descend into the very hells of the Abyss where vile demons and cruel demon lords hold court and plot the subjugation of all the worlds.

Take the next step into fantasy gaming with the HARP Bestiary

FEATURES

- All animals and monsters described with physical description, abilities, lifestyle notes, background and adventure notes
- Full **HARP** stats for all animals and monsters
- Overlays provide the ability to create unique Werecreatures and Undead
- Descriptions of the four Elemental subplanes, travel to and from the planes, elemental poisoning, and elemental heritages (Lesser and Greater Elemental Blood Talents)
- Descriptions of the demonic planes of the Abyss and the risks of sojourns in those hellish worlds, dark mana corruption, and infernal heritages (Lesser and Greater Demonic Blood Talents)

Visit www.ironcrown.com and the **HARP** forum for additional support. Find other **HARP** players, get answers to rules questions, or just share your thoughts.

IRON CROWN

GCP Guild Companion Publications Ltd

www.ironcrown.com

#GCP-HARP-1008