

MYTHMAGICA™



Monsters of the Mediterranean

by Whitson John Kirk III

**A Bestiary of the
Mythmagica RPG**



Mythmagica

Monsters of the Mediterranean

Beta 11c

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Table of Contents

Introduction.....	1
Bestiary.....	2
Bestiary ~ A.....	2
Bestiary ~ B.....	24
Bestiary ~ C.....	47
Bestiary ~ D.....	60
Bestiary ~ E.....	76
Bestiary ~ F.....	80
Bestiary ~ G.....	81
Bestiary ~ H.....	95
Bestiary ~ I.....	109
Bestiary ~ J.....	110
Bestiary ~ K.....	112
Bestiary ~ L.....	119
Bestiary ~ M.....	131
Bestiary ~ N.....	141
Bestiary ~ O.....	151
Bestiary ~ P.....	153
Bestiary ~ R.....	163
Bestiary ~ S.....	170
Bestiary ~ T.....	197
Bestiary ~ U.....	207
Bestiary ~ V.....	214
Bestiary ~ W.....	216
Bestiary ~ Y.....	217
Bestiary Index.....	218

Monsters of the Mediterranean

Introduction

This book is reference material for the game of Mythmagica™. More specifically, it is a reference book for the game referee, or Overlord. If your intentions do not include acting as a game referee, you have no need to read this volume. In fact, reading it may diminish your fun as many of the mysteries of the game are explained here in detail. On the other hand, if you do intend to take on the role of Overlord, this book will prove invaluable.

This book assumes that you already own a copy of [The Rules Reference](#), [The Character Compendium](#), [The Oculus of Occultism](#), and [The Codex of Cultures](#). [The Rules Reference](#) contains all of the basic rules governing combat, [The Character Compendium](#) describes how to generate a character, the Oculus contains the game's Occult spells, and the Codex holds descriptions of the gods along with the Pagan spells.

[The Monsters of the Mediterranean](#) is a book filled with creatures lifted from the mythologies of the lands surrounding the Mediterranean Sea. Having the name of an ocean in the title is doubly appropriate, though, in that the mythologies of all of the lands surrounding the Mediterranean are integrally tied to its waters.

It is not surprising that the Greek myths place so heavy an emphasis on the sea, since they were largely a seafaring people. At its height, Athens had the greatest navy in the world and used it to good effect in expanding its influence. Predictably, many Greek tales are set upon the waves. Jason seeks the Golden Fleece in his trusty ship Argo, Odysseus sets sail many times on an almost endless quest to get home after the Trojan war, and Perseus crisscrosses the Mediterranean to gain the equipment he needs to slay Medusa. Along the way the heroes encounter Harpies, Cyclops, Nymphs, Witches, Sirens, and more. Even the Illiad, Homer's literary masterpiece defining the Hellenistic age, describes the sacrifices that the Achaeans (Greeks) must accept in moving their armies across the sea to Troy in order to recapture the beautiful Helen.

The Mesopotamian myths similarly focus on the chaotic nature of the sea, which they identify with a tremendous many-headed serpentine dragon named Tiamat. This dragon of chaos was furious with the gods for having disturbed her rest with their constant chattering and bickering.

Consequently, she began giving birth to scorpion-men, griffons, dog-headed men, and a host of other abominable creatures. Her intent was to build up an army powerful enough to destroy the gods. The deities were frightened, but nobody would step forward and challenge the mighty serpent. Finally, Marduk (Baal) volunteered to battle the serpent provided he be declared ruler over all gods should he succeed. With no other options, the gods readily agreed. Needless to say, Marduk slew Tiamat. After doing so, he cut her body in half. One part Marduk used to fashion the vault of the heavens while the other he used to form the land. Tiamat's salty blood drained away from the land to fill the oceans. In this way, the world and oceans were formed.

The Egyptians have a very similar creation myth, although theirs is tied closely with the Nile floods rather than the Mediterranean into which they flow. Every year the waters of the Nile River, which was itself worshiped as the god Hapi, flood the banks and deposit vast quantities of rich fertile soil. When the waters recede, small hillocks first emerge which grow into small islands that finally connect together in a single continuous whole to form the Nile valley. This yearly cycle replays the Egyptian creation myth. In this story, at the beginning of time only the chaos of the ocean, Nun, existed. At some point, Ptah (or Ra depending on which Egyptian priest you question) created himself through his own force of will. Observing that he had no place on which to stand, Ptah made the waters of chaos recede and thereby created land. Shortly after this grand act of creation, Ptah created the other gods. First he created Shu (air) and Tefnut (moisture) who gave birth to Nut (heaven) and Geb (earth). These, in turn, bore the other gods as offspring. The Egyptian gods, most of whom are minor, number in the hundreds. Many of them are depicted as men with animal heads or as monstrous combinations of different beasts. It is from these sources that this book draws most of its materials from the Egyptian arena.

As you can see, the myths of all three cultures are closely tied with the waters of the Mediterranean. Presented in this book are only samples of those available, but hopefully they will give you a sense of the beliefs and fears of the people of these ancient lands as well as present your players with some memorable encounters. If, in some small way, these materials can accomplish both goals simultaneously, then I will feel that all of the hard work that was put into writing them will be justified. Well, that's enough background. Let's get on with the fun.

Bestiary

Bestiary ~ A

Ahl-Al-Trab

Ahl-Al-Trabs are minor earth elemental spirits whose forms are made up entirely of sand and dust. Their forms are normally humanoid having shapes resembling small granular goblins. Whenever an Ahl-Al-Trab desires, they may transform themselves into a swirling vortex of sand and dust, darting across the landscape and making a general nuisance of themselves. In fact, annoying and bedeviling desert travelers is the ahl-al-trab's greatest pleasure.

Habitat: Ahl-Al-Trabs, commonly known as dust devils, are elemental earth spirits usually encountered in sandy deserts. Here they fashion their dusty abodes just below the sand's surface. They are intolerant of trespassers and will abruptly spring from their homes to dissuade intruders.

Ahl-al-Trabs attack using small abrasive blasts of sand. These attacks are not capable of delivering Internal Damage, as they are unable to affect any vital organ of those targeted.

Origin: The Ahl-Al-Trab, also known as a Dust Devil or Sand Devil, comes to us from Islamic folklore. These spirits were said to lie in wait just below the desert's surface waiting to cast sand into the eyes of passing travelers and drinking up any available water before it is discovered.

Fun Facts: All Ahl-Al-Trabs may transform themselves into whirlwinds of abrasive sand. These small tornadoes act like the Occult spell Pitch Great Dire Dust Devil. Treat the ability as if cast at a spell rank equal to the Elemental's Level. See The Oculus of Occultism for details.

These earth spirits pass freely through loose, dry sand with ease and may pass through other forms of earth with difficulty. In addition, an Ahl-Al-Trab can see any creature in contact with earth.

Durabilities: This creature is Immune to Bleeding, Blighting, Crushing, Dehydrating, Deluding, Dreadful, Earthen, Entrancing, Fatiguing, Fettering, Footing, Internal, Intoxicating, Maladive, Petrifying, Quieting, Rotting, Sedating, Starving, Suffocating, Sunshining, Tormenting, and Toxic Effects; Highly Resistant to Enervating Effects; Resistant to Infernal and Righteous Effects; Sensitive to Sonic Effects; and Highly Sensitive to Acidic Effects.

Keywords: arid, elemental, humanoid, tellurian

Attack Modes: Sand Blast or Shove

Traits: Intolerant of Trespassers *Vision:* Astral Vision

Wealth Type: Nil

Cunning: Alert

Move Modes: Waft

Danger Tier: +1

Small Ahl-Al-Trab Examples

Baseline Attributes

TN= -2; ST= -4; AG= 4; CR= 2; PC= 2; HT= -1; IN= -1

Adequate (Level 2)

TN= -1; ST= -4; AG= 4; CR= 2; PC= 3; HT= -1; IN= -1

HP=21; FP=38; Ward=0; SP=35 (waft)

Att | Dam | Def | Stab: sand blast=+6 | 4 | 19 | 18; or
shove=+6 | 0 (setback) | 19 | 18

Decent (Level 4)

TN= -1; ST= -3; AG= 5; CR= 2; PC= 3; HT= -1; IN= -1

HP=23; FP=38; Ward=0; SP=40 (waft)

Att | Dam | Def | Stab: sand blast=+10 | 4 | 22 | 20; or
shove=+10 | 2 (setback) | 22 | 20

Fit (Level 6)

TN= -1; ST= -2; AG= 6; CR= 2; PC= 3; HT= -1; IN= -1

HP=25; FP=38; Ward=0; SP=45 (waft)

Att | Dam | Def | Stab: sand blast=+14 | 4 | 25 | 22; or
shove=+14 | 4 (setback) | 25 | 22

Laudable (Level 8)

TN= -1; ST= -2; AG= 6; CR= 3; PC= 4; HT= -1; IN= -1

HP=25; FP=41; Ward=0; SP=50 (waft)

Att | Dam | Def | Stab: sand blast=+16 | 4 | 27 | 25; or
shove=+16 | 4 (setback) | 27 | 25

Outstanding (Level 10)

TN= -1; ST= -2; AG= 6; CR= 3; PC= 4; HT= -1; IN= 1

HP=25; FP=41; Ward=0; SP=50 (waft)

Att | Dam | Def | Stab: sand blast=+18 | 4 | 29 | 27; or
shove=+18 | 4 (setback) | 29 | 27

Remarkable (Level 12)

TN= -1; ST= -2; AG= 7; CR= 4; PC= 4; HT= -1; IN= 1

HP=25; FP=41; Ward=0; SP=50 (waft)

Att | Dam | Def | Stab: sand blast=+21 | 4 | 32 | 29; or
shove=+21 | 5 (setback) | 32 | 29

Superb (Level 14)

TN= 0; ST= -2; AG= 7; CR= 4; PC= 4; HT= -1; IN= 2

HP=27; FP=41; Ward=0; SP=50 (waft)

Att | Dam | Def | Stab: sand blast=+23 | 4 | 35 | 32; or
shove=+23 | 5 (setback) | 35 | 32

Ahti

The Ahtis are a race of (mostly) humanoids with the fixed lidless eyes and antennaed heads of wasps. Their societies are structured as hives, with three social classes: the workers, the drones (which have wasp-like wings), and the queen. The queens are the only non-humanoid Ahtis. They still have the same wasp heads as the others, but, oddly, have the bodies of hippos.

The lives of all Ahtis are devoted to the well-being of the hive. The workers gather resources and tend the nursery; the drones defend against all foes; and the queen lays the eggs needed for the next generation. The drones do their best to keep any defeated foes alive, though, since the queen must lay her eggs in living creatures. When the Ultratiny-sized eggs hatch, the larvae slowly eat their hosts from the inside out. Once they burrow their way out, the larvae will swarm, and consume any non-Ahti creatures they come across. Needless to say, most other races fear and despise the Ahti.

Occasionally, an extra queen will hatch and depart with half the drones to establish a new hive elsewhere.

Ahtis have their own language, comprised of various chattering and buzzing sounds. The workers and drones cannot speak in any other way. The queens are capable of human speech, but rarely communicate this way. As a race, the Ahti commonly worship Khepri.

Fun Facts: All Ahtis speak fluently with insects of all kinds (as the Gift Chattering with Insects), which they often keep as guards, laborers, and mounts.

The drones are the only Ahti that wield weapons. They commonly wield and throw spears. The drones have a gland that produces a thick sticky goo that acts as a Typical Paralyzing Venom, with which they often tip their spears. (See Poisons in The Wicked Workshop for details.)

Ahti workers are quite skilled in the craft of Pottery.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Poisoning, Quieting, Righteous, Sedating, Sunshining, and Toxic Effects.

Habitat: Ahtis live in hive communities, either in caves or in honeycomb-like adobe structures they erect from natural clay. Often, their dwellings are a combination of the two.

Origin: Ahti was a little known Egyptian goddess of destruction, spite, malevolence, and chaos. She was depicted as a hippo with a wasp's head, complete with antennae. Khepri is another Egyptian deity, who was often depicted as a man with a scarab head.

Keywords: blooded, bug-like, exoskeleton, humanoid, insect-like, living

Traits: Absolute loyalty to the hive.

Vision: Dark Vision, Motion Sensitivity

Wealth Type: Incidental

Cunning: Alert

Medium Ahti Drone Examples

Attack Modes: Spear+Poison or Throwing Spear+Poison or Mandibles

Move Modes: Run / Hover

Danger Tier: +1

Baseline Attributes

TN= 2; ST= 2; AG= 0; CR= 0; PC= 2; HT= -4; IN= -2

Adequate (Level 2)

TN= 2; ST= 3; AG= 1; CR= 0; PC= 2; HT= -4; IN= -2

HP=49; FP=26; Ward=1; SP=40 (run) / 50 (hover)

Att | Dam | Def | Stab: spear=+10 | 6 +poison | 19 | 20; or throwing spear=+7 | 4 +poison | 15 | 16; or mandibles=+10 | 8 | 19 | 20

Decent (Level 4)

TN= 3; ST= 3; AG= 1; CR= 0; PC= 3; HT= -4; IN= -2

HP=54; FP=29; Ward=1; SP=45 (run) / 55 (hover)

Att | Dam | Def | Stab: spear=+12 | 6 +poison | 22 | 24; or throwing spear=+10 | 4 +poison | 18 | 20; or mandibles=+12 | 8 | 22 | 24

Fit (Level 6)

TN= 4; ST= 3; AG= 2; CR= 0; PC= 3; HT= -4; IN= -2

HP=59; FP=29; Ward=2; SP=50 (run) / 60 (hover)

Att | Dam | Def | Stab: spear=+15 | 6 +poison | 26 | 27; or throwing spear=+12 | 4 +poison | 22 | 23; or mandibles=+15 | 8 | 26 | 27

Laudable (Level 8)

TN= 4; ST= 4; AG= 2; CR= 0; PC= 4; HT= -4; IN= -2

HP=64; FP=32; Ward=2; SP=55 (run) / 65 (hover)

Att | Dam | Def | Stab: spear=+18 | 7 +poison | 28 | 30; or throwing spear=+15 | 4 +poison | 24 | 26; or mandibles=+18 | 9 | 28 | 30

Outstanding (Level 10)

TN= 4; ST= 5; AG= 3; CR= 0; PC= 4; HT= -4; IN= -2

HP=70; FP=32; Ward=2; SP=60 (run) / 70 (hover)

Att | Dam | Def | Stab: spear=+22 | 8 +poison | 31 | 32; or throwing spear=+17 | 4 +poison | 27 | 28; or mandibles=+22 | 10 | 31 | 32

Large Ahti Queen Examples

Attack Modes: Mandibles *Danger Tier:* 0

Move Modes: Plod

Baseline Attributes

TN= 4; ST= 4; AG= -2; CR= -4; PC= 2; HT= -4; IN= 0

Adequate (Level 4)

TN= 4; ST= 4; AG= -1; CR= -4; PC= 4; HT= -4; IN= 1

HP=64; FP=32; Ward=2; SP=35 (plod)

Att | Dam | Def | Stab: mandibles=+11 | 12 | 21 | 26

Decent (Level 6)

TN= 4; ST= 4; AG= 0; CR= -4; PC= 4; HT= -3; IN= 1

HP=64; FP=34; Ward=2; SP=40 (plod)

Att | Dam | Def | Stab: mandibles=+14 | 12 | 24 | 28

Fit (Level 8)

TN= 4; ST= 4; AG= 1; CR= -4; PC= 4; HT= -2; IN= 1

HP=64; FP=38; Ward=2; SP=40 (plod)

Att | Dam | Def | Stab: mandibles=+17 | 12 | 27 | 30

Laudable (Level 10)

TN= 4; ST= 5; AG= 1; CR= -4; PC= 5; HT= -2; IN= 1

HP=70; FP=41; Ward=2; SP=45 (plod)

Att | Dam | Def | Stab: mandibles=+20 | 13 | 29 | 33

Outstanding (Level 12)

TN= 4; ST= 5; AG= 1; CR= -4; PC= 5; HT= -2; IN= 3

HP=70; FP=41; Ward=2; SP=45 (plod)

Att | Dam | Def | Stab: mandibles=+22 | 13 | 31 | 35

Small Ahti Worker Examples

Attack Modes: Mandibles *Danger Tier:* 0

Move Modes: Run

Baseline Attributes

TN= 0; ST= -2; AG= 4; CR= 4; PC= 0; HT= -4; IN= -2

Adequate (Level 0)

TN= 0; ST= -2; AG= 4; CR= 4; PC= 0; HT= -4; IN= -2

HP=27; FP=22; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: mandibles=+6 | 3 | 18 | 14

Decent (Level 2)

TN= 0; ST= -1; AG= 4; CR= 4; PC= 1; HT= -4; IN= -2

HP=29; FP=24; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: mandibles=+9 | 3 | 20 | 17

Fit (Level 4)

TN= 0; ST= -1; AG= 4; CR= 4; PC= 1; HT= -4; IN= -2

HP=29; FP=24; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: mandibles=+11 | 3 | 22 | 19

Laudable (Level 6)

TN= 0; ST= -1; AG= 4; CR= 4; PC= 1; HT= -4; IN= -2

HP=29; FP=24; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: mandibles=+13 | 3 | 24 | 21

Outstanding (Level 8)

TN= 0; ST= -1; AG= 4; CR= 4; PC= 1; HT= -4; IN= -2

HP=29; FP=24; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: mandibles=+15 | 3 | 26 | 23

Ahti Larva Swarm Batch Examples

Attack Modes: Mandibles *Danger Tier:* 0

Move Modes: Squirm/Undulate

Baseline Attributes

TN= 0; ST= 0; AG= -6; CR= -2; PC= 0; HT= -4; IN= -2

Adequate (Level 0)

TN= 0; ST= 0; AG= -6; CR= -2; PC= 0; HT= -4; IN= -2

HP=32; FP=22; Ward=0; SP=10 (squirm) / 20 (undulate)

Att | Dam | Def | Stab: mandibles=-2 | 5 | 8 | 14

Decent (Level 2)

TN= 0; ST= 1; AG= -6; CR= -2; PC= 0; HT= -4; IN= -1

HP=35; FP=22; Ward=0; SP=10 (squirm) / 20 (undulate)

Att | Dam | Def | Stab: mandibles=+1 | 6 | 10 | 16

Fit (Level 4)

TN= 1; ST= 1; AG= -6; CR= -2; PC= 0; HT= -3; IN= -1

HP=38; FP=24; Ward=1; SP=10 (squirm) / 20 (undulate)

Att | Dam | Def | Stab: mandibles=+3 | 6 | 13 | 19

Laudable (Level 6)

TN= 1; ST= 2; AG= -6; CR= -1; PC= 0; HT= -3; IN= -1

HP=41; FP=24; Ward=1; SP=15 (squirm) / 25 (undulate)

Att | Dam | Def | Stab: mandibles=+6 | 7 | 15 | 21

Outstanding (Level 8)

TN= 2; ST= 2; AG= -6; CR= -1; PC= 0; HT= -3; IN= 0

HP=45; FP=24; Ward=1; SP=15 (squirm) / 25 (undulate)

Att | Dam | Def | Stab: mandibles=+8 | 7 | 18 | 24

Akh

Akhs are the pinnacle spirits of the Egyptian mythology and the state to which the pharaohs aspire in building their elaborate tombs and pyramids. When encountered in the underworld, Akhs supposedly have the human form they possessed in life. When they appear in the mortal realm, however, they are seen as magnificent ghostly cranes whose feathers radiate a brilliant white or diabolically black aura.

Almost all Akhs that are encountered by men are of the black, evil variety. This is likely due to the fact that, before any soul can enter the underworld to live eternally in a state of ecstasy, it must first undergo judgment by the gods. Only the souls of men who have led a good and virtuous life are admitted. Those failing the test are utterly destroyed. Consequently, anyone living a greedy, self-centered existence will be loath to present themselves for judgment and will delay the inevitable for as long as possible, choosing instead to remain in the mortal realm as a specter until forcefully summoned. While it remains, however, the akh can be a true scourge to humanity.

Habitat: The Akhs that choose to remain in the realms of mortals linger around the tombs in which their remains have been placed.

Wealth Type: Hoard. Akhs themselves do not actively seek treasure, but the worldly goods they possessed in life are placed with their remains in their burial chambers. This can add up to be quite a stash of loot.

Origin: The Akh, or Ikhu, is the state to which all Egyptian spirits strive. The Egyptian soul has four separate and distinct parts: the Ba (personality), Ka (life force), Shuyet (shadow), and Ren (name). A person's soul can only enter eternal bliss once their ba and ka unite to form an akh. The akh must then present their heart to the gods for judgment. Those passing judgment enter the underworld. Those failing have their hearts devoured by a fabulous Egyptian monster-deity named Ammut. Although akhs are often depicted in artwork with human figures, they are portrayed in hieroglyphic texts using the symbol of the crane.

Fun Facts: Akhs are Undead with the Spectral Condition. (See the Creature Conditions section of The Overlord's Omnibus for details.)

When a spirit attains the status of an Akh, it has a superior understanding of both the physical and spiritual realms. As such, although it is ghostly and cannot directly manipulate physical objects by handling them, it is able to control them in other ways. An Akh has the power of Telekinesis and can mentally wield any weapon in this fashion. In fact, the Akh's ability to handle weapons is so skillful that, if the weapon is in close proximity to the spirit, its Parry Factor is included in the spirit's Defense and the Attack Bonus is treated as if the a weapon were in hand. Treat this as the mystical power Mental Arm, cast at a rank equal to the Akh's Level.

If an Akh is evil, it radiates a continual aura as the Occult spell Manifest Great Aura of Dire Deathly Power. Good

Akhs, though rarely seen, are believed to radiate an aura with the power of Manifest Ample Aura of Deft Forbearance.

The touch of an Akh acts exactly like that of its Ka component. The touch drains the life sustaining essence from the target as the Occult spell Manifest Dire Fatiguing Touch. In addition, the Akh may use the Occult spells Invoke Grim Vitality Siphon and Invoke Dire Despair at will.

In addition, the Akh has all of the powers possessed by its ba component. Thus, the Akh may cast any of the following Occult spells at spell ranks equal to its Level: Concoct Philter of Love, Devise Deft Dire Phantasmal Tickling, Fascinate with Doubly Deft Brittle Ecstasy, Invoke Brief Fell Rage, Invoke Dire Fatigue, Invoke Dire Slumber, and Manifest Great Aura of Dire Fear. Akhs may invoke these spells without penalty even when actively participating in combat. Even hefty blows cannot foil their emotion-filled attacks.

The Akh foregoes using any Gestural or Material components in casting its spells. All spells are cast at spell ranks equal to the Akh's Level. (See The Oculus of Occultism for details on its various powers.)

Akhs have the gift of Spawn Undead Mummy, which they will use on any fresh corpses they encounter (particularly those it personally killed). The form of mummy that rises is the Overlord's choice, but should be commensurate with the deceased's social status (e.g. a Royal Mummy can only arise from the corpse of a royal).

If an Akh is Overcome, it is temporarily dispersed, but it is not destroyed. The specter will rise again in about a week.

Durabilities: This creature is Immune to Acidic, Bleeding, Blighting, Crushing, Dehydrating, Entrancing, Fatiguing, Freezing, Infernal, Internal, Intoxicating, Maladive, Non-Magical, Petrifying, Rotting, Sedating, Starving, Suffocating, and Toxic Effects; and Sensitive to Quieting and Sunshining Effects.

Keywords: avian, specter, undead

Traits: Afraid of Sunlight

Danger Tier: +1

Cunning: Clever

Vision: Astral Vision

Move Modes: Waft/Glide

Attack Modes: Touch

Medium Akh Examples

Baseline Attributes

TN= --; ST= --; AG= 0; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 6)

TN= --; ST= --; AG= 1; CR= 2; PC= 0; HT= 0; IN= 3

HP=32; FP=32; Ward=0; SP=30 (waft) / 60 (glide)

Att | Dam | Def | Stab: touch=+12 | special | 21 | 20

Decent (Level 8)

TN= --; ST= --; AG= 2; CR= 2; PC= 0; HT= 0; IN= 3

HP=35; FP=32; Ward=1; SP=35 (waft) / 65 (glide)

Att | Dam | Def | Stab: touch=+14 | special | 25 | 23

Fit (Level 10)

TN= --; ST= --; AG= 2; CR= 3; PC= 0; HT= 0; IN= 3

HP=38; FP=32; Ward=1; SP=35 (waft) / 65 (glide)

Att | Dam | Def | Stab: touch=+17 | special | 28 | 26

Laudable (Level 12)

TN= --; ST= --; AG= 2; CR= 3; PC= 1; HT= 1; IN= 3

HP=38; FP=38; Ward=1; SP=35 (waft) / 65 (glide)

Att | Dam | Def | Stab: touch=+20 | special | 30 | 29

Outstanding (Level 14)

TN= --; ST= --; AG= 2; CR= 3; PC= 2; HT= 1; IN= 3

HP=41; FP=41; Ward=1; SP=40 (waft) / 70 (glide)

Att | Dam | Def | Stab: touch=+23 | special | 33 | 33

Remarkable (Level 16)

TN= --; ST= --; AG= 2; CR= 3; PC= 2; HT= 2; IN= 3

HP=45; FP=45; Ward=1; SP=40 (waft) / 70 (glide)

Att | Dam | Def | Stab: touch=+25 | special | 35 | 35

Superb (Level 18)

TN= --; ST= --; AG= 2; CR= 3; PC= 2; HT= 2; IN= 4

HP=45; FP=45; Ward=1; SP=40 (waft) / 70 (glide)

Att | Dam | Def | Stab: touch=+27 | special | 37 | 37

Wondrous (Level 20)

TN= --; ST= --; AG= 3; CR= 3; PC= 3; HT= 2; IN= 4

HP=45; FP=49; Ward=1; SP=45 (waft) / 75 (glide)

Att | Dam | Def | Stab: touch=+30 | special | 40 | 40

Small Akh Examples

Baseline Attributes

TN= --; ST= --; AG= 6; CR= 2; PC= 0; HT= 0; IN= 0

Adequate (Level 6)

TN= --; ST= --; AG= 7; CR= 4; PC= 0; HT= 0; IN= 3

HP=16; FP=32; Ward=0; SP=30 (waft) / 60 (glide)

Att | Dam | Def | Stab: touch=+14 | special | 25 | 18

Decent (Level 8)

TN= --; ST= --; AG= 8; CR= 4; PC= 0; HT= 0; IN= 3

HP=17; FP=32; Ward=0; SP=35 (waft) / 65 (glide)

Att | Dam | Def | Stab: touch=+16 | special | 29 | 21

Fit (Level 10)

TN= --; ST= --; AG= 8; CR= 5; PC= 0; HT= 0; IN= 3

HP=19; FP=32; Ward=0; SP=35 (waft) / 65 (glide)

Att | Dam | Def | Stab: touch=+19 | special | 32 | 24

Laudable (Level 12)

TN= --; ST= --; AG= 8; CR= 5; PC= 1; HT= 1; IN= 3

HP=19; FP=38; Ward=0; SP=35 (waft) / 65 (glide)

Att | Dam | Def | Stab: touch=+22 | special | 34 | 27

Outstanding (Level 14)

TN= --; ST= --; AG= 8; CR= 5; PC= 2; HT= 1; IN= 3

HP=21; FP=41; Ward=1; SP=40 (waft) / 70 (glide)

Att | Dam | Def | Stab: touch=+25 | special | 37 | 31

Remarkable (Level 16)

TN= --; ST= --; AG= 8; CR= 5; PC= 2; HT= 2; IN= 3

HP=23; FP=45; Ward=1; SP=40 (waft) / 70 (glide)

Att | Dam | Def | Stab: touch=+27 | special | 39 | 33

Superb (Level 18)

TN= --; ST= --; AG= 8; CR= 5; PC= 2; HT= 2; IN= 4

HP=23; FP=45; Ward=1; SP=40 (waft) / 70 (glide)

Att | Dam | Def | Stab: touch=+29 | special | 41 | 35

Wondrous (Level 20)

TN= --; ST= --; AG= 9; CR= 5; PC= 3; HT= 2; IN= 4

HP=23; FP=49; Ward=1; SP=45 (waft) / 75 (glide)

Att | Dam | Def | Stab: touch=+32 | special | 44 | 38

Ammut

The Ammut is an odd composite creature having the head of a large crocodile, the forequarters and mane of a huge lion, and the hindquarters of a hippo. They are voracious meat eaters, with the hunting skills necessary to satisfy their greedy appetites. Ammut are water dwellers capable of patiently lurking just beneath the water's calm surface for extended periods. Here they wait for unsuspecting morsels to wander close. Their powerful legs enable the Ammut to burst from the water's camouflage with amazing abruptness. Rare is the critter fast enough to avoid the Ammut's toothy maw.

Habitat: Ammut dwell in fresh water, preferring the lazy currents running through river deltas since these areas tend to be populated with a veritable platter of assorted meats.

Fun Facts: Ammut are amphibious creatures that are able to remain underwater for impressive periods. An Ammut can remain underwater in a relatively motionless state for up to an hour at a time, surfacing only briefly to snatch a quick breath.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Origin: Ammut, or Am-Mit, was a minor Egyptian female deity who stood by as the hearts of the dead were weighed to determine whether their owners should proceed into the afterlife. Those hearts that were owned by evil men failed the test and it was Ammut's task to devour the unworthy hearts. It was a job the crocodilian female performed with relish.

Attack Modes: Carnivorous Bite/Claw

Keywords: amphibious, blooded, crocodile-like, fleshy, hybrid, living, mammal-like, man-eater, predator, reptile-like, territorial

Danger Tier: +1

Wealth Type: Incidental

Cunning: Bestial

Vision: Dark Vision

Move Modes: Plod

Great Ammut Examples

Baseline Attributes

TN= 4; ST= 10; AG= -8; CR= -6; PC= 0; HT= 6; IN= -6

Adequate (Level 8)

TN= 4; ST= 10; AG= -5; CR= -6; PC= 2; HT= 8; IN= -5
HP=108; FP=76; Ward=2; SP=35 (plod)

Att | Dam | Def | Stab: bite/claw=+17 | 22 | 21 | 28

Decent (Level 10)

TN= 4; ST= 11; AG= -5; CR= -6; PC= 3; HT= 8; IN= -5
HP=117; FP=82; Ward=2; SP=40 (plod)

Att | Dam | Def | Stab: bite/claw=+20 | 23 | 23 | 31

Fit (Level 12)

TN= 4; ST= 11; AG= -5; CR= -6; PC= 3; HT= 8; IN= -3
HP=117; FP=82; Ward=2; SP=40 (plod)

Att | Dam | Def | Stab: bite/claw=+22 | 23 | 25 | 33

Laudable (Level 14)

TN= 5; ST= 12; AG= -5; CR= -6; PC= 3; HT= 8; IN= -3
HP=140; FP=82; Ward=2; SP=45 (plod)

Att | Dam | Def | Stab: bite/claw=+25 | 24 | 28 | 36

Model (Level 16)

TN= 5; ST= 12; AG= -5; CR= -6; PC= 3; HT= 8; IN= -2
HP=140; FP=82; Ward=2; SP=45 (plod)

Att | Dam | Def | Stab: bite/claw=+27 | 24 | 30 | 38

Outstanding (Level 18)

TN= 5; ST= 13; AG= -5; CR= -5; PC= 3; HT= 8; IN= -2
HP=152; FP=82; Ward=2; SP=45 (plod)

Att | Dam | Def | Stab: bite/claw=+30 | 25 | 32 | 40

Large Ammut Examples

Baseline Attributes

TN= 2; ST= 4; AG= -2; CR= -4; PC= 0; HT= 6; IN= -6

Adequate (Level 6)

TN= 2; ST= 4; AG= 0; CR= -4; PC= 2; HT= 7; IN= -5
HP=54; FP=69; Ward=1; SP=30 (plod)

Att | Dam | Def | Stab: bite/claw=+14 | 14 | 22 | 24

Decent (Level 8)

TN= 2; ST= 4; AG= 1; CR= -4; PC= 2; HT= 8; IN= -5
HP=54; FP=76; Ward=1; SP=35 (plod)

Att | Dam | Def | Stab: bite/claw=+17 | 14 | 25 | 26

Fit (Level 10)

TN= 2; ST= 5; AG= 1; CR= -4; PC= 3; HT= 8; IN= -5
HP=59; FP=82; Ward=1; SP=40 (plod)

Att | Dam | Def | Stab: bite/claw=+20 | 15 | 27 | 29

Laudable (Level 12)

TN= 2; ST= 5; AG= 1; CR= -4; PC= 3; HT= 8; IN= -3
HP=59; FP=82; Ward=1; SP=40 (plod)

Att | Dam | Def | Stab: bite/claw=+22 | 15 | 29 | 31

Outstanding (Level 14)

TN= 3; ST= 6; AG= 1; CR= -4; PC= 3; HT= 8; IN= -3
HP=70; FP=82; Ward=1; SP=45 (plod)

Att | Dam | Def | Stab: bite/claw=+25 | 16 | 32 | 34

Amphisbaena

The Amphisbaena, throughout history, has been reported in many forms. One form is that of a two-headed lizard where the second head replaces the lizard's tail. Another is that of a winged bird having a serpentine body and two serpent heads.

The most believable account describes the Amphisbaena as a great-scaled serpent that has a huge viper's head at each end of its long body. It is this form that is portrayed in Nordic artifacts and is the form most often encountered by wandering adventurers. The serpentine Amphisbaena is covered with a durable skin protected by tough scales similar to those of its dragon kindred.

If the serpent is encountered on a hillside, the Amphisbaena can form itself into a hoop by having each head firmly grasping the other. The serpent can then roll at greatly increased speed. Obviously, this rate cannot be kept up for long, but it is helpful in approaching prey.

Habitat: The Amphisbaena prefers to dwell in hilly areas where it can easily spy its prey. When the winter storms hit, the serpent can hibernate in its lair so it is not averse to living in temperate regions.

Origin: Greece. The amphisbaena was supposedly spawned from blood that dripped from Medusa's head as Perseus carried it while flying over Libya on Pegasus. The Norsemen crafted torques, a piece of jewelry fashioned from a single curved rod of gold or silver used as a necklace or bracelet, into the form of a double-headed serpent.

Fun Facts: Every day, the first 3 bites of each head deliver a Deadly Toxic Venom. (See [Poisons](#) in [The Wicked Workshop](#) for details.) Thereafter, their venom is depleted from a day. Even so, their bites can still deliver serious injuries.

If the Amphisbaena strikes one target twice in a single span, it automatically wraps its massive serpentine body around him. Thereafter, the victim is Constricted until the Amphisbaena releases him.

If a large party attacks an Amphisbaena, it will roar to frighten off some attackers. This has the effect of the Occult spell [Invoke Epic Fell Roar](#) cast at a spell rank equal to the dragon's Level.

Durabilities: This creature is Immune to Blighting, Captivating, Dreadful, Enervating, Infernal, Metaphysical, Poisoning, Quieting, Righteous, Sedating, Sunshining, and Toxic Effects.

The Amphisbaena is resistant to magic. Any spell affecting the creature has its spell rank cut in half.

Keywords: ageless, blooded, carnivore, dragon, fleshy, living, lizard-like, multi-headed, poisonous, predator, reptile, serpentine, territorial, winged

Traits: Driving Lust for Gold, Silver, and Copper

Attack Modes: Carnivorous Bite+Poison (x2)

Move Modes: Slither/Loop/Hover . Looping can be performed only when moving in a straight line.

Wealth Type: Hoard

Cunning: Bestial

Vision: Night Vision

Danger Tier: +3

Large Amphisbaena Examples

Baseline Attributes

TN= 4; ST= 8; AG= -4; CR= -1; PC= 4; HT= 2; IN= -6

Adequate (Level 8)

TN= 7; ST= 10; AG= -3; CR= -1; PC= 5; HT= 3; IN= -6

HP=140; FP=64; Ward=3; SP=60 (slither) / 90 (loop) / 70 (hover)

Att | Dam | Def | Stab: bite and bite=+19 and +19 | 17
+poison and 17 +poison | 26 | 34

Decent (Level 10)

TN= 7; ST= 11; AG= -2; CR= -1; PC= 5; HT= 3; IN= -6

HP=152; FP=64; Ward=3; SP=65 (slither) / 95 (loop) / 75 (hover)

Att | Dam | Def | Stab: bite and bite=+23 and +23 | 18
+poison and 18 +poison | 29 | 36

Fit (Level 12)

TN= 7; ST= 11; AG= -2; CR= 0; PC= 6; HT= 3; IN= -6

HP=152; FP=69; Ward=3; SP=70 (slither) / 100 (loop) / 80 (hover)

Att | Dam | Def | Stab: bite and bite=+25 and +25 | 18
+poison and 18 +poison | 31 | 39

Laudable (Level 14)

TN= 7; ST= 11; AG= -2; CR= 0; PC= 7; HT= 3; IN= -6

HP=152; FP=76; Ward=3; SP=75 (slither) / 105 (loop) / 85 (hover)

Att | Dam | Def | Stab: bite and bite=+27 and +27 | 18
+poison and 18 +poison | 33 | 42

Model (Level 16)

TN= 8; ST= 11; AG= -2; CR= 0; PC= 7; HT= 3; IN= -6

HP=166; FP=76; Ward=4; SP=75 (slither) / 105 (loop) / 85 (hover)

Att | Dam | Def | Stab: bite and bite=+29 and +29 | 18
+poison and 18 +poison | 36 | 45

Outstanding (Level 18)

TN= 8; ST= 12; AG= -2; CR= 0; PC= 7; HT= 3; IN= -5

HP=181; FP=76; Ward=4; SP=80 (slither) / 110 (loop) / 90 (hover)

Att | Dam | Def | Stab: bite and bite=+32 and +32 | 19
+poison and 19 +poison | 38 | 47

Ant, Indian

Indian Ants are giant specimens of the insect world, about the size of a fox or small dog. They dig their tunnels through ground rich with gold ore, which is deposited on the surface around their tunnel entrances. The reason they have this preference is unclear, but it is observed that this is an effective way to attract overconfident, greedy, tasty men.

If a man approaches the anthill, the ants will instinctively “raise the alarm” by emitting a powerful distinctive odor. A swarm of ants is surely to arrive within a few Rounds, so the pilferer has only a short time to gather their booty and run. Once the warrior ants start pouring out of the anthill, few men can escape since the ants are lightning fast and will quickly overwhelm the best of fighters with their numbers.

There is always one queen, but they will never be encountered unless the adventurers climb down into the tunnels personally. Since the tunnels are rarely more than 3 feet wide, it takes a very foolhardy person to brave the depths unless they are certain the danger is minimal.

Habitat: Whenever possible, Indian Ants dig their tunnels through sand, earth, and stone rich with gold ore.

Origin: The Indian Ant, or Myrmekes Indikoi, is an obscure bit of Greek mythology. It was believed that these ants, which were smaller than dogs but larger than foxes, would dig through gold-rich sand, much of which was deposited in the huge anthills around the entrance to their tunnels.

Fun Facts: Indian Ants have the ability to see in the dark as the Occult spell Procure Dragon Sight. They also have a keen sense of smell and so are able to sense the presence of trespassers even without hearing or seeing them directly. They are also able to climb across any rough stone or earthen surface with ease.

Indian Ants are guided purely by instinct that always puts the safety of the colony above their own lives.

Queen ants may cast the following Occult spells at a rank equal to their Levels: Invoke Dire Slumber, Foray through Dirt, and Manifest Dire Fatiguing Touch.

Durabilities: This creature is Immune to Blighting, Captivating, Deluding, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects; and Resistant to Footing and Slippery Effects.

Keywords: blooded, bug, exoskeleton, insect, instinctive, living

Wealth Type: Hoard

Cunning: Instinctive

Attack Modes: Mandibles

Danger Tier: 0

Vision: Motion Sensitivity

Size: Small

Move Modes: Skitter / Cling

Queen Indian Ant Examples

Baseline Attributes

TN= -2; ST= -2; AG= -3; CR= 2; PC= 2; HT= 1; IN= 2

Adequate (Level 4)

TN= -2; ST= -1; AG= -1; CR= 2; PC= 2; HT= 1; IN= 3

HP=25; FP=41; Ward=0; SP=40 (skitter)

Att | Dam | Def | Stab: mandibles=+6 | 3 | 15 | 18

Decent (Level 6)

TN= -2; ST= -1; AG= -1; CR= 2; PC= 2; HT= 2; IN= 4

HP=25; FP=45; Ward=0; SP=40 (skitter)

Att | Dam | Def | Stab: mandibles=+8 | 3 | 17 | 20

Fit (Level 8)

TN= -1; ST= -1; AG= 0; CR= 2; PC= 2; HT= 2; IN= 4

HP=27; FP=45; Ward=0; SP=40 (skitter)

Att | Dam | Def | Stab: mandibles=+11 | 3 | 21 | 23

Laudable (Level 10)

TN= 0; ST= -1; AG= 0; CR= 2; PC= 3; HT= 2; IN= 4

HP=29; FP=49; Ward=0; SP=45 (skitter)

Att | Dam | Def | Stab: mandibles=+13 | 3 | 24 | 27

Model (Level 12)

TN= 0; ST= -1; AG= 0; CR= 2; PC= 3; HT= 4; IN= 4

HP=29; FP=58; Ward=0; SP=45 (skitter)

Att | Dam | Def | Stab: mandibles=+15 | 3 | 26 | 29

Outstanding (Level 14)

TN= 1; ST= -1; AG= 0; CR= 2; PC= 4; HT= 4; IN= 4

HP=32; FP=64; Ward=1; SP=45 (skitter)

Att | Dam | Def | Stab: mandibles=+17 | 3 | 29 | 33

Warrior Indian Ant Examples

Baseline Attributes

TN= 2; ST= -2; AG= 2; CR= 2; PC= -2; HT= -1; IN= -8

Adequate (Level 2)

TN= 3; ST= -1; AG= 2; CR= 2; PC= -2; HT= -1; IN= -8

HP=38; FP=24; Ward=1; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+7 | 3 | 21 | 17

Decent (Level 4)

TN= 5; ST= -1; AG= 2; CR= 2; PC= -2; HT= -1; IN= -8

HP=45; FP=24; Ward=2; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+9 | 3 | 25 | 21

Fit (Level 6)
 TN= 5; ST= -1; AG= 2; CR= 3; PC= -2; HT= 0; IN= -8
 HP=45; FP=26; Ward=2; SP=40 (skitter) / 20 (cling)
 Att | Dam | Def | Stab: mandibles=+11 | 3 | 27 | 23

Laudable (Level 8)
 TN= 6; ST= -1; AG= 2; CR= 3; PC= -2; HT= 0; IN= -8
 HP=49; FP=26; Ward=3; SP=40 (skitter) / 20 (cling)
 Att | Dam | Def | Stab: mandibles=+13 | 3 | 30 | 26

Model (Level 10)
 TN= 6; ST= 1; AG= 2; CR= 3; PC= -2; HT= 0; IN= -8
 HP=59; FP=26; Ward=3; SP=40 (skitter) / 20 (cling)
 Att | Dam | Def | Stab: mandibles=+17 | 4 | 32 | 28

Outstanding (Level 12)
 TN= 7; ST= 1; AG= 2; CR= 3; PC= -2; HT= 0; IN= -8
 HP=64; FP=26; Ward=3; SP=40 (skitter) / 20 (cling)
 Att | Dam | Def | Stab: mandibles=+19 | 4 | 35 | 31

Worker Indian Ant Examples

Baseline Attributes
 TN= 2; ST= -2; AG= 2; CR= 2; PC= -2; HT= -1; IN= -8

Adequate (Level 0)
 TN= 2; ST= -2; AG= 2; CR= 2; PC= -2; HT= -1; IN= -8
 HP=32; FP=24; Ward=1; SP=35 (skitter) / 15 (cling)
 Att | Dam | Def | Stab: mandibles=+4 | 3 | 18 | 14

Decent (Level 2)
 TN= 2; ST= -1; AG= 2; CR= 2; PC= -2; HT= 0; IN= -8
 HP=35; FP=26; Ward=1; SP=40 (skitter) / 20 (cling)
 Att | Dam | Def | Stab: mandibles=+7 | 3 | 20 | 16

Fit (Level 4)
 TN= 3; ST= 0; AG= 2; CR= 2; PC= -2; HT= 0; IN= -8
 HP=41; FP=26; Ward=1; SP=40 (skitter) / 20 (cling)
 Att | Dam | Def | Stab: mandibles=+10 | 3 | 23 | 19

Laudable (Level 6)
 TN= 3; ST= 0; AG= 2; CR= 2; PC= -1; HT= 1; IN= -8
 HP=41; FP=32; Ward=1; SP=40 (skitter) / 20 (cling)
 Att | Dam | Def | Stab: mandibles=+12 | 3 | 25 | 22

Model (Level 8)
 TN= 4; ST= 1; AG= 2; CR= 2; PC= -1; HT= 1; IN= -8
 HP=49; FP=32; Ward=2; SP=45 (skitter) / 25 (cling)
 Att | Dam | Def | Stab: mandibles=+15 | 4 | 28 | 25

Outstanding (Level 10)
 TN= 5; ST= 1; AG= 3; CR= 2; PC= -1; HT= 1; IN= -8
 HP=54; FP=32; Ward=2; SP=45 (skitter) / 25 (cling)
 Att | Dam | Def | Stab: mandibles=+18 | 4 | 32 | 28

Indian Ant Swarm Batch Examples

Baseline Attributes
 TN= 4; ST= 4; AG= -4; CR= 0; PC= -2; HT= -1; IN= -8

Adequate (Level 0)
 TN= 4; ST= 4; AG= -4; CR= 0; PC= -2; HT= -1; IN= -8
 HP=64; FP=24; Ward=2; SP=35 (skitter) / 15 (cling)
 Att | Dam | Def | Stab: mandibles=+4 | 9 | 14 | 16

Decent (Level 2)
 TN= 4; ST= 5; AG= -4; CR= 0; PC= -2; HT= 0; IN= -8
 HP=70; FP=26; Ward=2; SP=40 (skitter) / 20 (cling)
 Att | Dam | Def | Stab: mandibles=+7 | 10 | 16 | 18

Fit (Level 4)
 TN= 5; ST= 6; AG= -4; CR= 0; PC= -2; HT= 0; IN= -8
 HP=83; FP=26; Ward=2; SP=40 (skitter) / 20 (cling)
 Att | Dam | Def | Stab: mandibles=+10 | 11 | 19 | 21

Laudable (Level 6)
 TN= 5; ST= 6; AG= -4; CR= 0; PC= -1; HT= 1; IN= -8
 HP=83; FP=32; Ward=2; SP=40 (skitter) / 20 (cling)
 Att | Dam | Def | Stab: mandibles=+12 | 11 | 21 | 24

Model (Level 8)
 TN= 6; ST= 7; AG= -4; CR= 0; PC= -1; HT= 1; IN= -8
 HP=99; FP=32; Ward=3; SP=45 (skitter) / 25 (cling)
 Att | Dam | Def | Stab: mandibles=+15 | 12 | 24 | 27

Outstanding (Level 10)
 TN= 7; ST= 7; AG= -3; CR= 0; PC= -1; HT= 1; IN= -8
 HP=108; FP=32; Ward=3; SP=45 (skitter) / 25 (cling)
 Att | Dam | Def | Stab: mandibles=+18 | 12 | 28 | 30

Arachnida

An Arachnida (plural Arachnidae) is a cross between a human and a spider. Arachnidae have the torsos, arms, and upper bodies of humans and the lower quarters of spiders. The human torso extends from an arachnid front section (the cephalothorax), from which also extend eight spider legs. Behind this section extends a bulbous spider thorax. The spider bits of male Arachnida anatomy have the hairy, stocky appearance of burly spiders. Females of the species have the thin, long legs and glistening thoraxes of spindly spiders. The human coloration and facial features are as varied as those of the human races, while that of the arachnid portions span the gamut of spider forms.

Arachnida society is strictly matriarchal. At the highest rank, the feudal society is ruled by a queen. But, even at the level of the family, the households are dominated with iron fists by the matrons. Theirs is essentially a cult similar to that of the Amazons, which glorifies the feminine and denigrates the masculine. The difference is that the males live with the females, and are complicit in the Arachnida social hierarchy, even though they are treated essentially as menials. The males are rarely allowed to speak. But, when they do, most will defend their lowered status as a deserved consequence of their overly aggressive natures, even as they bow to the despotic rule of their brood's matriarch.

Arachnidae may profess any class for which an individual meets the minimum requirements. Leaders are often Grecian pagans that commonly worship Arachne. The Arachnida pagans are free to worship any gods they like, with the exception that they never pay homage to the despised Athena, who cursed them to their arachnid form.

Arachnidae are widely renowned for the silks they weave, each of which has a Quality Level equal to the Level of the Arachnida producing it. These goods represent the primary trade of the thriving Arachnida economy.

Fun Facts: Arachnidae speak fluently with spiders (as the Gift Chattering with Spiders), which they keep as pets and guards. They can also walk on walls with their spider legs.

All Arachnidae may use the following Occult spells at spell ranks equal to their Levels: Bond with Spider Thread, Generate Sheet of Webs, and Generate Large Morass of Dire Web, and Manifest Webbing Grapple. They often use their Generate Sheet of Webs ability to make their abodes more "homey."

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects; and Resistant to Footing and Slippery Effects.

Habitat: Colonies of Arachnidae construct intricate silken structures that they hang from the ceilings of large caverns or the walls of deep underground fissures. These dwellings resemble monstrous spider egg sacks, which are lavishly decorated with intricate woven patterns. Access to these unusual nests is usually gained from long silken walkways that resemble swinging rope bridges. The queen's palace is instantly recognizable as it is twice as large and three times as ornate as any other. The queen holds court in a large chamber in the center of her "palace" and doles out harsh punishments to intruders.

Arachnidae can live in any environment that is suited to a spider lifestyle. They particularly haunt large caves and canyons where they are free to hang their silken abodes. Although Arachnidae are not solitary creatures, it is not uncommon to find a small community consisting of only a few members. There have been some troubling reports, however, of much larger colonies congregating in huge underground caverns.

Origin: Greek mythology tells of a beautiful maiden named Arachne who challenged the goddess Athena to a weaving contest. Since Athena wove the clothing of the very gods, the goddess was totally confident that no mortal could stand against her. However, Arachne wove a perfect tapestry in the contest proving she was the better weaver. In her rage, Athena cursed Arachne to assume the form of a spider so that she would be forced to eternally weave her masterpieces from the thread produced by her own body. Arachne became the mother of all spiders.

Other tales of a human-spider hybrid come from the legends of the West African god Anansi. This spider god was depicted with any variety of hybrid forms, including that of a male human upper body and eight legs. The creator god of the Mochica culture of Peru, Ai apaec, was also depicted as a human-spider hybrid.

The term "arachnida" itself is the scientific name given to the genus containing all arachnids, including spiders and scorpions.

Keywords: arachnid-like, blooded, bug-like, civilized, exoskeleton, fleshy, humanoid-like, hybrid, living

Vision: Dark Vision, Heat Sense, Motion Sensitivity

Attack Modes: Scimitar or Bow or Punch

Wealth Type: Monetary

Cunning: Alert

Size: Medium

Danger Tier: 0

Move Modes: Skitter / Cling

Arachnida Fighter Examples**Baseline Attributes**

TN= -4; ST= 0; AG= 4; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 0)

TN= -4; ST= 0; AG= 4; CR= 0; PC= 0; HT= 0; IN= 0

HP=23; FP=32; Ward=0; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: bow=+3 | 5 | 10 | 6; or
iaculum=+7 | 2 (setback) | 14 | 10; or scimitar=+7 | 6 |
15 | 11; or spear=+8 | 3 | 14 | 10; or punch=+8 | 2 | 11 | 7

Decent (Level 2)

TN= -4; ST= 1; AG= 5; CR= 0; PC= 0; HT= 0; IN= 0

HP=25; FP=32; Ward=0; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: bow=+5 | 5 | 13 | 8; or
iaculum=+11 | 2 (setback) | 17 | 12; or scimitar=+11 | 7 |
18 | 13; or spear=+12 | 4 | 17 | 12; or punch=+12 | 3 | 14 | 9

Fit (Level 4)

TN= -3; ST= 1; AG= 5; CR= 0; PC= 1; HT= 0; IN= 0

HP=27; FP=34; Ward=0; SP=55 (skitter) / 35 (cling)

Att | Dam | Def | Stab: bow=+8 | 5 | 16 | 12; or
iaculum=+13 | 2 (setback) | 20 | 16; or scimitar=+13 | 7 |
21 | 17; or spear=+14 | 4 | 20 | 16; or punch=+14 | 3 | 17 | 13

Hardened (Level 6)

TN= -2; ST= 1; AG= 6; CR= 0; PC= 1; HT= 0; IN= 0

HP=29; FP=34; Ward=0; SP=60 (skitter) / 40 (cling)

Att | Dam | Def | Stab: bow=+10 | 5 | 20 | 15; or
iaculum=+16 | 2 (setback) | 24 | 19; or scimitar=+16 | 7 |
25 | 20; or spear=+17 | 4 | 24 | 19; or punch=+17 | 3 | 21 | 16

Laudable (Level 8)

TN= -2; ST= 2; AG= 6; CR= 0; PC= 2; HT= 0; IN= 0

HP=32; FP=38; Ward=0; SP=65 (skitter) / 45 (cling)

Att | Dam | Def | Stab: bow=+13 | 5 | 22 | 18; or
iaculum=+19 | 2 (setback) | 26 | 22; or scimitar=+19 | 8 |
27 | 23; or spear=+20 | 5 | 26 | 22; or punch=+20 | 4 | 23 | 19

Model (Level 10)

TN= -2; ST= 3; AG= 7; CR= 0; PC= 2; HT= 0; IN= 0

HP=35; FP=38; Ward=0; SP=70 (skitter) / 50 (cling)

Att | Dam | Def | Stab: bow=+15 | 5 | 25 | 20; or
iaculum=+23 | 2 (setback) | 29 | 24; or scimitar=+23 | 9 |
30 | 25; or spear=+24 | 6 | 29 | 24; or punch=+24 | 5 | 26 | 21

Outstanding (Level 12)

TN= -2; ST= 3; AG= 7; CR= 1; PC= 2; HT= 1; IN= 0

HP=35; FP=41; Ward=0; SP=70 (skitter) / 50 (cling)

Att | Dam | Def | Stab: bow=+18 | 5 | 27 | 22; or
iaculum=+25 | 3 (setback) | 31 | 26; or scimitar=+25 | 9 |
32 | 27; or spear=+26 | 6 | 31 | 26; or punch=+26 | 5 | 28 | 23

Remarkable (Level 14)

TN= -1; ST= 3; AG= 7; CR= 1; PC= 3; HT= 1; IN= 0

HP=38; FP=45; Ward=0; SP=75 (skitter) / 55 (cling)

Att | Dam | Def | Stab: bow=+21 | 5 | 30 | 26; or
iaculum=+27 | 3 (setback) | 34 | 30; or scimitar=+27 | 9 |
35 | 31; or spear=+28 | 6 | 34 | 30; or punch=+28 | 5 | 31 | 27

Superb (Level 16)

TN= -1; ST= 4; AG= 7; CR= 1; PC= 3; HT= 1; IN= 0

HP=41; FP=45; Ward=0; SP=75 (skitter) / 55 (cling)

Att | Dam | Def | Stab: bow=+23 | 5 | 32 | 28; or
iaculum=+30 | 3 (setback) | 36 | 32; or scimitar=+30 | 10 |
37 | 33; or spear=+31 | 7 | 36 | 32; or punch=+31 | 6 | 33 | 29

Wondrous (Level 18)

TN= -1; ST= 4; AG= 7; CR= 1; PC= 3; HT= 1; IN= 1

HP=41; FP=45; Ward=0; SP=75 (skitter) / 55 (cling)

Att | Dam | Def | Stab: bow=+25 | 5 | 34 | 30; or
iaculum=+32 | 3 (setback) | 38 | 34; or scimitar=+32 | 10 |
39 | 35; or spear=+33 | 7 | 38 | 34; or punch=+33 | 6 | 35 | 31

Arachnida Marksman Examples**Baseline Attributes**

TN= -4; ST= 0; AG= 4; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 0)

TN= -4; ST= 0; AG= 4; CR= 0; PC= 0; HT= 0; IN= 0

HP=23; FP=32; Ward=0; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: bow=+3 | 5 | 10 | 6; or
iaculum=+7 | 2 (setback) | 14 | 10; or scimitar=+7 | 6 |
15 | 11; or punch=+8 | 2 | 11 | 7

Decent (Level 2)

TN= -4; ST= 0; AG= 4; CR= 1; PC= 1; HT= 0; IN= 0

HP=23; FP=34; Ward=0; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: bow=+7 | 5 | 12 | 9; or
iaculum=+9 | 3 (setback) | 16 | 13; or scimitar=+9 | 6 |
17 | 14; or punch=+10 | 2 | 13 | 10

Fit (Level 4)

TN= -4; ST= 0; AG= 4; CR= 2; PC= 2; HT= 0; IN= 0

HP=23; FP=38; Ward=0; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: bow=+11 | 5 | 14 | 12; or
iaculum=+11 | 4 (setback) | 18 | 16; or scimitar=+11 | 6 |
19 | 17; or punch=+12 | 2 | 15 | 13**Hardened (Level 6)**

TN= -4; ST= 1; AG= 4; CR= 2; PC= 3; HT= 0; IN= 0

HP=25; FP=41; Ward=0; SP=60 (skitter) / 40 (cling)

Att | Dam | Def | Stab: bow=+14 | 5 | 16 | 15; or
iaculum=+14 | 4 (setback) | 20 | 19; or scimitar=+14 | 7 |
21 | 20; or punch=+15 | 3 | 17 | 16**Laudable (Level 8)**

TN= -4; ST= 1; AG= 4; CR= 3; PC= 3; HT= 0; IN= 1

HP=25; FP=41; Ward=0; SP=60 (skitter) / 40 (cling)

Att | Dam | Def | Stab: bow=+17 | 5 | 18 | 17; or
iaculum=+16 | 5 (setback) | 22 | 21; or scimitar=+16 | 7 |
23 | 22; or punch=+17 | 3 | 19 | 18**Model (Level 10)**

TN= -4; ST= 1; AG= 4; CR= 4; PC= 3; HT= 0; IN= 1

HP=25; FP=41; Ward=0; SP=60 (skitter) / 40 (cling)

Att | Dam | Def | Stab: bow=+20 | 5 | 20 | 19; or
iaculum=+18 | 6 (setback) | 24 | 23; or scimitar=+18 | 7 |
25 | 24; or punch=+19 | 3 | 21 | 20**Outstanding (Level 12)**

TN= -3; ST= 1; AG= 4; CR= 4; PC= 3; HT= 0; IN= 2

HP=27; FP=41; Ward=0; SP=60 (skitter) / 40 (cling)

Att | Dam | Def | Stab: bow=+22 | 5 | 23 | 22; or
iaculum=+20 | 6 (setback) | 27 | 26; or scimitar=+20 | 7 |
28 | 27; or punch=+21 | 3 | 24 | 23**Remarkable (Level 14)**

TN= -3; ST= 1; AG= 4; CR= 4; PC= 4; HT= 0; IN= 2

HP=27; FP=45; Ward=0; SP=60 (skitter) / 40 (cling)

Att | Dam | Def | Stab: bow=+25 | 5 | 25 | 25; or
iaculum=+22 | 6 (setback) | 29 | 29; or scimitar=+22 | 7 |
30 | 30; or punch=+23 | 3 | 26 | 26**Superb (Level 16)**

TN= -3; ST= 2; AG= 5; CR= 4; PC= 4; HT= 0; IN= 2

HP=29; FP=45; Ward=0; SP=65 (skitter) / 45 (cling)

Att | Dam | Def | Stab: bow=+27 | 5 | 28 | 27; or
iaculum=+26 | 6 (setback) | 32 | 31; or scimitar=+26 | 8 |
33 | 32; or punch=+27 | 4 | 29 | 28**Wondrous (Level 18)**

TN= -1; ST= 2; AG= 5; CR= 4; PC= 4; HT= 0; IN= 2

HP=35; FP=45; Ward=0; SP=65 (skitter) / 45 (cling)

Att | Dam | Def | Stab: bow=+29 | 5 | 32 | 31; or
iaculum=+28 | 6 (setback) | 36 | 35; or scimitar=+28 | 8 |
37 | 36; or punch=+29 | 4 | 33 | 32**Arachnida Sage Examples****Baseline Attributes**

TN= -4; ST= 0; AG= 4; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 0)

TN= -4; ST= 0; AG= 4; CR= 0; PC= 0; HT= 0; IN= 0

HP=23; FP=32; Ward=0; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: dagger=+9 | 3 | 13 | 9; or
scimitar=+7 | 6 | 15 | 11; or staff=+8 | 4 | 16 | 12; or
punch=+8 | 2 | 11 | 7**Decent (Level 2)**

TN= -4; ST= 0; AG= 4; CR= 0; PC= 0; HT= 1; IN= 1

HP=23; FP=34; Ward=0; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: dagger=+11 | 3 | 15 | 11; or
scimitar=+9 | 6 | 17 | 13; or staff=+10 | 4 | 18 | 14; or
punch=+10 | 2 | 13 | 9**Fit (Level 4)**

TN= -4; ST= 0; AG= 4; CR= 0; PC= 0; HT= 3; IN= 1

HP=23; FP=41; Ward=0; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: dagger=+13 | 3 | 17 | 13; or
scimitar=+11 | 6 | 19 | 15; or staff=+12 | 4 | 20 | 16; or
punch=+12 | 2 | 15 | 11**Hardened (Level 6)**

TN= -4; ST= 0; AG= 4; CR= 1; PC= 0; HT= 3; IN= 2

HP=23; FP=41; Ward=0; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: dagger=+15 | 3 | 19 | 15; or
scimitar=+13 | 6 | 21 | 17; or staff=+14 | 4 | 22 | 18; or
punch=+14 | 2 | 17 | 13**Laudable (Level 8)**

TN= -4; ST= 0; AG= 4; CR= 2; PC= 0; HT= 3; IN= 3

HP=23; FP=41; Ward=0; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: dagger=+17 | 3 | 21 | 17; or
scimitar=+15 | 6 | 23 | 19; or staff=+16 | 4 | 24 | 20; or
punch=+16 | 2 | 19 | 15

Model (Level 10)

TN= -4; ST= 0; AG= 5; CR= 2; PC= 1; HT= 3; IN= 3
 HP=23; FP=45; Ward=0; SP=50 (skitter) / 30 (cling)
 Att | Dam | Def | Stab: dagger=+20 | 3 | 24 | 20; or
 scimitar=+18 | 6 | 26 | 22; or staff=+19 | 4 | 27 | 23; or
 punch=+19 | 2 | 22 | 18

Outstanding (Level 12)

TN= -4; ST= 1; AG= 6; CR= 2; PC= 1; HT= 3; IN= 3
 HP=25; FP=45; Ward=0; SP=60 (skitter) / 40 (cling)
 Att | Dam | Def | Stab: dagger=+24 | 4 | 27 | 22; or
 scimitar=+22 | 7 | 29 | 24; or staff=+23 | 5 | 30 | 25; or
 punch=+23 | 3 | 25 | 20

Remarkable (Level 14)

TN= -4; ST= 2; AG= 6; CR= 2; PC= 2; HT= 3; IN= 3
 HP=27; FP=49; Ward=0; SP=65 (skitter) / 45 (cling)
 Att | Dam | Def | Stab: dagger=+27 | 5 | 29 | 25; or
 scimitar=+25 | 8 | 31 | 27; or staff=+26 | 6 | 32 | 28; or
 punch=+26 | 4 | 27 | 23

Superb (Level 16)

TN= -4; ST= 2; AG= 6; CR= 2; PC= 3; HT= 3; IN= 3
 HP=27; FP=53; Ward=0; SP=65 (skitter) / 45 (cling)
 Att | Dam | Def | Stab: dagger=+29 | 5 | 31 | 28; or
 scimitar=+27 | 8 | 33 | 30; or staff=+28 | 6 | 34 | 31; or
 punch=+28 | 4 | 29 | 26

Wondrous (Level 18)

TN= -4; ST= 2; AG= 6; CR= 2; PC= 4; HT= 3; IN= 3
 HP=27; FP=58; Ward=0; SP=70 (skitter) / 50 (cling)
 Att | Dam | Def | Stab: dagger=+31 | 5 | 33 | 31; or
 scimitar=+29 | 8 | 35 | 33; or staff=+30 | 6 | 36 | 34; or
 punch=+30 | 4 | 31 | 29

Arimaspian

The Arimaspians are a race of one-eyed men, resembling smaller versions of the more famous Cyclops. They are well known for their expert prowess on horseback. They live in a land surrounded by man-eating cannibals, but it is debatable as to whether the Arimaspians themselves partake in this less-than-admirable culinary practice. If so, it is certainly not an overriding priority with them. Even the horses with which they have gained such notoriety are merely tools to help them steal gold from griffon nests.

In the land of the Arimaspians, there is abundant gold, but the skies are filled even more copiously with griffins. The griffins of the land have themselves gained an affinity for the yellow glittering metal, and their keen eyesight enables them to spot it from far in the air. Griffins are quite capable diggers and are adept at extracting gold nuggets from riverbanks and stream beds. So, rather than go through all the hard labor of mining, the Arimaspians let the avian felines do the dirty work. The griffins instinctively bring the precious ore to their nesting sites, which the Arimaspians find quite accommodating to their needs. A quick raid of a single griffin's nest can earn one of these cycloptic raiders months of acclaim and leisure at home.

The Arimaspians' association with horses is believed to have prompted the griffon's Affinity for the Taste of Horseflesh.

Habitat: The Arimaspians (or Arimaspoi), dwell in the semi-frigid lands north of Hyperborea.

Origin: The Arimaspians come from Greek mythology, although they reportedly live north of the Black Sea, well into Slavic lands. They were expert horseman primarily devoted to hunting griffons for the gold they hoard.

Fun Facts: The Arimaspians have the skills of Climbing, Riding Equines, Throwing Grapnel, and Training Equines which they practice at skill ranks equal to their Levels.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: cycloptic, fleshy, humanoid, tribal

Traits: Hatred toward Griffins, Lust for Gold

Attack Modes: Spear or Throwing Spear or Punch

Wealth Type: Monetary *Cunning:* Alert

Move Modes: Run *Vision:* Day Vision

Danger Tier: 0

Large Arimaspians Examples

Baseline Attributes

TN= 2; ST= 8; AG= -6; CR= 0; PC= -2; HT= 0; IN= -2

Adequate (Level 6)

TN= 2; ST= 9; AG= -5; CR= 1; PC= -2; HT= 1; IN= 0

HP=83; FP=29; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: spear=+12 | 16 | 18 | 21; or throwing
spear=+6 | 7 | 13 | 16; or punch=+14 | 13 | 14 | 17

Decent (Level 8)

TN= 2; ST= 10; AG= -5; CR= 2; PC= -2; HT= 1; IN= 0

HP=91; FP=29; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: spear=+15 | 17 | 20 | 23; or throwing
spear=+9 | 7 | 15 | 18; or punch=+17 | 14 | 16 | 19

Fit (Level 10)

TN= 2; ST= 10; AG= -4; CR= 2; PC= -2; HT= 1; IN= 1

HP=91; FP=29; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: spear=+18 | 17 | 23 | 25; or throwing
spear=+11 | 7 | 18 | 20; or punch=+20 | 14 | 19 | 21

Laudable (Level 12)

TN= 3; ST= 10; AG= -3; CR= 2; PC= -2; HT= 1; IN= 1

HP=99; FP=29; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: spear=+21 | 17 | 27 | 28; or throwing
spear=+13 | 7 | 22 | 23; or punch=+23 | 14 | 23 | 24

Outstanding (Level 14)

TN= 3; ST= 10; AG= -3; CR= 3; PC= -2; HT= 2; IN= 1

HP=99; FP=32; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: spear=+23 | 17 | 29 | 30; or throwing
spear=+16 | 7 | 24 | 25; or punch=+25 | 14 | 25 | 26

Medium Arimaspians Examples

Baseline Attributes

TN= 0; ST= 2; AG= 0; CR= 2; PC= -2; HT= 0; IN= -2

Adequate (Level 2)

TN= 0; ST= 3; AG= 1; CR= 2; PC= -2; HT= 0; IN= -2

HP=41; FP=26; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: spear=+10 | 6 | 17 | 14; or throwing
spear=+5 | 4 | 13 | 10; or punch=+10 | 5 | 14 | 11

Decent (Level 4)

TN= 0; ST= 3; AG= 1; CR= 2; PC= -2; HT= 0; IN= 0

HP=41; FP=26; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: spear=+12 | 6 | 19 | 16; or throwing
spear=+7 | 4 | 15 | 12; or punch=+12 | 5 | 16 | 13

Fit (Level 6)

TN= 0; ST= 3; AG= 1; CR= 3; PC= -2; HT= 1; IN= 0

HP=41; FP=29; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: spear=+14 | 6 | 21 | 18; or throwing
spear=+10 | 4 | 17 | 14; or punch=+14 | 5 | 18 | 15

Laudable (Level 8)

TN= 0; ST= 4; AG= 1; CR= 4; PC= -2; HT= 1; IN= 0

HP=45; FP=29; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: spear=+17 | 7 | 23 | 20; or throwing
spear=+13 | 4 | 19 | 16; or punch=+17 | 6 | 20 | 17

Outstanding (Level 10)

TN= 0; ST= 4; AG= 2; CR= 4; PC= -2; HT= 1; IN= 1

HP=45; FP=29; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: spear=+20 | 7 | 26 | 22; or throwing
spear=+15 | 4 | 22 | 18; or punch=+20 | 6 | 23 | 19

Small Arimaspians Examples

Baseline Attributes

TN= -2; ST= -4; AG= 6; CR= 4; PC= -2; HT= 0; IN= -2

Adequate (Level 0)

TN= -2; ST= -4; AG= 6; CR= 4; PC= -2; HT= 0; IN= -2

HP=19; FP=26; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: spear=+7 | 2 | 17 | 9; or throwing
spear=+6 | 4 | 14 | 6; or punch=+6 | 2 | 15 | 7

Fit (Level 2)

TN= -2; ST= -3; AG= 7; CR= 4; PC= -2; HT= 0; IN= -2

HP=21; FP=26; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: spear=+11 | 2 | 20 | 11; or throwing
spear=+8 | 4 | 17 | 8; or punch=+10 | 2 | 18 | 9

Laudable (Level 4)

TN= -2; ST= -3; AG= 7; CR= 4; PC= -2; HT= 0; IN= 0

HP=21; FP=26; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: spear=+13 | 2 | 22 | 13; or throwing
spear=+10 | 4 | 19 | 10; or punch=+12 | 2 | 20 | 11

Outstanding (Level 6)

TN= -2; ST= -3; AG= 7; CR= 5; PC= -2; HT= 1; IN= 0

HP=21; FP=29; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: spear=+15 | 2 | 24 | 15; or throwing
spear=+13 | 4 | 21 | 12; or punch=+14 | 2 | 22 | 13

Automatons

Automatons are mechanical creatures, whose inner workings are a complex jumble of gears, levers, springs, and pulleys. The primary characteristics of Automatons that distinguish them from other creatures is that they are made of metal, have bewildering internal mechanisms, and are programmed by their creators with a single, specific task. Essentially, they are robots. Such intricate devices may seem out of place in an ancient setting, but there is no doubt that these creatures appear in myths going back to the Bronze Age. So, daedal machines such as these fit in a context based on that source material. It is not too much of a stretch to also assume that elaborate devices such as clocks, traps, puzzles, and antikythera mechanisms also exist in such a world.

An Automaton's instructions are the sole factor in determining whether it will be a dangerous guardian or merely a utilitarian servant. A program might be as simple as, "Guard this treasure from all intruders." All of the Automaton's behavior will be geared toward fulfilling that goal. It will unwaveringly adhere to its programming, until such time as the program is changed and its obedience switches to the new mode of operation without the slightest concern for its past orders.

Habitat: Automatons are programmed creations, and so are not too choosy about where they find themselves. As such, they reside wherever their masters put them.

Origin: Automatons of various types are found in Greek mythology and in The Arabian Nights. Greek mythology describes them as having been crafted by the smithy god Hephaestus. The example automatons listed in this section are assumed to be crafted by mere mortals, albeit exceptionally clever ones, as mere shadows of Hephaestus's original work.

Fun Facts: Even though they are not living creatures, all Automatons are Affected by Internal Damage since their intricate inner workings are a complicated jumble of gears, pulleys, and levers that can be damaged.

Even so, these miraculous contraptions are self-repairing and will slowly heal damage in a fashion analogous to living creatures. If they are taken to 0 Hit Points, though, their mechanisms will be too broken to enact the necessary repairs.

Durabilities: This creature is Immune to Bleeding, Blighting, Dehydrating, Deluding, Dreadful, Enervating, Entrancing, Freezing, Infernal, Intoxicating, Maladive, Petrifying, Quieting, Righteous, Rotting, Scorching, Sedating, Starving, Suffocating, Sunshining, Tormenting, and Toxic Effects; Resistant to Cutting, Puncturing, and Rending Effects; Sensitive to Electrical Effects; and Highly Sensitive to Acidic Effects.

Keywords: construct, obedient, simulacrum, tellurian

Automaton Overlay

Automatons can be fashioned to mimic just about any creature's physical form, from mechanical worms to robotic dragons. There are a number of specific Automaton types listed herein that appear in mythology. But, there's no reason you should limit yourself to those, if automating some other creature type inspires you.

Here, we present an Overlay to use in transforming the stats of other creature types into new Automaton types.

More Fun Facts: For a given creature example that you want to give this treatment, add 7 points to its Toughness. In most cases, that will alter its Natural Ward and Hit Points significantly. The other combat stats of the creature will be unaffected.

In addition to its natural attacks and movement modes, you may retain one iconic ability of the original creature, such as a fiery breath, or the ability to wield a weapon. All other abilities must be dropped.

Traits: Thinks and Moves with Mechanical Deliberation.

Wealth Type: Variable

Cunning: Variable

Attack Modes: Variable

Vision: Astral Vision

Move Modes: Variable

Size: Variable

Bronze Bull Automaton

Bronze bulls are masterfully crafted Automatons forged in the shape of oxen. Bronze bulls are dim-witted robots, but they are able to understand simple commands and require no food or sleep. As such, they are valued both as beasts of burden and as trustworthy guardians.

Origin: The original bronze bulls, known as the Khalkatouroi (singular Khalkataurus), were four fire-breathing bronze oxen fashioned by Hephaestus and given to King Aetetus of Colchis as a gift. In order to obtain the Golden Fleece, King Aetetus ordered Jason to yoke these mechanical monsters and sow dragon's teeth to raise an army of Dragon Teeth men.

More Fun Facts: Bronze Bulls expel fire from their nostrils similar to the Occult spell Invoke Large Cone of Grim Fire, but having a size equivalent to its own Size Category. Treat this as if cast at a spell rank equal to the bronze beast's Level. A Bronze Bull may breathe flame at most once every 5 Rounds, each of which will force the beast to forego its other attacks for that arc.

Keywords: bovine-like, construct, fiery, obedient, simulacrum, tellurian

Attack Modes: Gore/Stomp

Vision: Astral Vision

Move Modes: Trot

Wealth Type: Incidental

Cunning: Bestial

Great Bronze Bull Automaton*Danger Tier:* +2**Baseline Attributes**

TN=13;ST=14;AG=-14;CR=-8;PC=0;HT=1;IN=-6

Adequate (Level 8)

TN=14;ST=16;AG=-13;CR=-5;PC=1;HT=1;IN=-6

HP=431; FP=38; Ward=10; SP=50 (trot)

Att | Dam | Def | Stab: gore/stomp=+15 | 29 | 23 | 37

Decent (Level 10)

TN=14;ST=17;AG=-12;CR=-5;PC=1;HT=1;IN=-6

HP=470; FP=38; Ward=10; SP=50 (trot)

Att | Dam | Def | Stab: gore/stomp=+19 | 30 | 26 | 39

Fit (Level 12)

TN=14;ST=17;AG=-11;CR=-5;PC=2;HT=1;IN=-6

HP=470; FP=41; Ward=10; SP=60 (trot)

Att | Dam | Def | Stab: gore/stomp=+22 | 30 | 29 | 42

Laudable (Level 14)

TN=14;ST=18;AG=-11;CR=-5;PC=2;HT=1;IN=-6

HP=512; FP=41; Ward=10; SP=60 (trot)

Att | Dam | Def | Stab: gore/stomp=+25 | 31 | 31 | 44

Model (Level 16)

TN=14;ST=18;AG=-11;CR=-4;PC=2;HT=1;IN=-6

HP=512; FP=41; Ward=10; SP=60 (trot)

Att | Dam | Def | Stab: gore/stomp=+27 | 31 | 33 | 46

Outstanding (Level 18)

TN=15;ST=18;AG=-11;CR=-4;PC=3;HT=1;IN=-6

HP=558; FP=45; Ward=11; SP=65 (trot)

Att | Dam | Def | Stab: gore/stomp=+29 | 31 | 36 | 50

Remarkable (Level 20)

TN=16;ST=18;AG=-11;CR=-4;PC=3;HT=2;IN=-6

HP=609; FP=49; Ward=12; SP=65 (trot)

Att | Dam | Def | Stab: gore/stomp=+31 | 31 | 39 | 53

Superb (Level 22)

TN=16;ST=18;AG=-11;CR=-4;PC=3;HT=2;IN=-6

HP=609; FP=49; Ward=12; SP=65 (trot)

Att | Dam | Def | Stab: gore/stomp=+33 | 31 | 41 | 55

Wondrous (Level 24)

TN=16;ST=18;AG=-11;CR=-4;PC=3;HT=2;IN=-6

HP=609; FP=49; Ward=12; SP=65 (trot)

Att | Dam | Def | Stab: gore/stomp=+35 | 31 | 43 | 57

Large Bronze Bull Automaton*Danger Tier:* +1**Baseline Attributes**

TN=11;ST=8;AG=-8;CR=-6;PC=0;HT=1;IN=-6

Adequate (Level 6)

TN=12;ST=10;AG=-7;CR=-5;PC=1;HT=1;IN=-6

HP=215; FP=38; Ward=8; SP=50 (trot)

Att | Dam | Def | Stab: gore/stomp=+13 | 21 | 25 | 33

Decent (Level 8)

TN=12;ST=10;AG=-7;CR=-3;PC=1;HT=1;IN=-6

HP=215; FP=38; Ward=8; SP=50 (trot)

Att | Dam | Def | Stab: gore/stomp=+15 | 21 | 27 | 35

Fit (Level 10)

TN=12;ST=11;AG=-6;CR=-3;PC=1;HT=1;IN=-6

HP=235; FP=38; Ward=8; SP=50 (trot)

Att | Dam | Def | Stab: gore/stomp=+19 | 22 | 30 | 37

Laudable (Level 12)

TN=12;ST=11;AG=-5;CR=-3;PC=2;HT=1;IN=-6

HP=235; FP=41; Ward=8; SP=60 (trot)

Att | Dam | Def | Stab: gore/stomp=+22 | 22 | 33 | 40

Model (Level 14)

TN=12;ST=12;AG=-5;CR=-3;PC=2;HT=1;IN=-6

HP=256; FP=41; Ward=8; SP=60 (trot)

Att | Dam | Def | Stab: gore/stomp=+25 | 23 | 35 | 42

Outstanding (Level 16)

TN=12;ST=12;AG=-5;CR=-2;PC=2;HT=1;IN=-6

HP=256; FP=41; Ward=8; SP=60 (trot)

Att | Dam | Def | Stab: gore/stomp=+27 | 23 | 37 | 44

Remarkable (Level 18)

TN=13;ST=12;AG=-5;CR=-2;PC=3;HT=1;IN=-6

HP=279; FP=45; Ward=9; SP=65 (trot)

Att | Dam | Def | Stab: gore/stomp=+29 | 23 | 40 | 48

Superb (Level 20)

TN=14;ST=12;AG=-5;CR=-2;PC=3;HT=2;IN=-6

HP=304; FP=49; Ward=10; SP=65 (trot)

Att | Dam | Def | Stab: gore/stomp=+31 | 23 | 43 | 51

Wondrous (Level 22)

TN=14;ST=12;AG=-5;CR=-2;PC=3;HT=2;IN=-6

HP=304; FP=49; Ward=10; SP=65 (trot)

Att | Dam | Def | Stab: gore/stomp=+33 | 23 | 45 | 53

Bronze Eagle Automaton

Bronze Eagles are expertly crafted avian robots fashioned into the forms of raptors. Their feathers are paper-thin and razor sharp, although the Automatons attack with beak and claw as do normal birds of prey. Unlike other automatons, Bronze Eagles require sustenance, which they usually obtain in the form of meat. Why this is so and not for other Automatons is unclear, but it is surmised that this restriction was forced on their design by stringent weight limitations that must be met if the metal birds are to take flight. Presumably, the “magical battery” that keeps the other Automatons going is simply too massive to be practical in a flying machine, so some other energy source must be obtained in its stead.

Habitat: The Bronze Eagle does not have any native habitat, since it is a mechanical device. However, their owners do tend to possess mountaintop fortresses, so they are most commonly found at high altitude. This is because the Bronze Eagle itself can most easily take flight when leaping from the top of a ledge, so they are less valuable as guardians to rulers in lower lands.

Origin: Hephaestus forged the original Bronze Eagle, known as the Caucasian Eagle. Zeus set it to the daily task of tearing out and devouring the liver of Prometheus, a titan who was chained down to Mount Caucasus as punishment for having given fire to mankind. Since Prometheus was immortal, his liver would regrow at night whatever the raptor consumed during the day.

Keywords: avian-like, construct, obedient, raptor-like, simulacrum, tellurian

Attack Modes: Beak/Claw

Wealth Type: Incidental

Cunning: Bestial

Move Modes: Hop/Hover

Vision: Astral Vision

Size: Large

Danger Tier: +1

Large Bronze Eagle Automaton Examples

Baseline Attributes

TN= 6; ST= 4; AG= -4; CR= -4; PC= 4; HT= 0; IN= -6

Adequate (Level 8)

TN= 6; ST= 7; AG= -3; CR= -4; PC= 7; HT= 0; IN= -6

HP=99; FP=58; Ward=3; SP=45 (hop) / 65 (hover)

Att | Dam | Def | Stab: beak/claw=+16 | 17 | 25 | 35

Decent (Level 10)

TN= 6; ST= 7; AG= -3; CR= -3; PC= 8; HT= 0; IN= -6

HP=99; FP=64; Ward=3; SP=50 (hop) / 70 (hover)

Att | Dam | Def | Stab: beak/claw=+18 | 17 | 27 | 38

Fit (Level 12)

TN= 7; ST= 7; AG= -3; CR= -3; PC= 8; HT= 1; IN= -6

HP=108; FP=69; Ward=3; SP=50 (hop) / 70 (hover)

Att | Dam | Def | Stab: beak/claw=+20 | 17 | 30 | 41

Laudable (Level 14)

TN= 9; ST= 7; AG= -3; CR= -3; PC= 8; HT= 1; IN= -6

HP=128; FP=69; Ward=5; SP=50 (hop) / 70 (hover)

Att | Dam | Def | Stab: beak/claw=+22 | 17 | 34 | 45

Outstanding (Level 16)

TN= 9; ST= 7; AG= -2; CR= -3; PC= 8; HT= 2; IN= -6

HP=128; FP=76; Ward=5; SP=55 (hop) / 75 (hover)

Att | Dam | Def | Stab: beak/claw=+25 | 17 | 37 | 47

Medium Bronze Eagle Automaton Examples

Baseline Attributes

TN= 4; ST= -2; AG= 2; CR= -2; PC= 4; HT= 0; IN= -6

Adequate (Level 4)

TN= 4; ST= -1; AG= 2; CR= -2; PC= 7; HT= 0; IN= -6

HP=41; FP=58; Ward=2; SP=40 (hop) / 60 (hover)

Att | Dam | Def | Stab: beak/claw=+9 | 7 | 24 | 29

Decent (Level 6)

TN= 4; ST= 1; AG= 2; CR= -2; PC= 7; HT= 0; IN= -6

HP=49; FP=58; Ward=2; SP=45 (hop) / 65 (hover)

Att | Dam | Def | Stab: beak/claw=+13 | 8 | 26 | 31

Fit (Level 8)

TN= 4; ST= 1; AG= 3; CR= -2; PC= 7; HT= 0; IN= -6

HP=49; FP=58; Ward=2; SP=45 (hop) / 65 (hover)

Att | Dam | Def | Stab: beak/claw=+16 | 8 | 29 | 33

Laudable (Level 10)

TN= 4; ST= 1; AG= 3; CR= -1; PC= 8; HT= 0; IN= -6

HP=49; FP=64; Ward=2; SP=50 (hop) / 70 (hover)

Att | Dam | Def | Stab: beak/claw=+18 | 8 | 31 | 36

Outstanding (Level 12)

TN= 5; ST= 1; AG= 3; CR= -1; PC= 8; HT= 1; IN= -6

HP=54; FP=69; Ward=2; SP=50 (hop) / 70 (hover)

Att | Dam | Def | Stab: beak/claw=+20 | 8 | 34 | 39

Bronze Horse Automaton

Bronze Horses are robotic devices cast in the form of equines. They are the pride of any king's stables, although they are far more often kept in the palace's entry hall or throne room. They require no food or rest, can stand perfectly still for weeks at a time, and leave no unwelcome gifts on carpets. Consequently, the iron and bronze coats and brass hooves of these magnificent beasts are usually polished to mirror finishes.

When active, the intense heat generated by a Bronze Horse's internal mechanisms is expelled out of the mouth as flames that continually flicker around the horse's lips. This not only delivers additional Heat Damage to anyone it bites, should the contraption ever be taken into combat. It also produces the stunningly useful aspect of casting forth light in front of the beast like a torch. In effect, bronze horses have headlights.

Bronze Horses are deftly constructed mechanical Automatons and so have no preference to any particular terrain. They do tend to be owned by exceptionally wealthy or powerful individuals, however.

Origin: The original bronze horses, known as the Hippoi Kabeiroi, were fashioned by Hephaestus as a gift to his sons the Kebeiroi, who were the Greek gods of iron agricultural tools. These gods drove an adamantine chariot drawn by Hephaestus's present.

More Fun Facts: The mouths of Bronze Horses expel small quantities of fire having an effect similar to the priest Wrath spell Flame Tongue.

Keywords: construct, equine-like, obedient, simulacrum, tellurian

Attack Modes: Herbivorous Bite+Fire/Hoof

Wealth Type: Incidental

Cunning: Bestial

Move Modes: Gallop

Vision: Astral Vision

Size: Large

Danger Tier: +1

Large Bronze Horse Automaton**Baseline Attributes**

TN= 7; ST= 6; AG= -6; CR= -2; PC= 0; HT= 1; IN= -6

Adequate (Level 4)

TN= 7; ST= 6; AG= -3; CR= -2; PC= 1; HT= 1; IN= -6

HP=99; FP=38; Ward=3; SP=60 (gallop)

Att | Dam | Def | Stab: bite/hoof=+11 | 14 +fire | 22 | 26

Decent (Level 6)

TN= 7; ST= 6; AG= -3; CR= -2; PC= 2; HT= 1; IN= -5

HP=99; FP=41; Ward=3; SP=60 (gallop)

Att | Dam | Def | Stab: bite/hoof=+13 | 14 +fire | 24 | 29

Fit (Level 8)

TN= 8; ST= 6; AG= -3; CR= -2; PC= 3; HT= 1; IN= -5

HP=108; FP=45; Ward=4; SP=60 (gallop)

Att | Dam | Def | Stab: bite/hoof=+15 | 14 +fire | 27 | 33

Laudable (Level 10)

TN= 10; ST= 6; AG= -3; CR= -2; PC= 3; HT= 1; IN= -5

HP=128; FP=45; Ward=6; SP=60 (gallop)

Att | Dam | Def | Stab: bite/hoof=+17 | 14 +fire | 31 | 37

Outstanding (Level 12)

TN= 10; ST= 7; AG= -3; CR= -1; PC= 3; HT= 1; IN= -5

HP=140; FP=45; Ward=6; SP=65 (gallop)

Att | Dam | Def | Stab: bite/hoof=+20 | 15 +fire | 33 | 39

Remarkable (Level 14)

TN= 10; ST= 8; AG= -3; CR= -1; PC= 3; HT= 2; IN= -5

HP=152; FP=49; Ward=6; SP=70 (gallop)

Att | Dam | Def | Stab: bite/hoof=+23 | 16 +fire | 35 | 41

Superb (Level 16)

TN= 10; ST= 8; AG= -3; CR= -1; PC= 3; HT= 2; IN= -3

HP=152; FP=49; Ward=6; SP=70 (gallop)

Att | Dam | Def | Stab: bite/hoof=+25 | 16 +fire | 37 | 43

Wondrous (Level 18)

TN= 10; ST= 8; AG= -2; CR= -1; PC= 3; HT= 2; IN= -3

HP=152; FP=49; Ward=6; SP=70 (gallop)

Att | Dam | Def | Stab: bite/hoof=+28 | 16 +fire | 40 | 45

Bronze Humanoid Automaton

A Bronze Humanoid is a cleverly made robot animated by potent magics. When it walks, metallic sounds of turning gears and clanking chains can be clearly heard. A sturdy shell of bronze covers its delicate mechanisms, providing ample protection to its internals. Needless to say, this hard exterior is unyielding to the touch despite the fact that it is sculpted to appear like human muscles. The Automaton's facial expression is similarly passive, as the creators of these "men" rarely find the expression of their servants' emotions as worth the effort required.

These Automatons are not overly bright, but are capable of understanding simple commands and will unflinchingly carry out any orders given them by their masters. Since they are not living creatures, they have no instinct for self-preservation. So, the orders given these contraptions must be very carefully worded to ensure that they do not result in the robots damaging themselves.

Habitat: A Bronze Humanoid is a robotic mechanism, and so does not have any particular native habitat.

Origin: The original bronze giant, Talos, was crafted by the Greek god Hephaestus and given to king Minos to guard the island of Crete. It was said to circle the island three times every day and would hurl boulders at any approaching ships.

An animated metal man, acting as a ferryman, is also described in the story of "The Third Calendar" in [The Arabian Nights](#).

More Fun Facts: Great-sized Bronze Humanoids are capable of hurling large boulders great distances. The boulders can be thrown up to a distance of 100 yards. One such boulder can be thrown every Round, providing appropriately sized boulders are ready at hand. Throwing a boulder forces the Automaton to forgo all attacks for the next arc.

Keywords: construct, humanoid, obedient, simulacrum, tellurian

Attack Modes: Short Sword or Throw Rocks or Punch

Wealth Type: Incidental *Vision:* Astral Vision

Cunning: Simpleminded *Move Modes:* Plod

Great Bronze Humanoid Examples

Danger Tier: +1

Baseline Attributes

TN= 9; ST= 12; AG= -14; CR= -4; PC= 0; HT= 0; IN= -3

Adequate (Level 8)

TN=12; ST=14; AG= -12; CR= -3; PC=0; HT=0; IN= -3

HP=304; FP=32; Ward=8; SP=25 (plod)

Att | Dam | Def | Stab: short sword=+12 | 21 | 24 | 36; or
throw rocks=+9 | 9 | 18 | 30; or punch=+14 | 19 | 19 | 31

Decent (Level 10)

TN=12; ST=14; AG= -12; CR= -3; PC=1; HT=0; IN= -2

HP=304; FP=34; Ward=8; SP=25 (plod)

Att | Dam | Def | Stab: short sword=+14 | 21 | 26 | 39; or
throw rocks=+12 | 9 | 20 | 33; or punch=+16 | 19 | 21 | 34

Fit (Level 12)

TN=12; ST=15; AG= -12; CR= -3; PC=2; HT=0; IN= -2

HP=332; FP=38; Ward=8; SP=30 (plod)

Att | Dam | Def | Stab: short sword=+17 | 22 | 28 | 42; or
throw rocks=+15 | 9 | 22 | 36; or punch=+19 | 20 | 23 | 37

Laudable (Level 14)

TN=12; ST=15; AG= -11; CR= -2; PC=2; HT=0; IN= -2

HP=332; FP=38; Ward=8; SP=30 (plod)

Att | Dam | Def | Stab: short sword=+20 | 22 | 31 | 44; or
throw rocks=+18 | 9 | 25 | 38; or punch=+22 | 20 | 26 | 39

Outstanding (Level 16)

TN=12; ST=16; AG= -11; CR= -2; PC=2; HT=0; IN= -2

HP=362; FP=38; Ward=8; SP=35 (plod)

Att | Dam | Def | Stab: short sword=+23 | 23 | 33 | 46; or
throw rocks=+20 | 9 | 27 | 40; or punch=+25 | 21 | 28 | 41

Remarkable (Level 18)

TN=12; ST=16; AG= -10; CR= -2; PC=2; HT=0; IN= -2

HP=362; FP=38; Ward=8; SP=40 (plod)

Att | Dam | Def | Stab: short sword=+26 | 23 | 36 | 48; or
throw rocks=+22 | 9 | 30 | 42; or punch=+28 | 21 | 31 | 43

Superb (Level 20)

TN=13; ST=16; AG= -10; CR= -2; PC=2; HT=0; IN= -2

HP=395; FP=38; Ward=9; SP=40 (plod)

Att | Dam | Def | Stab: short sword=+28 | 23 | 39 | 51; or
throw rocks=+24 | 9 | 33 | 45; or punch=+30 | 21 | 34 | 46

Large Bronze Humanoid Automaton

Danger Tier: 0

Baseline Attributes

TN= 7; ST= 6; AG= -8; CR= -2; PC= 0; HT= 0; IN= -3

Adequate (Level 6)

TN= 10; ST= 7; AG= -6; CR= -2; PC= 0; HT= 0; IN= -3

HP=140; FP=32; Ward=6; SP=20 (plod)

Att | Dam | Def | Stab: short sword=+10 | 13 | 25 | 31; or
throw rocks=+8 | 6 | 20 | 26; or punch=+11 | 11 | 21 | 27

Decent (Level 8)

TN= 10; ST= 8; AG= -6; CR= -1; PC= 0; HT= 0; IN= -3

HP=152; FP=32; Ward=6; SP=25 (plod)

Att | Dam | Def | Stab: short sword=+13 | 14 | 27 | 33; or
throw rocks=+11 | 6 | 22 | 28; or punch=+14 | 12 | 23 | 29

Fit (Level 10)

TN= 10; ST= 8; AG= -6; CR= -1; PC= 1; HT= 0; IN= -2

HP=152; FP=34; Ward=6; SP=25 (plod)

Att | Dam | Def | Stab: short sword=+15 | 14 | 29 | 36; or
throw rocks=+14 | 6 | 24 | 31; or punch=+16 | 12 | 25 | 32

Laudable (Level 12)

TN= 10; ST= 9; AG= -6; CR= -1; PC= 2; HT= 0; IN= -2

HP=166; FP=38; Ward=6; SP=30 (plod)

Att | Dam | Def | Stab: short sword=+18 | 15 | 31 | 39; or
throw rocks=+17 | 6 | 26 | 34; or punch=+19 | 13 | 27 | 35

Outstanding (Level 14)

TN= 10; ST= 9; AG= -5; CR= 0; PC= 2; HT= 0; IN= -2

HP=166; FP=38; Ward=6; SP=30 (plod)

Att | Dam | Def | Stab: short sword=+21 | 15 | 34 | 41; or
throw rocks=+20 | 6 | 29 | 36; or punch=+22 | 13 | 30 | 37

Remarkable (Level 16)

TN= 10; ST= 10; AG= -5; CR= 0; PC= 2; HT= 0; IN= -2

HP=181; FP=38; Ward=6; SP=35 (plod)

Att | Dam | Def | Stab: short sword=+24 | 16 | 36 | 43; or
throw rocks=+22 | 6 | 31 | 38; or punch=+25 | 14 | 32 | 39

Superb (Level 18)

TN= 10; ST= 10; AG= -4; CR= 0; PC= 2; HT= 0; IN= -2

HP=181; FP=38; Ward=6; SP=40 (plod)

Att | Dam | Def | Stab: short sword=+27 | 16 | 39 | 45; or
throw rocks=+24 | 6 | 34 | 40; or punch=+28 | 14 | 35 | 41

Medium Bronze Humanoid

Danger Tier: 0

Baseline Attributes

TN= 5; ST= 0; AG= -2; CR= 0; PC= 0; HT= 0; IN= -3

Adequate (Level 4)

TN= 6; ST= 1; AG= 0; CR= 0; PC= 0; HT= 0; IN= -3

HP=59; FP=32; Ward=3; SP=20 (plod)

Att | Dam | Def | Stab: short sword=+9 | 6 | 24 | 24; or throw
rocks=+8 | 4 | 20 | 20; or punch=+9 | 3 | 21 | 21

Decent (Level 6)

TN= 8; ST= 1; AG= 0; CR= 0; PC= 0; HT= 0; IN= -3

HP=70; FP=32; Ward=4; SP=20 (plod)

Att | Dam | Def | Stab: short sword=+11 | 6 | 28 | 28; or throw
rocks=+10 | 4 | 24 | 24; or punch=+11 | 3 | 25 | 25

Fit (Level 8)

TN= 8; ST= 2; AG= 0; CR= 1; PC= 0; HT= 0; IN= -3

HP=76; FP=32; Ward=4; SP=25 (plod)

Att | Dam | Def | Stab: short sword=+14 | 7 | 30 | 30; or
throw rocks=+13 | 4 | 26 | 26; or punch=+14 | 4 | 27 | 27

Laudable (Level 10)

TN= 8; ST= 2; AG= 0; CR= 1; PC= 1; HT= 0; IN= -2

HP=76; FP=34; Ward=4; SP=25 (plod)

Att | Dam | Def | Stab: short sword=+16 | 7 | 32 | 33; or
throw rocks=+16 | 4 | 28 | 29; or punch=+16 | 4 | 29 | 30

Outstanding (Level 12)

TN= 8; ST= 3; AG= 0; CR= 1; PC= 2; HT= 0; IN= -2

HP=83; FP=38; Ward=4; SP=30 (plod)

Att | Dam | Def | Stab: short sword=+19 | 8 | 34 | 36; or
throw rocks=+19 | 4 | 30 | 32; or punch=+19 | 5 | 31 | 33

Remarkable (Level 14)

TN= 8; ST= 3; AG= 1; CR= 2; PC= 2; HT= 0; IN= -2

HP=83; FP=38; Ward=4; SP=30 (plod)

Att | Dam | Def | Stab: short sword=+22 | 8 | 37 | 38; or
throw rocks=+22 | 4 | 33 | 34; or punch=+22 | 5 | 34 | 35

Superb (Level 16)

TN= 8; ST= 4; AG= 1; CR= 2; PC= 2; HT= 0; IN= -2

HP=91; FP=38; Ward=4; SP=35 (plod)

Att | Dam | Def | Stab: short sword=+25 | 9 | 39 | 40; or
throw rocks=+24 | 4 | 35 | 36; or punch=+25 | 6 | 36 | 37

Golden Dog Automaton

Golden Dogs are clever metal devices fashioned in the shape of canines. They can actually be crafted from any precious metal; gold being the most common but silver and platinum dogs are known as well. The exact materials used probably have more to do with how much wealth a king wants to display rather than any practical difference. Even so, the agility required by these fleet-pawed constructions apparently demands a soft metal, so iron and bronze dogs don't seem to be in the catalog.

Habitat: Golden Dogs are sleepless Automaton, which are generally used as ever-watchful guardians of some grand treasure.

Wealth Type: Incidental, although they do tend to be planted near something quite valuable.

Origin: The original Golden Dogs, known as Cuon Chryseos, were fashioned by Hephaestus as gifts for King Alkinous of the Phaiakians, which they used to guard their palace. In actuality, one of the two dogs was gold while the other was silver. A Golden Dog likewise guarded Zeus when he was an infant.

More Fun Facts: Golden Dogs have keen senses of smell and can use this ability to track creatures. Treat this as the skill Tracking used at a skill rank equal to the automaton's Level.

Keywords: canine-like, construct, obedient, simulacrum, tellurian

Vision: Astral Vision

Cunning: Bestial

Attack Modes: Carnivorous Bite

Move Modes: Romp

Danger Tier: +1

Size: Medium

Golden Dog Automaton Examples

Baseline Attributes

TN= 3; ST= 0; AG= 0; CR= 0; PC= 0; HT= 2; IN= -5

Adequate (Level 6)

TN= 3; ST= 3; AG= 0; CR= 0; PC= 0; HT= 5; IN= -5

HP=54; FP=49; Ward=1; SP=45 (romp)

Att | Dam | Def | Stab: bite=+13 | 8 | 23 | 23

Decent (Level 8)

TN= 3; ST= 3; AG= 1; CR= 0; PC= 1; HT= 5; IN= -5

HP=54; FP=53; Ward=1; SP=50 (romp)

Att | Dam | Def | Stab: bite=+16 | 8 | 26 | 26

Fit (Level 10)

TN= 4; ST= 3; AG= 1; CR= 0; PC= 2; HT= 5; IN= -5

HP=59; FP=58; Ward=2; SP=50 (romp)

Att | Dam | Def | Stab: bite=+18 | 8 | 29 | 30

Laudable (Level 12)

TN= 4; ST= 3; AG= 1; CR= 0; PC= 2; HT= 6; IN= -5

HP=59; FP=64; Ward=2; SP=50 (romp)

Att | Dam | Def | Stab: bite=+20 | 8 | 31 | 32

Outstanding (Level 14)

TN= 6; ST= 3; AG= 1; CR= 0; PC= 2; HT= 6; IN= -5

HP=70; FP=64; Ward=3; SP=50 (romp)

Att | Dam | Def | Stab: bite=+22 | 8 | 35 | 36

Remarkable (Level 16)

TN= 6; ST= 3; AG= 2; CR= 0; PC= 2; HT= 6; IN= -5

HP=70; FP=64; Ward=3; SP=55 (romp)

Att | Dam | Def | Stab: bite=+25 | 8 | 38 | 38

Superb (Level 18)

TN= 6; ST= 3; AG= 2; CR= 0; PC= 2; HT= 7; IN= -4

HP=70; FP=69; Ward=3; SP=55 (romp)

Att | Dam | Def | Stab: bite=+27 | 8 | 40 | 40

Wondrous (Level 20)

TN= 6; ST= 3; AG= 3; CR= 0; PC= 2; HT= 7; IN= -4

HP=70; FP=69; Ward=3; SP=60 (romp)

Att | Dam | Def | Stab: bite=+30 | 8 | 43 | 42

Golden Maiden Automaton

Like their name suggests, Golden Maidens are beautiful female automatons fashioned from gold. Their purpose is both decorative and practical, since their wondrous appearance and sweet voices can be used both to enhance the religious experience of worshipers in temples and to guard the same temple from trespassers. Although Golden Maidens are not specifically designed for hand-to-hand combat, these automatons are wonderful dancers, capable of the most amazing feats of dexterity. As such, they easily evade the weapons thrusts of most combatants even while singing in loud clear voices to both charm their opponents and raise alarms to any nearby temple occupants.

Golden Maidens rely exclusively on their powers of vocal persuasion for defense. They are usually found standing as elaborate decorations in wealthy Grecian temples.

Origin: The original golden charmers, or Khryseiai Keledones, were maidens forged by Hephaestus and stood in a Bronze temple to Apollo. They were said to have beautiful, enchanting voices like those of Sirens.

More Fun Facts: Golden Maidens are crafted to have remarkable vocal abilities, giving them the Fantasia skill of Singing. They may be programmed to sing any Musical Score appropriate for voice.

The Automaton is also capable of producing a dazzling halo of light and translate any spoken message to its native language as the Pagan Harmony spells Blinding Aura and Speak in Tongues, respectively. All spells are cast at spell ranks equal to the Automaton's Level.

Keywords: construct, humanoid, obedient, simulacrum, tellurian

Wealth Type: Incidental

Cunning: Alert

Attack Modes: Singing

Move Modes: run

Vision: Astral Vision

Size: Medium

Danger Tier: 0

Golden Maiden Automaton

Baseline Attributes

TN= 2; ST= -4; AG= 3; CR= -4; PC= 0; HT= 3; IN= 0

Adequate (Level 4)

TN= 3; ST= -4; AG= 3; CR= -3; PC= 0; HT= 3; IN= 2

HP=29; FP=41; Ward=1; SP=30 (run)

Att | Dam | Def | Stab: special=na | special | 20 | 17

Decent (Level 6)

TN= 4; ST= -4; AG= 3; CR= -3; PC= 0; HT= 4; IN= 2

HP=32; FP=45; Ward=2; SP=30 (run)

Att | Dam | Def | Stab: special=na | special | 23 | 20

Fit (Level 8)

TN= 5; ST= -4; AG= 3; CR= -3; PC= 0; HT= 5; IN= 2

HP=35; FP=49; Ward=2; SP=30 (run)

Att | Dam | Def | Stab: special=na | special | 26 | 23

Laudable (Level 10)

TN= 5; ST= -3; AG= 3; CR= -2; PC= 0; HT= 5; IN= 2

HP=38; FP=49; Ward=2; SP=30 (run)

Att | Dam | Def | Stab: special=na | special | 28 | 25

Outstanding (Level 12)

TN= 5; ST= -2; AG= 3; CR= -2; PC= 0; HT= 6; IN= 2

HP=41; FP=53; Ward=2; SP=30 (run)

Att | Dam | Def | Stab: special=na | special | 30 | 27

Remarkable (Level 14)

TN= 5; ST= -1; AG= 3; CR= -2; PC= 0; HT= 6; IN= 3

HP=45; FP=53; Ward=2; SP=35 (run)

Att | Dam | Def | Stab: special=na | special | 32 | 29

Superb (Level 16)

TN= 5; ST= -1; AG= 4; CR= -1; PC= 0; HT= 6; IN= 3

HP=45; FP=53; Ward=2; SP=35 (run)

Att | Dam | Def | Stab: special=na | special | 35 | 31

Wondrous (Level 18)

TN= 5; ST= -1; AG= 4; CR= -1; PC= 0; HT= 7; IN= 3

HP=45; FP=58; Ward=2; SP=35 (run)

Att | Dam | Def | Stab: special=na | special | 37 | 33

Bestiary ~ B

Ba

The Ba is an Egyptian spirit representing the part of the soul containing personality and emotions. They are commonly depicted as large birds with human heads and (usually) arms. Bas have also been encountered with other forms and it is believed that they can assume any form they desire, although other forms don't seem to provide any noticeable benefits.

The Ba, being the personification of emotion, has a deep understanding of the human psyche that it uses in defending itself and inflicting revenge on enemies. All of their powers derive from this connection to emotion.

The main goal of each of these ghostly birds is to find and re-unite with its associated Ka, the portion of the soul housing the deceased's life energy. Once this is accomplished, the spirit leaves the mortal realm forever as an immortal spirit in the land of the dead.

Habitat: The Ba is the part of the Egyptian soul that searches endlessly for its Ka. The spirit is equipped with a pair of powerful wings to aid its quest. Bas tend to dwell in and around the buildings and neighborhoods where they formerly lived but will make occasional visits to their grave sites in hopes of finding their spiritual siblings.

Origin: The Ba originates in ancient Egypt where it was believed that the soul had four distinct parts: the Ba (personality), Ka (life force), Shuyet (shadow), and Ren (name). The main goal of a deceased person was for their Ba to unite with their Ka to create their Akh. The Akh would then fly to the underworld to live in eternal bliss.

Fun Facts: Bas are Ghostly Undead. (See the Creature Conditions section of The Overlord's Omnibus for details.)

The Ba may cast any of the following Occult spells at ranks equal to its Level: Concoct Philter of Love, Devise Deft Dire Phantasmal Tickling, Fascinate with Doubly Deft Brittle Ecstasy, Invoke Brief Fell Rage, Invoke Dire Fatigue, Invoke Dire Slumber, and Manifest Great Aura of Dire Fear.

The Ba forgoes using any Gestural or Material components in casting. See The Oculus of Occultism for more information concerning these spells.

One of the Ba's favorite tactics is to force a target into an uncontrollable rage using its Invoke Brief Fell Rage ability, and then step through a wall or temporarily fade from existence to allow the target to battle their companions.

Bas have the gifts of Spawn Undead Mummy and Spawn Undead Ka, which they will use on any fresh corpses they encounter. If a mummy is raised, the type will be commensurate with the deceased's social status. (e.g. a Royal Mummy can only arise from the corpse of a royal) See The Character Compendium for details.

Durabilities: This creature is Immune to all Damaging as well as Entrancing, Fatiguing, Intoxicating, Maladive, Non-Magical, Poisoning, Sedating, and Weblike Effects; and Highly Sensitive to Quieting Effects.

Keywords: avian-like, ghost, undead

Wealth Type: Incidental

Cunning: Alert

Attack Modes: Special

Move Modes: Waft

Vision: Astral Vision

Size: Medium

Danger Tier: +1

Medium Ba Examples

Baseline Attributes

TN= --; ST= --; AG= 0; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 8)

TN= --; ST= --; AG= 1; CR= 1; PC= 2; HT= 1; IN= 3

HP=--; FP=41; Ward=N/A; SP=35 (waft)

Att | Dam | Def | Stab: special=na | special | 19 | 20

Decent (Level 10)

TN= --; ST= --; AG= 1; CR= 2; PC= 2; HT= 1; IN= 3

HP=--; FP=41; Ward=N/A; SP=35 (waft)

Att | Dam | Def | Stab: special=na | special | 21 | 22

Fit (Level 12)

TN= --; ST= --; AG= 1; CR= 2; PC= 3; HT= 1; IN= 4

HP=--; FP=45; Ward=N/A; SP=40 (waft)

Att | Dam | Def | Stab: special=na | special | 23 | 25

Laudable (Level 14)

TN= --; ST= --; AG= 1; CR= 3; PC= 3; HT= 1; IN= 4

HP=--; FP=45; Ward=N/A; SP=40 (waft)

Att | Dam | Def | Stab: special=na | special | 26 | 28

Model (Level 16)

TN= --; ST= --; AG= 2; CR= 3; PC= 3; HT= 2; IN= 4

HP=--; FP=49; Ward=N/A; SP=40 (waft)

Att | Dam | Def | Stab: special=na | special | 29 | 30

Outstanding (Level 18)

TN= --; ST= --; AG= 3; CR= 3; PC= 3; HT= 2; IN= 4

HP=--; FP=49; Ward=N/A; SP=40 (waft)

Att | Dam | Def | Stab: special=na | special | 33 | 33

Babi

The Babi are a Middle-Eastern race having the bodies of ordinary men and the heads of baboons. The term “Babi” is actually a slang term used by outsiders when referring to this race. It is considered an insult, albeit one that polite society tolerates, because Babi is the name of a violent Egyptian baboon demon that eats the entrails of the damned. Being an intellectual race, they call themselves the Astennu, after a baboon deity who attends the Egyptian god Thoth. They also have no objection to being called the Khonsi, after an Egyptian moon god. Nevertheless, Babi is the most commonly used term when referring to them.

Babis have long dog-like snouts, large fangs, and the low foreheads of other primates, but their eyes reveal a keen intelligence and dignity. Babi hair is bushy and brown, often extending out the shoulders and acquiring a silver tint as an individual ages. They dress themselves in a variety of human fashions, depending on the culture in which they find themselves. However, they are best known for the rags and strips of cloth that they wrap around their bodies when traveling in arid regions. This dress was acquired from the desert-dwelling Sokar along with their tendency to travel at night to escape the sweltering heat. In this garb, Babis look like mummies shambling over the dunes with only moonlight to guide them.

Babis thirst for knowledge and go to great lengths to acquire it. They are not malicious, however, and follow their own moral code. Their code provides no compunction against raiding the tombs of the dead or uncovering hidden vaults but draws the line at inflicting unnecessary pain or anguish on others. Of course, the term “unnecessary” is open to interpretation and there are a few Babis that take a very liberal view of the word’s meaning.

Babis are usually willing to barter and trade with other races, especially if they believe some hints to the whereabouts of undiscovered scrolls can be gleaned. Since Babis are not really craftsmen or farmers, often the only thing they possess with which they can bargain is the knowledge they have accumulated. Consequently, they are generally unwilling to part with their hard-earned trivia without due compensation.

Most Babis speak a variety of human languages and are believed to possess a language all their own, although they rarely use this tongue when strangers are within earshot. Babis are extremely intelligent and are well able to follow any career or profession practiced by men. Occultists are relatively common among Babis, especially illusionists and Thaumaturgists. Babi priests worship Thoth, the Egyptian god of learning and knowledge.

Babis tend to wield Khopesh swords in battle, although individuals have demonstrated proficiency with a wide assortment of weapons. Babis are loath to attack with their bestial fangs, as they believe themselves to have risen above such savage acts. If pressed into combat unarmed, however, they will dispense with their biases.

Traits: Babi Traits are listed in [The Character Compendium](#).

Fun Facts: Babi is a core race in the game. As such, the properties of Babi are listed in [The Character Compendium](#).

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Habitat: Babis do not settle down in any place for long. They are wanderers that can be encountered in nearly all climates. Even so, they tend to congregate in areas where lost knowledge is believed to lie awaiting discovery. Consequently, large Babi groups have been spotted digging in the sands of blistering deserts where ancient cities were supposedly buried by tremendous sandstorms.

Origin: Since baboons are a common sight in Africa, there are a number of Egyptian deities with the heads of baboons. Astennu was the name given Thoth, god of knowledge, when depicted with the head of a baboon. Babi was the name of an underworld demon that accompanied Set. Likewise, Khons was a minor Egyptian moon god (like the better known Thoth) whose name means “wanderer” and which was commonly depicted wrapped in a mummy’s shroud. Although he was most often depicted with a human’s head, the baboon also represented him. One of Khons’s aspects, called “the provider,” supposedly had the ability to drive out evil spirits.

Keywords: blooded, fleshy, humanoid, living, occultist, primate-like

Attack Modes: Melee Weapon or Range Weapon or Khopesh or Bolas or Omnivorous Bite/Punch/Kick

Wealth Type: Monetary

Cunning: Clever

Size: Medium

Move Modes: Run

Vision: Night Vision

Danger Tier: 0

Babi Fighter Examples

Baseline Attributes

TN= -1; ST= -2; AG= 1; CR= 0; PC= 2; HT= -2; IN= 2

Adequate

(Level 0)

TN= -1; ST= -2; AG= 1; CR= 0; PC= 2; HT= -2; IN= 2

HP=25; FP=32; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: khopesh=+3 | 5 | 13 | 14; or
staff=+3 | 4 | 16 | 17; or sling=+4 | 5 | 10 | 11; or
bite/punch/kick=+3 | 7 | 14 | 15

Decent

(Level 2)

TN= -1; ST= -1; AG= 2; CR= 0; PC= 2; HT= -2; IN= 2

HP=27; FP=32; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: khopesh=+7 | 5 | 16 | 16; or
staff=+7 | 4 | 19 | 19; or sling=+6 | 5 | 13 | 13; or
bite/punch/kick=+7 | 7 | 17 | 17

Fit (Level 4)

TN= 0; ST= -1; AG= 2; CR= 0; PC= 3; HT= -2; IN= 2

HP=29; FP=34; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: khopesh=+9 | 5 | 19 | 20; or
staff=+9 | 4 | 22 | 23; or sling=+9 | 5 | 16 | 17; or
bite/punch/kick=+9 | 7 | 20 | 21**Hardened (Level 6)**

TN= 1; ST= -1; AG= 3; CR= 0; PC= 3; HT= -2; IN= 2

HP=32; FP=34; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: khopesh=+12 | 5 | 23 | 23; or
staff=+12 | 4 | 26 | 26; or sling=+11 | 5 | 20 | 20; or
bite/punch/kick=+12 | 7 | 24 | 24**Laudable (Level 8)**

TN= 1; ST= 0; AG= 3; CR= 0; PC= 4; HT= -2; IN= 2

HP=35; FP=38; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: khopesh=+15 | 5 | 25 | 26; or
staff=+15 | 4 | 28 | 29; or sling=+14 | 5 | 22 | 23; or
bite/punch/kick=+15 | 7 | 26 | 27**Model (Level 10)**

TN= 1; ST= 1; AG= 4; CR= 0; PC= 4; HT= -2; IN= 2

HP=38; FP=38; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: khopesh=+19 | 6 | 28 | 28; or
staff=+19 | 5 | 31 | 31; or sling=+16 | 5 | 25 | 25; or
bite/punch/kick=+19 | 8 | 29 | 29**Outstanding (Level 12)**

TN= 1; ST= 1; AG= 4; CR= 1; PC= 4; HT= -1; IN= 2

HP=38; FP=41; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: khopesh=+21 | 6 | 30 | 30; or
staff=+21 | 5 | 33 | 33; or sling=+19 | 5 | 27 | 27; or
bite/punch/kick=+21 | 8 | 31 | 31**Remarkable (Level 14)**

TN= 2; ST= 1; AG= 4; CR= 1; PC= 5; HT= -1; IN= 2

HP=41; FP=45; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: khopesh=+23 | 6 | 33 | 34; or
staff=+23 | 5 | 36 | 37; or sling=+22 | 5 | 30 | 31; or
bite/punch/kick=+23 | 8 | 34 | 35**Superb (Level 16)**

TN= 2; ST= 2; AG= 4; CR= 1; PC= 5; HT= -1; IN= 2

HP=45; FP=45; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: khopesh=+26 | 7 | 35 | 36; or
staff=+26 | 6 | 38 | 39; or sling=+24 | 5 | 32 | 33; or
bite/punch/kick=+26 | 9 | 36 | 37**Wondrous (Level 18)**

TN= 2; ST= 2; AG= 4; CR= 1; PC= 5; HT= -1; IN= 3

HP=45; FP=45; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: khopesh=+28 | 7 | 37 | 38; or
staff=+28 | 6 | 40 | 41; or sling=+26 | 5 | 34 | 35; or
bite/punch/kick=+28 | 9 | 38 | 39**Babi Marksman Examples****Baseline Attributes**

TN= -1; ST= -2; AG= 1; CR= 0; PC= 2; HT= -2; IN= 2

Adequate (Level 0)

TN= -1; ST= -2; AG= 1; CR= 0; PC= 2; HT= -2; IN= 2

HP=25; FP=32; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: bow=+5 | 5 | 10 | 11; or sling=+4 | 5 |
10 | 11; or khopesh=+3 | 5 | 13 | 14; or
bite/punch/kick=+3 | 7 | 14 | 15**Decent (Level 2)**

TN= -1; ST= -2; AG= 1; CR= 1; PC= 3; HT= -2; IN= 2

HP=25; FP=34; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: bow=+9 | 5 | 12 | 14; or sling=+8 | 5 |
12 | 14; or khopesh=+5 | 5 | 15 | 17; or
bite/punch/kick=+5 | 7 | 16 | 18**Fit (Level 4)**

TN= -1; ST= -2; AG= 1; CR= 2; PC= 4; HT= -2; IN= 2

HP=25; FP=38; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: bow=+13 | 5 | 14 | 17; or
sling=+12 | 5 | 14 | 17; or khopesh=+7 | 5 | 17 | 20; or
bite/punch/kick=+7 | 7 | 18 | 21**Hardened (Level 6)**

TN= -1; ST= -1; AG= 1; CR= 2; PC= 5; HT= -2; IN= 2

HP=27; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+16 | 5 | 16 | 20; or
sling=+15 | 5 | 16 | 20; or khopesh=+10 | 5 | 19 | 23; or
bite/punch/kick=+10 | 7 | 20 | 24**Laudable (Level 8)**

TN= -1; ST= -1; AG= 1; CR= 3; PC= 5; HT= -2; IN= 3

HP=27; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+19 | 5 | 18 | 22; or
sling=+18 | 5 | 18 | 22; or khopesh=+12 | 5 | 21 | 25; or
bite/punch/kick=+12 | 7 | 22 | 26

Model (Level 10)

TN= -1; ST= -1; AG= 1; CR= 4; PC= 5; HT= -2; IN= 3
 HP=27; FP=41; Ward=0; SP=40 (run)
 Att | Dam | Def | Stab: bow==+22 | 5 | 20 | 24; or
 sling==+21 | 5 | 20 | 24; or khopesh==+14 | 5 | 23 | 27; or
 bite/punch/kick==+14 | 7 | 24 | 28

Outstanding (Level 12)

TN= 0; ST= -1; AG= 1; CR= 4; PC= 5; HT= -2; IN= 4
 HP=29; FP=41; Ward=0; SP=40 (run)
 Att | Dam | Def | Stab: bow==+24 | 5 | 23 | 27; or
 sling==+23 | 5 | 23 | 27; or khopesh==+16 | 5 | 26 | 30; or
 bite/punch/kick==+16 | 7 | 27 | 31

Remarkable (Level 14)

TN= 0; ST= -1; AG= 1; CR= 4; PC= 6; HT= -2; IN= 4
 HP=29; FP=45; Ward=0; SP=40 (run)
 Att | Dam | Def | Stab: bow==+27 | 5 | 25 | 30; or
 sling==+26 | 5 | 25 | 30; or khopesh==+18 | 5 | 28 | 33; or
 bite/punch/kick==+18 | 7 | 29 | 34

Superb (Level 16)

TN= 0; ST= 0; AG= 2; CR= 4; PC= 6; HT= -2; IN= 4
 HP=32; FP=45; Ward=0; SP=50 (run)
 Att | Dam | Def | Stab: bow==+29 | 5 | 28 | 32; or
 sling==+28 | 5 | 28 | 32; or khopesh==+22 | 5 | 31 | 35; or
 bite/punch/kick==+22 | 7 | 32 | 36

Wondrous (Level 18)

TN= 2; ST= 0; AG= 2; CR= 4; PC= 6; HT= -2; IN= 4
 HP=38; FP=45; Ward=1; SP=50 (run)
 Att | Dam | Def | Stab: bow==+31 | 5 | 32 | 36; or
 sling==+30 | 5 | 32 | 36; or khopesh==+24 | 5 | 35 | 39; or
 bite/punch/kick==+24 | 7 | 36 | 40

Babi Rogue Examples**Baseline Attributes**

TN= -1; ST= -2; AG= 1; CR= 0; PC= 2; HT= -2; IN= 2

Adequate (Level 0)

TN= -1; ST= -2; AG= 1; CR= 0; PC= 2; HT= -2; IN= 2
 HP=25; FP=32; Ward=0; SP=30 (run)
 Att | Dam | Def | Stab: dagger==+4 | 3 | 13 | 14; or
 scimitar==+2 | 6 | 15 | 16; or whip==+2 | 2 (dam) + 4 (setback) |
 13 | 14; or bite/punch/kick==+3 | 7 | 14 | 15

Decent (Level 2)

TN= -1; ST= -2; AG= 2; CR= 0; PC= 3; HT= -2; IN= 2
 HP=25; FP=34; Ward=0; SP=35 (run)
 Att | Dam | Def | Stab: dagger==+7 | 3 | 16 | 17; or
 scimitar==+5 | 6 | 18 | 19; or whip==+5 | 2 (dam) + 4 (setback) |
 16 | 17; or bite/punch/kick==+6 | 7 | 17 | 18

Fit (Level 4)

TN= -1; ST= -2; AG= 4; CR= 0; PC= 3; HT= -2; IN= 2
 HP=25; FP=34; Ward=0; SP=40 (run)
 Att | Dam | Def | Stab: dagger==+11 | 3 | 20 | 19; or
 scimitar==+9 | 6 | 22 | 21; or whip==+9 | 2 (dam) + 4 (setback) |
 20 | 19; or bite/punch/kick==+10 | 7 | 21 | 20

Hardened (Level 6)

TN= 0; ST= -2; AG= 4; CR= 0; PC= 4; HT= -2; IN= 2
 HP=27; FP=38; Ward=0; SP=40 (run)
 Att | Dam | Def | Stab: dagger==+13 | 3 | 23 | 23; or
 scimitar==+11 | 6 | 25 | 25; or whip==+11 | 2 (dam) +
 4 (setback) | 23 | 23; or bite/punch/kick==+12 | 7 | 24 | 24

Laudable (Level 8)

TN= 0; ST= -2; AG= 4; CR= 2; PC= 4; HT= -2; IN= 2
 HP=27; FP=38; Ward=0; SP=40 (run)
 Att | Dam | Def | Stab: dagger==+15 | 3 | 25 | 25; or
 scimitar==+13 | 6 | 27 | 27; or whip==+13 | 2 (dam) +
 6 (setback) | 25 | 25; or bite/punch/kick==+14 | 7 | 26 | 26

Model (Level 10)

TN= 0; ST= -2; AG= 4; CR= 3; PC= 5; HT= -2; IN= 2
 HP=27; FP=41; Ward=0; SP=45 (run)
 Att | Dam | Def | Stab: dagger==+17 | 3 | 27 | 28; or
 scimitar==+15 | 6 | 29 | 30; or whip==+15 | 2 (dam) +
 7 (setback) | 27 | 28; or bite/punch/kick==+16 | 7 | 28 | 29

Outstanding (Level 12)

TN= 1; ST= -2; AG= 4; CR= 3; PC= 5; HT= -2; IN= 3
 HP=29; FP=41; Ward=1; SP=45 (run)
 Att | Dam | Def | Stab: dagger==+19 | 3 | 30 | 31; or
 scimitar==+17 | 6 | 32 | 33; or whip==+17 | 2 (dam) +
 7 (setback) | 30 | 31; or bite/punch/kick==+18 | 7 | 31 | 32

Remarkable (Level 14)

TN= 1; ST= -2; AG= 4; CR= 3; PC= 5; HT= -1; IN= 4
 HP=29; FP=45; Ward=1; SP=45 (run)
 Att | Dam | Def | Stab: dagger==+21 | 3 | 32 | 33; or
 scimitar==+19 | 6 | 34 | 35; or whip==+19 | 2 (dam) +
 7 (setback) | 32 | 33; or bite/punch/kick==+20 | 7 | 33 | 34

Superb (Level 16)

TN= 1; ST= -2; AG= 5; CR= 3; PC= 5; HT= -1; IN= 4
 HP=29; FP=45; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: dagger=+24 | 3 | 35 | 35; or
 scimitar=+22 | 6 | 37 | 37; or whip=+22 | 2 (dam) +
 7 (setback) | 35 | 35; or bite/punch/kick=+23 | 7 | 36 | 36

Wondrous (Level 18)

TN= 1; ST= -2; AG= 5; CR= 4; PC= 5; HT= -1; IN= 4
 HP=29; FP=45; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: dagger=+26 | 3 | 37 | 37; or
 scimitar=+24 | 6 | 39 | 39; or whip=+24 | 2 (dam) +
 8 (setback) | 37 | 37; or bite/punch/kick=+25 | 7 | 38 | 38

Babi Sage Examples**Baseline Attributes**

TN= -1; ST= -2; AG= 1; CR= 0; PC= 2; HT= -2; IN= 2

Adequate (Level 0)

TN= -1; ST= -2; AG= 1; CR= 0; PC= 2; HT= -2; IN= 2
 HP=25; FP=32; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+4 | 3 | 13 | 14; or
 scimitar=+2 | 6 | 15 | 16; or staff=+3 | 4 | 16 | 17; or
 bite/punch/kick=+3 | 7 | 14 | 15

Decent (Level 2)

TN= -1; ST= -2; AG= 1; CR= 0; PC= 2; HT= -1; IN= 3
 HP=25; FP=34; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+6 | 3 | 15 | 16; or
 scimitar=+4 | 6 | 17 | 18; or staff=+5 | 4 | 18 | 19; or
 bite/punch/kick=+5 | 7 | 16 | 17

Fit (Level 4)

TN= -1; ST= -2; AG= 1; CR= 0; PC= 2; HT= 1; IN= 3
 HP=25; FP=41; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+8 | 3 | 17 | 18; or
 scimitar=+6 | 6 | 19 | 20; or staff=+7 | 4 | 20 | 21; or
 bite/punch/kick=+7 | 7 | 18 | 19

Hardened (Level 6)

TN= -1; ST= -2; AG= 1; CR= 1; PC= 2; HT= 1; IN= 4
 HP=25; FP=41; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+10 | 3 | 19 | 20; or
 scimitar=+8 | 6 | 21 | 22; or staff=+9 | 4 | 22 | 23; or
 bite/punch/kick=+9 | 7 | 20 | 21

Laudable (Level 8)

TN= -1; ST= -2; AG= 1; CR= 2; PC= 2; HT= 1; IN= 5
 HP=25; FP=41; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+12 | 3 | 21 | 22; or
 scimitar=+10 | 6 | 23 | 24; or staff=+11 | 4 | 24 | 25; or
 bite/punch/kick=+11 | 7 | 22 | 23

Model (Level 10)

TN= -1; ST= -2; AG= 2; CR= 2; PC= 3; HT= 1; IN= 5
 HP=25; FP=45; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+15 | 3 | 24 | 25; or
 scimitar=+13 | 6 | 26 | 27; or staff=+14 | 4 | 27 | 28; or
 bite/punch/kick=+14 | 7 | 25 | 26

Outstanding (Level 12)

TN= -1; ST= -1; AG= 3; CR= 2; PC= 3; HT= 1; IN= 5
 HP=27; FP=45; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+19 | 3 | 27 | 27; or
 scimitar=+17 | 6 | 29 | 29; or staff=+18 | 4 | 30 | 30; or
 bite/punch/kick=+18 | 7 | 28 | 28

Remarkable (Level 14)

TN= -1; ST= 0; AG= 3; CR= 2; PC= 4; HT= 1; IN= 5
 HP=29; FP=49; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: dagger=+22 | 3 | 29 | 30; or
 scimitar=+20 | 6 | 31 | 32; or staff=+21 | 4 | 32 | 33; or
 bite/punch/kick=+21 | 7 | 30 | 31

Superb (Level 16)

TN= -1; ST= 0; AG= 3; CR= 2; PC= 5; HT= 1; IN= 5
 HP=29; FP=53; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: dagger=+24 | 3 | 31 | 33; or
 scimitar=+22 | 6 | 33 | 35; or staff=+23 | 4 | 34 | 36; or
 bite/punch/kick=+23 | 7 | 32 | 34

Wondrous (Level 18)

TN= -1; ST= 0; AG= 3; CR= 2; PC= 6; HT= 1; IN= 5
 HP=29; FP=58; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: dagger=+26 | 3 | 33 | 36; or
 scimitar=+24 | 6 | 35 | 38; or staff=+25 | 4 | 36 | 39; or
 bite/punch/kick=+25 | 7 | 34 | 37

Baboon

Baboons are primates with dog-like faces and sharp fangs. They are capable of staggering about on two legs for short distances, but generally walk on all fours with their long tails arching behind them. Baboons congregate in small groups known as troops, each having a dominant male and a number of females, juveniles, and babies.

When Baboons are agitated, they will often taunt their agitator low guttural barks. If confronted aggressively, the large male is likely to attack directly in defense of his troop. Baboons that are obviously outnumbered or over matched will throw stones from safe distances to drive off unwanted intruders.

Fun Facts: Although Baboons are ground dwellers during the day, they sleep in trees at night. Consequently, they are quite comfortable in this environment and are respectable climbers.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Origin: Baboons originate from Africa where the cultures incorporated them into their mythologies, along with many other animal species. The Egyptians in particular held the baboon in great regard. One of their greatest gods, Thoth, was often depicted as having the head of a baboon or was simply portrayed by gigantic baboon sculptures.

Habitat: Baboons are primates that have largely abandoned the safety of the trees for the advantages the ground offers in food gathering. Even so, when danger threatens, Baboons will quickly seek a tree's leafy embrace. Once a safe perch is acquired, the monkey will bark defiantly and throw rocks and sticks to drive off the intruder.

Keywords: blooded, fleshy, living, mammal, natural, primate

Attack Modes: Carnivorous Bite/Punch or Throw Rocks

Wealth Type: Incidental *Cunning:* Bestial

Move Modes: Lope *Vision:* Day Vision

Danger Tier: +1

Large Baboon Examples

Baseline Attributes

TN= 2; ST= 6; AG= -3; CR= -2; PC= 1; HT= 1; IN= -5

Adequate (Level 4)

TN= 3; ST= 8; AG= -3; CR= -2; PC= 2; HT= 1; IN= -5

HP=83; FP=41; Ward=1; SP=45 (waft)

Att | Dam | Def | Stab: bite/punch=+13 | 17 | 18 | 23; or
throw rocks=+8 | 6 | 14 | 19

Decent (Level 6)

TN= 3; ST= 9; AG= -3; CR= -2; PC= 3; HT= 1; IN= -5

HP=91; FP=45; Ward=1; SP=50 (waft)

Att | Dam | Def | Stab: bite/punch=+16 | 18 | 20 | 26; or
throw rocks=+11 | 6 | 16 | 22

Fit (Level 8)

TN= 4; ST= 9; AG= -3; CR= -1; PC= 3; HT= 1; IN= -5

HP=99; FP=45; Ward=2; SP=50 (waft)

Att | Dam | Def | Stab: bite/punch=+18 | 18 | 23 | 29; or
throw rocks=+14 | 6 | 19 | 25

Laudable (Level 10)

TN= 4; ST= 10; AG= -3; CR= -1; PC= 3; HT= 1; IN= -5

HP=108; FP=45; Ward=2; SP=55 (waft)

Att | Dam | Def | Stab: bite/punch=+21 | 19 | 25 | 31; or
throw rocks=+16 | 6 | 21 | 27

Outstanding (Level 12)

TN= 5; ST= 10; AG= -2; CR= -1; PC= 3; HT= 1; IN= -5

HP=117; FP=45; Ward=2; SP=55 (waft)

Att | Dam | Def | Stab: bite/punch=+24 | 19 | 29 | 34; or
throw rocks=+18 | 6 | 25 | 30

Remarkable (Level 14)

TN= 5; ST= 10; AG= -1; CR= -1; PC= 3; HT= 2; IN= -5

HP=117; FP=49; Ward=2; SP=60 (waft)

Att | Dam | Def | Stab: bite/punch=+27 | 19 | 32 | 36; or
throw rocks=+20 | 6 | 28 | 32

Superb (Level 16)

TN= 5; ST= 10; AG= 0; CR= -1; PC= 3; HT= 2; IN= -4

HP=117; FP=49; Ward=2; SP=65 (waft)

Att | Dam | Def | Stab: bite/punch=+30 | 19 | 35 | 38; or
throw rocks=+22 | 6 | 31 | 34

Medium Baboon Examples**Baseline Attributes**

TN= 0; ST= 0; AG= 3; CR= 0; PC= 1; HT= 1; IN= -5

Adequate (Level 2)

TN= 0; ST= 1; AG= 3; CR= 0; PC= 2; HT= 1; IN= -5

HP=35; FP=41; Ward=0; SP=40 (waft)

Att | Dam | Def | Stab: bite/punch=+10 | 7 | 19 | 18; or throw rocks=+8 | 4 | 15 | 14

Decent (Level 4)

TN= 1; ST= 2; AG= 3; CR= 0; PC= 2; HT= 1; IN= -5

HP=41; FP=41; Ward=1; SP=45 (waft)

Att | Dam | Def | Stab: bite/punch=+13 | 8 | 22 | 21; or throw rocks=+10 | 4 | 18 | 17

Fit (Level 6)

TN= 1; ST= 3; AG= 3; CR= 0; PC= 3; HT= 1; IN= -5

HP=45; FP=45; Ward=1; SP=50 (waft)

Att | Dam | Def | Stab: bite/punch=+16 | 9 | 24 | 24; or throw rocks=+13 | 4 | 20 | 20

Laudable (Level 8)

TN= 2; ST= 3; AG= 3; CR= 1; PC= 3; HT= 1; IN= -5

HP=49; FP=45; Ward=1; SP=50 (waft)

Att | Dam | Def | Stab: bite/punch=+18 | 9 | 27 | 27; or throw rocks=+16 | 4 | 23 | 23

Outstanding (Level 10)

TN= 2; ST= 4; AG= 3; CR= 1; PC= 3; HT= 1; IN= -5

HP=54; FP=45; Ward=1; SP=55 (waft)

Att | Dam | Def | Stab: bite/punch=+21 | 10 | 29 | 29; or throw rocks=+18 | 4 | 25 | 25

Remarkable (Level 12)

TN= 3; ST= 4; AG= 4; CR= 1; PC= 3; HT= 1; IN= -5

HP=59; FP=45; Ward=1; SP=55 (waft)

Att | Dam | Def | Stab: bite/punch=+24 | 10 | 33 | 32; or throw rocks=+20 | 4 | 29 | 28

Superb (Level 14)

TN= 3; ST= 4; AG= 5; CR= 1; PC= 3; HT= 2; IN= -5

HP=59; FP=49; Ward=1; SP=60 (waft)

Att | Dam | Def | Stab: bite/punch=+27 | 10 | 36 | 34; or throw rocks=+22 | 4 | 32 | 30

Small Baboon Examples**Baseline Attributes**

TN= -2; ST= -6; AG= 9; CR= 2; PC= 1; HT= 1; IN= -5

Adequate (Level 0)

TN= -2; ST= -6; AG= 9; CR= 2; PC= 1; HT= 1; IN= -5

HP=16; FP=38; Ward=0; SP=40 (waft)

Att | Dam | Def | Stab: bite/punch=+7 | 4 | 21 | 13; or throw rocks=+7 | 3 | 17 | 9

Decent (Level 2)

TN= -2; ST= -5; AG= 9; CR= 2; PC= 2; HT= 1; IN= -5

HP=17; FP=41; Ward=0; SP=40 (waft)

Att | Dam | Def | Stab: bite/punch=+10 | 4 | 23 | 16; or throw rocks=+10 | 3 | 19 | 12

Fit (Level 4)

TN= -1; ST= -4; AG= 9; CR= 2; PC= 2; HT= 1; IN= -5

HP=21; FP=41; Ward=0; SP=45 (waft)

Att | Dam | Def | Stab: bite/punch=+13 | 4 | 26 | 19; or throw rocks=+12 | 3 | 22 | 15

Laudable (Level 6)

TN= -1; ST= -3; AG= 9; CR= 2; PC= 3; HT= 1; IN= -5

HP=23; FP=45; Ward=0; SP=50 (waft)

Att | Dam | Def | Stab: bite/punch=+16 | 4 | 28 | 22; or throw rocks=+15 | 3 | 24 | 18

Outstanding (Level 8)

TN= 0; ST= -3; AG= 9; CR= 3; PC= 3; HT= 1; IN= -5

HP=25; FP=45; Ward=0; SP=50 (waft)

Att | Dam | Def | Stab: bite/punch=+18 | 4 | 31 | 25; or throw rocks=+18 | 3 | 27 | 21

Remarkable (Level 10)

TN= 0; ST= -2; AG= 9; CR= 3; PC= 3; HT= 1; IN= -5

HP=27; FP=45; Ward=0; SP=55 (waft)

Att | Dam | Def | Stab: bite/punch=+21 | 4 | 33 | 27; or throw rocks=+20 | 3 | 29 | 23

Superb (Level 12)

TN= 1; ST= -2; AG= 10; CR= 3; PC= 3; HT= 1; IN= -5

HP=29; FP=45; Ward=1; SP=55 (waft)

Att | Dam | Def | Stab: bite/punch=+24 | 4 | 37 | 30; or throw rocks=+22 | 3 | 33 | 26

Ba-Neb-Tettu

Ba-Neb-Tettus, or less formally just Ba-Nebs, are sturdy humanoids with the heads of rams and the bodies of ordinary men. Obviously, their heads are their most distinguishing characteristic. Their horns do not have the circular inward-sweeping curve of most domesticated rams. Instead, the horns corkscrew from the Ba-neb-Tettu's temples in an outward spiral. The coloration of their hair, is significantly similar to the ordinary bighorn. Many are pure white, but some are black or are mottled with patches of brown.

Ba-Nebs are a remarkably humble and peaceful race possessing great creativity and strength of character. They are far more interested in the domestic trials of farming and in the earthy pastimes of pottery and sculpture than in the oftentimes self-centered motivations of man. Even so, they recognize that the roles they must play in the world's affairs must sometimes take them beyond the boundaries of their well-tended fields. Farming is their preferred lifestyle because they have a strong sense of duty to the earth, not because they are filled with the timidity of their woolly cousins tended by shepherds.

They have their own language consisting of bleats, mews, and grunts. Even so, most speak at least one human tongue fluently. They are quite articulate and have low soothing voices well suited to the priesthood and politics. Ba-Neb-Tettus have a deep sense of morality, though, and can be quite formidable when their anger is roused. Indeed, their eloquent speech and calm but compelling demeanors make Ba-nebs among the best of diplomats.

They commonly wield staves and bolas in battle, preferring to avoid inflicting fatal wounds on their misguided opponents when possible. If pressed into combat unarmed, a Ba-Neb-Tettu will attack with its rock-hard ram horns.

All Ba-Nebs are strict vegetarians, subsisting mainly on a staple diet of grains and leafy vegetables. Wine and beer are favorites as well. Consequently, the agrarian professions are highly respected in Ba-neb society. Farming, pottery, and the production of woolen textiles form the foundation of their economy.

Despite their earthy natures, Ba-Neb-Tettu society values classical education in literature and philosophy. They are a patient race, well suited to the diligence required for book learning. As such, their scholars are regarded highly. Ba-Neb-Tettus are capable of learning any human profession, although Occultists are rare while peasants and pagan priests are quite common. Ba-Neb pagans commonly worship the Egyptian ram-headed Amun or Ra, who is often portrayed with a ram head when venturing through the underworld.

Habitat: Being vegetarians, Ba-Nebs prefer the rich fertile lands found in river basins. Here their expert farming skills can be put to good use in the cultivation of a variety of crops. These ram-men are hardy souls, however, and have been known to thrive in arid regions as well, wherever there can be found a reasonably reliable source of water.

Origin: Ba-Neb-Tettu, meaning "Ram Lord of Tettu", is the name of a ram-headed Egyptian deity that had a relatively small following. Another more well-known ram-headed deity was Khnum, who was a creator-god and credited with providing the soil its fertility. Probably as a result of his links both to creativity and to the earth, he was also closely associated with the molding of clay into pottery.

Fun Facts: Ba-Neb-Tettu is a core race in the game. As such, the properties of Ba-Neb-Tettu are listed in [The Character Compendium](#).

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Traits: The Traits of Ba-Neb-Tettus are also listed in [The Character Compendium](#).

Keywords: blooded, fleshy, herbivore, humanoid, hybrid, living, ram-like

Attack Modes: Melee Weapon or Range Weapon or Quarterstaff or Sling or Head Butt/Punch/Kick

Wealth Type: Monetary *Cunning:* Alert

Move Modes: Run *Size:* Medium

Vision: Day Vision *Danger Tier:* 0

Ba-Neb-Tettu Fighter Examples

Baseline Attributes

TN= 0; ST= 0; AG= -1; CR= -1; PC= 0; HT= 3; IN= -1

Adequate (Level 0)

TN= 0; ST= 0; AG= -1; CR= -1; PC= 0; HT= 3; IN= -1

HP=32; FP=41; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: mace=+2 | 5 | 14 | 15; or staff=+3 | 4 | 15 | 16; or shepherd's crook=+2 | 4 (dam) + 3 (setback) | 13 | 14; or staff sling=+1 | 5 | 9 | 10; or head butt/punch/kick=+3 | 9 | 13 | 14

Decent (Level 2)

TN= 0; ST= 1; AG= 0; CR= -1; PC= 0; HT= 3; IN= -1

HP=35; FP=41; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: mace=+6 | 6 | 17 | 17; or staff=+7 | 5 | 18 | 18; or shepherd's crook=+6 | 4 (dam) + 3 (setback) | 16 | 16; or staff sling=+3 | 5 | 12 | 12; or head butt/punch/kick=+7 | 10 | 16 | 16

Fit (Level 4)

TN= 1; ST= 1; AG= 0; CR= -1; PC= 1; HT= 3; IN= -1

HP=38; FP=45; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: mace=+8 | 6 | 20 | 21; or staff=+9 | 5 | 21 | 22; or shepherd's crook=+8 | 4 (dam) + 3 (setback) | 19 | 20; or staff sling=+6 | 5 | 15 | 16; or head butt/punch/kick=+9 | 10 | 19 | 20

Hardened (Level 6)

TN= 2; ST= 1; AG= 1; CR= -1; PC= 1; HT= 3; IN= -1

HP=41; FP=45; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: mace=+11 | 6 | 24 | 24; or staff=+12 | 5 | 25 | 25; or shepherd's crook=+11 | 4 (dam) + 3 (setback) | 23 | 23; or staff sling=+8 | 5 | 19 | 19; or head butt/punch/kick=+12 | 10 | 23 | 23

Laudable (Level 8)

TN= 2; ST= 2; AG= 1; CR= -1; PC= 2; HT= 3; IN= -1

HP=45; FP=49; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: mace=+14 | 7 | 26 | 27; or staff=+15 | 6 | 27 | 28; or shepherd's crook=+14 | 4 (dam) + 3 (setback) | 25 | 26; or staff sling=+11 | 5 | 21 | 22; or head butt/punch/kick=+15 | 11 | 25 | 26

Model (Level 10)

TN= 2; ST= 3; AG= 2; CR= -1; PC= 2; HT= 3; IN= -1

HP=49; FP=49; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: mace=+18 | 8 | 29 | 29; or staff=+19 | 7 | 30 | 30; or shepherd's crook=+18 | 4 (dam) + 3 (setback) | 28 | 28; or staff sling=+13 | 5 | 24 | 24; or head butt/punch/kick=+19 | 12 | 28 | 28

Outstanding (Level 12)

TN= 2; ST= 3; AG= 2; CR= 0; PC= 2; HT= 4; IN= -1

HP=49; FP=53; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: mace=+20 | 8 | 31 | 31; or staff=+21 | 7 | 32 | 32; or shepherd's crook=+20 | 4 (dam) + 3 (setback) | 30 | 30; or staff sling=+16 | 5 | 26 | 26; or head butt/punch/kick=+21 | 12 | 30 | 30

Remarkable (Level 14)

TN= 3; ST= 3; AG= 2; CR= 0; PC= 3; HT= 4; IN= -1

HP=54; FP=58; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: mace=+22 | 8 | 34 | 35; or staff=+23 | 7 | 35 | 36; or shepherd's crook=+22 | 4 (dam) + 3 (setback) | 33 | 34; or staff sling=+19 | 5 | 29 | 30; or head butt/punch/kick=+23 | 12 | 33 | 34

Superb (Level 16)

TN= 3; ST= 4; AG= 2; CR= 0; PC= 3; HT= 4; IN= -1

HP=59; FP=58; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: mace=+25 | 9 | 36 | 37; or staff=+26 | 8 | 37 | 38; or shepherd's crook=+25 | 4 (dam) + 3 (setback) | 35 | 36; or staff sling=+21 | 5 | 31 | 32; or head butt/punch/kick=+26 | 13 | 35 | 36

Wondrous (Level 18)

TN= 3; ST= 4; AG= 2; CR= 0; PC= 3; HT= 4; IN= 0

HP=59; FP=58; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: mace=+27 | 9 | 38 | 39; or staff=+28 | 8 | 39 | 40; or shepherd's crook=+27 | 4 (dam) + 3 (setback) | 37 | 38; or staff sling=+23 | 5 | 33 | 34; or head butt/punch/kick=+28 | 13 | 37 | 38

Ba-Neb-Tettu Marksman Examples**Baseline Attributes**

TN= 0; ST= 0; AG= -1; CR= -1; PC= 0; HT= 3; IN= -1

Adequate (Level 0)

TN= 0; ST= 0; AG= -1; CR= -1; PC= 0; HT= 3; IN= -1

HP=32; FP=41; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: mace=+2 | 5 | 14 | 15; or staff=+3 | 4 | 15 | 16; or sling=+1 | 5 | 9 | 10; or staff sling=+1 | 5 | 9 | 10; or head butt/punch/kick=+3 | 9 | 13 | 14

Decent (Level 2)

TN= 0; ST= 0; AG= -1; CR= 0; PC= 1; HT= 3; IN= -1

HP=32; FP=45; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: mace=+4 | 5 | 16 | 18; or staff=+5 | 4 | 17 | 19; or sling=+5 | 5 | 11 | 13; or staff sling=+5 | 5 | 11 | 13; or head butt/punch/kick=+5 | 9 | 15 | 17

Fit (Level 4)

TN= 0; ST= 0; AG= -1; CR= 1; PC= 2; HT= 3; IN= -1

HP=32; FP=49; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: mace=+6 | 5 | 18 | 21; or staff=+7 | 4 | 19 | 22; or sling=+9 | 5 | 13 | 16; or staff sling=+9 | 5 | 13 | 16; or head butt/punch/kick=+7 | 9 | 17 | 20

Hardened (Level 6)

TN= 0; ST= 1; AG= -1; CR= 1; PC= 3; HT= 3; IN= -1

HP=35; FP=53; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: mace=+9 | 6 | 20 | 24; or staff=+10 | 5 | 21 | 25; or sling=+12 | 5 | 15 | 19; or staff sling=+12 | 5 | 15 | 19; or head butt/punch/kick=+10 | 10 | 19 | 23

Laudable (Level 8)

TN= 0; ST= 1; AG= -1; CR= 2; PC= 3; HT= 3; IN= 0

HP=35; FP=53; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: mace=+11 | 6 | 22 | 26; or staff=+12 | 5 | 23 | 27; or sling=+15 | 5 | 17 | 21; or staff sling=+15 | 5 | 17 | 21; or head butt/punch/kick=+12 | 10 | 21 | 25

Model (Level 10)

TN= 0; ST= 1; AG= -1; CR= 3; PC= 3; HT= 3; IN= 0

HP=35; FP=53; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: mace=+13 | 6 | 24 | 28; or staff=+14 | 5 | 25 | 29; or sling=+18 | 5 | 19 | 23; or staff sling=+18 | 5 | 19 | 23; or head butt/punch/kick=+14 | 10 | 23 | 27

Outstanding (Level 12)

TN= 1; ST= 1; AG= -1; CR= 3; PC= 3; HT= 3; IN= 1

HP=38; FP=53; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: mace=+15 | 6 | 27 | 31; or staff=+16 | 5 | 28 | 32; or sling=+20 | 5 | 22 | 26; or staff sling=+20 | 5 | 22 | 26; or head butt/punch/kick=+16 | 10 | 26 | 30

Remarkable (Level 14)

TN= 1; ST= 1; AG= -1; CR= 3; PC= 4; HT= 3; IN= 1

HP=38; FP=58; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: mace=+17 | 6 | 29 | 34; or staff=+18 | 5 | 30 | 35; or sling=+23 | 5 | 24 | 29; or staff sling=+23 | 5 | 24 | 29; or head butt/punch/kick=+18 | 10 | 28 | 33

Superb (Level 16)

TN= 1; ST= 2; AG= 0; CR= 3; PC= 4; HT= 3; IN= 1

HP=41; FP=58; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: mace=+21 | 7 | 32 | 36; or staff=+22 | 6 | 33 | 37; or sling=+25 | 5 | 27 | 31; or staff sling=+25 | 5 | 27 | 31; or head butt/punch/kick=+22 | 11 | 31 | 35

Wondrous (Level 18)

TN= 3; ST= 2; AG= 0; CR= 3; PC= 4; HT= 3; IN= 1

HP=49; FP=58; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: mace=+23 | 7 | 36 | 40; or staff=+24 | 6 | 37 | 41; or sling=+27 | 5 | 31 | 35; or staff sling=+27 | 5 | 31 | 35; or head butt/punch/kick=+24 | 11 | 35 | 39

Ba-Neb-Tettu Rogue Examples**Baseline Attributes**

TN= 0; ST= 0; AG= -1; CR= -1; PC= 0; HT= 3; IN= -1

Adequate (Level 0)

TN= 0; ST= 0; AG= -1; CR= -1; PC= 0; HT= 3; IN= -1

HP=32; FP=41; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+4 | 3 | 12 | 13; or scimitar=+2 | 6 | 14 | 15; or whip=+2 | 2 (dam) + 4 (setback) | 12 | 13; or head butt/punch/kick=+3 | 9 | 13 | 14

Decent (Level 2)

TN= 0; ST= 0; AG= 0; CR= -1; PC= 1; HT= 3; IN= -1

HP=32; FP=45; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+7 | 3 | 15 | 16; or scimitar=+5 | 6 | 17 | 18; or whip=+5 | 2 (dam) + 4 (setback) | 15 | 16; or head butt/punch/kick=+6 | 9 | 16 | 17

Fit (Level 4)

TN= 0; ST= 0; AG= 2; CR= -1; PC= 1; HT= 3; IN= -1

HP=32; FP=45; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+11 | 3 | 19 | 18; or scimitar=+9 | 6 | 21 | 20; or whip=+9 | 2 (dam) + 4 (setback) | 19 | 18; or head butt/punch/kick=+10 | 9 | 20 | 19

Hardened (Level 6)

TN= 1; ST= 0; AG= 2; CR= -1; PC= 2; HT= 3; IN= -1

HP=35; FP=49; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: dagger=+13 | 3 | 22 | 22; or scimitar=+11 | 6 | 24 | 24; or whip=+11 | 2 (dam) + 4 (setback) | 22 | 22; or head butt/punch/kick=+12 | 9 | 23 | 23

Laudable (Level 8)

TN= 1; ST= 0; AG= 2; CR= 1; PC= 2; HT= 3; IN= -1

HP=35; FP=49; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: dagger=+15 | 3 | 24 | 24; or scimitar=+13 | 6 | 26 | 26; or whip=+13 | 2 (dam) + 5 (setback) | 24 | 24; or head butt/punch/kick=+14 | 9 | 25 | 25

Model (Level 10)

TN= 1; ST= 0; AG= 2; CR= 2; PC= 3; HT= 3; IN= -1

HP=35; FP=53; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: dagger=+17 | 3 | 26 | 27; or scimitar=+15 | 6 | 28 | 29; or whip=+15 | 2 (dam) + 6 (setback) | 26 | 27; or head butt/punch/kick=+16 | 9 | 27 | 28

Outstanding (Level 12)

TN= 2; ST= 0; AG= 2; CR= 2; PC= 3; HT= 3; IN= 0

HP=38; FP=53; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: dagger=+19 | 3 | 29 | 30; or scimitar=+17 | 6 | 31 | 32; or whip=+17 | 2 (dam) + 6 (setback) | 29 | 30; or head butt/punch/kick=+18 | 9 | 30 | 31

Remarkable (Level 14)

TN= 2; ST= 0; AG= 2; CR= 2; PC= 3; HT= 4; IN= 1

HP=38; FP=58; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: dagger=+21 | 3 | 31 | 32; or scimitar=+19 | 6 | 33 | 34; or whip=+19 | 2 (dam) + 6 (setback) | 31 | 32; or head butt/punch/kick=+20 | 9 | 32 | 33

Superb (Level 16)

TN= 2; ST= 0; AG= 3; CR= 2; PC= 3; HT= 4; IN= 1

HP=38; FP=58; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: dagger=+24 | 3 | 34 | 34; or scimitar=+22 | 6 | 36 | 36; or whip=+22 | 2 (dam) + 6 (setback) | 34 | 34; or head butt/punch/kick=+23 | 9 | 35 | 35

Wondrous (Level 18)

TN= 2; ST= 0; AG= 3; CR= 3; PC= 3; HT= 4; IN= 1

HP=38; FP=58; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: dagger=+26 | 3 | 36 | 36; or scimitar=+24 | 6 | 38 | 38; or whip=+24 | 2 (dam) + 7 (setback) | 36 | 36; or head butt/punch/kick=+25 | 9 | 37 | 37

Ba-Neb-Tettu Sage Examples**Baseline Attributes**

TN= 0; ST= 0; AG= -1; CR= -1; PC= 0; HT= 3; IN= -1

Adequate (Level 0)

TN= 0; ST= 0; AG= -1; CR= -1; PC= 0; HT= 3; IN= -1

HP=32; FP=41; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+4 | 3 | 12 | 13; or scimitar=+2 | 6 | 14 | 15; or staff=+3 | 4 | 15 | 16; or head butt/punch/kick=+3 | 9 | 13 | 14

Decent (Level 2)

TN= 0; ST= 0; AG= -1; CR= -1; PC= 0; HT= 4; IN= 0

HP=32; FP=45; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+6 | 3 | 14 | 15; or scimitar=+4 | 6 | 16 | 17; or staff=+5 | 4 | 17 | 18; or head butt/punch/kick=+5 | 9 | 15 | 16

Fit (Level 4)

TN= 0; ST= 0; AG= -1; CR= -1; PC= 0; HT= 6; IN= 0

HP=32; FP=53; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+8 | 3 | 16 | 17; or scimitar=+6 | 6 | 18 | 19; or staff=+7 | 4 | 19 | 20; or head butt/punch/kick=+7 | 9 | 17 | 18

Hardened (Level 6)

TN= 0; ST= 0; AG= -1; CR= 0; PC= 0; HT= 6; IN= 1

HP=32; FP=53; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+10 | 3 | 18 | 19; or scimitar=+8 | 6 | 20 | 21; or staff=+9 | 4 | 21 | 22; or head butt/punch/kick=+9 | 9 | 19 | 20

Laudable (Level 8)

TN= 0; ST= 0; AG= -1; CR= 1; PC= 0; HT= 6; IN= 2

HP=32; FP=53; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+12 | 3 | 20 | 21; or scimitar=+10 | 6 | 22 | 23; or staff=+11 | 4 | 23 | 24; or head butt/punch/kick=+11 | 9 | 21 | 22

Model (Level 10)

TN= 0; ST= 0; AG= 0; CR= 1; PC= 1; HT= 6; IN= 2

HP=32; FP=58; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+15 | 3 | 23 | 24; or scimitar=+13 | 6 | 25 | 26; or staff=+14 | 4 | 26 | 27; or head butt/punch/kick=+14 | 9 | 24 | 25

Outstanding (Level 12)

TN= 0; ST= 1; AG= 1; CR= 1; PC= 1; HT= 6; IN= 2

HP=35; FP=58; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+19 | 4 | 26 | 26; or scimitar=+17 | 7 | 28 | 28; or staff=+18 | 5 | 29 | 29; or head butt/punch/kick=+18 | 10 | 27 | 27

Remarkable (Level 14)

TN= 0; ST= 2; AG= 1; CR= 1; PC= 2; HT= 6; IN= 2

HP=38; FP=64; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+22 | 5 | 28 | 29; or scimitar=+20 | 8 | 30 | 31; or staff=+21 | 6 | 31 | 32; or head butt/punch/kick=+21 | 11 | 29 | 30

Superb (Level 16)

TN= 0; ST= 2; AG= 1; CR= 1; PC= 3; HT= 6; IN= 2

HP=38; FP=69; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+24 | 5 | 30 | 32; or scimitar=+22 | 8 | 32 | 34; or staff=+23 | 6 | 33 | 35; or head butt/punch/kick=+23 | 11 | 31 | 33

Wondrous (Level 18)

TN= 0; ST= 2; AG= 1; CR= 1; PC= 4; HT= 6; IN= 2

HP=38; FP=76; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: dagger=+26 | 5 | 32 | 35; or scimitar=+24 | 8 | 34 | 37; or staff=+25 | 6 | 35 | 38; or head butt/punch/kick=+25 | 11 | 33 | 36

Bantam

Bantams are a race of small humanoid savages whose bodies are entirely covered by red hair. They are primitive, and often arm themselves with clubs and stone-tipped spears and knives. Because they are clad entirely in fur, Bantams forego clothing. They are an aggressive, energetic people renowned for their remarkable climbing ability.

Bantams seek safety in numbers, and so tend to swarm enemies en masse when possible.

Habitat: Bantams are equally comfortable in the jungle and on sea. They prefer to set up their villages within the dense foliage found on secluded islands. However, they are not above pirating any merchant ships that happen to drop anchor near their shores.

Origin: In The Arabian Nights, Sinbad's Third Voyage describes a race of savage dwarfs covered in red fur that overwhelm and steal the ship on which Sinbad sailed. The tale does not provide a name for the munchkins, so the term "bantam" was adopted, which means "a small, feisty, quarrelsome person".

Fun Facts: Bantams can climb across any surface as the Occult Spell Procure Gecko Climbing, cast at a rank equal to the Bantam's Level.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: blooded, fleshy, humanoid, living, tribal

Attack Modes: Club or Spear or Throwing Spear or Punch/Kick or Shove

Wealth Type: Monetary

Cunning: Alert

Vision: Day Vision

Move Modes: Run

Size: Small

Danger Tier: 0

Small Bantam Examples

Baseline Attributes

TN= 0; ST= -4; AG= 4; CR= 2; PC= 0; HT= -2; IN= 0

Adequate (Level 0)

TN= 0; ST= -4; AG= 4; CR= 2; PC= 0; HT= -2; IN= 0

HP=23; FP=26; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: club=+4 | 1 | 17 | 13; or spear=+5 | 2 | 17 | 13; or throwing spear=+6 | 4 | 14 | 10; or punch/kick=+4 | 4 | 15 | 11; or shove=+4 | 0 (setback) | 18 | 14

Decent (Level 2)

TN= 0; ST= -3; AG= 4; CR= 2; PC= 0; HT= -2; IN= 1

HP=25; FP=26; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: club=+7 | 1 | 19 | 15; or spear=+8 | 2 | 19 | 15; or throwing spear=+8 | 4 | 16 | 12; or punch/kick=+7 | 4 | 17 | 13; or shove=+7 | 1 (setback) | 20 | 16

Fit (Level 4)

TN= 0; ST= -3; AG= 5; CR= 2; PC= 0; HT= -2; IN= 2

HP=25; FP=26; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: club=+10 | 1 | 22 | 17; or spear=+11 | 2 | 22 | 17; or throwing spear=+10 | 4 | 19 | 14; or punch/kick=+10 | 4 | 20 | 15; or shove=+10 | 2 (setback) | 23 | 18

Laudable (Level 6)

TN= 0; ST= -3; AG= 6; CR= 2; PC= 1; HT= -2; IN= 2

HP=25; FP=29; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: club=+13 | 1 | 25 | 20; or spear=+14 | 2 | 25 | 20; or throwing spear=+13 | 4 | 22 | 17; or punch/kick=+13 | 4 | 23 | 18; or shove=+13 | 3 (setback) | 26 | 21

Model (Level 8)

TN= 0; ST= -3; AG= 7; CR= 2; PC= 1; HT= -1; IN= 2

HP=25; FP=32; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: club=+16 | 1 | 28 | 22; or spear=+17 | 2 | 28 | 22; or throwing spear=+15 | 4 | 25 | 19; or punch/kick=+16 | 4 | 26 | 20; or shove=+16 | 4 (setback) | 29 | 23

Outstanding (Level 10)

TN= 0; ST= -3; AG= 7; CR= 4; PC= 1; HT= -1; IN= 2

HP=25; FP=32; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: club=+18 | 1 | 30 | 24; or spear=+19 | 2 | 30 | 24; or throwing spear=+19 | 4 | 27 | 21; or punch/kick=+18 | 4 | 28 | 22; or shove=+18 | 4 (setback) | 31 | 25

Bashmu

The Bashmu is a venomous seven-headed dragon with foreclaws and wings. Its body is serpentine with a long tail. Each of its heads is horned and has a forked tongue.

Habitat: Bashmus prefer deserts and temperate climates.

Keywords: blooded, dragon, fleshy, living, multi-headed, poisonous, predator, reptile, serpentine, winged

Fun Facts: Each head may breathe a cone of acid once per day as the Occult spell Invoke Medium Cone of Grim Acid, at a spell rank equal to the creature's Level.

Every bite of a Bashmu delivers a Weak Killing Venom. (See Poisons in The Wicked Workshop for details.)

Each head acts independently and gets its own attacks (including potential Boss Attacks, if applicable). At most, three heads can attack any given foe at a time, though.

A combatant may target head, if desired. Give each head a number of Hit Points equal to 1/7 of the dragon's total. If that amount of damage is delivered to a given head, it is disabled until the end of the Scene. Anyone stating that they want to strike a head may attempt to do so without suffering any penalties. However, the damage they deliver is counted against a specific head only if their Attack Roll results in a Pure Success. Otherwise, assign any such damage randomly to one of the remaining heads.

Durabilities: This creature is Immune to Blighting, Captivating, Dreadful, Enervating, Infernal, Metaphysical, Poisoning, Quieting, Righteous, Sedating, Sunshining, and Toxic Effects.

They are also resistant to magic. Any spell affecting it has its spell rank cut in half.

Origin: The Bashmu was one of eleven children of Tiamat specifically mentioned in Mesopotamian myth. It was an enormous venomous winged serpent with six or seven heads and wings. Mesopotamian mythology includes another similar seven-headed sea dragon named Tannin.

Attack Modes: Carnivorous Bite/+Poison (x7 heads)

Vision: Night Vision, Heat Sense *Danger Tier:* +3

Traits: Aversion to Cold *Cunning:* Alert

Move Modes: Slither/Glide *Wealth Type:* Incidental

Great Bashmu Examples

Baseline Attributes

TN= 7; ST= 12; AG= -16; CR= -6; PC= 5; HT= 0; IN= -2

Adequate (Level 8)

TN= 8; ST= 14; AG= -14; CR= -6; PC= 8; HT= 0; IN= -2

HP=215; FP=64; Ward=4; SP=50 (slither) / 80 (glide)

Att | Dam | Def | Stab: bite and bite and ...=+12 and +12 and ... | 23 +poison and 23 +poison and ... | 16 | 38

Decent (Level 10)

TN= 8; ST= 14; AG= -14; CR= -6; PC= 9; HT= 0; IN= -2

HP=215; FP=69; Ward=4; SP=50 (slither) / 80 (glide)

Att | Dam | Def | Stab: bite and bite and ...=+14 and +14 and ... | 23 +poison and 23 +poison and ... | 18 | 41

Fit (Level 12)

TN= 8; ST= 15; AG= -13; CR= -6; PC= 9; HT= 0; IN= -2

HP=235; FP=69; Ward=4; SP=55 (slither) / 85 (glide)

Att | Dam | Def | Stab: bite and bite and ...=+18 and +18 and ... | 24 +poison and 24 +poison and ... | 21 | 43

Laudable (Level 14)

TN= 9; ST= 15; AG= -13; CR= -6; PC= 9; HT= 0; IN= -2

HP=256; FP=69; Ward=5; SP=55 (slither) / 85 (glide)

Att | Dam | Def | Stab: bite and bite and ...=+20 and +20 and ... | 24 +poison and 24 +poison and ... | 24 | 46

Outstanding (Level 16)

TN=10; ST=16; AG= -13; CR= -6; PC=9; HT=0; IN= -2

HP=304; FP=69; Ward=6; SP=60 (slither) / 90 (glide)

Att | Dam | Def | Stab: bite and bite and ...=+23 and +23 and ... | 25 +poison and 25 +poison and ... | 27 | 49

Remarkable (Level 18)

TN=10; ST=16; AG= -13; CR= -6; PC=9; HT=1; IN= -2

HP=304; FP=76; Ward=6; SP=60 (slither) / 90 (glide)

Att | Dam | Def | Stab: bite and bite and ...=+25 and +25 and ... | 25 +poison and 25 +poison and ... | 29 | 51

Superb (Level 20)

TN=10; ST=16; AG= -12; CR= -5; PC=9; HT=1; IN= -2

HP=304; FP=76; Ward=6; SP=65 (slither) / 95 (glide)

Att | Dam | Def | Stab: bite and bite and ...=+28 and +28 and ... | 25 +poison and 25 +poison and ... | 32 | 53

Large Bashmu Examples

Baseline Attributes

TN= 5; ST= 6; AG= -10; CR= -4; PC= 5; HT= 0; IN= -2

Adequate (Level 6)

TN= 6; ST= 8; AG= -9; CR= -4; PC= 7; HT= 0; IN= -2

HP=108; FP=58; Ward=3; SP=40 (slither) / 70 (glide)

Att | Dam | Def | Stab: bite and bite and ...=+9 and +9
and ... | 15 +poison and 15 +poison and ... | 17 | 33

Decent (Level 8)

TN= 6; ST= 8; AG= -8; CR= -4; PC= 8; HT= 0; IN= -2

HP=108; FP=64; Ward=3; SP=50 (slither) / 80 (glide)

Att | Dam | Def | Stab: bite and bite and ...=+12 and +12
and ... | 15 +poison and 15 +poison and ... | 20 | 36

Fit (Level 10)

TN= 6; ST= 8; AG= -8; CR= -4; PC= 9; HT= 0; IN= -2

HP=108; FP=69; Ward=3; SP=50 (slither) / 80 (glide)

Att | Dam | Def | Stab: bite and bite and ...=+14 and +14
and ... | 15 +poison and 15 +poison and ... | 22 | 39

Laudable (Level 12)

TN= 6; ST= 9; AG= -7; CR= -4; PC= 9; HT= 0; IN= -2

HP=117; FP=69; Ward=3; SP=55 (slither) / 85 (glide)

Att | Dam | Def | Stab: bite and bite and ...=+18 and +18
and ... | 16 +poison and 16 +poison and ... | 25 | 41

Outstanding (Level 14)

TN= 7; ST= 9; AG= -7; CR= -4; PC= 9; HT= 0; IN= -2

HP=128; FP=69; Ward=3; SP=55 (slither) / 85 (glide)

Att | Dam | Def | Stab: bite and bite and ...=+20 and +20
and ... | 16 +poison and 16 +poison and ... | 28 | 44

Remarkable (Level 16)

TN= 8; ST= 10; AG= -7; CR= -4; PC= 9; HT= 0; IN= -2

HP=152; FP=69; Ward=4; SP=60 (slither) / 90 (glide)

Att | Dam | Def | Stab: bite and bite and ...=+23 and +23
and ... | 17 +poison and 17 +poison and ... | 31 | 47

Superb (Level 18)

TN= 8; ST= 10; AG= -7; CR= -4; PC= 9; HT= 1; IN= -2

HP=152; FP=76; Ward=4; SP=60 (slither) / 90 (glide)

Att | Dam | Def | Stab: bite and bite and ...=+25 and +25
and ... | 17 +poison and 17 +poison and ... | 33 | 49

Beetle, Honey

The Honey Beetle is a big, six-legged insect with a hard exoskeleton and large mandibles. Their name comes from the golden hue of their carapace and the fact that they actually produce a type of honey, which is sweet to the taste, but poisonous. Despite the dangerous nature of its golden nectar, it is highly prized due to the euphoric effects it produces.

Habitat: Honey Beetles thrive in cool, moist environments with access to dry land. They dig burrows in the dirt, forming honeycomb-like structures in which they lay their eggs and deposit their honey. As such, their behavior is an interesting cross between those of the honeybee and ant.

Fun Facts: The bite of the Honey Beetle is not poisonous. But, its honey is exceedingly so. It acts as a Strong Hallucinogenic Poison to anyone imbibing it. Even touching it produces the effect of a Weak Hallucinogenic Poison. (See [Poisons](#) in [The Wicked Workshop](#) for details.)

Durabilities: This creature is Immune to Blighting, Captivating, Deluding, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects; and Resistant to Footing and Slippery Effects.

Origin: The Honey Beetle is discussed by the famed Natural Historian, Pliny the Elder, in his 1st century Natural History. He reported that the beetle lives near a town named Cantharolethus, but which the beetle cannot enter, for some unspecified reason.

Keywords: blooded, bug, exoskeleton, insect, instinctive, living

Vision: Heat Vision, Motion Sensitivity

Wealth Type: Incidental

Cunning: Instinctive

Attack Modes: Mandibles

Danger Tier: 0

Move Modes: Skitter / Cling

Medium Honey Beetle Examples

Baseline Attributes

TN= 3; ST= 1; AG= -3; CR= 1; PC= -2; HT= 1; IN= -8

Adequate (Level 2)

TN= 4; ST= 1; AG= -3; CR= 2; PC= -2; HT= 1; IN= -8

HP=49; FP=29; Ward=2; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+4 | 6 | 17 | 18

Decent (Level 4)

TN= 5; ST= 1; AG= -3; CR= 2; PC= -1; HT= 1; IN= -8

HP=54; FP=32; Ward=2; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+6 | 6 | 20 | 22

Fit (Level 6)

TN= 5; ST= 3; AG= -3; CR= 2; PC= -1; HT= 1; IN= -8

HP=64; FP=32; Ward=2; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+10 | 8 | 22 | 24

Laudable (Level 8)

TN= 6; ST= 3; AG= -2; CR= 2; PC= -1; HT= 1; IN= -8

HP=70; FP=32; Ward=3; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+13 | 8 | 26 | 27

Outstanding (Level 10)

TN= 6; ST= 3; AG= -1; CR= 2; PC= 0; HT= 1; IN= -8

HP=70; FP=34; Ward=3; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+16 | 8 | 29 | 30

Remarkable (Level 12)

TN= 6; ST= 4; AG= -1; CR= 2; PC= 0; HT= 1; IN= -8

HP=76; FP=34; Ward=3; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+19 | 9 | 31 | 32

Superb (Level 14)

TN= 7; ST= 4; AG= -1; CR= 2; PC= 0; HT= 1; IN= -7

HP=83; FP=34; Ward=3; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+21 | 9 | 34 | 35

Wondrous (Level 16)

TN= 7; ST= 4; AG= -1; CR= 3; PC= 1; HT= 1; IN= -7

HP=83; FP=38; Ward=3; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: mandibles=+23 | 9 | 36 | 38

Small Honey Beetle Examples

Baseline Attributes

TN= 1; ST= -5; AG= 3; CR= 3; PC= -2; HT= 1; IN= -8

Adequate (Level 0)

TN= 1; ST= -5; AG= 3; CR= 3; PC= -2; HT= 1; IN= -8

HP=23; FP=29; Ward=1; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+2 | 3 | 18 | 13

Decent (Level 2)

TN= 2; ST= -5; AG= 3; CR= 4; PC= -2; HT= 1; IN= -8

HP=25; FP=29; Ward=1; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+4 | 3 | 21 | 16

Fit (Level 4)

TN= 3; ST= -5; AG= 3; CR= 4; PC= -1; HT= 1; IN= -8

HP=27; FP=32; Ward=1; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+6 | 3 | 24 | 20

Laudable (Level 6)

TN= 3; ST= -3; AG= 3; CR= 4; PC= -1; HT= 1; IN= -8

HP=32; FP=32; Ward=1; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+10 | 3 | 26 | 22

Outstanding (Level 8)

TN= 4; ST= -3; AG= 4; CR= 4; PC= -1; HT= 1; IN= -8

HP=35; FP=32; Ward=2; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+13 | 3 | 30 | 25

Remarkable (Level 10)

TN= 4; ST= -3; AG= 5; CR= 4; PC= 0; HT= 1; IN= -8

HP=35; FP=34; Ward=2; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+16 | 3 | 33 | 28

Superb (Level 12)

TN= 4; ST= -2; AG= 5; CR= 4; PC= 0; HT= 1; IN= -8

HP=38; FP=34; Ward=2; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+19 | 3 | 35 | 30

Wondrous (Level 14)

TN= 5; ST= -2; AG= 5; CR= 4; PC= 0; HT= 1; IN= -7

HP=41; FP=34; Ward=2; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+21 | 3 | 38 | 33

Blemmyes

The Blemmyesi are an unusual race of humanoid-like men entirely lacking heads. Their eyes, mouths, and other facial features are located on their broad muscular chests. Their skins are either light or dark brown and, aside from the odd hair tuft, are almost entirely bald. They are a tribal race and clothe themselves in light colored loose-fitting skins. Needless to say, their wardrobes never include shirts, which would obviously obscure the Blemmyesis' vision. They usually wield and throw spears but clubs are also common. Rarely, bows are also employed by these primitive men.

Habitat: Blemmyesi are nomadic desert dwellers that are suspicious of men and their deceitful ways.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Origin: The myth of the Blemmyes is a creation of Roman folklore that asserted that the unusual looking humanoids lived in Upper Egypt and Nubia.

Keywords: arid, blooded, fleshy, humanoid-like, living, tribal

Attack Modes: Club or Spear or Throwing Spear or Punch/Kick

Wealth Type: Monetary

Cunning: Alert

Vision: Day Vision

Move Modes: Run

Size: Medium

Danger Tier: 0

Medium Blemmyes Examples

Baseline Attributes

TN= 1; ST= 1; AG= -1; CR= -1; PC= 0; HT= 0; IN= 0

Adequate (Level 0)

TN= 1; ST= 1; AG= -1; CR= -1; PC= 0; HT= 0; IN= 0

HP=38; FP=32; Ward=1; SP=30 (run)

Att | Dam | Def | Stab: club=+3 | 3 | 14 | 15; or spear=+4 | 4 | 14 | 15; or throwing spear=+2 | 4 | 10 | 11; or punch/kick=+4 | 6 | 11 | 12

Decent (Level 2)

TN= 3; ST= 1; AG= -1; CR= -1; PC= 0; HT= 0; IN= 0

HP=45; FP=32; Ward=1; SP=30 (run)

Att | Dam | Def | Stab: club=+5 | 3 | 18 | 19; or spear=+6 | 4 | 18 | 19; or throwing spear=+4 | 4 | 14 | 15; or punch/kick=+6 | 6 | 15 | 16

Fit (Level 4)

TN= 3; ST= 1; AG= 0; CR= -1; PC= 0; HT= 0; IN= 1

HP=45; FP=32; Ward=1; SP=30 (run)

Att | Dam | Def | Stab: club=+8 | 3 | 21 | 21; or spear=+9 | 4 | 21 | 21; or throwing spear=+6 | 4 | 17 | 17; or punch/kick=+9 | 6 | 18 | 18

Laudable (Level 6)

TN= 3; ST= 2; AG= 0; CR= -1; PC= 0; HT= 1; IN= 1

HP=49; FP=34; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: club=+11 | 4 | 23 | 23; or spear=+12 | 5 | 23 | 23; or throwing spear=+8 | 4 | 19 | 19; or punch/kick=+12 | 7 | 20 | 20

Model (Level 8)

TN= 3; ST= 2; AG= 0; CR= -1; PC= 1; HT= 1; IN= 2

HP=49; FP=38; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: club=+13 | 4 | 25 | 26; or spear=+14 | 5 | 25 | 26; or throwing spear=+11 | 4 | 21 | 22; or punch/kick=+14 | 7 | 22 | 23

Outstanding (Level 10)

TN= 4; ST= 2; AG= 0; CR= -1; PC= 2; HT= 1; IN= 2

HP=54; FP=41; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: club=+15 | 4 | 28 | 30; or spear=+16 | 5 | 28 | 30; or throwing spear=+14 | 4 | 24 | 26; or punch/kick=+16 | 7 | 25 | 27

Remarkable (Level 12)

TN= 4; ST= 2; AG= 1; CR= -1; PC= 2; HT= 2; IN= 2

HP=54; FP=45; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: club=+18 | 4 | 31 | 32; or spear=+19 | 5 | 31 | 32; or throwing spear=+16 | 4 | 27 | 28; or punch/kick=+19 | 7 | 28 | 29

Superb (Level 14)

TN= 4; ST= 2; AG= 2; CR= -1; PC= 3; HT= 2; IN= 2

HP=54; FP=49; Ward=2; SP=45 (run)

Att | Dam | Def | Stab: club=+21 | 4 | 34 | 35; or spear=+22 | 5 | 34 | 35; or throwing spear=+19 | 4 | 30 | 31; or punch/kick=+22 | 7 | 31 | 32

Wondrous (Level 16)

TN= 4; ST= 2; AG= 3; CR= -1; PC= 3; HT= 2; IN= 2

HP=54; FP=49; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: club=+24 | 4 | 37 | 37; or spear=+25 | 5 | 37 | 37; or throwing spear=+21 | 4 | 33 | 33; or punch/kick=+25 | 7 | 34 | 34

Boar, Calydonian

Calydonian Boars are huge hogs consisting of little more than tusks, bristles, muscle, and a bad attitude. They have little tolerance for trespassers in their domain. In fact, they have little tolerance for anything. They spend their days tearing up farmland, destroying crops, smashing through fences, rutting in mud wallows, and killing anyone that gets in their way.

The skins of Calydonian Boars are highly prized. If damaged, a properly cured piece of Calydonian Boar leather will continue to regenerate damage at a rate of one point per hour. Fortunately, it stops after healing any gaps in the leather so a full-grown boar is not likely to sprout from a belt made from the stuff.

Habitat: Calydonian Boars inhabit mountain forests and woodlands, preferably those adjacent to rich farmland, which they raid daily. They like ripe fruit most of all, but will be happy with a cabbage patch or vegetable garden.

Fun Facts: Calydonian Boars are exceptionally dangerous creatures when confronted aggressively. Whenever they enter into combat, their abilities are enhanced as the Pagan spell Battle Rage.

Calydonian Boars are also unusually resilient. They continually regenerate physical damage at a rate of 1 point per minute. So, even a fierce battle inflicting heavy wounds against the terror will do little good if the creature gains an hour's respite. The regeneration will immediately cease upon the creature's death.

In addition, the Calydonian Boar is a walking curse. Anyone that gets within 20 feet of the creature is affected by the Pagan Pandemonium spell Enmity, potentially causing much strife among its enemies. If the boar is slain, anyone within 20 feet of the beast must make an Avoidance Roll with Faith adjustments or be affected by the Pagan Battle spell Battle Rage (forcing them to attack anyone with whom they have gained enmity due to the previous curse). Treat all spells as if cast at spell ranks equal to the boar's Level.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Origin: When the king of Calydon forgot to honor Artemis in the yearly festival, she grew furious and sent a great boar to inflict havoc on his lands. The Calydonian boar, offspring of the Crommyonian Sow, wantonly killed men and livestock and ruined crops. The king offered the creature's skin as a prize to the person who slew the beast. This reward attracted many famous heroes to his country, a number of which were soon destined to sail on the Argo with Jason on his quest for the Golden Fleece. Atlanta, the great huntress, was among them. She drew first blood with an arrow, but Meleager killed the monster. Rightfully his, Meleager graciously offered the skin to Atlanta but the other heroes felt insulted that a mere woman would get the trophy. Inevitably, a fight broke out and Meleager ended up killing

his uncles, which eventually resulted in his own death by the actions of his own mother.

Heracles killed a similarly foul tempered boar as his fourth labor. This one inhabited mount Erymanthus, and so was known as the Erymanthian boar.

Keywords: blooded, fleshy, living, mammal, swine, territorial

Wealth Type: Incidental

Cunning: Bestial

Attack Modes: Gore

Move Modes: Trot

Vision: Day Vision

Size: Large

Danger Tier: +1

Large Calydonian Boar Examples

Baseline Attributes

TN= 3; ST= 8; AG= -5; CR= -2; PC= 1; HT= 1; IN= -6

Adequate (Level 8)

TN= 4; ST= 11; AG= -2; CR= -2; PC= 2; HT= 1; IN= -6

HP=117; FP=41; Ward=2; SP=65 (trot)

Att | Dam | Def | Stab: gore=+21 | 19 | 24 | 28

Decent (Level 10)

TN= 4; ST= 11; AG= -2; CR= -1; PC= 2; HT= 1; IN= -5

HP=117; FP=41; Ward=2; SP=65 (trot)

Att | Dam | Def | Stab: gore=+23 | 19 | 26 | 30

Fit (Level 12)

TN= 5; ST= 11; AG= -2; CR= -1; PC= 3; HT= 1; IN= -5

HP=128; FP=45; Ward=2; SP=70 (trot)

Att | Dam | Def | Stab: gore=+25 | 19 | 29 | 34

Laudable (Level 14)

TN= 5; ST= 12; AG= -2; CR= -1; PC= 3; HT= 1; IN= -5

HP=140; FP=45; Ward=2; SP=75 (trot)

Att | Dam | Def | Stab: gore=+28 | 20 | 31 | 36

Model (Level 16)

TN= 6; ST= 12; AG= -2; CR= -1; PC= 3; HT= 1; IN= -4

HP=152; FP=45; Ward=3; SP=75 (trot)

Att | Dam | Def | Stab: gore=+30 | 20 | 34 | 39

Outstanding (Level 18)

TN= 6; ST= 12; AG= -2; CR= -1; PC= 3; HT= 2; IN= -3

HP=152; FP=49; Ward=3; SP=75 (trot)

Att | Dam | Def | Stab: gore=+32 | 20 | 36 | 41

Bonnacon

A Bonnacon is a large herd animal, very similar in appearance to a bull. The main characteristic that distinguishes the beast from a bull is its backward curving horns. Because of their backward sweep, Bonnacons cannot gore their enemies. But, they can give a powerful head butt.

Habitat: Bonnacons are grazers who are most contented milling about in herds on grassy plains.

Origin: The Bonnacon was first reported by the Roman naturalist Pliny the Elder in his *Naturalis Historia*. Pliny reported that it was native to a land called Paeonia, which is associated with the modern North Macedonia.

Fun Facts: If a Bonnacon strikes on its initial charge, it delivers twice the damage stated in the examples. In addition, the struck individual must make an Avoidance Roll with Agility Adjustments or be knocked Prone. If the beast misses on its initial charge, it continues, turns around, and charges again, requiring a full Round to do so. Once the bovine hits, it stays in combat using its horns to gore.

If a Bonnacon's Hit Points drop below half, it will turn and flee. After a distance of about 40 to 60 feet, it will spray a tremendous acidic fart that acts as the Occult spell Invoke Epic Cone of Grim Acid cast at a spell rank equal to its Level. Anyone failing the Conflict Roll against its acidic effects also suffers from the Nauseous Condition for the remainder of the Scene (see Character Conditions in The Rules Reference for details).

Durabilities: This creature is Immune to Acidic, Blighting, Captivating, Enervating, Infernal, Maladive, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: blooded, bovine, fleshy, herd, living, mammal

Wealth Type: Incidental *Cunning:* Bestial

Traits: Afraid of Fire. *Vision:* Day Vision

Move Modes: Charge/Trot *Danger Tier:* +1

Attack Modes: Head Butt

Large Bonnacon Examples

Baseline Attributes

TN= 5; ST= 7; AG= -5; CR= -1; PC= 0; HT= 0; IN= -6

Adequate (Level 2)

TN= 6; ST= 8; AG= -5; CR= -1; PC= 0; HT= 0; IN= -6

HP=108; FP=32; Ward=3; SP=55 (charge) / 45 (trot)

Att | Dam | Def | Stab: head butt=+9 | 15 | 17 | 22

Decent (Level 4)

TN= 6; ST= 9; AG= -5; CR= 0; PC= 0; HT= 0; IN= -6

HP=117; FP=32; Ward=3; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: head butt=+12 | 16 | 19 | 24

Fit (Level 6)

TN= 6; ST= 10; AG= -4; CR= 0; PC= 0; HT= 0; IN= -6

HP=128; FP=32; Ward=3; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: head butt=+16 | 17 | 22 | 26

Laudable (Level 8)

TN= 6; ST= 10; AG= -3; CR= 0; PC= 0; HT= 1; IN= -6

HP=128; FP=34; Ward=3; SP=65 (charge) / 55 (trot)

Att | Dam | Def | Stab: head butt=+19 | 17 | 25 | 28

Outstanding (Level 10)

TN= 7; ST= 10; AG= -3; CR= 1; PC= 0; HT= 1; IN= -6

HP=140; FP=34; Ward=3; SP=65 (charge) / 55 (trot)

Att | Dam | Def | Stab: head butt=+21 | 17 | 28 | 31

Remarkable (Level 12)

TN= 8; ST= 10; AG= -2; CR= 1; PC= 0; HT= 1; IN= -6

HP=152; FP=34; Ward=4; SP=70 (charge) / 60 (trot)

Att | Dam | Def | Stab: head butt=+24 | 17 | 32 | 34

Superb (Level 14)

TN= 8; ST= 10; AG= -2; CR= 2; PC= 0; HT= 1; IN= -5

HP=152; FP=34; Ward=4; SP=70 (charge) / 60 (trot)

Att | Dam | Def | Stab: head butt=+26 | 17 | 34 | 36

Wondrous (Level 16)

TN= 8; ST= 10; AG= -2; CR= 2; PC= 0; HT= 3; IN= -5

HP=152; FP=41; Ward=4; SP=70 (charge) / 60 (trot)

Att | Dam | Def | Stab: head butt=+28 | 17 | 36 | 38

Bucentaur

A Bucentaur is a creature that has the head, arms, and torso of a man and the body and legs of a large bull or ox. Long dangerous horns sprout from the Bucentaur's head, with which it is capable of delivering vicious blows.

Bucentaurs are barbaric and quick to anger, but are quite intelligent. They are capable of obtaining any skills or profession that can be learned by a human, barring any activities prevented by its unusual physiology.

They are incredibly strong and sturdy, physically well suited to back-breaking labor. Some notably foolish slave traders have attempted to capture and subjugate Bucentaurs, thinking they would make ideal slaves. But, the race's petulant nature combined with their built-in weaponry make them a particularly poor choice for a commodity to be bought and sold. No slaver is known to have survived the attempt. But, Bucentaurs are known as good laborers, if their employers have the good sense to pay them a decent wage.

Habitat: Bucentaurs inhabit the plains of large islands.

Origin: The Cyprian centaur comes to us from Greek mythology, which describes these creatures as half man/ half bull. In contrast to their equine-like centaur cousins, the Cyprian centaurs have bullhorns jutting out from their heads. The term "bucentaur" originated considerably after the classical age to distinguish this species as separate from the common centaur.

Fun Facts: If a Bucentaur has an opportunity to close on an adversary in an unobstructed straight-line path, it can charge by lowering its head and barreling toward their opponent. If the Bucentaur strikes on its charge, its horns do double normal damage (do not double any Internal damage). (See [Charge](#) in [The Character Compendium](#) for further details.)

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: blooded, bovine-like, fleshy, humanoid-like, living, tribal

Move Modes: Charge/Trot. Charging requires a straight line path.

Attack Modes: Axe/Gore or Gore/Stomp

Wealth Type: Monetary *Cunning:* Simpleminded

Vision: Day Vision *Size:* Large

Danger Tier: 0

Large Bucentaur Examples

Baseline Attributes

TN= 3; ST= 8; AG= -6; CR= -3; PC= 0; HT= 2; IN= -4

Adequate (Level 4)

TN= 4; ST= 9; AG= -6; CR= -3; PC= 1; HT= 2; IN= -3

HP=99; FP=41; Ward=2; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: axe/gore=+9 | 23 | 16 | 23; or
gore/stomp=+11 | 20 | 16 | 23

Decent (Level 6)

TN= 5; ST= 9; AG= -6; CR= -3; PC= 2; HT= 2; IN= -3

HP=108; FP=45; Ward=2; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: axe/gore=+11 | 23 | 19 | 27; or
gore/stomp=+13 | 20 | 19 | 27

Fit (Level 8)

TN= 5; ST= 9; AG= -6; CR= -3; PC= 3; HT= 3; IN= -3

HP=108; FP=53; Ward=2; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: axe/gore=+13 | 23 | 21 | 30; or
gore/stomp=+15 | 20 | 21 | 30

Laudable (Level 10)

TN= 5; ST= 9; AG= -6; CR= -3; PC= 3; HT= 4; IN= -2

HP=108; FP=58; Ward=2; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: axe/gore=+15 | 23 | 23 | 32; or
gore/stomp=+17 | 20 | 23 | 32

Outstanding (Level 12)

TN= 5; ST= 10; AG= -6; CR= -3; PC= 3; HT= 4; IN= -1

HP=117; FP=58; Ward=2; SP=65 (charge) / 55 (trot)

Att | Dam | Def | Stab: axe/gore=+18 | 24 | 25 | 34; or
gore/stomp=+20 | 21 | 25 | 34

Remarkable (Level 14)

TN= 5; ST= 10; AG= -6; CR= -3; PC= 3; HT= 4; IN= 0

HP=117; FP=58; Ward=2; SP=65 (charge) / 55 (trot)

Att | Dam | Def | Stab: axe/gore=+20 | 24 | 27 | 36; or
gore/stomp=+22 | 21 | 27 | 36

Superb (Level 16)

TN= 5; ST= 11; AG= -6; CR= -3; PC= 3; HT= 5; IN= 0

HP=128; FP=64; Ward=2; SP=70 (charge) / 60 (trot)

Att | Dam | Def | Stab: axe/gore=+23 | 25 | 29 | 38; or
gore/stomp=+25 | 22 | 29 | 38

Bultungin

Bultungins are humanoids having the heads of hyenas with blood-red eyes. Their canine features are identical to those of the wild canine, with a blunt tapering snout and upright pointed ears. Their bodies are entirely human-like.

As a race, Bultungins are tribal and highly aggressive. They are boisterous, demanding, and authoritarian. They have their own spoken language that consists of a series of growls, barks, high-pitched cackles, and snarls. In addition, many speak human languages, albeit in highly nasal voices.

Bultungins are capable of learning any human profession. Priests, blacksmiths, and other craftsmen are especially revered. Bultungin priests commonly worship Anubis or Cerberus.

Bultungins commonly wield and throw spears in battle. If pressed into combat unarmed, a Bultungin will bite.

Habitat: Bultungins are most comfortable in arid and savanah-like environments.

Origin: The Bultungin originates from the folklore of northern Africa. The Kore cult of Mali act out the traits of the Bultungins by donning hyna masks in ceremonial rituals. In the Lake Chad region, it was believed that entire villages were populated by Bultungins. In Ethiopia, it was believed that all blacksmiths were hyena-men hybrids, who could transform into either a hyena or a man. And, in western Sudan, this belief extended to woodcutters and healers as well. Further, on rare occasions, the Egyptian god Anubis was depicted with the head of a hyena rather than that of a jackal.

Fun Facts: The craftsmen, sages, priests, and leaders of the Bultungin have the ability to transform themselves entirely into forms of hyenas or humans as the Eldritch skills Shift to Hyena Form and Shift to Human Form. These skills are used at ranks equal to their Levels.

Traits: Boisterous, Demanding, Tribal

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: arid, blooded, canine-like, fleshy, humanoid, hybrid, living.

Attack Modes: Spear or Throwing Spear or Carnivorous Bite/Punch/Kick

Wealth Type: Monetary

Cunning: Alert

Move Modes: Run

Size: Medium

Vision: Night Vision

Danger Tier: 0

Bultungin Fighter Examples

Baseline Attributes

TN= 4; ST= 4; AG= -2; CR= -1; PC= -1; HT= 0; IN= -4

Adequate

(Level 0)

TN= 4; ST= 4; AG= -2; CR= -1; PC= -1; HT= 0; IN= -4

HP=64; FP=29; Ward=2; SP=30 (run)

Att | Dam | Def | Stab: spear=+6 | 7 | 16 | 17; or throwing spear=+1 | 4 | 12 | 13; or bite=+6 | 9 | 16 | 17; or punch/kick=+6 | 9 | 13 | 14

Decent

(Level 2)

TN= 4; ST= 5; AG= -1; CR= -1; PC= -1; HT= 0; IN= -4

HP=70; FP=29; Ward=2; SP=35 (run)

Att | Dam | Def | Stab: spear=+10 | 8 | 19 | 19; or throwing spear=+3 | 4 | 15 | 15; or bite=+10 | 10 | 19 | 19; or punch/kick=+10 | 10 | 16 | 16

Fit

(Level 4)

TN= 5; ST= 5; AG= -1; CR= -1; PC= 0; HT= 0; IN= -4

HP=76; FP=32; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: spear=+12 | 8 | 22 | 23; or throwing spear=+6 | 4 | 18 | 19; or bite=+12 | 10 | 22 | 23; or punch/kick=+12 | 10 | 19 | 20

Hardened

(Level 6)

TN= 6; ST= 5; AG= 0; CR= -1; PC= 0; HT= 0; IN= -4

HP=83; FP=32; Ward=3; SP=40 (run)

Att | Dam | Def | Stab: spear=+15 | 8 | 26 | 26; or throwing spear=+8 | 4 | 22 | 22; or bite=+15 | 10 | 26 | 26; or punch/kick=+15 | 10 | 23 | 23

Laudable

(Level 8)

TN= 6; ST= 6; AG= 0; CR= -1; PC= 1; HT= 0; IN= -4

HP=91; FP=34; Ward=3; SP=45 (run)

Att | Dam | Def | Stab: spear=+18 | 9 | 28 | 29; or throwing spear=+11 | 4 | 24 | 25; or bite=+18 | 11 | 28 | 29; or punch/kick=+18 | 11 | 25 | 26

Model

(Level 10)

TN= 6; ST= 7; AG= 1; CR= -1; PC= 1; HT= 0; IN= -4

HP=99; FP=34; Ward=3; SP=50 (run)

Att | Dam | Def | Stab: spear=+22 | 10 | 31 | 31; or throwing spear=+13 | 4 | 27 | 27; or bite=+22 | 12 | 31 | 31; or punch/kick=+22 | 12 | 28 | 28

Outstanding (Level 12)

TN= 6; ST= 7; AG= 1; CR= 0; PC= 1; HT= 1; IN= -4

HP=99; FP=38; Ward=3; SP=50 (run)

Att | Dam | Def | Stab: spear=+24 | 10 | 33 | 33; or throwing spear=+16 | 4 | 29 | 29; or bite=+24 | 12 | 33 | 33; or punch/kick=+24 | 12 | 30 | 30

Remarkable (Level 14)

TN= 7; ST= 7; AG= 1; CR= 0; PC= 2; HT= 1; IN= -4

HP=108; FP=41; Ward=3; SP=55 (run)

Att | Dam | Def | Stab: spear=+26 | 10 | 36 | 37; or throwing spear=+19 | 4 | 32 | 33; or bite=+26 | 12 | 36 | 37; or punch/kick=+26 | 12 | 33 | 34

Superb (Level 16)

TN= 7; ST= 8; AG= 1; CR= 0; PC= 2; HT= 1; IN= -4

HP=117; FP=41; Ward=3; SP=55 (run)

Att | Dam | Def | Stab: spear=+29 | 11 | 38 | 39; or throwing spear=+21 | 4 | 34 | 35; or bite=+29 | 13 | 38 | 39; or punch/kick=+29 | 13 | 35 | 36

Wondrous (Level 18)

TN= 7; ST= 8; AG= 1; CR= 0; PC= 2; HT= 1; IN= -3

HP=117; FP=41; Ward=3; SP=55 (run)

Att | Dam | Def | Stab: spear=+31 | 11 | 40 | 41; or throwing spear=+23 | 4 | 36 | 37; or bite=+31 | 13 | 40 | 41; or punch/kick=+31 | 13 | 37 | 38

Bultungin Marksman Examples**Baseline Attributes**

TN= 4; ST= 4; AG= -2; CR= -1; PC= -1; HT= 0; IN= -4

Adequate (Level 0)

TN= 4; ST= 4; AG= -2; CR= -1; PC= -1; HT= 0; IN= -4

HP=64; FP=29; Ward=2; SP=30 (run)

Att | Dam | Def | Stab: bow=+1 | 5 | 12 | 13; or crossbow=+5 | 5 | 12 | 13; or scimitar=+5 | 10 | 17 | 18; or bite=+6 | 9 | 16 | 17; or punch/kick=+6 | 9 | 13 | 14

Decent (Level 2)

TN= 4; ST= 4; AG= -2; CR= 0; PC= 0; HT= 0; IN= -4

HP=64; FP=32; Ward=2; SP=35 (run)

Att | Dam | Def | Stab: bow=+5 | 5 | 14 | 16; or crossbow=+9 | 5 | 14 | 16; or scimitar=+7 | 10 | 19 | 21; or bite=+8 | 9 | 18 | 20; or punch/kick=+8 | 9 | 15 | 17

Fit (Level 4)

TN= 4; ST= 4; AG= -2; CR= 1; PC= 1; HT= 0; IN= -4

HP=64; FP=34; Ward=2; SP=35 (run)

Att | Dam | Def | Stab: bow=+9 | 5 | 16 | 19; or crossbow=+13 | 5 | 16 | 19; or scimitar=+9 | 10 | 21 | 24; or bite=+10 | 9 | 20 | 23; or punch/kick=+10 | 9 | 17 | 20

Hardened (Level 6)

TN= 4; ST= 5; AG= -2; CR= 1; PC= 2; HT= 0; IN= -4

HP=70; FP=38; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: bow=+12 | 5 | 18 | 22; or crossbow=+16 | 5 | 18 | 22; or scimitar=+12 | 11 | 23 | 27; or bite=+13 | 10 | 22 | 26; or punch/kick=+13 | 10 | 19 | 23

Laudable (Level 8)

TN= 4; ST= 5; AG= -2; CR= 2; PC= 2; HT= 0; IN= -3

HP=70; FP=38; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: bow=+15 | 5 | 20 | 24; or crossbow=+19 | 5 | 20 | 24; or scimitar=+14 | 11 | 25 | 29; or bite=+15 | 10 | 24 | 28; or punch/kick=+15 | 10 | 21 | 25

Model (Level 10)

TN= 4; ST= 5; AG= -2; CR= 3; PC= 2; HT= 0; IN= -3

HP=70; FP=38; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: bow=+18 | 5 | 22 | 26; or crossbow=+22 | 5 | 22 | 26; or scimitar=+16 | 11 | 27 | 31; or bite=+17 | 10 | 26 | 30; or punch/kick=+17 | 10 | 23 | 27

Outstanding (Level 12)

TN= 5; ST= 5; AG= -2; CR= 3; PC= 2; HT= 0; IN= -2

HP=76; FP=38; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: bow=+20 | 5 | 25 | 29; or crossbow=+24 | 5 | 25 | 29; or scimitar=+18 | 11 | 30 | 34; or bite=+19 | 10 | 29 | 33; or punch/kick=+19 | 10 | 26 | 30

Remarkable (Level 14)

TN= 5; ST= 5; AG= -2; CR= 3; PC= 3; HT= 0; IN= -2

HP=76; FP=41; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: bow=+23 | 5 | 27 | 32; or crossbow=+27 | 5 | 27 | 32; or scimitar=+20 | 11 | 32 | 37; or bite=+21 | 10 | 31 | 36; or punch/kick=+21 | 10 | 28 | 33

Superb (Level 16)

TN= 5; ST= 6; AG= -1; CR= 3; PC= 3; HT= 0; IN= -2

HP=83; FP=41; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: bow=+25 | 5 | 30 | 34; or crossbow=+29 | 5 | 30 | 34; or scimitar=+24 | 12 | 35 | 39; or bite=+25 | 11 | 34 | 38; or punch/kick=+25 | 11 | 31 | 35

Wondrous (Level 18)

TN= 7; ST= 6; AG= -1; CR= 3; PC= 3; HT= 0; IN= -2
 HP=99; FP=41; Ward=3; SP=50 (run)
 Att | Dam | Def | Stab: bow=+27 | 5 | 34 | 38; or
 crossbow=+31 | 5 | 34 | 38; or scimitar=+26 | 12 | 39 | 43; or
 bite=+27 | 11 | 38 | 42; or punch/kick=+27 | 11 | 35 | 39

Bultungin Rogue Examples**Baseline Attributes**

TN= 4; ST= 4; AG= -2; CR= -1; PC= -1; HT= 0; IN= -4

Adequate (Level 0)

TN= 4; ST= 4; AG= -2; CR= -1; PC= -1; HT= 0; IN= -4
 HP=64; FP=29; Ward=2; SP=30 (run)
 Att | Dam | Def | Stab: dagger=+7 | 7 | 15 | 16; or
 scimitar=+5 | 10 | 17 | 18; or whip=+5 | 2 (dam) +
 4 (setback) | 15 | 16; or bite=+6 | 9 | 16 | 17; or
 punch/kick=+6 | 9 | 13 | 14

Decent (Level 2)

TN= 4; ST= 4; AG= -1; CR= -1; PC= 0; HT= 0; IN= -4
 HP=64; FP=32; Ward=2; SP=35 (run)
 Att | Dam | Def | Stab: dagger=+10 | 7 | 18 | 19; or
 scimitar=+8 | 10 | 20 | 21; or whip=+8 | 2 (dam) +
 4 (setback) | 18 | 19; or bite=+9 | 9 | 19 | 20; or
 punch/kick=+9 | 9 | 16 | 17

Fit (Level 4)

TN= 4; ST= 4; AG= 1; CR= -1; PC= 0; HT= 0; IN= -4
 HP=64; FP=32; Ward=2; SP=40 (run)
 Att | Dam | Def | Stab: dagger=+14 | 7 | 22 | 21; or
 scimitar=+12 | 10 | 24 | 23; or whip=+12 | 2 (dam) +
 4 (setback) | 22 | 21; or bite=+13 | 9 | 23 | 22; or
 punch/kick=+13 | 9 | 20 | 19

Hardened (Level 6)

TN= 5; ST= 4; AG= 1; CR= -1; PC= 1; HT= 0; IN= -4
 HP=70; FP=34; Ward=2; SP=40 (run)
 Att | Dam | Def | Stab: dagger=+16 | 7 | 25 | 25; or
 scimitar=+14 | 10 | 27 | 27; or whip=+14 | 2 (dam) +
 4 (setback) | 25 | 25; or bite=+15 | 9 | 26 | 26; or
 punch/kick=+15 | 9 | 23 | 23

Laudable (Level 8)

TN= 5; ST= 4; AG= 1; CR= 1; PC= 1; HT= 0; IN= -4
 HP=70; FP=34; Ward=2; SP=40 (run)
 Att | Dam | Def | Stab: dagger=+18 | 7 | 27 | 27; or
 scimitar=+16 | 10 | 29 | 29; or whip=+16 | 2 (dam) +
 5 (setback) | 27 | 27; or bite=+17 | 9 | 28 | 28; or
 punch/kick=+17 | 9 | 25 | 25

Model (Level 10)

TN= 5; ST= 4; AG= 1; CR= 2; PC= 2; HT= 0; IN= -4
 HP=70; FP=38; Ward=2; SP=45 (run)
 Att | Dam | Def | Stab: dagger=+20 | 7 | 29 | 30; or
 scimitar=+18 | 10 | 31 | 32; or whip=+18 | 2 (dam) +
 6 (setback) | 29 | 30; or bite=+19 | 9 | 30 | 31; or
 punch/kick=+19 | 9 | 27 | 28

Outstanding (Level 12)

TN= 6; ST= 4; AG= 1; CR= 2; PC= 2; HT= 0; IN= -3
 HP=76; FP=38; Ward=3; SP=45 (run)
 Att | Dam | Def | Stab: dagger=+22 | 7 | 32 | 33; or
 scimitar=+20 | 10 | 34 | 35; or whip=+20 | 2 (dam) +
 6 (setback) | 32 | 33; or bite=+21 | 9 | 33 | 34; or
 punch/kick=+21 | 9 | 30 | 31

Remarkable (Level 14)

TN= 6; ST= 4; AG= 1; CR= 2; PC= 2; HT= 1; IN= -2
 HP=76; FP=41; Ward=3; SP=45 (run)
 Att | Dam | Def | Stab: dagger=+24 | 7 | 34 | 35; or
 scimitar=+22 | 10 | 36 | 37; or whip=+22 | 2 (dam) +
 6 (setback) | 34 | 35; or bite=+23 | 9 | 35 | 36; or
 punch/kick=+23 | 9 | 32 | 33

Superb (Level 16)

TN= 6; ST= 4; AG= 2; CR= 2; PC= 2; HT= 1; IN= -2
 HP=76; FP=41; Ward=3; SP=50 (run)
 Att | Dam | Def | Stab: dagger=+27 | 7 | 37 | 37; or
 scimitar=+25 | 10 | 39 | 39; or whip=+25 | 2 (dam) +
 6 (setback) | 37 | 37; or bite=+26 | 9 | 38 | 38; or
 punch/kick=+26 | 9 | 35 | 35

Wondrous (Level 18)

TN= 6; ST= 4; AG= 2; CR= 3; PC= 2; HT= 1; IN= -2
 HP=76; FP=41; Ward=3; SP=50 (run)
 Att | Dam | Def | Stab: dagger=+29 | 7 | 39 | 39; or
 scimitar=+27 | 10 | 41 | 41; or whip=+27 | 2 (dam) +
 7 (setback) | 39 | 39; or bite=+28 | 9 | 40 | 40; or
 punch/kick=+28 | 9 | 37 | 37

Bultungin Sage Examples**Baseline Attributes**

TN= 4; ST= 4; AG= -2; CR= -1; PC= -1; HT= 0; IN= -4

Adequate (Level 0)

TN= 4; ST= 4; AG= -2; CR= -1; PC= -1; HT= 0; IN= -4

HP=64; FP=29; Ward=2; SP=30 (run)

Att | Dam | Def | Stab: dagger=+7 | 7 | 15 | 16; or
scimitar=+5 | 10 | 17 | 18; or staff=+6 | 8 | 18 | 19; or
bite=+6 | 9 | 16 | 17; or punch/kick=+6 | 9 | 13 | 14

Decent (Level 2)

TN= 4; ST= 4; AG= -2; CR= -1; PC= -1; HT= 1; IN= -3

HP=64; FP=32; Ward=2; SP=30 (run)

Att | Dam | Def | Stab: dagger=+9 | 7 | 17 | 18; or
scimitar=+7 | 10 | 19 | 20; or staff=+8 | 8 | 20 | 21; or
bite=+8 | 9 | 18 | 19; or punch/kick=+8 | 9 | 15 | 16

Fit (Level 4)

TN= 4; ST= 4; AG= -2; CR= -1; PC= -1; HT= 3; IN= -3

HP=64; FP=38; Ward=2; SP=30 (run)

Att | Dam | Def | Stab: dagger=+11 | 7 | 19 | 20; or
scimitar=+9 | 10 | 21 | 22; or staff=+10 | 8 | 22 | 23; or
bite=+10 | 9 | 20 | 21; or punch/kick=+10 | 9 | 17 | 18

Hardened (Level 6)

TN= 4; ST= 4; AG= -2; CR= 0; PC= -1; HT= 3; IN= -2

HP=64; FP=38; Ward=2; SP=30 (run)

Att | Dam | Def | Stab: dagger=+13 | 7 | 21 | 22; or
scimitar=+11 | 10 | 23 | 24; or staff=+12 | 8 | 24 | 25; or
bite=+12 | 9 | 22 | 23; or punch/kick=+12 | 9 | 19 | 20

Laudable (Level 8)

TN= 4; ST= 4; AG= -2; CR= 1; PC= -1; HT= 3; IN= -1

HP=64; FP=38; Ward=2; SP=30 (run)

Att | Dam | Def | Stab: dagger=+15 | 7 | 23 | 24; or
scimitar=+13 | 10 | 25 | 26; or staff=+14 | 8 | 26 | 27; or
bite=+14 | 9 | 24 | 25; or punch/kick=+14 | 9 | 21 | 22

Model (Level 10)

TN= 4; ST= 4; AG= -1; CR= 1; PC= 0; HT= 3; IN= -1

HP=64; FP=41; Ward=2; SP=35 (run)

Att | Dam | Def | Stab: dagger=+18 | 7 | 26 | 27; or
scimitar=+16 | 10 | 28 | 29; or staff=+17 | 8 | 29 | 30; or
bite=+17 | 9 | 27 | 28; or punch/kick=+17 | 9 | 24 | 25

Outstanding (Level 12)

TN= 4; ST= 5; AG= 0; CR= 1; PC= 0; HT= 3; IN= -1

HP=70; FP=41; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: dagger=+22 | 8 | 29 | 29; or
scimitar=+20 | 11 | 31 | 31; or staff=+21 | 9 | 32 | 32; or
bite=+21 | 10 | 30 | 30; or punch/kick=+21 | 10 | 27 | 27

Remarkable (Level 14)

TN= 4; ST= 6; AG= 0; CR= 1; PC= 1; HT= 3; IN= -1

HP=76; FP=45; Ward=2; SP=45 (run)

Att | Dam | Def | Stab: dagger=+25 | 9 | 31 | 32; or
scimitar=+23 | 12 | 33 | 34; or staff=+24 | 10 | 34 | 35; or
bite=+24 | 11 | 32 | 33; or punch/kick=+24 | 11 | 29 | 30

Superb (Level 16)

TN= 4; ST= 6; AG= 0; CR= 1; PC= 2; HT= 3; IN= -1

HP=76; FP=49; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: dagger=+27 | 9 | 33 | 35; or
scimitar=+25 | 12 | 35 | 37; or staff=+26 | 10 | 36 | 38; or
bite=+26 | 11 | 34 | 36; or punch/kick=+26 | 11 | 31 | 33

Wondrous (Level 18)

TN= 4; ST= 6; AG= 0; CR= 1; PC= 3; HT= 3; IN= -1

HP=76; FP=53; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: dagger=+29 | 9 | 35 | 38; or
scimitar=+27 | 12 | 37 | 40; or staff=+28 | 10 | 38 | 41; or
bite=+28 | 11 | 36 | 39; or punch/kick=+28 | 11 | 33 | 36

Bestiary ~ C

Camel

The Camel is a herd animal perfectly adapted to life in the desert. It has four long gangly legs and wide padded feet that provide the beast sure footing on the uncertain surfaces of wind-blown dunes. It has a long curved neck enabling it to raise its head high for long-distance reconnoitering. Its woolly coat is light beige, blending well with the desert sands on which it dwells, and its long eyelashes protect its lipid eyes from the desert's stinging dust.

The most distinctive and important characteristic possessed by Camels, however, is found in their humps. Arabian Camels have one hump while Bactrian Camels have two. These humps are made up of fat that are capable of storing an impressive quantity of water. When a Camel is well watered, its hump is plump and firm but if the Camel must endure without water for an extended time, the hump will slowly droop as moisture is gradually drained from the natural water skin.

Origin: The single-humped Arabian camel comes from the deserts of Africa. The double-humped Bactrian camel is a native of the Central Asian Gobi desert.

Habitat: Camels are desert animals that are well renowned and highly prized for their incomparable ability to survive without water for extended periods. In fact, the human populations of desert regions covet these animals to such a degree that wild Camel herds are almost entirely unheard of. Those few untended groups that are occasionally encountered almost always consist of domesticated Camels that outlived their former masters in the harsh arid environment.

Fun Facts: The Camel can survive for long periods of time without water. When fresh desert plants are readily available, a Camel can live indefinitely without drinking at all. When even this meager moisture is unavailable, the beast can still go for several weeks on a totally dry diet, drawing the required nourishment from the fat in its hump. Needless to say, a parched Camel can empty a barrel of water in short order, causing its drooping hump to swell with the refreshing liquid.

Because a Camel's feet are unusually wide, it is able to run at full speed across desert dunes where less well-adapted animals would be severely hindered by the shifting sands.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: arid, camel, fleshy, herbivore, herd, mammal, natural

Wealth Type: Nil

Traits: Afraid of Fire

Attack Modes: Hoof

Danger Tier: 0

Cunning: Bestial

Vision: Day Vision

Move Modes: Gallop

Large Camel Examples

Baseline Attributes

TN= 6; ST= 10; AG= -12; CR= -5; PC= 0; HT= 0; IN= -6

Adequate (Level 0)

TN= 6; ST= 10; AG= -12; CR= -5; PC= 0; HT= 0; IN= -6

HP=128; FP=32; Ward=3; SP=45 (gallop)

Att | Dam | Def | Stab: hoof=+2 | 15 | 8 | 20

Decent (Level 2)

TN= 7; ST= 10; AG= -11; CR= -5; PC= 0; HT= 0; IN= -6

HP=140; FP=32; Ward=3; SP=50 (gallop)

Att | Dam | Def | Stab: hoof=+5 | 15 | 12 | 23

Fit (Level 4)

TN= 9; ST= 10; AG= -11; CR= -5; PC= 0; HT= 0; IN= -6

HP=166; FP=32; Ward=5; SP=50 (gallop)

Att | Dam | Def | Stab: hoof=+7 | 15 | 16 | 27

Laudable (Level 6)

TN= 9; ST= 11; AG= -11; CR= -5; PC= 0; HT= 0; IN= -5

HP=181; FP=32; Ward=5; SP=50 (gallop)

Att | Dam | Def | Stab: hoof=+10 | 16 | 18 | 29

Outstanding (Level 8)

TN= 9; ST= 11; AG= -9; CR= -5; PC= 0; HT= 0; IN= -5

HP=181; FP=32; Ward=5; SP=55 (gallop)

Att | Dam | Def | Stab: hoof=+14 | 16 | 22 | 31

Remarkable (Level 10)

TN= 9; ST= 13; AG= -9; CR= -5; PC= 0; HT= 0; IN= -5

HP=215; FP=32; Ward=5; SP=60 (gallop)

Att | Dam | Def | Stab: hoof=+18 | 18 | 24 | 33

Superb (Level 12)

TN= 9; ST= 13; AG= -9; CR= -5; PC= 0; HT= 1; IN= -4

HP=215; FP=34; Ward=5; SP=60 (gallop)

Att | Dam | Def | Stab: hoof=+20 | 18 | 26 | 35

Camel, Sogdian

The Sogdian Camel is a two-humped winged camel.

Sogdian Camels are prized by Zoroastrian royalty as superb war mounts. So, although they are occasionally encountered in the wild, these beasts are most often seen in the stables of Persian nobility.

Habitat: Sogdian Camels often associate with their wingless kindred, but also inhabit desert areas too mountainous for common camels to venture.

Origin: The winged camel is a common depiction of the artwork of Sogdiana, a region of the Sasanian Empire lying on the Eastern Mediterranean.

Fun Facts: Like common Camels, Sogdian Camels can go for long periods without drinking. A Sogdian Camel can persist indefinitely without encountering a fresh water source if desert flora is plentiful. When even this meager moisture is unavailable, it can still survive for weeks by drawing the required nourishment from its humps.

Because a Sogdian Camel's feet are unusually wide, it is able to run at full speed across desert dunes where less well-adapted animals would be severely hindered by the shifting sands. But, when necessary, the Sogdian Camel can take flight.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: arid, camel-like, fleshy, herbivore, herd, hybrid, mammal, winged

Wealth Type: Nil

Cunning: Bestial

Traits: Afraid of Fire

Vision: Day Vision

Attack Modes: Hoof

Danger Tier: 0

Move Modes: Gallop/Glide

Large Sogdian Camel Examples

Baseline Attributes

TN= 6; ST= 8; AG= -10; CR= -5; PC= 0; HT= 0; IN= -6

Adequate (Level 6)

TN= 9; ST= 9; AG= -9; CR= -5; PC= 0; HT= 0; IN= -5

HP=152; FP=32; Ward=5; SP=50 (gallop) / 60 (glide)

Att | Dam | Def | Stab: hoof=+10 | 14 | 20 | 29

Decent (Level 8)

TN= 9; ST= 9; AG= -7; CR= -5; PC= 0; HT= 0; IN= -5

HP=152; FP=32; Ward=5; SP=55 (gallop) / 65 (glide)

Att | Dam | Def | Stab: hoof=+14 | 14 | 24 | 31

Fit (Level 10)

TN= 9; ST= 11; AG= -7; CR= -5; PC= 0; HT= 0; IN= -5

HP=181; FP=32; Ward=5; SP=60 (gallop) / 70 (glide)

Att | Dam | Def | Stab: hoof=+18 | 16 | 26 | 33

Laudable (Level 12)

TN= 9; ST= 11; AG= -7; CR= -5; PC= 0; HT= 1; IN= -4

HP=181; FP=34; Ward=5; SP=60 (gallop) / 70 (glide)

Att | Dam | Def | Stab: hoof=+20 | 16 | 28 | 35

Outstanding (Level 14)

TN= 9; ST= 11; AG= -7; CR= -5; PC= 0; HT= 2; IN= -3

HP=181; FP=38; Ward=5; SP=60 (gallop) / 70 (glide)

Att | Dam | Def | Stab: hoof=+22 | 16 | 30 | 37

Remarkable (Level 16)

TN= 9; ST= 11; AG= -7; CR= -5; PC= 1; HT= 3; IN= -3

HP=181; FP=45; Ward=5; SP=60 (gallop) / 70 (glide)

Att | Dam | Def | Stab: hoof=+24 | 16 | 32 | 40

Superb (Level 18)

TN= 9; ST= 11; AG= -7; CR= -5; PC= 3; HT= 3; IN= -3

HP=181; FP=53; Ward=5; SP=65 (gallop) / 75 (glide)

Att | Dam | Def | Stab: hoof=+26 | 16 | 34 | 44

Catoblepas

The Catoblepas is a supremely ponderous creature with the body of a bison and the head of a warthog. It has a shaggy mane and droopy eyelids covering pink, festering eyes. Its neck is so long and its head so big that the creature can barely raise its eyes sufficiently to see the horizon. Anyone encountering a Catoblepas should thank the Fates for this fact, because the gaze of a Catoblepas can instantly transform a man into stone.

The breath of the Catoblepas is its primary means of defense. The misty cloud's stench is unbearable and its touch is caustic. Iron scales resembling cobblestones cover the creature from head to tail, primarily to shield the animal from its own rancid fumes. The natural armor also has the effect of protecting the ugly thing from physical blows, although it also makes it susceptible to lightning. The beast's own eyes are continually bloodshot, indicating just how putrefying bad breath can be. You know your halitosis is far beyond the pale when it makes your own eyes water.

Habitat: The Catoblepas grazes on the grasslands of Ethiopia.

Origin: The catoblepas was a strange creature of Greek mythology said to live in Ethiopia. Its name literally means, "that which looks downward", because its head was said to be so heavy that the beast could barely lift it. This is fortunate, because the mere glance of a catoblepas can turn a person to stone. For this reason, the people of the Middle Ages referred to it as a "Gorgon". Some described the catoblepas as a large ponderous bull covered in iron cobblestones whose breath is poisonous. Others described it as having a long and spindly neck with a head resembling that of a warthog. Still others gave it short stubby wings, although it is doubtful the pathetic creature ever actually flew.

Fun Facts: The Catoblepas exhales an acrid smelling breath that surrounds the beast as an acidic cloud. Treat its effects as a combination of the Occult spells Manifest Great Halo of Dire Acid and Manifest Great Halo of Deft Nauseous Fumes. In addition, every Round the beast is threatened it will attempt to raise its head and gaze at a foe. To do so, it must make a Brawn Check against a Threshold of 30. Success indicates the creature lifts its head and spies an enemy. When this happens, the target is affected as the Pagan Pandemonium spell Gorgon's Gaze. All spells are cast at spell ranks equal to the beast's Level.

Durabilities: This creature is Immune to Acidic, Blighting, Captivating, Enervating, Infernal, Maladive, Metaphysical, Quieting, Righteous, and Sunshining Effects; and Highly Sensitive to Electrical Effects.

Keywords: acidic, blooded, fleshy, herbivore, herd, living, poisonous

Wealth Type: Incidental

Cunning: Bestial

Attack Modes: Special

Move Modes: Plod

Vision: Day Vision

Danger Tier: +2

Large Catoblepas Examples

Baseline Attributes

TN= 6; ST= 9; AG= -8; CR= -3; PC= 1; HT= 1; IN= -6

Adequate (Level 4)

TN= 7; ST= 11; AG= -8; CR= -3; PC= 2; HT= 1; IN= -6

HP=152; FP=41; Ward=3; SP=30 (plod)

Att | Dam | Def | Stab: special=na | special | 13 | 23

Decent (Level 6)

TN= 7; ST= 11; AG= -7; CR= -3; PC= 2; HT= 2; IN= -6

HP=152; FP=45; Ward=3; SP=30 (plod)

Att | Dam | Def | Stab: special=na | special | 16 | 25

Fit (Level 8)

TN= 7; ST= 11; AG= -7; CR= -3; PC= 4; HT= 2; IN= -6

HP=152; FP=53; Ward=3; SP=40 (plod)

Att | Dam | Def | Stab: special=na | special | 18 | 29

Laudable (Level 10)

TN= 7; ST= 12; AG= -6; CR= -3; PC= 4; HT= 2; IN= -6

HP=166; FP=53; Ward=3; SP=45 (plod)

Att | Dam | Def | Stab: special=na | special | 21 | 31

Outstanding (Level 12)

TN= 7; ST= 12; AG= -5; CR= -3; PC= 4; HT= 3; IN= -6

HP=166; FP=58; Ward=3; SP=45 (plod)

Att | Dam | Def | Stab: special=na | special | 24 | 33

Remarkable (Level 14)

TN= 7; ST= 13; AG= -5; CR= -3; PC= 4; HT= 3; IN= -6

HP=181; FP=58; Ward=3; SP=50 (plod)

Att | Dam | Def | Stab: special=na | special | 26 | 35

Superb (Level 16)

TN= 8; ST= 13; AG= -5; CR= -2; PC= 4; HT= 3; IN= -6

HP=197; FP=58; Ward=4; SP=50 (plod)

Att | Dam | Def | Stab: special=na | special | 29 | 38

Wondrous (Level 18)

TN= 9; ST= 13; AG= -5; CR= -1; PC= 4; HT= 3; IN= -6

HP=215; FP=58; Ward=5; SP=50 (plod)

Att | Dam | Def | Stab: special=na | special | 32 | 41

Centaur

A Centaur has the body of a horse and the torso and arms of a human. Centaurs often band together to raid and pillage towns, burn villages, and capture women. Since a Centaur has the strength and speed of a horse, few townships can challenge their attacks. Nevertheless, a few wise and peace-loving Centaurs found favor with the gods. For example, Apollo taught the Centaur Chiron the trades of art, music, and literature. Later, in return for Apollo's generosity, Chiron trained all of the Greek heroes what he had learned.

Through long practice in weapons, these horse-men gain impressive fighting skills in both hand-to-hand and range combat. Most Centaurs take bows as their favored weapons.

The more civilized of these creatures possess survival skills rivaled by few. These elite Centaurs have formal training in wilderness survival and have elected to gain a human profession. Some of the more commonly selected classes are: Bowman (Archer), Hermit, Ranger, Scout, Swordsman, and Woodsman.

Habitat: Centaurs inhabit the plains and forests of Mediterranean climes.

Origin: Greek mythology states that the centaur race descended from Centaurus, offspring of a magical cloud formed by Zeus and Ixion, son of Ares. A similar human/donkey hybrid of Greek mythology is called an Onocentaur. An even older version of the centaur, with the torso of a human and the hind-quarters of a horse, is known as an Ipotane.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: blooded, equine-like, fleshy, humanoid-like, hybrid, living, territorial, tribal

Attack Modes: Falcata/Hoof or Bow or Punch/Hoof

Wealth Type: Monetary *Cunning:* Alert

Move Modes: gallop *Size:* Large

Vision: Day Vision *Danger Tier:* 0

Large Centaur Examples

Baseline Attributes

TN= 2; ST= 4; AG= -6; CR= 0; PC= 2; HT= -1; IN= -1

Adequate (Level 4)

TN= 2; ST= 4; AG= -6; CR= 1; PC= 5; HT= -1; IN= -1

HP=54; FP=45; Ward=1; SP=55 (gallop)

Att | Dam | Def | Stab: falcata/hoof=+4 | 16 | 15 | 26; or
bow=+11 | 8 | 10 | 21; or punch/hoof=+6 | 11 | 14 | 25

Decent (Level 6)

TN= 2; ST= 5; AG= -6; CR= 1; PC= 5; HT= -1; IN= -1

HP=59; FP=45; Ward=1; SP=60 (gallop)

Att | Dam | Def | Stab: falcata/hoof=+7 | 17 | 17 | 28; or
bow=+13 | 8 | 12 | 23; or punch/hoof=+9 | 12 | 16 | 27

Fit (Level 8)

TN= 2; ST= 6; AG= -6; CR= 1; PC= 6; HT= -1; IN= -1

HP=64; FP=49; Ward=1; SP=60 (gallop)

Att | Dam | Def | Stab: falcata/hoof=+10 | 18 | 19 | 31; or
bow=+16 | 8 | 14 | 26; or punch/hoof=+12 | 13 | 18 | 30

Laudable (Level 10)

TN= 2; ST= 6; AG= -4; CR= 1; PC= 6; HT= -1; IN= -1

HP=64; FP=49; Ward=1; SP=70 (gallop)

Att | Dam | Def | Stab: falcata/hoof=+14 | 18 | 23 | 33; or
bow=+18 | 8 | 18 | 28; or punch/hoof=+16 | 13 | 22 | 32

Outstanding (Level 12)

TN= 2; ST= 6; AG= -3; CR= 1; PC= 6; HT= -1; IN= 0

HP=64; FP=49; Ward=1; SP=70 (gallop)

Att | Dam | Def | Stab: falcata/hoof=+17 | 18 | 26 | 35; or
bow=+20 | 8 | 21 | 30; or punch/hoof=+19 | 13 | 25 | 34

Remarkable (Level 14)

TN= 3; ST= 7; AG= -3; CR= 1; PC= 6; HT= -1; IN= 0

HP=76; FP=49; Ward=1; SP=75 (gallop)

Att | Dam | Def | Stab: falcata/hoof=+20 | 19 | 29 | 38; or
bow=+22 | 8 | 24 | 33; or punch/hoof=+22 | 14 | 28 | 37

Superb (Level 16)

TN= 3; ST= 7; AG= -3; CR= 1; PC= 6; HT= -1; IN= 2

HP=76; FP=49; Ward=1; SP=75 (gallop)

Att | Dam | Def | Stab: falcata/hoof=+22 | 19 | 31 | 40; or
bow=+24 | 8 | 26 | 35; or punch/hoof=+24 | 14 | 30 | 39

Centauro-Triton

A Centauro-Triton resembles the Grecian centaur in its forequarters and has the hindquarters of a great fish. This water dwelling race developed a loose government recognizing the powers of the god Neptune as their supreme leader. They entertain themselves by blowing beautiful melodies on seashells they find on the ocean bottom and enjoy the company of the Nereids.

Centauro-Tritons specialize in training aquatic animals, such as sea lions and sea horses, to perform tricks and battle opponents. When they need, a Centauro-Triton may summon several of their trained sea creatures to their aid with a single resounding note on a conch shell.

Not much else is known about this remarkable race, except that their form makes a striking fountain.

Habitat: Centauro-Tritons inhabit warm coastal waters preferring protected bays and seas to the wild waters of the open ocean.

Origin: Also known as the Ichthyo-Tauri, the Centauro-Triton originates from the myths of ancient Greece and Rome

Fun Facts: Centauro-Tritons have the Fantasia skill of Playing Brass Instruments, which they use to play Conch shells.

These creatures possess the Gift of Aquatic Combat.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: aquatic, blooded, equine-like, fish-like, fleshy, humanoid-like, hybrid, living, territorial, tribal

Attack Modes: Trident/Hoof or Punch/Hoof

Wealth Type: Monetary *Cunning:* Alert

Vision: Day Vision *Size:* Large

Danger Tier: 0

Large Centauro-Triton Examples

Baseline Attributes

TN= 2; ST= 4; AG= -6; CR= 0; PC= 2; HT= -1; IN= -1

Adequate (Level 6)

TN= 2; ST= 5; AG= -6; CR= 1; PC= 5; HT= -1; IN= -1

HP=59; FP=45; Ward=1; SP=50 (fishtail)

Att | Dam | Def | Stab: trident/hoof=+6 | 16 | 18 | 29; or
punch/hoof=+9 | 12 | 16 | 27

Decent (Level 8)

TN= 2; ST= 6; AG= -6; CR= 1; PC= 6; HT= -1; IN= -1

HP=64; FP=49; Ward=1; SP=50 (fishtail)

Att | Dam | Def | Stab: trident/hoof=+9 | 17 | 20 | 32; or
punch/hoof=+12 | 13 | 18 | 30

Fit (Level 10)

TN= 2; ST= 6; AG= -4; CR= 1; PC= 6; HT= -1; IN= -1

HP=64; FP=49; Ward=1; SP=60 (fishtail)

Att | Dam | Def | Stab: trident/hoof=+13 | 17 | 24 | 34; or
punch/hoof=+16 | 13 | 22 | 32

Laudable (Level 12)

TN= 2; ST= 6; AG= -3; CR= 1; PC= 6; HT= -1; IN= 0

HP=64; FP=49; Ward=1; SP=60 (fishtail)

Att | Dam | Def | Stab: trident/hoof=+16 | 17 | 27 | 36; or
punch/hoof=+19 | 13 | 25 | 34

Outstanding (Level 14)

TN= 3; ST= 7; AG= -3; CR= 1; PC= 6; HT= -1; IN= 0

HP=76; FP=49; Ward=1; SP=65 (fishtail)

Att | Dam | Def | Stab: trident/hoof=+19 | 18 | 30 | 39; or
punch/hoof=+22 | 14 | 28 | 37

Remarkable (Level 16)

TN= 3; ST= 7; AG= -3; CR= 1; PC= 6; HT= -1; IN= 2

HP=76; FP=49; Ward=1; SP=65 (fishtail)

Att | Dam | Def | Stab: trident/hoof=+21 | 18 | 32 | 41; or
punch/hoof=+24 | 14 | 30 | 39

Superb (Level 18)

TN= 4; ST= 7; AG= -3; CR= 1; PC= 6; HT= -1; IN= 2

HP=83; FP=49; Ward=2; SP=65 (fishtail)

Att | Dam | Def | Stab: trident/hoof=+23 | 18 | 35 | 44; or
punch/hoof=+26 | 14 | 33 | 42

Cerberus

A Cerberus is a large multi-headed hound covered in a thick unkempt fur. When approached by an intruder, it snarls viciously and drools dark poisonous spittle. Anyone foolish enough to trespass in its guarded domain will be immediately mauled. Despite their monstrous appearance, these beasts are extremely docile and obedient to their masters. A well-trained Cerberus is prized indeed.

Habitat: The Cerberus is an excellent guard-dog and is happiest when it has something important to look after.

Wealth Type: Incidental *Cunning:* Bestial

Move Modes: Romp / Paddle *Vision:* Night Vision

Keywords: blooded, canine-like, carnivore, fleshy, living, multi-headed, predator, subterranean

Attack Modes: Carnivorous Bite (x3)

Fun Facts: The bite of a Cerberus is poisonous. Treat each bite as a Weak Killing Venom (see Poisons in The Wicked Workshop for details).

Each head acts independently. Therefore, each gains its own separate Attack Roll in combat.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Origin: The original Cerberus, after which this entire species is named, was the awesomely powerful guardian of the gate to the Grecian Hell. He was the offspring of the many-headed giant Typhon and Echidna, a half-woman half-serpent monster. Although many illustrations depict the original Cerberus as having 3 heads, some stories relate that the dog actually possessed 50 heads and bristled with serpents.

Great Cerberus Examples

Danger Tier: +4

Baseline Attributes

TN= 5; ST= 13; AG= -13; CR= -4; PC= 4; HT= 0; IN= -5

Adequate (Level 12)

TN= 8; ST= 16; AG= -12; CR= -4; PC= 7; HT= 1; IN= -4
HP=256; FP=64; Ward=4; SP=65 (romp) / 35 (paddle)
Att | Dam | Def | Stab: bite and bite and bite=+20 and +20 and +20 | 25 and 25 and 25 +poison | 22 | 41

Fit (Level 14)

TN= 8; ST= 16; AG= -11; CR= -4; PC= 7; HT= 1; IN= -4
HP=256; FP=64; Ward=4; SP=70 (romp) / 40 (paddle)
Att | Dam | Def | Stab: bite and bite and bite=+23 and +23 and +23 | 25 and 25 and 25 +poison | 25 | 43

Laudable (Level 16)

TN= 9; ST= 16; AG= -10; CR= -4; PC= 7; HT= 1; IN= -4
HP=279; FP=64; Ward=5; SP=75 (romp) / 45 (paddle)
Att | Dam | Def | Stab: bite and bite and bite=+26 and +26 and +26 | 25 and 25 and 25 +poison | 29 | 46

Outstanding (Level 18)

TN= 9; ST= 16; AG= -10; CR= -3; PC= 7; HT= 1; IN= -4
HP=279; FP=64; Ward=5; SP=75 (romp) / 45 (paddle)
Att | Dam | Def | Stab: bite and bite and bite=+28 and +28 and +28 | 25 and 25 and 25 +poison | 31 | 48

Large Cerberus Examples

Danger Tier: +3

Baseline Attributes

TN= 3; ST= 7; AG= -7; CR= -2; PC= 4; HT= 0; IN= -5

Adequate (Level 6)

TN= 5; ST= 9; AG= -6; CR= -2; PC= 5; HT= 0; IN= -5
HP=108; FP=49; Ward=2; SP=60 (romp) / 30 (paddle)
Att | Dam | Def | Stab: bite and bite and bite=+13 and +13 and +13 | 16 and 16 and 16 +poison | 19 | 30

Decent (Level 8)

TN= 6; ST= 10; AG= -6; CR= -2; PC= 5; HT= 0; IN= -5
HP=128; FP=49; Ward=3; SP=60 (romp) / 30 (paddle)
Att | Dam | Def | Stab: bite and bite and bite=+16 and +16 and +16 | 17 and 17 and 17 +poison | 22 | 33

Fit (Level 10)

TN= 6; ST= 10; AG= -6; CR= -2; PC= 7; HT= 0; IN= -5
HP=128; FP=58; Ward=3; SP=65 (romp) / 35 (paddle)
Att | Dam | Def | Stab: bite and bite and bite=+18 and +18 and +18 | 17 and 17 and 17 +poison | 24 | 37

Laudable (Level 12)

TN= 6; ST= 10; AG= -6; CR= -2; PC= 7; HT= 1; IN= -4
HP=128; FP=64; Ward=3; SP=65 (romp) / 35 (paddle)
Att | Dam | Def | Stab: bite and bite and bite=+20 and +20 and +20 | 17 and 17 and 17 +poison | 26 | 39

Outstanding (Level 14)

TN= 6; ST= 10; AG= -5; CR= -2; PC= 7; HT= 1; IN= -4
HP=128; FP=64; Ward=3; SP=70 (romp) / 40 (paddle)
Att | Dam | Def | Stab: bite and bite and bite=+23 and +23 and +23 | 17 and 17 and 17 +poison | 29 | 41

Chimera, Grecian

The Chimera is a terror to behold, being an odd juxtaposition of lion, viper, and ram. This proud beast has the head, forequarters, and legs of the king of beasts, accented with a bushy brown mane around the head and neck. Its hindquarters are those of a gigantic ram, complete with a ram's head sprouting out of the middle of the creature's back. Its tail is a deadly viper capable of hitting targets at the Chimera's head with sudden, lightning fast strikes.

Habitat: Chimeras often dwell in the rocky hills of moderate climates like that of the Mediterranean coast.

Origin: The Chimera first appeared in Greek mythology and was believed to be unconquerable until Bellerophon, riding winged horse Pegasus, slew the beast with raining arrows upon the brute from safely above. It is widely held that the monster was the personification of the storm cloud.

Fun Facts: As the lion, goat, and viper heads act independently, each gains its own separate Actions in combat. (The claws are incorporated into the lion head attack.)

The goat head breathes fire as an Occult spell Invoke Medium Cone of Grim Fire. Further, the lion head can bellow out a mighty roar at will, which acts as the Occult spell Invoke Epic Fell Roar. Both are used at a spell rank equal to the beast's Level.

The serpent's bite delivers a Deadly Killing Venom. (See Poisons in The Wicked Workshop for details.) The serpent's venom will be depleted after three such bites, although their fangs can still deliver serious injuries.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Poisoning, Quieting, Righteous, Scorching, Sedating, Sunshining, and Toxic Effects.

Keywords: blooded, chimera, feline-like, fiery, fleshy, hybrid, living, multi-headed, predator, ram-like, serpent-like, territorial

Attack Modes: Carnivorous Bite/Claw and Head Butt and Poisonous Bite

Vision: Day Vision / Heat Vision (serpent head)

Wealth Type: Hoard *Cunning:* Bestial

Move Modes: Bounding *Size:* Large

Danger Tier: +4

Large Grecian Chimera Examples

Baseline Attributes

TN= 3; ST= 4; AG= 2; CR= -4; PC= 4; HT= 3; IN= -5

Adequate (Level 8)

TN= 3; ST= 7; AG= 5; CR= -3; PC= 5; HT= 3; IN= -5

HP=76; FP=64; Ward=1; SP=100 (bounding)

Att | Dam | Def | Stab: bite/claw and head butt and bite=+24 and +24 and +24 | 17 and 14 and 11 +poison | 30 | 30

Decent (Level 10)

TN= 4; ST= 7; AG= 5; CR= -3; PC= 6; HT= 3; IN= -5

HP=83; FP=69; Ward=2; SP=105 (bounding)

Att | Dam | Def | Stab: bite/claw and head butt and bite=+26 and +26 and +26 | 17 and 14 and 11 +poison | 33 | 34

Fit (Level 12)

TN= 4; ST= 7; AG= 5; CR= -2; PC= 7; HT= 3; IN= -5

HP=83; FP=76; Ward=2; SP=110 (bounding)

Att | Dam | Def | Stab: bite/claw and head butt and bite=+28 and +28 and +28 | 17 and 14 and 11 +poison | 35 | 37

Laudable (Level 14)

TN= 5; ST= 7; AG= 5; CR= -1; PC= 7; HT= 3; IN= -5

HP=91; FP=76; Ward=2; SP=110 (bounding)

Att | Dam | Def | Stab: bite/claw and head butt and bite=+30 and +30 and +30 | 17 and 14 and 11 +poison | 38 | 40

Outstanding (Level 16)

TN= 5; ST= 7; AG= 5; CR= -1; PC= 7; HT= 3; IN= -3

HP=91; FP=76; Ward=2; SP=110 (bounding)

Att | Dam | Def | Stab: bite/claw and head butt and bite=+32 and +32 and +32 | 17 and 14 and 11 +poison | 40 | 42

Remarkable (Level 18)

TN= 5; ST= 7; AG= 5; CR= -1; PC= 7; HT= 3; IN= -2

HP=91; FP=76; Ward=2; SP=110 (bounding)

Att | Dam | Def | Stab: bite/claw and head butt and bite=+34 and +34 and +34 | 17 and 14 and 11 +poison | 42 | 44

Superb (Level 20)

TN= 6; ST= 7; AG= 5; CR= -1; PC= 7; HT= 3; IN= -1

HP=99; FP=76; Ward=3; SP=110 (bounding)

Att | Dam | Def | Stab: bite/claw and head butt and bite=+36 and +36 and +36 | 17 and 14 and 11 +poison | 45 | 47

Chthonic Horse

A Chthonic Horse is an equine of elemental earth. Denizens of the underworld value Chthonic Horses greatly. The most highly prized of these are jet black, made up of obsidian or black alabaster. However, Chthonic Horses can be comprised of any form of stone, or even multiple kinds. It is not uncommon for the legs of a Chthonic Horse to be made of one kind of stone, its torso and head another, and its mane yet another. When it is not engaged in some activity, a Chthonic Horse will stand absolutely motionless and can easily be mistaken for a statue.

The primary responsibility of Chthonic Horses is to escort or carry the souls of the dead from the earth's surface to the underworld.

Habitat: Chthonic Horses inhabit the subterranean realms and the underworld.

Origin: The horse has been associated with death and the underworld throughout time. Pluto, the Roman god of death, had a chariot drawn by four black horses to carry souls to the underworld. The Tale of Ferghus of Celtic lore describes a death horse that carries the dead to the Otherworld. This horse has green legs, a golden body, and a red mane.

Fun Facts: Chthonic Horses can sense all creatures contacting the earth but are completely unaware of airborne creatures.

Chthonic Horses have an unerring sense of direction underground, and can always find the most direct route from one point in the underworld to another.

Durabilities: This creature is Immune to Bleeding, Blighting, Crushing, Dehydrating, Deluding, Dreadful, Earthen, Entrancing, Fatiguing, Fettering, Footing, Internal, Intoxicating, Maladive, Petrifying, Quieting, Rotting, Sedating, Starving, Suffocating, Sunshining, Tormenting, and Toxic Effects; Highly Resistant to Enervating Effects; Resistant to Infernal and Righteous Effects; Sensitive to Sonic Effects; and Highly Sensitive to Acidic Effects.

Keywords: elemental, equine, tellurian

Wealth Type: Nil

Cunning: Bestial

Attack Modes: Hoof/Hoof

Move Modes: Gallop

Vision: Astral Vision

Size: Large

Danger Tier: +2

Large Chthonic Horse Examples

Baseline Attributes

TN= 6; ST= 8; AG= -8; CR= -2; PC= 2; HT= 2; IN= -8

Adequate (Level 4)

TN= 7; ST= 9; AG= -7; CR= -2; PC= 2; HT= 3; IN= -8

HP=128; FP=49; Ward=3; SP=60 (bounding)

Att | Dam | Def | Stab: hoof(×2)=+10 | 17 | 18 | 27

Decent (Level 6)

TN= 7; ST= 10; AG= -7; CR= -2; PC= 3; HT= 3; IN= -8

HP=140; FP=53; Ward=3; SP=60 (bounding)

Att | Dam | Def | Stab: hoof(×2)=+13 | 18 | 20 | 30

Fit (Level 8)

TN= 8; ST= 10; AG= -7; CR= -1; PC= 3; HT= 3; IN= -8

HP=152; FP=53; Ward=4; SP=60 (bounding)

Att | Dam | Def | Stab: hoof(×2)=+15 | 18 | 23 | 33

Laudable (Level 10)

TN= 9; ST= 11; AG= -7; CR= -1; PC= 3; HT= 3; IN= -8

HP=181; FP=53; Ward=5; SP=65 (bounding)

Att | Dam | Def | Stab: hoof(×2)=+18 | 19 | 26 | 36

Model (Level 12)

TN= 9; ST= 11; AG= -7; CR= -1; PC= 3; HT= 4; IN= -7

HP=181; FP=58; Ward=5; SP=65 (bounding)

Att | Dam | Def | Stab: hoof(×2)=+20 | 19 | 28 | 38

Outstanding (Level 14)

TN= 9; ST= 11; AG= -7; CR= -1; PC= 3; HT= 5; IN= -6

HP=181; FP=64; Ward=5; SP=65 (bounding)

Att | Dam | Def | Stab: hoof(×2)=+22 | 19 | 30 | 40

Remarkable (Level 16)

TN= 9; ST= 11; AG= -6; CR= -1; PC= 4; HT= 5; IN= -6

HP=181; FP=69; Ward=5; SP=70 (bounding)

Att | Dam | Def | Stab: hoof(×2)=+25 | 19 | 33 | 43

Superb (Level 18)

TN= 10; ST= 11; AG= -6; CR= -1; PC= 4; HT= 5; IN= -6

HP=197; FP=69; Ward=6; SP=70 (bounding)

Att | Dam | Def | Stab: hoof(×2)=+27 | 19 | 36 | 46

Wondrous (Level 20)

TN= 10; ST= 11; AG= -5; CR= 0; PC= 4; HT= 5; IN= -6

HP=197; FP=69; Ward=6; SP=75 (bounding)

Att | Dam | Def | Stab: hoof(×2)=+30 | 19 | 39 | 48

Cobra

Cobras are poisonous snakes of arid regions. They are unique in their ability to flare out and flatten their necks to form a “hood”. The serpent will rear up when aroused, displaying its impressive fangs and hood. The back of this hood is decorated with an unusual pattern resembling a crude face. The Cobra’s skin is otherwise a light beige color, providing excellent camouflage in sandy regions.

Cobras feed rarely, easily going for a month or more without eating. When they do eat, they are able to consume a creature up to its own size category in a single protracted swallow.

Origin: Myths about cobras are understandably common in areas where the serpent dwells. The Egyptians in particular revered the reptile. Wadjyt is the Egyptian cobra goddess and is commonly depicted as a serpent with a human head. Meretseger, “she who loves silence”, also took the form of a cobra. The cobra was itself the symbol of Lower Egypt and adorned the pharaoh’s crown. Further, spitting cobras, which can spit their venom on foes, exist in many parts of Africa and Asia, including the Nile Valley of Egypt and Sudan.

Fun Facts: On any given day, a Cobra’s first 3 bites inject a Deadly Killing Venom. Anyone so bitten must make an Avoidance Roll against a Threshold equal to 10 plus the cobra’s Level. (See [Poisons](#) in [The Wicked Workshop](#) for additional details.) Even after their venom is depleted, though, their bites still deliver normal damage.

At the expense of one of its toxic bites, a cobra may instead spray its venom on foes. This works as the Occult spell [Invoke Medium Cone of Deadly Toxin](#), with the exception that its Affected Area is commensurate with its size. In all cases, treat the spray as if cast at a spell rank equal to the cobra’s Level.

Durabilities: This creature is Immune to Blighting, Captivating, Deluding, Enervating, Infernal, Metaphysical, Poisoning, Quieting, Righteous, Sedating, Sunshining, and Toxic Effects.

Habitat: Cobras are denizens of desert areas, taking shelter in dark niches and under rock outcroppings by day and hunting at night.

Danger Tier: +2 for Great size, +1 otherwise

Keywords: arid, blooded, fleshy, living, natural, poisonous, predator, reptile, serpent

Vision: Heat Vision, Motion Sensitivity

Move Modes: Slither / Undulate

Wealth Type: Incidental *Cunning:* Instinctive

Attack Modes: Poisonous Bite

Great Cobra Examples

A Great Cobra can spray its venom in a Great cone (40 feet

long with a 20-foot base diameter).

Baseline Attributes

TN=4; ST=10; AG= -10; CR= -2; PC=1; HT= -2; IN= -8

Adequate (Level 12)

TN= 7; ST= 13; AG= -7; CR= -2; PC= 4; HT= -2; IN= -8
HP=181; FP=38; Ward=3; SP=55 (slither) / 55 (undulate)
Att | Dam | Def | Stab: bite=+22 | 18 +poison | 26 | 37

Fit (Level 14)

TN= 7; ST= 13; AG= -7; CR= -2; PC= 4; HT= -1; IN= -8
HP=181; FP=41; Ward=3; SP=55 (slither) / 55 (undulate)
Att | Dam | Def | Stab: bite=+24 | 18 +poison | 28 | 39

Laudable (Level 16)

TN= 8; ST= 13; AG= -7; CR= -2; PC= 4; HT= 0; IN= -8
HP=197; FP=45; Ward=4; SP=55 (slither) / 55 (undulate)
Att | Dam | Def | Stab: bite=+26 | 18 +poison | 31 | 42

Outstanding (Level 18)

TN= 8; ST= 13; AG= -7; CR= -2; PC= 5; HT= 0; IN= -8
HP=197; FP=49; Ward=4; SP=55 (slither) / 55 (undulate)
Att | Dam | Def | Stab: bite=+28 | 18 +poison | 33 | 45

Large Cobra Examples

A Large Cobra can spray its venom in a Large cone (20 feet long with a 10-foot base diameter).

Baseline Attributes

TN= 2; ST= 4; AG= -4; CR= 0; PC= 1; HT= -2; IN= -8

Adequate (Level 6)

TN= 4; ST= 5; AG= -2; CR= 0; PC= 2; HT= -2; IN= -8
HP=70; FP=32; Ward=2; SP=40 (slither) / 40 (undulate)
Att | Dam | Def | Stab: bite=+13 | 9 +poison | 22 | 26

Decent (Level 8)

TN= 5; ST= 5; AG= -2; CR= 0; PC= 3; HT= -2; IN= -8
HP=76; FP=34; Ward=2; SP=40 (slither) / 40 (undulate)
Att | Dam | Def | Stab: bite=+15 | 9 +poison | 25 | 30

Fit (Level 10)

TN= 5; ST= 5; AG= -1; CR= 0; PC= 4; HT= -2; IN= -8
HP=76; FP=38; Ward=2; SP=50 (slither) / 50 (undulate)
Att | Dam | Def | Stab: bite=+18 | 9 +poison | 28 | 33

Laudable (Level 12)

TN= 5; ST= 7; AG= -1; CR= 0; PC= 4; HT= -2; IN= -8
 HP=91; FP=38; Ward=2; SP=55 (slither) / 55 (undulate)
 Att | Dam | Def | Stab: bite=+22 | 11 +poison | 30 | 35

Outstanding (Level 14)

TN= 5; ST= 7; AG= -1; CR= 0; PC= 4; HT= -1; IN= -8
 HP=91; FP=41; Ward=2; SP=55 (slither) / 55 (undulate)
 Att | Dam | Def | Stab: bite=+24 | 11 +poison | 32 | 37

Medium Cobra Examples

A Medium Cobra can spray its venom in a Medium cone (10 feet long with a 5-foot base diameter).

Baseline Attributes

TN= 0; ST= -2; AG= 2; CR= 2; PC= 1; HT= -2; IN= -8

Adequate (Level 2)

TN= 0; ST= -2; AG= 4; CR= 2; PC= 1; HT= -2; IN= -8
 HP=27; FP=29; Ward=0; SP=35 (slither) / 35 (undulate)
 Att | Dam | Def | Stab: bite=+8 | 3 +poison | 20 | 17

Decent (Level 4)

TN= 1; ST= -1; AG= 4; CR= 2; PC= 1; HT= -2; IN= -8
 HP=32; FP=29; Ward=1; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+11 | 3 +poison | 23 | 20

Fit (Level 6)

TN= 2; ST= -1; AG= 4; CR= 2; PC= 2; HT= -2; IN= -8
 HP=35; FP=32; Ward=1; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+13 | 3 +poison | 26 | 24

Laudable (Level 8)

TN= 3; ST= -1; AG= 4; CR= 2; PC= 3; HT= -2; IN= -8
 HP=38; FP=34; Ward=1; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+15 | 3 +poison | 29 | 28

Outstanding (Level 10)

TN= 3; ST= -1; AG= 5; CR= 2; PC= 4; HT= -2; IN= -8
 HP=38; FP=38; Ward=1; SP=50 (slither) / 50 (undulate)
 Att | Dam | Def | Stab: bite=+18 | 3 +poison | 32 | 31

Small Cobra Examples

A Small Cobra can spray its venom in a Small cone (5 feet long with a 2 ½-foot base diameter- essentially at a single foe).

Baseline Attributes

TN= -2; ST= -8; AG= 8; CR= 4; PC= 1; HT= -2; IN= -8

Adequate (Level 2)

TN= -2; ST= -8; AG= 10; CR= 4; PC= 1; HT= -2; IN= -8
 HP=13; FP=29; Ward=0; SP=35 (slither) / 35 (undulate)
 Att | Dam | Def | Stab: bite=+8 | 1 +poison | 24 | 15

Fit (Level 4)

TN= -1; ST= -7; AG= 10; CR= 4; PC= 1; HT= -2; IN= -8
 HP=16; FP=29; Ward=0; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+11 | 1 +poison | 27 | 18

Laudable (Level 6)

TN= 0; ST= -7; AG= 10; CR= 4; PC= 2; HT= -2; IN= -8
 HP=17; FP=32; Ward=0; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+13 | 1 +poison | 30 | 22

Outstanding (Level 8)

TN= 1; ST= -7; AG= 10; CR= 4; PC= 3; HT= -2; IN= -8
 HP=19; FP=34; Ward=1; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+15 | 1 +poison | 33 | 26

Tiny Cobra Examples

A Tiny Cobra can spray its venom in a Small cone (2 ½ feet long with a 1-foot base diameter- essentially at a single foe).

Baseline Attributes

TN= -4; ST= -14; AG=14; CR=6; PC=1; HT= -2; IN= -8

Adequate (Level 0)

TN= -4; ST= -14; AG=14; CR=6; PC=1; HT= -2; IN= -8
 HP=7; FP=29; Ward=0; SP=30 (slither) / 30 (undulate)
 Att | Dam | Def | Stab: bite=+4 | 1 +poison | 24 | 11

Decent (Level 2)

TN= -4; ST= -14; AG=16; CR=6; PC=1; HT= -2; IN= -8
 HP=7; FP=29; Ward=0; SP=35 (slither) / 35 (undulate)
 Att | Dam | Def | Stab: bite=+8 | 1 +poison | 28 | 13

Fit (Level 4)

TN= -3; ST= -13; AG=16; CR=6; PC=1; HT= -2; IN= -8
 HP=8; FP=29; Ward=0; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+11 | 1 +poison | 31 | 16

Cyclops, Arabian

An Arabian Cyclops is a gigantic black-skinned humanoid with a large single blood-shot eye on its forehead. It has ears the size of an elephant's and a snout like that of a horse. Its upper lip hangs to its chest, and it has four large tusks protruding from the sides of its snout. Finally, its hands have long sharp claws which it uses to good effect in combat. They are best known as ogrimish man-eating brutes.

Habitat: Arabian Cyclopes dwell in large, mountaintop caves. Even though these giants love the taste of mutton, eating the white, woolly creatures for months on end gets a bit tiring. Thus, Arabian Cyclopes look forward to guests and always invite them to dinner. Invitations usually arrive in the form of airborne boulders.

Fun Facts: Cyclopes are renowned for their boulder throwing. An Arabian Cyclops can hurl boulders up to 200 yards and often targets passing boats. Nevertheless, for every 50 yards over 100, the cyclops suffers a Drawback on its Attack Roll. Any hurled boulder hitting a boat of Epic size or smaller forces it to make an Avoidance Roll (using its Quality Level as the roll bonus) against a Threshold of 10 plus the thrower's Level. Failure indicates the boat's hull is breached with a sizable hole. Any boulder actually striking a person inflicts 12 points of damage (plus Margin).

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Origin: The Arabian Cyclopes are described in one of Sinbad's adventures in The Arabian Nights. This tale is derivative of the Greek tale in which Odysseus and his crew overpower the Cyclops in The Odyssey. In both stories, the giant devours several of the crew before it is overpowered in its sleep by putting out its eye with hot brands.

Keywords: blooded, cycloptic, fleshy, giant, humanoid, living, man-eater

Attack Modes: Carnivorous Bite/Claw/Claw or Throw Rocks

Wealth Type: Hoard

Cunning: Simpleminded

Move Modes: Plod

Size: Great

Vision: Night Vision

Danger Tier: +1

Great Arabian Cyclops Examples

Baseline Attributes

TN= 5; ST= 13; AG= -12; CR= -4; PC= 2; HT= 0; IN= -4

Adequate (Level 6)

TN= 5; ST= 15; AG= -11; CR= -2; PC= 3; HT= 0; IN= -4

HP=181; FP=41; Ward=2; SP=35 (plod)

Att | Dam | Def | Stab: bite/claw=+14 | 27 | 14 | 28; or throw rocks=+11 | 9 | 10 | 24

Decent (Level 8)

TN= 5; ST= 16; AG= -11; CR= -2; PC= 4; HT= 0; IN= -4

HP=197; FP=45; Ward=2; SP=40 (plod)

Att | Dam | Def | Stab: bite/claw=+17 | 28 | 16 | 31; or throw rocks=+14 | 9 | 12 | 27

Fit (Level 10)

TN= 6; ST= 16; AG= -11; CR= -1; PC= 4; HT= 0; IN= -4

HP=215; FP=45; Ward=3; SP=40 (plod)

Att | Dam | Def | Stab: bite/claw=+19 | 28 | 19 | 34; or throw rocks=+17 | 9 | 15 | 30

Laudable (Level 12)

TN= 7; ST= 16; AG= -10; CR= -1; PC= 4; HT= 0; IN= -4

HP=235; FP=45; Ward=3; SP=45 (plod)

Att | Dam | Def | Stab: bite/claw=+22 | 28 | 23 | 37; or throw rocks=+19 | 9 | 19 | 33

Outstanding (Level 14)

TN= 7; ST= 17; AG= -10; CR= -1; PC= 4; HT= 0; IN= -4

HP=256; FP=45; Ward=3; SP=45 (plod)

Att | Dam | Def | Stab: bite/claw=+25 | 29 | 25 | 39; or throw rocks=+21 | 9 | 21 | 35

Remarkable (Level 16)

TN= 8; ST= 17; AG= -10; CR= -1; PC= 5; HT= 0; IN= -4

HP=279; FP=49; Ward=4; SP=50 (plod)

Att | Dam | Def | Stab: bite/claw=+27 | 29 | 28 | 43; or throw rocks=+24 | 9 | 24 | 39

Superb (Level 18)

TN= 8; ST= 17; AG= -10; CR= -1; PC= 5; HT= 1; IN= -4

HP=279; FP=53; Ward=4; SP=50 (plod)

Att | Dam | Def | Stab: bite/claw=+29 | 29 | 30 | 45; or throw rocks=+26 | 9 | 26 | 41

Cyclops, Grecian

A Cyclops is a gigantic humanoid whose main distinguishing characteristic is the large single eye adorning its forehead.

The Greek version of these cycloptic giants are known to gravitate toward the relatively docile professions of shepherding and smithery. It is a rare Grecian Cyclops that has not mastered one of these trades.

The forging abilities of some Grecian Cyclopes astound the very gods. The Grecian Cyclopes Arges, Steropes, and Brontes personally forged Zeus's lightning bolt, Poseidon's trident, and Hades' helmet of invisibility.

Most Grecian Cyclopes use spears in closer quarters. They may throw them or wield them as pole arms depending of the range required. A Grecian Cyclops forges their own impressive spears regarding them as works of art.

Habitat: The main bodies of Cyclopes live on an idyllic island where crops and vines spontaneously bear fruit and the sheep and goats quickly grow fat. The island is obviously located in a benign climate, probably in the Mediterranean. When the island grows overcrowded, however, the weaker giants must seek homesteads elsewhere.

Origin: The Cyclopes first appeared in Greek mythology. The name "Cyclops" literally means "Wheel-eyed" indicating the size of the giant's huge orb.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Fun Facts: Grecian Cyclopes can hurl boulders and often targets passing ships. Any hurled boulder hitting a boat of Epic size or smaller forces it to make an Avoidance Roll (using its Quality Level as the roll bonus) against a Threshold of 10 plus the giant's Level. Failure indicates the boat's hull is breached with a sizable hole.

Keywords: blooded, cycloptic, fleshy, giant, humanoid, living, man-eater

Attack Modes: Spear or Throw Rocks or Punch/Punch

Danger Tier: +2 for Epic size, +1 for Great size, 0 otherwise

Wealth Type: Hoard

Cunning: Alert

Move Modes: Plod

Size: Epic

Vision: Night Vision

Epic Grecian Cyclops Examples

More Fun Facts: Epic Cyclopes can hurl boulders up to 400 yards. Any boulder actually striking a person inflicts 12 points of damage (plus Margin).

Baseline Attributes

TN= 6; ST= 18; AG= -18; CR= -6; PC= 0; HT= 0; IN= 0

Adequate (Level 12)

TN= 8; ST= 21; AG= -16; CR= -3; PC= 1; HT= 1; IN= 0

HP=395; FP=38; Ward=4; SP=30 (plod)

Att | Dam | Def | Stab: spear=+17 | 32 | 20 | 37; or throw rocks=+14 | 13 | 14 | 31; or punch=+21 | 28 | 15 | 32

Decent (Level 14)

TN= 8; ST= 22; AG= -16; CR= -3; PC= 1; HT= 1; IN= 0

HP=431; FP=38; Ward=4; SP=35 (plod)

Att | Dam | Def | Stab: spear=+20 | 33 | 22 | 39; or throw rocks=+16 | 13 | 16 | 33; or punch=+24 | 29 | 17 | 34

Fit (Level 16)

TN= 9; ST= 22; AG= -16; CR= -3; PC= 2; HT= 1; IN= 0

HP=470; FP=41; Ward=5; SP=40 (plod)

Att | Dam | Def | Stab: spear=+22 | 33 | 25 | 43; or throw rocks=+19 | 13 | 19 | 37; or punch=+26 | 29 | 20 | 38

Laudable (Level 18)

TN= 9; ST= 22; AG= -16; CR= -3; PC= 3; HT= 2; IN= 0

HP=470; FP=49; Ward=5; SP=40 (plod)

Att | Dam | Def | Stab: spear=+24 | 33 | 27 | 46; or throw rocks=+22 | 13 | 21 | 40; or punch=+28 | 29 | 22 | 41

Model (Level 20)

TN= 9; ST= 22; AG= -15; CR= -3; PC= 3; HT= 3; IN= 0

HP=470; FP=53; Ward=5; SP=45 (plod)

Att | Dam | Def | Stab: spear=+27 | 33 | 30 | 48; or throw rocks=+24 | 13 | 24 | 42; or punch=+31 | 29 | 25 | 43

Outstanding (Level 22)

TN= 10; ST= 22; AG= -15; CR= -3; PC= 3; HT= 3; IN= 0

HP=512; FP=53; Ward=6; SP=45 (plod)

Att | Dam | Def | Stab: spear=+29 | 33 | 33 | 51; or throw rocks=+26 | 13 | 27 | 45; or punch=+33 | 29 | 28 | 46

Great Grecian Cyclops Examples

More Fun Facts: Great Cyclopes can hurl boulders up to 200 yards. Any boulder actually striking a person inflicts 12 points of damage (plus Margin).

Baseline Attributes

TN= 4; ST= 12; AG= -12; CR= -4; PC= 0; HT= 0; IN= 0

Adequate (Level 8)

TN= 4; ST= 15; AG= -11; CR= -2; PC= 1; HT= 1; IN= 0

HP=166; FP=38; Ward=2; SP=30 (plod)

Att | Dam | Def | Stab: spear=+13 | 23 | 17 | 29; or throw rocks=+11 | 9 | 11 | 23; or punch=+16 | 20 | 12 | 24

Decent (Level 10)

TN= 5; ST= 15; AG= -11; CR= -1; PC= 1; HT= 1; IN= 0

HP=181; FP=38; Ward=2; SP=30 (plod)

Att | Dam | Def | Stab: spear=+15 | 23 | 20 | 32; or throw rocks=+14 | 9 | 14 | 26; or punch=+18 | 20 | 15 | 27

Fit (Level 12)

TN= 6; ST= 15; AG= -10; CR= -1; PC= 1; HT= 1; IN= 0

HP=197; FP=38; Ward=3; SP=30 (plod)

Att | Dam | Def | Stab: spear=+18 | 23 | 24 | 35; or throw rocks=+16 | 9 | 18 | 29; or punch=+21 | 20 | 19 | 30

Laudable (Level 14)

TN= 6; ST= 16; AG= -10; CR= -1; PC= 1; HT= 1; IN= 0

HP=215; FP=38; Ward=3; SP=35 (plod)

Att | Dam | Def | Stab: spear=+21 | 24 | 26 | 37; or throw rocks=+18 | 9 | 20 | 31; or punch=+24 | 21 | 21 | 32

Model (Level 16)

TN= 7; ST= 16; AG= -10; CR= -1; PC= 2; HT= 1; IN= 0

HP=235; FP=41; Ward=3; SP=40 (plod)

Att | Dam | Def | Stab: spear=+23 | 24 | 29 | 41; or throw rocks=+21 | 9 | 23 | 35; or punch=+26 | 21 | 24 | 36

Outstanding (Level 18)

TN= 7; ST= 16; AG= -10; CR= -1; PC= 3; HT= 2; IN= 0

HP=235; FP=49; Ward=3; SP=40 (plod)

Att | Dam | Def | Stab: spear=+25 | 24 | 31 | 44; or throw rocks=+24 | 9 | 25 | 38; or punch=+28 | 21 | 26 | 39

Large Grecian Cyclops Examples

More Fun Facts: Large Cyclopes can hurl boulders up to 100 yards. Any boulder actually striking a person inflicts 10 points of damage (plus Margin).

Baseline Attributes

TN= 2; ST= 6; AG= -6; CR= -2; PC= 0; HT= 0; IN= 0

Adequate (Level 4)

TN= 2; ST= 7; AG= -5; CR= -1; PC= 1; HT= 0; IN= 0

HP=70; FP=34; Ward=1; SP=25 (plod)

Att | Dam | Def | Stab: spear=+8 | 14 | 16 | 22; or throw rocks=+8 | 6 | 11 | 17; or punch=+10 | 11 | 12 | 18

Decent (Level 6)

TN= 2; ST= 8; AG= -5; CR= 0; PC= 1; HT= 0; IN= 0

HP=76; FP=34; Ward=1; SP=30 (plod)

Att | Dam | Def | Stab: spear=+11 | 15 | 18 | 24; or throw rocks=+11 | 6 | 13 | 19; or punch=+13 | 12 | 14 | 20

Fit (Level 8)

TN= 2; ST= 9; AG= -5; CR= 0; PC= 1; HT= 1; IN= 0

HP=83; FP=38; Ward=1; SP=30 (plod)

Att | Dam | Def | Stab: spear=+14 | 16 | 20 | 26; or throw rocks=+13 | 6 | 15 | 21; or punch=+16 | 13 | 16 | 22

Laudable (Level 10)

TN= 3; ST= 9; AG= -5; CR= 1; PC= 1; HT= 1; IN= 0

HP=91; FP=38; Ward=1; SP=30 (plod)

Att | Dam | Def | Stab: spear=+16 | 16 | 23 | 29; or throw rocks=+16 | 6 | 18 | 24; or punch=+18 | 13 | 19 | 25

Model (Level 12)

TN= 4; ST= 9; AG= -4; CR= 1; PC= 1; HT= 1; IN= 0

HP=99; FP=38; Ward=2; SP=30 (plod)

Att | Dam | Def | Stab: spear=+19 | 16 | 27 | 32; or throw rocks=+18 | 6 | 22 | 27; or punch=+21 | 13 | 23 | 28

Outstanding (Level 14)

TN= 4; ST= 10; AG= -4; CR= 1; PC= 1; HT= 1; IN= 0

HP=108; FP=38; Ward=2; SP=35 (plod)

Att | Dam | Def | Stab: spear=+22 | 17 | 29 | 34; or throw rocks=+20 | 6 | 24 | 29; or punch=+24 | 14 | 25 | 30

Bestiary ~ D

Daemon

A Daemon is an Eidolon that serves no master. Some are good, some are evil. Most are somewhere in-between.

Agathodaemon

Agathodaemons are a cross between men and serpents. They have the heads of men and the bodies of serpents. Some have wings like those of dragons, but all are capable of flight. Not surprisingly, they are commonly mistaken for Dracaenae, but are an entirely distinct type of spirit.

An Agathodaemon that has no patron will seek out and adopt the most righteous and worthy man (or woman) that it can find. Once this person is chosen, the Agathodaemon will look out after that person to the best of its ability, as long as their actions remain worthy of the spirit's respect. Unfortunately, the mere presence of an Agathodaemon will often attract the attention of an opposing Cadodaemon, which will adopt the same individual and do its best to make that person's life miserable. Unfortunately, for some unknown reason, Agathodaemons and Cacodaemons are unable (or unwilling) to directly attack one another.

Fun Facts: The Agathodaemon is very beneficial to whomever it befriends. It has the ability to cast the following Pagan spells once per day: Apogean Rejuvenescence, Lift Curse, Neutralize Poison, Panacea, and Second Chance. See The Codex of Cultures for details. In addition, it may cast the following the Occult spells Stride in Spectral Form and Bestow Phantasmal Invisibility at will. For descriptions of spells, see The Oculus of Occultism. All spells are cast at spell ranks equal to the agathodaemon's Level.

The daemon can grab hold of and restrain its prey as a Constriction Attack (as described in the Special Attack Modes section of The Rules Reference).

Durabilities: This creature is Immune to Acidic, Blighting, Dehydrating, Deluding, Entrancing, Fatiguing, Internal, Intoxicating, Maladive, Non-Magical, Quieting, Righteous, Rotting, Scorching, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; Sensitive to Bleeding and Petrifying Effects; and Highly Sensitive to Infernal Effects.

Origin: The Agathodaemon comes to us from Greek mythology, where it was believed that both friendly and malevolent spirits accompanied every person. The Agathodaemon was helpful while its enemy, the Cacodaemon, was evil.

Keywords: daemon, celestial, eidolon, exalted, hybrid, paragon, serpentine

Attack Modes: Carnivorous Bite or Constriction

Habitat: Agathodaemons are friendly spirits that tend to associate with and aid a single individual or group. They will use their powers to remain hidden, however, and so will usually be spied only if their chosen patron is threatened.

Wealth Type: Incidental

Cunning: Alert

Move Modes: Slither/Hover

Vision: Astral Vision

Size: Medium

Danger Tier: +2

Medium Agathodaemon Examples

Baseline Attributes

TN= 2; ST= 4; AG= 0; CR= 1; PC= 0; HT= 0; IN= 0

Adequate (Level 8)

TN= 2; ST= 7; AG= 2; CR= 1; PC= 0; HT= 2; IN= 1
HP=70; FP=38; Ward=1; SP=50 (slither) / 60 (hover)
Att | Dam | Def | Stab: bite=+21 | 12 | 26 | 24; or
constriction=+21 | 3 (dam) + 5 (setback) | 26 | 24

Decent (Level 10)

TN= 2; ST= 7; AG= 2; CR= 1; PC= 1; HT= 2; IN= 2
HP=70; FP=41; Ward=1; SP=55 (slither) / 65 (hover)
Att | Dam | Def | Stab: bite=+23 | 12 | 28 | 27; or
constriction=+23 | 3 (dam) + 5 (setback) | 28 | 27

Fit (Level 12)

TN= 2; ST= 7; AG= 2; CR= 2; PC= 1; HT= 3; IN= 2
HP=70; FP=45; Ward=1; SP=55 (slither) / 65 (hover)
Att | Dam | Def | Stab: bite=+25 | 12 | 30 | 29; or
constriction=+25 | 3 (dam) + 6 (setback) | 30 | 29

Laudable (Level 14)

TN= 2; ST= 7; AG= 2; CR= 2; PC= 3; HT= 3; IN= 2
HP=70; FP=53; Ward=1; SP=60 (slither) / 70 (hover)
Att | Dam | Def | Stab: bite=+27 | 12 | 32 | 33; or
constriction=+27 | 3 (dam) + 6 (setback) | 32 | 33

Model (Level 16)

TN= 2; ST= 7; AG= 2; CR= 3; PC= 3; HT= 3; IN= 3
HP=70; FP=53; Ward=1; SP=60 (slither) / 70 (hover)
Att | Dam | Def | Stab: bite=+29 | 12 | 34 | 35; or
constriction=+29 | 3 (dam) + 7 (setback) | 34 | 35

Outstanding (Level 18)

TN= 2; ST= 7; AG= 3; CR= 3; PC= 3; HT= 3; IN= 3
HP=70; FP=53; Ward=1; SP=65 (slither) / 75 (hover)
Att | Dam | Def | Stab: bite=+32 | 12 | 37 | 37; or
constriction=+32 | 3 (dam) + 7 (setback) | 37 | 37

Cacodaemon

Cacodaemons are demonic spirits bent on bringing ruin on a person or group. Their true form is unknown since they shape-shift to deceive and misdirect their “patrons”. It is not even known if Cacodaemons even have a natural shape. However, they are most commonly seen in the form of horned human boys with oversized genitalia wielding tridents. They also commonly exhibit physical features of centipedes, dogs, leopards, ravens, scorpions, and snakes.

A Cacodaemon with no patron will adopt the most upstanding and law-abiding person it can find. Anyone blessed by the presence of an Agathodaemon is a sure bet to attract a Cacodaemon. Once chosen, the Cacodaemon will use every trick in its repertoire to discredit and malign that person’s reputation so that they lose all social support. If successful, the daemon will then attempt to destroy the person’s worthy accomplishments. If the spirit’s hold on their patron is ever threatened, the Cacodaemon will do everything in its power to kill them before fleeing.

Habitat: Cacodaemons are malicious spirits that delight in clinging to a particular person or group of people. Its purpose is simply to create havoc and bring misfortune and despair to its patron(s).

Origin: The Cacodaemon, like the Agathodaemon, arises from Greek mythology. The Greeks believed that every person was guarded by friendly spirits (Agathodaemons) and hindered by evil spirits (Cacodaemons). Cacodaemons reportedly have shape-changing abilities so their true form is unknown. They have appeared as large jet-black men and as various forms of monsters and animals.

Fun Facts: The Cacodaemon is a plague to whomever it chooses as its primary “project”. Its only purpose is to bring ill luck to this person(s). To help it in doing so, it has the ability to cast each of the following Pagan spells once per week: Babble, Double Vision, Importune, and Tempting. Target. See The Codex of Cultures for details.

In addition, it may transform itself at will into any natural animal form that it has encountered in the past week as the Occult spell Polymorph into Forest Animal (see The Oculus of Occultism for details). It will often use this ability to hide its true nature from its victims. If the daemon is discovered, though, it will often change its coloration to pure black and attack with whatever natural weapons the assumed form possesses.

Durabilities: This creature is Immune to Acidic, Blighting, Dehydrating, Deluding, Entrancing, Fatiguing, Infernal, Internal, Intoxicating, Maladive, Non-Magical, Quieting, Rotting, Scorching, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; Sensitive to Bleeding and Petrifying Effects; and Highly Sensitive to Righteous Effects.

Keywords: demon, eidolon, fiend, shape-shifter

Attack Modes: Trident or Carnivorous Bite or Mandibles/Sting

Wealth Type: Hoard

Cunning: Alert

Move Modes: Run

Vision: Astral Vision

Size: Medium

Danger Tier: +2

Medium Cacodaemon Examples

Baseline Attributes

TN= 2; ST= 4; AG= 1; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 8)

TN= 2; ST= 7; AG= 3; CR= 0; PC= 0; HT= 2; IN= 1

HP=70; FP=38; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: trident=+20 | 11 | 28 | 25; or bite=+22 | 12 | 27 | 24; or mandibles/sting=+22 | 14 +poison | 27 | 24

Decent (Level 10)

TN= 2; ST= 7; AG= 3; CR= 0; PC= 1; HT= 2; IN= 2

HP=70; FP=41; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: trident=+22 | 11 | 30 | 28; or bite=+24 | 12 | 29 | 27; or mandibles/sting=+24 | 14 +poison | 29 | 27

Fit (Level 12)

TN= 2; ST= 7; AG= 3; CR= 1; PC= 1; HT= 3; IN= 2

HP=70; FP=45; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: trident=+24 | 11 | 32 | 30; or bite=+26 | 12 | 31 | 29; or mandibles/sting=+26 | 14 +poison | 31 | 29

Laudable (Level 14)

TN= 2; ST= 7; AG= 3; CR= 1; PC= 3; HT= 3; IN= 2

HP=70; FP=53; Ward=1; SP=65 (run)

Att | Dam | Def | Stab: trident=+26 | 11 | 34 | 34; or bite=+28 | 12 | 33 | 33; or mandibles/sting=+28 | 14 +poison | 33 | 33

Model (Level 16)

TN= 2; ST= 7; AG= 3; CR= 2; PC= 3; HT= 3; IN= 3

HP=70; FP=53; Ward=1; SP=65 (run)

Att | Dam | Def | Stab: trident=+28 | 11 | 36 | 36; or bite=+30 | 12 | 35 | 35; or mandibles/sting=+30 | 14 +poison | 35 | 35

Outstanding (Level 18)

TN= 2; ST= 7; AG= 4; CR= 2; PC= 3; HT= 3; IN= 3

HP=70; FP=53; Ward=1; SP=65 (run)

Att | Dam | Def | Stab: trident=+31 | 11 | 39 | 38; or bite=+33 | 12 | 38 | 37; or mandibles/sting=+33 | 14 +poison | 38 | 37

Daeva, Major

Also known as Divs or Devas, Daevas are supernatural beings that originated in ancient Persian mythology, which described them as being false gods, promoters of chaos and evil. These were often referred to as jinn or afrit. With the rise of Islam, Daevas were incorporated into Islamic folklore as devils. There have been many different perspectives on these beings through the centuries. Here we present some of the more powerful ones.

Fun Facts: All Major Daevas may change their size at will anywhere from Small to Great.

Attack Modes: Scimitar or Punch

Wealth Type: Hoard

Cunning: Brilliant

Vision: Astral Vision

Move Modes: Dash

Danger Tier: +2

Djinni

A Djinni (plural Djinn) is a royal elemental spirit of air having the appearance of a handsome giant whose torso fades into a billowy white cloud hovering above the ground. Their massive arms and barrel-shaped chest ripple with the strength of a hurricane barely contained. The turban adorning their head, the golden bands encircling their arms, and the scabbard at their side are jeweled with riches beyond measure. Their attitude is frequently arrogant, viewing mortal men as gnats barely worth the bother of brushing aside.

Masterful conjurers have learned the techniques needed to bind the weaker djinn to serve for extended periods of up to one thousand and one days.

The most powerful of arch magi long ago gleaned the secrets needed to enslave even the ruling class of Djinn. Even so, these most powerful of aerial elemental spirits can be bound only to grant up to 3 wishes after which they are free. One bit of clarification should be given concerning the wishes that a Djinni can grant since many players will solicit the fulfillment of outlandish desires. A wish is nothing more than the completion of some request. It is not a form of Do Anything spell. Thus, a Djinni cannot grant a wish if it does not otherwise have the powers required to accomplish the requested task. Even so, there exist few servants as valuable as a Djinni.

Capturing and enslaving a Djinni is a dangerous and difficult job. The Overlord determines the necessary invocations and expenditures for the capture of one of these beings. Of course, the enslaved Djinn will harbor great animosity for their enslaver and will obey them only to the extent that they must.

Habitat: The Djinn reside in grand floating cloud palaces in the elemental domain of air.

Origin: The Latin term genie or genius was used by the Romans to describe an aerial being that acted as a personal

guardian spirit to every man and woman. Because of the coincidental similarity to the Arabian term jinn, the name of a demon-like spirit born of fire, the two creatures were confused in folklore and Arabian legends. To muddle the issue even further, the Djinn that are described in The Arabian Nights actually took the form of Persian divs or daevas renamed to suit Western tastes. As a result, it is difficult to draw clear lines between djinni, jinnee, genii, and divs. We have effectively given up the pursuit and simply classify Djinni here as an aerial elemental spirit.

Fun Facts: Although Djinn normally appear as powerful humans, their major skills lie in wielding magic. Every Djinni is a master Aeromancer and Illusionist, capable of casting any spell associated with those classes. They cast these spells at spell ranks equal to their Level. In all cases of spell casting, the Djinni simply wills the spell to work. They forego all requirements of verbal and material spell components and simply striking them with a weapon cannot hinder their spells.

Djinn that are Remarkable or above are royal. They may cast the Pagan Harmony spell Calm Storm and the Pagan Wrath spell Evoke Tempest once per day at spell ranks equal to its Level.

Durabilities: This creature is Immune to Acidic, Aerial, Bleeding, Blighting, Crushing, Dehydrating, Deluding, Dreadful, Electrical, Entrancing, Fatiguing, Fettering, Footing, Internal, Intoxicating, Maladive, Petrifying, Quieting, Rotting, Sedating, Sonic, Starving, Suffocating, Sunshining, Tormenting, and Toxic Effects; Resistant to Infernal and Righteous Effects; Sensitive to Enervating Effects; and Highly Sensitive to Scorching Effects.

Keywords: aerial, elemental, occultist

Traits: Hatred for all Elemental Creatures other than Air.

Efriti

An Efriti (plural Efrit) is a powerful spirit of searing flame and roiling smoke whose muscled torso emerges from a boiling cloud of brown and ashy black vapor. Their barrel chest and muscled arms flicker and ripple with the power of a firestorm hungering to burst forth. Some of the wealthier efrit wear brass armbands and carry large scimitars.

Occasionally, mages trap these spirits in magical bottles or lamps. To regain its freedom, an Efriti must serve the vessel's master. The weaker Efrit may be forced to serve for one thousand and one days, obeying their master's every whim. Royal Efrit can only be forced to grant three wishes. (Bear in mind that a wish is nothing more than the fulfillment of some desire that the spirit must perform to the best of its ability. It is not a form of "Do Anything" spell giving the fire spirit powers it does not otherwise possess.)

Habitat: The Efriti is an elemental spirit of smoke and flame. As such, it does not often dwell for any extended time in the realm of mortals. More often, one is summoned and enslaved by a powerful conjurer to execute their desires.

Origin: The Efriti (or Afriti or Efreeti) originated in the Middle East where it was believed these spirits would rise in a cloud of smoke from the blood of a murdered man. They appear many times throughout The Arabian Nights.

Fun Facts: All Efrit are masterful Pyromancers. An Efriti's control over fire allows them to cast any Pyromancer spell. They cast these spells at ranks equal to their Level (i.e. Invoke Great Cone of Grim Fire, Manifest Great Aura of Dire Heat, Pitch Large Wall of Grim Flame, Sling Great Shrinking Ring of Grim Flame, Invoke Dire Spitfire, etc.)

Exceptional Efrit are royal, who may cast any Pagan Wrath spell that deals exclusively in the domain of Fire (i.e. Firestorm). Each such spell may be invoked once per day.

Durabilities: This creature is Immune to Acidic, Bleeding, Blighting, Crushing, Dehydrating, Deluding, Dreadful, Electrical, Entrancing, Fatiguing, Fettering, Footing, Internal, Intoxicating, Maladive, Quieting, Rotting, Scorching, Sedating, Sonic, Starving, Sunshining, Tormenting, and Toxic Effects; Resistant to Infernal and Righteous Effects; Sensitive to Freezing and Petrifying Effects; and Highly Sensitive to Enervating Effects.

Keywords: elemental, fiery, occultist, phlogiston

Traits: Hatred for all Elemental Creatures other than Fire, Hatred toward Mankind.

Marid

A Marid is the offspring of a Djinni and an Efriti. They are generally considered to be more powerful than either, and universally have a malevolent attitude toward mankind.

The dahish Marid is a large man with black skin, two wings sprouting from their shoulders, and four arms. The upper pair of arms have the form of a man's, but the lower pair of arms are those of a lion. They have three eyes, two of which are positioned like a person's, but the third is placed in the center of their forehead. All three eyes blaze with fire.

Habitat: Being the offspring of djinn and efrit, the dahish Marid is a demon-like elemental of both wind and flame. As such, it does not often dwell for any extended time in the realm of mortals. More often, one is summoned and enslaved by a powerful Occultist to execute their desires. When they are in the mortal realm, they prefer dry arid desert regions where they dwell in the clouds.

Origin: Arabian legend has many tales of jinn and afrit, which are often described as demonic. The term "marid" literally means "rebellious", and is sometimes used to describe a particularly powerful and evil jinn or afrit. The story of The City of Brass in The Arabian Nights speaks of a marid named Dahish, son of Al-A'amash, from which this description originates.

Fun Facts: All Marids are masters of Illusion, and Magickry. They may cast any Illusionist or Magician spell at ranks equal to their Levels.

Durabilities: This creature is Immune to Acidic, Aerial, Bleeding, Blighting, Crushing, Dehydrating, Deluding, Dreadful, Electrical, Entrancing, Fatiguing, Fettering, Footing, Internal, Intoxicating, Maladive, Quieting, Rotting, Scorching, Sedating, Sonic, Starving, Suffocating, Sunshining, Tormenting, and Toxic Effects; Resistant to Infernal and Righteous Effects; Sensitive to Freezing and Petrifying Effects; and Highly Sensitive to Enervating Effects.

Keywords: demon-like, elemental, feline-like, fiery, occultist, phlogiston, winged

Traits: Hatred for all Elemental Creatures other than Air and Fire, Hatred toward Mankind.

Shaitan

A Shaitan (plural Shayatin) is an Arabian devil, closely related to the elemental Jinni and Afriti spirits. In its natural state, a Shaitan's physical appearance has the form of a man with pitch-black skin and fiery eyes. Light tendrils of smoke will rise and twist from their body like gossamer ribbons caught in an ephemeral updraft.

Shayatin are a force of evil, and are well-versed in both Mysticism and the dark Occult arts.

Habitat: Being a Fiend, a Shaitan's normal environ is Gehenna (hell). That doesn't mean they like it there, though. Nobody does. Shayatin much prefer the realm of mortals, where they are free to spread evil among mankind.

Origin: Arabian legend is replete with stories of jinn and afrit. The earliest tales come from Persia, and are therefore pre-Islamic. With the rise of Islam, though, jinn and afrit were reinterpreted as devils, and the name of "Shaitan", or devil, was applied to them. (Al-Shaitan, or "The Devil", refers to Satan, the ruler of the devils). This description refers to the devilish interpretation of jinn.

Fun Facts: All Shayatin are masters of Illusion and Sorcery. They may cast any Illusionist or Sorcery spell at spell ranks equal to their Levels.

When desired, these demons may also produce an unholy aura as the Occult spell Manifest Large Aura of Dire Hellfire, cast at a spell rank equal to its Level.

Durabilities: This creature is Immune to Bleeding, Blighting, Crushing, Deluding, Dreadful, Entrancing, Fatiguing, Fettering, Footing, Infernal, Internal, Intoxicating, Maladive, Non-Magical, Quieting, Rotting, Sedating, Starving, Sunshining, Tormenting, and Toxic Effects; and Highly Sensitive to Righteous Effects.

Keywords: demon, eidolon, fiend, occultist

Traits: Hatred toward Angels and Mankind.

Great Major Daeva Examples**Baseline Attributes**

TN= 4; ST= 10; AG= -10; CR= -4; PC= 2; HT= 2; IN= 3

Adequate (Level 8)

TN= 4; ST= 12; AG= -8; CR= -4; PC= 4; HT= 3; IN= 4

HP=128; FP=58; Ward=2; SP=90 (dash)

Att | Dam | Def | Stab: scimitar=+13 | 20 | 21 | 33; or
punch=+16 | 17 | 15 | 27**Decent (Level 10)**

TN= 4; ST= 12; AG= -7; CR= -4; PC= 4; HT= 4; IN= 4

HP=128; FP=64; Ward=2; SP=90 (dash)

Att | Dam | Def | Stab: scimitar=+16 | 20 | 24 | 35; or
punch=+19 | 17 | 18 | 29**Fit (Level 12)**

TN= 4; ST= 12; AG= -7; CR= -3; PC= 5; HT= 4; IN= 4

HP=128; FP=69; Ward=2; SP=95 (dash)

Att | Dam | Def | Stab: scimitar=+18 | 20 | 26 | 38; or
punch=+21 | 17 | 20 | 32**Laudable (Level 14)**

TN= 4; ST= 12; AG= -6; CR= -3; PC= 5; HT= 4; IN= 4

HP=128; FP=69; Ward=2; SP=95 (dash)

Att | Dam | Def | Stab: scimitar=+21 | 20 | 29 | 40; or
punch=+24 | 17 | 23 | 34**Outstanding (Level 16)**

TN= 4; ST= 13; AG= -6; CR= -2; PC= 5; HT= 4; IN= 4

HP=140; FP=69; Ward=2; SP=100 (dash)

Att | Dam | Def | Stab: scimitar=+24 | 21 | 31 | 42; or
punch=+27 | 18 | 25 | 36**Remarkable (Level 18)**

TN= 4; ST= 13; AG= -6; CR= -2; PC= 5; HT= 5; IN= 4

HP=140; FP=76; Ward=2; SP=100 (dash)

Att | Dam | Def | Stab: scimitar=+26 | 21 | 33 | 44; or
punch=+29 | 18 | 27 | 38**Superb (Level 20)**

TN= 4; ST= 13; AG= -6; CR= -1; PC= 6; HT= 5; IN= 4

HP=140; FP=82; Ward=2; SP=105 (dash)

Att | Dam | Def | Stab: scimitar=+28 | 21 | 35 | 47; or
punch=+31 | 18 | 29 | 41**Large Major Daeva Examples****Baseline Attributes**

TN= 2; ST= 4; AG= -4; CR= -2; PC= 2; HT= 2; IN= 3

Adequate (Level 8)

TN= 2; ST= 6; AG= -2; CR= -2; PC= 4; HT= 3; IN= 4

HP=64; FP=58; Ward=1; SP=90 (dash)

Att | Dam | Def | Stab: scimitar=+14 | 13 | 24 | 30; or
punch=+16 | 10 | 19 | 25**Decent (Level 10)**

TN= 2; ST= 6; AG= -1; CR= -2; PC= 4; HT= 4; IN= 4

HP=64; FP=64; Ward=1; SP=90 (dash)

Att | Dam | Def | Stab: scimitar=+17 | 13 | 27 | 32; or
punch=+19 | 10 | 22 | 27**Fit (Level 12)**

TN= 2; ST= 6; AG= -1; CR= -1; PC= 5; HT= 4; IN= 4

HP=64; FP=69; Ward=1; SP=95 (dash)

Att | Dam | Def | Stab: scimitar=+19 | 13 | 29 | 35; or
punch=+21 | 10 | 24 | 30**Laudable (Level 14)**

TN= 2; ST= 6; AG= 0; CR= -1; PC= 5; HT= 4; IN= 4

HP=64; FP=69; Ward=1; SP=95 (dash)

Att | Dam | Def | Stab: scimitar=+22 | 13 | 32 | 37; or
punch=+24 | 10 | 27 | 32**Outstanding (Level 16)**

TN= 2; ST= 7; AG= 0; CR= 0; PC= 5; HT= 4; IN= 4

HP=70; FP=69; Ward=1; SP=100 (dash)

Att | Dam | Def | Stab: scimitar=+25 | 14 | 34 | 39; or
punch=+27 | 11 | 29 | 34**Remarkable (Level 18)**

TN= 2; ST= 7; AG= 0; CR= 0; PC= 5; HT= 5; IN= 4

HP=70; FP=76; Ward=1; SP=100 (dash)

Att | Dam | Def | Stab: scimitar=+27 | 14 | 36 | 41; or
punch=+29 | 11 | 31 | 36**Superb (Level 20)**

TN= 2; ST= 7; AG= 0; CR= 1; PC= 6; HT= 5; IN= 4

HP=70; FP=82; Ward=1; SP=105 (dash)

Att | Dam | Def | Stab: scimitar=+29 | 14 | 38 | 44; or
punch=+31 | 11 | 33 | 39

Medium Major Daeva Examples**Baseline Attributes**

TN= 0; ST= -2; AG= 2; CR= 0; PC= 2; HT= 2; IN= 3

Adequate (Level 8)

TN= 0; ST= 0; AG= 4; CR= 0; PC= 4; HT= 3; IN= 4

HP=32; FP=58; Ward=0; SP=90 (dash)

Att | Dam | Def | Stab: scimitar=+15 | 6 | 27 | 27; or
punch=+16 | 2 | 23 | 23**Decent (Level 10)**

TN= 0; ST= 0; AG= 5; CR= 0; PC= 4; HT= 4; IN= 4

HP=32; FP=64; Ward=0; SP=90 (dash)

Att | Dam | Def | Stab: scimitar=+18 | 6 | 30 | 29; or
punch=+19 | 2 | 26 | 25**Fit (Level 12)**

TN= 0; ST= 0; AG= 5; CR= 1; PC= 5; HT= 4; IN= 4

HP=32; FP=69; Ward=0; SP=95 (dash)

Att | Dam | Def | Stab: scimitar=+20 | 6 | 32 | 32; or
punch=+21 | 2 | 28 | 28**Laudable (Level 14)**

TN= 0; ST= 0; AG= 6; CR= 1; PC= 5; HT= 4; IN= 4

HP=32; FP=69; Ward=0; SP=95 (dash)

Att | Dam | Def | Stab: scimitar=+23 | 6 | 35 | 34; or
punch=+24 | 2 | 31 | 30**Outstanding (Level 16)**

TN= 0; ST= 1; AG= 6; CR= 2; PC= 5; HT= 4; IN= 4

HP=35; FP=69; Ward=0; SP=100 (dash)

Att | Dam | Def | Stab: scimitar=+26 | 7 | 37 | 36; or
punch=+27 | 3 | 33 | 32**Remarkable (Level 18)**

TN= 0; ST= 1; AG= 6; CR= 2; PC= 5; HT= 5; IN= 4

HP=35; FP=76; Ward=0; SP=100 (dash)

Att | Dam | Def | Stab: scimitar=+28 | 7 | 39 | 38; or
punch=+29 | 3 | 35 | 34**Superb (Level 20)**

TN= 0; ST= 1; AG= 6; CR= 3; PC= 6; HT= 5; IN= 4

HP=35; FP=82; Ward=0; SP=105 (dash)

Att | Dam | Def | Stab: scimitar=+30 | 7 | 41 | 41; or
punch=+31 | 3 | 37 | 37**Small Major Daeva Examples****Baseline Attributes**

TN= -2; ST= -8; AG= 8; CR= 2; PC= 2; HT= 2; IN= 3

Adequate (Level 8)

TN= -2; ST= -6; AG= 10; CR= 2; PC= 4; HT= 3; IN= 4

HP=16; FP=58; Ward=0; SP=90 (dash)

Att | Dam | Def | Stab: scimitar=+16 | 5 | 30 | 24; or
punch=+16 | 2 | 27 | 21**Decent (Level 10)**

TN= -2; ST= -6; AG= 11; CR= 2; PC= 4; HT= 4; IN= 4

HP=16; FP=64; Ward=0; SP=90 (dash)

Att | Dam | Def | Stab: scimitar=+19 | 5 | 33 | 26; or
punch=+19 | 2 | 30 | 23**Fit (Level 12)**

TN= -2; ST= -6; AG= 11; CR= 3; PC= 5; HT= 4; IN= 4

HP=16; FP=69; Ward=0; SP=95 (dash)

Att | Dam | Def | Stab: scimitar=+21 | 5 | 35 | 29; or
punch=+21 | 2 | 32 | 26**Laudable (Level 14)**

TN= -2; ST= -6; AG= 12; CR= 3; PC= 5; HT= 4; IN= 4

HP=16; FP=69; Ward=0; SP=95 (dash)

Att | Dam | Def | Stab: scimitar=+24 | 5 | 38 | 31; or
punch=+24 | 2 | 35 | 28**Outstanding (Level 16)**

TN= -2; ST= -5; AG= 12; CR= 4; PC= 5; HT= 4; IN= 4

HP=17; FP=69; Ward=0; SP=100 (dash)

Att | Dam | Def | Stab: scimitar=+27 | 5 | 40 | 33; or
punch=+27 | 2 | 37 | 30**Remarkable (Level 18)**

TN= -2; ST= -5; AG= 12; CR= 4; PC= 5; HT= 5; IN= 4

HP=17; FP=76; Ward=0; SP=100 (dash)

Att | Dam | Def | Stab: scimitar=+29 | 5 | 42 | 35; or
punch=+29 | 2 | 39 | 32**Superb (Level 20)**

TN= -2; ST= -5; AG= 12; CR= 5; PC= 6; HT= 5; IN= 4

HP=17; FP=82; Ward=0; SP=105 (dash)

Att | Dam | Def | Stab: scimitar=+31 | 5 | 44 | 38; or
punch=+31 | 2 | 41 | 35

Daeva, Minor

Daevas are supernatural beings that originated in ancient Persian mythology, which described them as being false gods, promoters of chaos and evil. These were often referred to as jinn or afrit. With the rise of Islam, Daevas were incorporated into Islamic folklore as devils. There have been many different perspectives on these beings through the centuries. Here we present some of the weaker ones.

Fun Facts: All Minor Daevas may change their size at will anywhere from Ultratiny to Small size.

Attack Modes: Scimitar or Punch

Wealth Type: Nil

Cunning: Alert

Vision: Astral Vision

Move Modes: Dash

Danger Tier: +1

Afriti

Afrit (singular Afriti) are minor fire elementals, the majority of which resemble little more than candle flames. In fact, it is not unheard of for a powerful mage to permanently trap one of these flickering elemental spirits and use it as a permanent light source (the spell [Empower Lamp of Ample Light](#) in [The Oculus of Occultism](#) exemplifies this.)

The more powerful the Afriti, the larger its form, in general. In fact, the awesomely mighty Efreet are really nothing more than Afrit having attained visions of glory.

Habitat: Afrit are fire spirits which are attracted to hot dry arid regions.

Origin: The Afriti comes to us from Arabian folklore. It was said that Afrit arise as tendrils of smoke from the blood of murdered people. To prevent this, a nail was often driven into the ground of the crime scene to “nail down the ghost.”

Fun Facts: The touch of an Afriti acts as the Occult Spell [Manifest Dire Scorching Touch](#), cast at a spell rank equal to the Afriti’s Level.

Afrit may use the Occult spell [Invoke Dire Spark](#) at will, and all are able to sense the presence of combustible materials. The more volatile the substance, the greater the distance at which the spirit can detect it. In fact, an Afriti can sense the presence of highly volatile oils from a few miles away. Needless to say, an Afriti will ignite any such materials at its earliest opportunity. OOOh! FUN! (Note that this merely alerts the spirit to the flammable item’s presence. It does not give it the ability to directly target such an item, such as a flask of oil, on the body of a foe.)

These fire spirits pass freely through combustible materials and structures containing plenty of oxygen. In addition, an afrit can see any creature in contact with flame, combustible materials, or oxygen so long as no obstruction blocks the view.

Keywords: elemental, fiery, phlogiston

Durabilities: This creature is Immune to Acidic, Bleeding, Blighting, Crushing, Dehydrating, Deluding, Dreadful, Electrical, Entrancing, Fatiguing, Fettering, Footing, Internal, Intoxicating, Maladive, Quieting, Rotting, Scorching, Sedating, Sonic, Starving, Sunshining, Tormenting, and Toxic Effects; Resistant to Infernal and Righteous Effects; Sensitive to Freezing and Petrifying Effects; and Highly Sensitive to Enervating Effects.

Traits: Fascination with Combustible Materials

Jinni

Jinn (singular Jinni) are minor air elementals that are normally invisible to human eyes. When they do make an appearance, Jinn possess a muscular human upper torso, head, and arms while its lower extremities resemble puffy clouds of vapor. Since Jinn are so weak, they are highly vulnerable to magical manipulation. In fact, it is not unheard of for a powerful mage to permanently trap one of these wispy elemental spirits in a ring or lamp, forcing it to serve for extended periods as a personal servant.

The majority of Jinn fall into the “below average” and “average” categories and are no larger than a human infant. However, more powerful Jinn exist which are decidedly larger. The more powerful the Jinn, the larger its form. In fact, the awesomely mighty Djinn, which are renowned for granting wishes, are really nothing more than jinni that attained more than a modicum of glory.

Habitat: Jinn have a fondness for arid regions and, of course, they are well known to inhabit dirty old brass lamps.

Origin: The Jinni arises in Arabian folklore and was made famous by the Arabian Nights. Some tales describe jinni as being creatures of fire and smoke. Others speak of invisible helper “genies” that hover near their mortal wards as guardian angels. This description downplays the jinn’s fiery aspects and focuses more on its aerial characteristics.

Fun Facts: A Jinni may use the Occult spells [Flaunt Gaseous Form](#) and [Flaunt Invisibility](#) at will. These powers may be summoned or dismissed by the elemental at any time. Those of at least Fit power may use the Occult spell [Invoke Great Cone of Fell Wind](#) and those of Outstanding power may create an [Invoke Grim Bolt of Force](#). All spells are cast at spell ranks equal to the Elemental’s Level. See [The Oculus of Occultism](#) for details.

A Jinni can see any creature in contact with air, regardless of lighting conditions, so long as no obstruction blocks its view.

Durabilities: This creature is Immune to Acidic, Aerial, Bleeding, Blighting, Crushing, Dehydrating, Deluding, Dreadful, Electrical, Entrancing, Fatiguing, Fettering, Footing, Internal, Intoxicating, Maladive, Petrifying, Quieting, Rotting, Sedating, Sonic, Starving, Suffocating, Sunshining, Tormenting, and Toxic Effects; Resistant to Infernal and Righteous Effects; Sensitive to Enervating Effects; and Highly Sensitive to Scorching Effects.

Keywords: aerial, elemental

Tiny Minor Daeva Examples**Baseline Attributes**

TN= -4; ST= -14; AG= 14; CR= 4; PC= 0; HT= 0; IN= 0

Adequate (Level 0)

TN= -4; ST= -14; AG= 14; CR= 4; PC= 0; HT= 0; IN= 0

HP=7; FP=32; Ward=0; SP=70 (dash)

Att | Dam | Def | Stab: scimitar=+5 | 2 | 24 | 10; or
punch=+4 | 1 | 21 | 7**Decent (Level 2)**

TN= -3; ST= -14; AG= 14; CR= 4; PC= 1; HT= 0; IN= 0

HP=7; FP=34; Ward=0; SP=70 (dash)

Att | Dam | Def | Stab: scimitar=+7 | 2 | 27 | 14; or
punch=+6 | 1 | 24 | 11**Fit (Level 4)**

TN= -2; ST= -14; AG= 15; CR= 4; PC= 1; HT= 0; IN= 0

HP=8; FP=34; Ward=0; SP=75 (dash)

Att | Dam | Def | Stab: scimitar=+10 | 2 | 31 | 17; or
punch=+9 | 1 | 28 | 14**Laudable (Level 6)**

TN= -2; ST= -14; AG= 15; CR= 5; PC= 2; HT= 0; IN= 0

HP=8; FP=38; Ward=0; SP=75 (dash)

Att | Dam | Def | Stab: scimitar=+12 | 2 | 33 | 20; or
punch=+11 | 1 | 30 | 17**Outstanding (Level 8)**

TN= -2; ST= -14; AG= 15; CR= 6; PC= 2; HT= 1; IN= 0

HP=8; FP=41; Ward=0; SP=75 (dash)

Att | Dam | Def | Stab: scimitar=+14 | 2 | 35 | 22; or
punch=+13 | 1 | 32 | 19**Remarkable (Level 10)**

TN= -1; ST= -14; AG= 16; CR= 6; PC= 2; HT= 1; IN= 0

HP=9; FP=41; Ward=0; SP=80 (dash)

Att | Dam | Def | Stab: scimitar=+17 | 2 | 39 | 25; or
punch=+16 | 1 | 36 | 22**Superb (Level 12)**

TN= -1; ST= -14; AG= 17; CR= 6; PC= 3; HT= 1; IN= 0

HP=9; FP=45; Ward=0; SP=80 (dash)

Att | Dam | Def | Stab: scimitar=+20 | 2 | 42 | 28; or
punch=+19 | 1 | 39 | 25**Ultratiny Minor Daeva Examples****Baseline Attributes**

TN= -6; ST= -20; AG= 20; CR= 6; PC= 0; HT= 0; IN= 0

Adequate (Level 0)

TN= -6; ST= -20; AG= 20; CR= 6; PC= 0; HT= 0; IN= 0

HP=3; FP=32; Ward=0; SP=70 (dash)

Att | Dam | Def | Stab: scimitar=+6 | 1 | 27 | 7; or
punch=+4 | 1 | 25 | 5**Decent (Level 2)**

TN= -5; ST= -20; AG= 20; CR= 6; PC= 1; HT= 0; IN= 0

HP=4; FP=34; Ward=0; SP=70 (dash)

Att | Dam | Def | Stab: scimitar=+8 | 1 | 30 | 11; or
punch=+6 | 1 | 28 | 9**Fit (Level 4)**

TN= -4; ST= -20; AG= 21; CR= 6; PC= 1; HT= 0; IN= 0

HP=4; FP=34; Ward=0; SP=75 (dash)

Att | Dam | Def | Stab: scimitar=+11 | 1 | 34 | 14; or
punch=+9 | 1 | 32 | 12**Laudable (Level 6)**

TN= -4; ST= -20; AG= 21; CR= 7; PC= 2; HT= 0; IN= 0

HP=4; FP=38; Ward=0; SP=75 (dash)

Att | Dam | Def | Stab: scimitar=+13 | 1 | 36 | 17; or
punch=+11 | 1 | 34 | 15**Outstanding (Level 8)**

TN= -4; ST= -20; AG= 21; CR= 8; PC= 2; HT= 1; IN= 0

HP=4; FP=41; Ward=0; SP=75 (dash)

Att | Dam | Def | Stab: scimitar=+15 | 1 | 38 | 19; or
punch=+13 | 1 | 36 | 17**Remarkable (Level 10)**

TN= -3; ST= -20; AG= 22; CR= 8; PC= 2; HT= 1; IN= 0

HP=4; FP=41; Ward=0; SP=80 (dash)

Att | Dam | Def | Stab: scimitar=+18 | 1 | 42 | 22; or
punch=+16 | 1 | 40 | 20**Superb (Level 12)**

TN= -3; ST= -20; AG= 23; CR= 8; PC= 3; HT= 1; IN= 0

HP=4; FP=45; Ward=0; SP=80 (dash)

Att | Dam | Def | Stab: scimitar=+21 | 1 | 45 | 25; or
punch=+19 | 1 | 43 | 23

Dracaena

The Dracaenae (singular Dracaena) are a combination of serpent and human that are distantly related to the middle-eastern naga. They have human heads, torsos, and arms above the waist and serpent bodies and tails below. They are every bit as intelligent as normal humans and are able to learn and practice any profession accessible to human society, within their obvious physical limitations. Oddly enough, female Dracaenae are far more commonly seen than males, so the males must be quite rare. Either that, or the women of the species are just so disagreeable that the males want nothing to do with them. In any case, the females occasionally marry human men and bear them children that appear human in every way.

The Dracaenae speak human languages, but have a distinctly “snake-ish” flavor to their culture. Many of them worship deities related to snakes and dragon-kind. Among these are the Greek monster Typhon, the Babylonian dragon Tiamat, and the Egyptian serpent gods Anet and Apophis.

Habitat: The Dracaenae live in temperate climates, usually near bodies of water.

Origin: The Dracaenae originate in Greek mythology, which describes a number of monstrous woman / serpent hybrids. Among these are Echidna, Scylla, Campe, and Lamia. In one tale, Heracles is forced to mate with a beautiful Dracaena in order to re-acquire the cattle of Geryones that she had stolen. It is quite interesting to note that Hercules, favored son of mighty Zeus, stealer of the golden apples of the Hesperides, destroyer of the fortress of Cacus, and captor of the hell-hound Cerberus was somehow completely unable to find a way to keep from having sex with this stunning serpent woman. Will wonders never cease?

Males are also described. Cecrops, founder of Athens, was a combination of man and snake, although he was considerably more civilized than his female compatriots.

Finally, the serpent of the Garden of Eden is sometimes described as a Draconopedes, an exceedingly long serpent with the head, torso, and arms of a woman.

Fun Facts: A dracaena can grab hold of and restrain its prey as a Constriction Attack (as described in the Special Attack Modes section of The Rules Reference).

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Vision: Dark Vision, Heat Sense

Traits: Affinity for Renenutets.

Wealth Type: Monetary

Cunning: Alert

Move Modes: Slither

Size: Medium

Danger Tier: 0

Keywords: blooded, fleshy, humanoid-like, hybrid, living, serpent-like, tribal

Attack Modes: Scimitar or Bow or Punch or Constriction

Dracaena Fighter Examples

Baseline Attributes

TN= 4; ST= 0; AG= -4; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 0)

TN= 4; ST= 0; AG= -4; CR= 0; PC= 0; HT= 0; IN= 0

HP=45; FP=32; Ward=2; SP=25 (slither)

Att | Dam | Def | Stab: bow=+3 | 5 | 10 | 14; or scimitar=-1 | 6 | 15 | 19; or spear=+0 | 3 | 14 | 18; or punch=+0 | 2 | 11 | 15; or constriction=+0 | 3 (dam) + 4 (setback) | 14 | 18

Decent (Level 2)

TN= 4; ST= 1; AG= -3; CR= 0; PC= 0; HT= 0; IN= 0

HP=49; FP=32; Ward=2; SP=25 (slither)

Att | Dam | Def | Stab: bow=+5 | 5 | 13 | 16; or scimitar=+3 | 7 | 18 | 21; or spear=+4 | 4 | 17 | 20; or punch=+4 | 3 | 14 | 17; or constriction=+4 | 3 (dam) + 4 (setback) | 17 | 20

Fit (Level 4)

TN= 5; ST= 1; AG= -3; CR= 0; PC= 1; HT= 0; IN= 0

HP=54; FP=34; Ward=2; SP=30 (slither)

Att | Dam | Def | Stab: bow=+8 | 5 | 16 | 20; or scimitar=+5 | 7 | 21 | 25; or spear=+6 | 4 | 20 | 24; or punch=+6 | 3 | 17 | 21; or constriction=+6 | 3 (dam) + 4 (setback) | 20 | 24

Hardened (Level 6)

TN= 6; ST= 1; AG= -2; CR= 0; PC= 1; HT= 0; IN= 0

HP=59; FP=34; Ward=3; SP=30 (slither)

Att | Dam | Def | Stab: bow=+10 | 5 | 20 | 23; or scimitar=+8 | 7 | 25 | 28; or spear=+9 | 4 | 24 | 27; or punch=+9 | 3 | 21 | 24; or constriction=+9 | 3 (dam) + 4 (setback) | 24 | 27

Laudable (Level 8)

TN= 6; ST= 2; AG= -2; CR= 0; PC= 2; HT= 0; IN= 0

HP=64; FP=38; Ward=3; SP=35 (slither)

Att | Dam | Def | Stab: bow=+13 | 5 | 22 | 26; or scimitar=+11 | 8 | 27 | 31; or spear=+12 | 5 | 26 | 30; or punch=+12 | 4 | 23 | 27; or constriction=+12 | 3 (dam) + 4 (setback) | 26 | 30

Model (Level 10)

TN= 6; ST= 3; AG= -1; CR= 0; PC= 2; HT= 0; IN= 0

HP=70; FP=38; Ward=3; SP=40 (slither)

Att | Dam | Def | Stab: bow=+15 | 5 | 25 | 28; or scimitar=+15 | 9 | 30 | 33; or spear=+16 | 6 | 29 | 32; or punch=+16 | 5 | 26 | 29; or constriction=+16 | 3 (dam) + 4 (setback) | 29 | 32

Outstanding (Level 12)

TN= 6; ST= 3; AG= -1; CR= 1; PC= 2; HT= 1; IN= 0

HP=70; FP=41; Ward=3; SP=40 (slither)

Att | Dam | Def | Stab: bow=+18 | 5 | 27 | 30; or scimitar=+17 | 9 | 32 | 35; or spear=+18 | 6 | 31 | 34; or punch=+18 | 5 | 28 | 31; or constriction=+18 | 3 (dam) + 5 (setback) | 31 | 34

Remarkable (Level 14)

TN= 7; ST= 3; AG= -1; CR= 1; PC= 3; HT= 1; IN= 0

HP=76; FP=45; Ward=3; SP=40 (slither)

Att | Dam | Def | Stab: bow=+21 | 5 | 30 | 34; or scimitar=+19 | 9 | 35 | 39; or spear=+20 | 6 | 34 | 38; or punch=+20 | 5 | 31 | 35; or constriction=+20 | 3 (dam) + 5 (setback) | 34 | 38

Superb (Level 16)

TN= 7; ST= 4; AG= -1; CR= 1; PC= 3; HT= 1; IN= 0

HP=83; FP=45; Ward=3; SP=40 (slither)

Att | Dam | Def | Stab: bow=+23 | 5 | 32 | 36; or scimitar=+22 | 10 | 37 | 41; or spear=+23 | 7 | 36 | 40; or punch=+23 | 6 | 33 | 37; or constriction=+23 | 3 (dam) + 5 (setback) | 36 | 40

Wondrous (Level 18)

TN= 7; ST= 4; AG= -1; CR= 1; PC= 3; HT= 1; IN= 1

HP=83; FP=45; Ward=3; SP=40 (slither)

Att | Dam | Def | Stab: bow=+25 | 5 | 34 | 38; or scimitar=+24 | 10 | 39 | 43; or spear=+25 | 7 | 38 | 42; or punch=+25 | 6 | 35 | 39; or constriction=+25 | 3 (dam) + 5 (setback) | 38 | 42

Dracaena Marksman Examples**Baseline Attributes**

TN= 4; ST= 0; AG= -4; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 0)

TN= 4; ST= 0; AG= -4; CR= 0; PC= 0; HT= 0; IN= 0

HP=45; FP=32; Ward=2; SP=25 (slither)

Att | Dam | Def | Stab: blowgun=+4 | 1 | 10 | 14; or bow=+3 | 5 | 10 | 14; or scimitar=-1 | 6 | 15 | 19; or punch=+0 | 2 | 11 | 15; or constriction=+0 | 3 (dam) + 4 (setback) | 14 | 18

Decent (Level 2)

TN= 4; ST= 0; AG= -4; CR= 1; PC= 1; HT= 0; IN= 0

HP=45; FP=34; Ward=2; SP=25 (slither)

Att | Dam | Def | Stab: blowgun=+8 | 1 | 12 | 17; or bow=+7 | 5 | 12 | 17; or scimitar=+1 | 6 | 17 | 22; or punch=+2 | 2 | 13 | 18; or constriction=+2 | 3 (dam) + 5 (setback) | 16 | 21

Fit (Level 4)

TN= 4; ST= 0; AG= -4; CR= 2; PC= 2; HT= 0; IN= 0

HP=45; FP=38; Ward=2; SP=25 (slither)

Att | Dam | Def | Stab: blowgun=+12 | 1 | 14 | 20; or bow=+11 | 5 | 14 | 20; or scimitar=+3 | 6 | 19 | 25; or punch=+4 | 2 | 15 | 21; or constriction=+4 | 3 (dam) + 6 (setback) | 18 | 24

Hardened (Level 6)

TN= 4; ST= 1; AG= -4; CR= 2; PC= 3; HT= 0; IN= 0

HP=49; FP=41; Ward=2; SP=30 (slither)

Att | Dam | Def | Stab: blowgun=+15 | 1 | 16 | 23; or bow=+14 | 5 | 16 | 23; or scimitar=+6 | 7 | 21 | 28; or punch=+7 | 3 | 17 | 24; or constriction=+7 | 3 (dam) + 6 (setback) | 20 | 27

Laudable (Level 8)

TN= 4; ST= 1; AG= -4; CR= 3; PC= 3; HT= 0; IN= 1

HP=49; FP=41; Ward=2; SP=30 (slither)

Att | Dam | Def | Stab: blowgun=+18 | 1 | 18 | 25; or bow=+17 | 5 | 18 | 25; or scimitar=+8 | 7 | 23 | 30; or punch=+9 | 3 | 19 | 26; or constriction=+9 | 3 (dam) + 7 (setback) | 22 | 29

Model (Level 10)

TN= 4; ST= 1; AG= -4; CR= 4; PC= 3; HT= 0; IN= 1

HP=49; FP=41; Ward=2; SP=30 (slither)

Att | Dam | Def | Stab: blowgun=+21 | 1 | 20 | 27; or bow=+20 | 5 | 20 | 27; or scimitar=+10 | 7 | 25 | 32; or punch=+11 | 3 | 21 | 28; or constriction=+11 | 3 (dam) + 8 (setback) | 24 | 31

Outstanding (Level 12)

TN= 5; ST= 1; AG= -4; CR= 4; PC= 3; HT= 0; IN= 2

HP=54; FP=41; Ward=2; SP=30 (slither)

Att | Dam | Def | Stab: blowgun=+23 | 1 | 23 | 30; or bow=+22 | 5 | 23 | 30; or scimitar=+12 | 7 | 28 | 35; or punch=+13 | 3 | 24 | 31; or constriction=+13 | 3 (dam) + 8 (setback) | 27 | 34

Remarkable (Level 14)

TN= 5; ST= 1; AG= -4; CR= 4; PC= 4; HT= 0; IN= 2

HP=54; FP=45; Ward=2; SP=30 (slither)

Att | Dam | Def | Stab: blowgun=+26 | 1 | 25 | 33; or bow=+25 | 5 | 25 | 33; or scimitar=+14 | 7 | 30 | 38; or punch=+15 | 3 | 26 | 34; or constriction=+15 | 3 (dam) + 8 (setback) | 29 | 37

Superb (Level 16)

TN= 5; ST= 2; AG= -3; CR= 4; PC= 4; HT= 0; IN= 2

HP=59; FP=45; Ward=2; SP=35 (slither)

Att | Dam | Def | Stab: blowgun=+28 | 1 | 28 | 35; or bow=+27 | 5 | 28 | 35; or scimitar=+18 | 8 | 33 | 40; or punch=+19 | 4 | 29 | 36; or constriction=+19 | 3 (dam) + 8 (setback) | 32 | 39

Wondrous (Level 18)

TN= 7; ST= 2; AG= -3; CR= 4; PC= 4; HT= 0; IN= 2

HP=70; FP=45; Ward=3; SP=35 (slither)

Att | Dam | Def | Stab: blowgun=+30 | 1 | 32 | 39; or bow=+29 | 5 | 32 | 39; or scimitar=+20 | 8 | 37 | 44; or punch=+21 | 4 | 33 | 40; or constriction=+21 | 3 (dam) + 8 (setback) | 36 | 43

Dracaena Rogue Examples**Baseline Attributes**

TN= 4; ST= 0; AG= -4; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 0)

TN= 4; ST= 0; AG= -4; CR= 0; PC= 0; HT= 0; IN= 0

HP=45; FP=32; Ward=2; SP=25 (slither)

Att | Dam | Def | Stab: dagger=+1 | 3 | 13 | 17; or scimitar=-1 | 6 | 15 | 19; or whip=-1 | 2 (dam) + 4 (setback) | 13 | 17; or punch=+0 | 2 | 11 | 15; or constriction=+0 | 3 (dam) + 4 (setback) | 14 | 18

Decent (Level 2)

TN= 4; ST= 0; AG= -3; CR= 0; PC= 1; HT= 0; IN= 0

HP=45; FP=34; Ward=2; SP=25 (slither)

Att | Dam | Def | Stab: dagger=+4 | 3 | 16 | 20; or scimitar=+2 | 6 | 18 | 22; or whip=+2 | 2 (dam) + 4 (setback) | 16 | 20; or punch=+3 | 2 | 14 | 18; or constriction=+3 | 3 (dam) + 4 (setback) | 17 | 21

Fit (Level 4)

TN= 4; ST= 0; AG= -1; CR= 0; PC= 1; HT= 0; IN= 0

HP=45; FP=34; Ward=2; SP=30 (slither)

Att | Dam | Def | Stab: dagger=+8 | 3 | 20 | 22; or scimitar=+6 | 6 | 22 | 24; or whip=+6 | 2 (dam) + 4 (setback) | 20 | 22; or punch=+7 | 2 | 18 | 20; or constriction=+7 | 3 (dam) + 4 (setback) | 21 | 23

Hardened (Level 6)

TN= 5; ST= 0; AG= -1; CR= 0; PC= 2; HT= 0; IN= 0

HP=49; FP=38; Ward=2; SP=30 (slither)

Att | Dam | Def | Stab: dagger=+10 | 3 | 23 | 26; or scimitar=+8 | 6 | 25 | 28; or whip=+8 | 2 (dam) + 4 (setback) | 23 | 26; or punch=+9 | 2 | 21 | 24; or constriction=+9 | 3 (dam) + 4 (setback) | 24 | 27

Laudable (Level 8)

TN= 5; ST= 0; AG= -1; CR= 2; PC= 2; HT= 0; IN= 0

HP=49; FP=38; Ward=2; SP=30 (slither)

Att | Dam | Def | Stab: dagger=+12 | 3 | 25 | 28; or scimitar=+10 | 6 | 27 | 30; or whip=+10 | 2 (dam) + 6 (setback) | 25 | 28; or punch=+11 | 2 | 23 | 26; or constriction=+11 | 3 (dam) + 6 (setback) | 26 | 29

Model (Level 10)

TN= 5; ST= 0; AG= -1; CR= 3; PC= 3; HT= 0; IN= 0

HP=49; FP=41; Ward=2; SP=35 (slither)

Att | Dam | Def | Stab: dagger=+14 | 3 | 27 | 31; or scimitar=+12 | 6 | 29 | 33; or whip=+12 | 2 (dam) + 7 (setback) | 27 | 31; or punch=+13 | 2 | 25 | 29; or constriction=+13 | 3 (dam) + 7 (setback) | 28 | 32

Outstanding (Level 12)

TN= 6; ST= 0; AG= -1; CR= 3; PC= 3; HT= 0; IN= 1

HP=54; FP=41; Ward=3; SP=35 (slither)

Att | Dam | Def | Stab: dagger=+16 | 3 | 30 | 34; or scimitar=+14 | 6 | 32 | 36; or whip=+14 | 2 (dam) + 7 (setback) | 30 | 34; or punch=+15 | 2 | 28 | 32; or constriction=+15 | 3 (dam) + 7 (setback) | 31 | 35

Remarkable (Level 14)

TN= 6; ST= 0; AG= -1; CR= 3; PC= 3; HT= 1; IN= 2

HP=54; FP=45; Ward=3; SP=35 (slither)

Att | Dam | Def | Stab: dagger=+18 | 3 | 32 | 36; or scimitar=+16 | 6 | 34 | 38; or whip=+16 | 2 (dam) + 7 (setback) | 32 | 36; or punch=+17 | 2 | 30 | 34; or constriction=+17 | 3 (dam) + 7 (setback) | 33 | 37

Superb (Level 16)

TN= 6; ST= 0; AG= 0; CR= 3; PC= 3; HT= 1; IN= 2

HP=54; FP=45; Ward=3; SP=35 (slither)

Att | Dam | Def | Stab: dagger=+21 | 3 | 35 | 38; or scimitar=+19 | 6 | 37 | 40; or whip=+19 | 2 (dam) + 7 (setback) | 35 | 38; or punch=+20 | 2 | 33 | 36; or constriction=+20 | 3 (dam) + 7 (setback) | 36 | 39

Wondrous (Level 18)

TN= 6; ST= 0; AG= 0; CR= 4; PC= 3; HT= 1; IN= 2

HP=54; FP=45; Ward=3; SP=35 (slither)

Att | Dam | Def | Stab: dagger=+23 | 3 | 37 | 40; or scimitar=+21 | 6 | 39 | 42; or whip=+21 | 2 (dam) + 8 (setback) | 37 | 40; or punch=+22 | 2 | 35 | 38; or constriction=+22 | 3 (dam) + 8 (setback) | 38 | 41

Dracaena Sage Examples**Baseline Attributes**

TN= 4; ST= 0; AG= -4; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 0)

TN= 4; ST= 0; AG= -4; CR= 0; PC= 0; HT= 0; IN= 0

HP=45; FP=32; Ward=2; SP=25 (slither)

Att | Dam | Def | Stab: dagger=+1 | 3 | 13 | 17; or scimitar=+1 | 6 | 15 | 19; or staff=+0 | 4 | 16 | 20; or punch=+0 | 2 | 11 | 15; or constriction=+0 | 3 (dam) + 4 (setback) | 14 | 18

Decent (Level 2)

TN= 4; ST= 0; AG= -4; CR= 0; PC= 0; HT= 1; IN= 1

HP=45; FP=34; Ward=2; SP=25 (slither)

Att | Dam | Def | Stab: dagger=+3 | 3 | 15 | 19; or scimitar=+1 | 6 | 17 | 21; or staff=+2 | 4 | 18 | 22; or punch=+2 | 2 | 13 | 17; or constriction=+2 | 3 (dam) + 4 (setback) | 16 | 20

Fit (Level 4)

TN= 4; ST= 0; AG= -4; CR= 0; PC= 0; HT= 3; IN= 1

HP=45; FP=41; Ward=2; SP=25 (slither)

Att | Dam | Def | Stab: dagger=+5 | 3 | 17 | 21; or scimitar=+3 | 6 | 19 | 23; or staff=+4 | 4 | 20 | 24; or punch=+4 | 2 | 15 | 19; or constriction=+4 | 3 (dam) + 4 (setback) | 18 | 22

Hardened (Level 6)

TN= 4; ST= 0; AG= -4; CR= 1; PC= 0; HT= 3; IN= 2

HP=45; FP=41; Ward=2; SP=25 (slither)

Att | Dam | Def | Stab: dagger=+7 | 3 | 19 | 23; or scimitar=+5 | 6 | 21 | 25; or staff=+6 | 4 | 22 | 26; or punch=+6 | 2 | 17 | 21; or constriction=+6 | 3 (dam) + 5 (setback) | 20 | 24

Laudable (Level 8)

TN= 4; ST= 0; AG= -4; CR= 2; PC= 0; HT= 3; IN= 3

HP=45; FP=41; Ward=2; SP=25 (slither)

Att | Dam | Def | Stab: dagger=+9 | 3 | 21 | 25; or scimitar=+7 | 6 | 23 | 27; or staff=+8 | 4 | 24 | 28; or punch=+8 | 2 | 19 | 23; or constriction=+8 | 3 (dam) + 6 (setback) | 22 | 26

Model (Level 10)

TN= 4; ST= 0; AG= -3; CR= 2; PC= 1; HT= 3; IN= 3

HP=45; FP=45; Ward=2; SP=25 (slither)

Att | Dam | Def | Stab: dagger=+12 | 3 | 24 | 28; or scimitar=+10 | 6 | 26 | 30; or staff=+11 | 4 | 27 | 31; or punch=+11 | 2 | 22 | 26; or constriction=+11 | 3 (dam) + 6 (setback) | 25 | 29

Outstanding (Level 12)

TN= 4; ST= 1; AG= -2; CR= 2; PC= 1; HT= 3; IN= 3

HP=49; FP=45; Ward=2; SP=30 (slither)

Att | Dam | Def | Stab: dagger=+16 | 4 | 27 | 30; or scimitar=+14 | 7 | 29 | 32; or staff=+15 | 5 | 30 | 33; or punch=+15 | 3 | 25 | 28; or constriction=+15 | 3 (dam) + 6 (setback) | 28 | 31

Remarkable (Level 14)

TN= 4; ST= 2; AG= -2; CR= 2; PC= 2; HT= 3; IN= 3

HP=54; FP=49; Ward=2; SP=35 (slither)

Att | Dam | Def | Stab: dagger=+19 | 5 | 29 | 33; or scimitar=+17 | 8 | 31 | 35; or staff=+18 | 6 | 32 | 36; or punch=+18 | 4 | 27 | 31; or constriction=+18 | 3 (dam) + 6 (setback) | 30 | 34

Superb (Level 16)

TN= 4; ST= 2; AG= -2; CR= 2; PC= 3; HT= 3; IN= 3

HP=54; FP=53; Ward=2; SP=35 (slither)

Att | Dam | Def | Stab: dagger=+21 | 5 | 31 | 36; or scimitar=+19 | 8 | 33 | 38; or staff=+20 | 6 | 34 | 39; or punch=+20 | 4 | 29 | 34; or constriction=+20 | 3 (dam) + 6 (setback) | 32 | 37

Wondrous (Level 18)

TN= 4; ST= 2; AG= -2; CR= 2; PC= 4; HT= 3; IN= 3

HP=54; FP=58; Ward=2; SP=40 (slither)

Att | Dam | Def | Stab: dagger=+23 | 5 | 33 | 39; or scimitar=+21 | 8 | 35 | 41; or staff=+22 | 6 | 36 | 42; or punch=+22 | 4 | 31 | 37; or constriction=+22 | 3 (dam) + 6 (setback) | 34 | 40

Dragon, Babylonian

The Babylonian Dragon has a snake-like head with multiple horns and a forked tongue. Its serpentine body is covered with iron-hard scales, and a deadly stinger tips its tail. The monster's forelegs are those of a lion while its hind legs are those of a giant eagle, representative of the great predators that plague its favored lands.

But, the dragon's appearance does not begin to warn of the real danger. The reptile is master of rain, thunder, and lightning and it has a keen intelligence that allows it to masterfully wield these powers against all threats.

Habitat: Babylonian Dragons are the lords of the seas. As such, their lairs are found underneath the ocean's waves, although they venture out onto dry land to hunt.

Fun Facts: Babylonian Dragons are highly attuned to the element of water. In combination with its high intelligence and ancient origins, this fact makes the Babylonian dragon one of the most terrifying to encounter. All of them are powerful Hydromancers, capable of casting all of Occult spells associated with that class. In addition, Babylonian Dragons are associated with lightning, and can cast all electrical-based spells. Among the most potent of these are Invoke a Few Grim Lightning Links, Invoke Great Ball of Grim Lightning, Invoke Great Dire Thunderstrike of Grim Lightning, Invoke Grim Lightning Bolt, and Manifest Retaliatory Fell Static Haze, although their abilities are in no way limited to these spells. If encountered underwater, these creatures may be nearly invisible through the use of the spell Flaunt Watery Form. All spells are cast at a spell rank equal to the dragon's Level. Fortunately, the Babylonian dragon has no breath weapon of its own.

If a large party attacks a Babylonian Dragon, it will bellow a mighty roar to frighten off some of its attackers. This improves its odds with the remaining combatants. Any creature hearing this roar must make an Avoidance Roll with Willpower adjustments against a Threshold equal to 10 plus the dragon's Level. Those failing are affected as the Occult spell Invoke Epic Fell Roar.

The tail of the Babylonian Dragon is tipped by a painful stinger. Its poison acts as a Typical Toxin. (See Poisons in The Wicked Workshop for more details.)

Durabilities: This creature is Immune to Blighting, Captivating, Dreadful, Electrical, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

In addition, they are resistant to all forms of magic. Any spell affecting a Babylonian Dragon has its spell rank cut in half.

Keywords: blooded, carnivore, dragon, fleshy, living, occultist, poisonous, reptile

Origin: The Babylonian dragon, also known as Mushushu or Sarrush, is one of the most terrible of Tiamat's offspring. It is one of the earliest and most primitive forms of dragon. Because of its association with Tiamat, it is tightly linked

with the element of water. The association of the Christian Satan with the form of the dragon can be traced back to the evil Mushushu of ancient Babylon. In fact, the form of the Babylonian dragon is depicted in bright ceramic tile on the Ishtar gate that served as the entrance to Babylon. This gate, unearthed in 1902, is described in the Bible.

Attack Modes: Carnivorous Bite/Claw/Sting

Wealth Type: Hoard

Cunning: Clever

Move Modes: Romp

Vision: Night Vision

Size: Great

Danger Tier: +3

Great Babylonian Dragon Examples

Baseline Attributes

TN= 4; ST= 12; AG= -8; CR= -8; PC= 4; HT= 0; IN= 3

Adequate (Level 8)

TN= 6; ST= 15; AG= -7; CR= -8; PC= 4; HT= 1; IN= 4

HP=197; FP=49; Ward=3; SP=70 (romp)

Att | Dam | Def | Stab: bite/claw/sting=+20 | 28 +poison | 21 | 32

Decent (Level 10)

TN= 6; ST= 15; AG= -7; CR= -8; PC= 5; HT= 2; IN= 4

HP=197; FP=58; Ward=3; SP=75 (romp)

Att | Dam | Def | Stab: bite/claw/sting=+22 | 28 +poison | 23 | 35

Fit (Level 12)

TN= 7; ST= 15; AG= -7; CR= -8; PC= 6; HT= 2; IN= 4

HP=215; FP=64; Ward=3; SP=75 (romp)

Att | Dam | Def | Stab: bite/claw/sting=+24 | 28 +poison | 26 | 39

Laudable (Level 14)

TN= 7; ST= 15; AG= -7; CR= -8; PC= 6; HT= 3; IN= 5

HP=215; FP=69; Ward=3; SP=75 (romp)

Att | Dam | Def | Stab: bite/claw/sting=+26 | 28 +poison | 28 | 41

Model (Level 16)

TN= 7; ST= 15; AG= -7; CR= -8; PC= 6; HT= 3; IN= 6

HP=215; FP=69; Ward=3; SP=75 (romp)

Att | Dam | Def | Stab: bite/claw/sting=+28 | 28 +poison | 30 | 43

Outstanding (Level 18)

TN= 7; ST= 16; AG= -7; CR= -8; PC= 6; HT= 3; IN= 6

HP=235; FP=69; Ward=3; SP=80 (romp)

Att | Dam | Def | Stab: bite/claw/sting=+31 | 29 +poison | 32 | 45

Dragon, Ethiopian

The Ethiopian Dragon is a huge serpent, the largest of which are capable of swallowing an elephant whole. It is essentially a snake covered in dragon scales with row upon row of dragon teeth in its huge maw. They are large and powerful enough to encircle hippos or giants and slowly crush them to death. However, their favored prey are elephants. Just as most dragons hoard gold, the Ethiopian Dragon hoards ivory. Consequently, they will make their lairs in or near elephant graveyards if at all possible. Of course, if an elephant graveyard is nowhere to be found, then the Ethiopian Dragon will just have to create one of its own.

Unfortunately, the skins of Ethiopian Dragons are simply too thick and stiff and the scales too large to use as raw materials from which to fashion armor. This is really too bad, since a single Ethiopian Dragon skin could otherwise make dozens of man-sized suits. The scales are appropriate, though, for fashioning shields. One scale is just about right for a small shield. Four overlapping scales would cover a medium one.

An Ethiopian Dragon uses its body to constrict and crush elephants and other such big prey, but is too large to do so to a person. That fact won't keep the dragon from making a meal of a wayward adventurer, though.

Habitat: Ethiopian Dragons dwell in grasslands and forests inhabited by elephants, their favorite prey.

Origin: The Ethiopian Dragon, or Drakones Aithiopes, is a construct of Greek mythology. It was said to be a gigantic serpent that lived in the land of Ethiopia that was so huge that it preyed upon elephants. Needless to say, the dragon was regarded as the largest serpent in the world. Further, Sidbad's Third Voyage in *The Arabian Nights* tells of huge serpents capable of swallowing a man whole that fit the description of the Ethiopian Dragon perfectly. Finally, the Carthaginian Serpent was a similarly enormous snake.

Fun Facts: If a large party attacks an Ethiopian Dragon, it will bellow a mighty roar to frighten off some of its attackers. Any creature hearing this roar must make an Avoidance Roll with Willpower adjustments against a Threshold of 10 plus the dragon's Level. Those failing are affected as the Occult spell *Invoke Epic Fell Roar*.

Durabilities: This creature is Immune to Blighting, Captivating, Deluding, Dreadful, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Ethiopian Dragons are resistant to all forms of magic. Any spell affecting an Ethiopian Dragon has its spell rank cut in half.

Keywords: blooded, carnivore, dragon, fleshy, living, reptile, serpent

Wealth Type: Hoard

Cunning: Instinctive

Attack Modes: Carnivorous Bite

Move Modes: slither

Vision: Night Vision

Colossal Ethiopian Dragon

Danger Tier: +3

Baseline Attributes

TN=8; ST=24; AG= -20; CR= -12; PC=4; HT=4; IN= -8

Adequate (Level 12)

TN=11; ST=26; AG= -18; CR= -11; PC=6; HT=6; IN= -8

HP=790; FP=90; Ward=7; SP=65 (slither)

Att | Dam | Def | Stab: bite=+24 | 41 | 19 | 43

Decent (Level 14)

TN=11; ST=27; AG= -18; CR= -11; PC=7; HT=6; IN= -8

HP=861; FP=98; Ward=7; SP=75 (slither)

Att | Dam | Def | Stab: bite=+27 | 42 | 21 | 46

Fit (Level 16)

TN=11; ST=27; AG= -18; CR= -11; PC=7; HT=7; IN= -8

HP=861; FP=107; Ward=7; SP=75 (slither)

Att | Dam | Def | Stab: bite=+29 | 42 | 23 | 48

Laudable (Level 18)

TN=11; ST=27; AG= -18; CR= -10; PC=8; HT=7; IN= -8

HP=861; FP=117; Ward=7; SP=80 (slither)

Att | Dam | Def | Stab: bite=+31 | 42 | 25 | 51

Outstanding (Level 20)

TN=11; ST=27; AG= -18; CR= -10; PC=8; HT=8; IN= -8

HP=861; FP=128; Ward=7; SP=80 (slither)

Att | Dam | Def | Stab: bite=+33 | 42 | 27 | 53

Remarkable (Level 22)

TN=11; ST=27; AG= -17; CR= -10; PC=8; HT=8; IN= -8

HP=861; FP=128; Ward=7; SP=85 (slither)

Att | Dam | Def | Stab: bite=+36 | 42 | 30 | 55

Superb (Level 24)

TN=12; ST=27; AG= -17; CR= -10; PC=8; HT=8; IN= -7

HP=939; FP=128; Ward=8; SP=85 (slither)

Att | Dam | Def | Stab: bite=+38 | 42 | 33 | 58

Wondrous (Level 26)

TN=12; ST=27; AG= -17; CR= -10; PC=9; HT=8; IN= -7

HP=939; FP=139; Ward=8; SP=90 (slither)

Att | Dam | Def | Stab: bite=+40 | 42 | 35 | 61

Epic Ethiopian Dragon Examples

Danger Tier: +3

Baseline Attributes

TN=6; ST=18; AG= -14; CR= -10; PC=4; HT=4; IN= -8

Adequate (Level 10)

TN= 8; ST= 20; AG= -12; CR= -9; PC= 5; HT= 6; IN= -8

HP=362; FP=82; Ward=4; SP=65 (slither)

Att | Dam | Def | Stab: bite=+22 | 31 | 20 | 37

Decent (Level 12)

TN= 9; ST= 20; AG= -12; CR= -9; PC= 6; HT= 6; IN= -8

HP=395; FP=90; Ward=5; SP=65 (slither)

Att | Dam | Def | Stab: bite=+24 | 31 | 23 | 41

Fit (Level 14)

TN= 9; ST= 21; AG= -12; CR= -9; PC= 7; HT= 6; IN= -8

HP=431; FP=98; Ward=5; SP=75 (slither)

Att | Dam | Def | Stab: bite=+27 | 32 | 25 | 44

Laudable (Level 16)

TN= 9; ST= 21; AG= -12; CR= -9; PC= 7; HT= 7; IN= -8

HP=431; FP=107; Ward=5; SP=75 (slither)

Att | Dam | Def | Stab: bite=+29 | 32 | 27 | 46

Outstanding (Level 18)

TN= 9; ST= 21; AG= -12; CR= -8; PC= 8; HT= 7; IN= -8

HP=431; FP=117; Ward=5; SP=80 (slither)

Att | Dam | Def | Stab: bite=+31 | 32 | 29 | 49

Remarkable (Level 20)

TN= 9; ST= 21; AG= -12; CR= -8; PC= 8; HT= 8; IN= -8

HP=431; FP=128; Ward=5; SP=80 (slither)

Att | Dam | Def | Stab: bite=+33 | 32 | 31 | 51

Superb (Level 22)

TN= 9; ST= 21; AG= -11; CR= -8; PC= 8; HT= 8; IN= -8

HP=431; FP=128; Ward=5; SP=85 (slither)

Att | Dam | Def | Stab: bite=+36 | 32 | 34 | 53

Wondrous (Level 24)

TN=10; ST=21; AG= -11; CR= -8; PC=8; HT=8; IN= -7

HP=470; FP=128; Ward=6; SP=85 (slither)

Att | Dam | Def | Stab: bite=+38 | 32 | 37 | 56

Great Ethiopian Dragon Examples

Danger Tier: +2

Baseline Attributes

TN= 4; ST= 12; AG= -8; CR= -8; PC= 4; HT= 4; IN= -8

Adequate (Level 8)

TN= 4; ST= 14; AG= -6; CR= -7; PC= 5; HT= 6; IN= -8

HP=152; FP=82; Ward=2; SP=65 (slither)

Att | Dam | Def | Stab: bite=+20 | 23 | 20 | 31

Decent (Level 10)

TN= 6; ST= 14; AG= -6; CR= -7; PC= 5; HT= 6; IN= -8

HP=181; FP=82; Ward=3; SP=65 (slither)

Att | Dam | Def | Stab: bite=+22 | 23 | 24 | 35

Fit (Level 12)

TN= 7; ST= 14; AG= -6; CR= -7; PC= 6; HT= 6; IN= -8

HP=197; FP=90; Ward=3; SP=65 (slither)

Att | Dam | Def | Stab: bite=+24 | 23 | 27 | 39

Laudable (Level 14)

TN= 7; ST= 15; AG= -6; CR= -7; PC= 7; HT= 6; IN= -8

HP=215; FP=98; Ward=3; SP=75 (slither)

Att | Dam | Def | Stab: bite=+27 | 24 | 29 | 42

Outstanding (Level 16)

TN= 7; ST= 15; AG= -6; CR= -7; PC= 7; HT= 7; IN= -8

HP=215; FP=107; Ward=3; SP=75 (slither)

Att | Dam | Def | Stab: bite=+29 | 24 | 31 | 44

Remarkable (Level 18)

TN= 7; ST= 15; AG= -6; CR= -6; PC= 8; HT= 7; IN= -8

HP=215; FP=117; Ward=3; SP=80 (slither)

Att | Dam | Def | Stab: bite=+31 | 24 | 33 | 47

Superb (Level 20)

TN= 7; ST= 15; AG= -6; CR= -6; PC= 8; HT= 8; IN= -8

HP=215; FP=128; Ward=3; SP=80 (slither)

Att | Dam | Def | Stab: bite=+33 | 24 | 35 | 49

Wondrous (Level 22)

TN= 7; ST= 15; AG= -5; CR= -6; PC= 8; HT= 8; IN= -8

HP=215; FP=128; Ward=3; SP=85 (slither)

Att | Dam | Def | Stab: bite=+36 | 24 | 38 | 51

Drako

The Drako is a huge many-headed serpent that will rear up when startled. At such times, it can reach standing heights of 12 to 16 feet as its heads bob and weaves while whispering tantalizing prophecies and incoherent babblings. The spectacle has been many a hero's downfall, as it can have disturbing effects on a mortal's mental faculties.

Drako skins are similar to those of common snakes. They are decorated with a variety of patterns and colors, although they tend toward the colorations of common garden snakes.

Habitat: Drakos inhabit woody areas, especially fruit groves.

Fun Facts: A Drako's 100 heads can weave and dance in a hypnotic pattern. Anyone viewing the heads must make an Avoidance Roll with Willpower Adjustments every Round or be affected as the Occult spell Invoke Fell Mesmerizing. In addition, the dragon's heads continually speak and whisper among one another. Anyone hearing these voices is affected by one random spell chosen from the following list: Apply Fell Derangement, Devise Deft Phantasmal Murmurings, Fascinate with Doubly Deft Brittle Ecstasy, Invoke Dire Emotional Siphon, Invoke Dire Slumber, and Vex with Deft Ineffable Awe. Anyone so affected must make an Avoidance Roll with Willpower Adjustments every Round or fall under the voices' influence. Treat all spells as being cast at a spell rank equal to the Drako's Level.

The bite of a Drako is not poisonous and its tiny fangs cannot reach vital organs. As such, its bite cannot deliver Internal damage. But, what a Drako's bites lack in quality it makes up for in quantity. Each of the 100 heads has a 10-foot reach from the main body. However, only four heads can attack a given individual in a single attack. And, all of the attacks on a given individual will strike or miss with a single Attack Roll. **But a Drako may attack all creatures within its Reach every Round.** (The Drako gets an Assault Action for each such opponent. If it gains Boss attacks in a given assault, it must apply them to the same foe.)

If 5 damage is delivered to a given head, it is disabled. However, as the serpent has 100 heads, taking them out one by one would prove tedious. To ease the bookkeeping, assume that no heads are disabled until its Hit Points are lowered to 50% of maximum. After this point, every 5% further damage disables 10 heads. Thus, when the monster drops to 25% Hit Points, half of its heads will be active. The heads do not regenerate, as do those of the Hydra, its sibling.

Durabilities: This creature is Immune to Blighting, Captivating, Deluding, Dreadful, Enervating, Infernal, Metaphysical, Poisoning, Quieting, Righteous, Sedating, Sunshining, and Toxic Effects. Further, Drakos are resistant to magic. All spells affecting it have their spell ranks cut in half.

Keywords: blooded, carnivore, dragon, fleshy, living, multi-headed, reptile, serpentine *Danger Tier:* +2

Attack Modes: Nibble(x4) and Nibble(x4) and ...

Wealth Type: Hoard

Cunning: Instinctive

Move Modes: slither

Vision: Night Vision, Heat Sense

Origin: The tale of the 100-headed Grecian dragon, Ladon, describes a monster very similar in appearance to the Hydra, a serpent with many heads. In fact, both Ladon and Hydra were the offspring of Typhon and Echidna and were the siblings of Cerberus, the three-headed dog guarding the gates to the Grecian underworld. As his eleventh task, Heracles was told to steal the golden apples of the Hesperides, which were given to Hera as a divine wedding. To ensure their safety, Hera guarded them with a terrible 100-headed talking dragon, Ladon. Hercules apparently had little difficulty in acquiring the apples. He slew Ladon with a single arrow dipped in Hydra's poisonous blood. This accomplished, Hercules tricked Atlas, the Titan who holds up the sky, to enter Hera's garden to pilfer to golden fruit.

Large Drako Examples

Baseline Attributes

TN= 6; ST= 4; AG= -4; CR= -2; PC= 8; HT= 3; IN= -8

Adequate (Level 10)

TN= 8; ST= 6; AG= -2; CR= -1; PC= 11; HT= 3; IN= -8

HP=108; FP=107; Ward=4; SP=70 (slither)

Att | Dam | Def | Stab: nibble(x4) and nibble(x4) and ...=+18 and +18 and ... | 14 and 14 and ... | 30 | 43

Decent (Level 12)

TN= 8; ST= 7; AG= -2; CR= -1; PC= 11; HT= 3; IN= -7

HP=117; FP=107; Ward=4; SP=75 (slither)

Att | Dam | Def | Stab: nibble(x4) and nibble(x4) and ...=+21 and +21 and ... | 15 and 15 and ... | 32 | 45

Fit (Level 14)

TN= 8; ST= 8; AG= -2; CR= -1; PC= 11; HT= 3; IN= -7

HP=128; FP=107; Ward=4; SP=80 (slither)

Att | Dam | Def | Stab: nibble(x4) and nibble(x4) and ...=+24 and +24 and ... | 16 and 16 and ... | 34 | 47

Laudable (Level 16)

TN= 8; ST= 8; AG= -1; CR= 0; PC= 11; HT= 3; IN= -7

HP=128; FP=107; Ward=4; SP=85 (slither)

Att | Dam | Def | Stab: nibble(x4) and nibble(x4) and ...=+27 and +27 and ... | 16 and 16 and ... | 37 | 49

Outstanding (Level 18)

TN= 8; ST= 9; AG= -1; CR= 0; PC= 11; HT= 3; IN= -7

HP=140; FP=107; Ward=4; SP=90 (slither)

Att | Dam | Def | Stab: nibble(x4) and nibble(x4) and ...=+30 and +30 and ... | 17 and 17 and ... | 39 | 51

Bestiary ~ E

Ebony Horse

An Ebony Horse is an elaborate equine-shaped construction sculpted from the hard black wood of ebony and animated through occult magics. It has no will of its own, and obeys a single master. It always follows commands without question or hesitation. When it is not engaged in some activity, an Ebony Horse will stand absolutely motionless and can easily be mistaken for an equine statue.

Origin: The Ebony Horse is the name of a story in The Arabian Nights. The story tells of an enchanted horse made from ebony that can carry its rider in a day the distance a normal horse would take a year to travel.

Fun Facts: When created, an Ebony Horse can be enchanted to cast a single Occult spell every day. Here are some common examples: Teleport a Few Allies Many Leagues, Procure Great Aura of Nixie's Breath, Provide Apt Stridemaking, and Travel in Flight. All spells are cast at spell ranks equal to the equine's Level.

Durabilities: This creature is Immune to Bleeding, Blighting, Dehydrating, Deluding, Dreadful, Enervating, Entrancing, Freezing, Infernal, Internal, Intoxicating, Maladive, Quieting, Righteous, Sedating, Starving, Suffocating, Sunshining, Tormenting, and Toxic Effects; and Sensitive to Chopping and Scorching Effects.

Habitat: An Ebony Horse has no distinct habitat. When not in use, an Ebony Horse will often be displayed as a prized sculpture in the mansion of its owner.

Keywords: construct, equine, tellurian

Vision: Astral Vision

Wealth Type: Nil *Cunning:* Mindless

Attack Modes: Hoof/Hoof *Move Modes:* Gallop

Great Ebony Horse Examples

Danger Tier: +2

Baseline Attributes

TN=9; ST=13; AG= -11; CR= -4; PC= -1; HT=1; IN= -7

Adequate (Level 12)

TN= 11; ST= 13; AG= -8; CR= -4; PC= 0; HT= 4; IN= -4
HP=256; FP=45; Ward=7; SP=60 (gallop)

Att | Dam | Def | Stab: hoof(×2)=+21 | 22 | 29 | 37

Fit (Level 14)

TN= 11; ST= 14; AG= -8; CR= -4; PC= 1; HT= 4; IN= -4
HP=279; FP=49; Ward=7; SP=65 (gallop)

Att | Dam | Def | Stab: hoof(×2)=+24 | 23 | 31 | 40

Laudable (Level 16)

TN= 11; ST= 16; AG= -8; CR= -4; PC= 1; HT= 4; IN= -4
HP=332; FP=49; Ward=7; SP=70 (gallop)

Att | Dam | Def | Stab: hoof(×2)=+28 | 25 | 33 | 42

Outstanding (Level 18)

TN= 11; ST= 16; AG= -8; CR= -4; PC= 1; HT= 4; IN= -3
HP=332; FP=49; Ward=7; SP=70 (gallop)

Att | Dam | Def | Stab: hoof(×2)=+30 | 25 | 35 | 44

Large Ebony Horse Examples

Danger Tier: +1

Baseline Attributes

TN= 7; ST= 7; AG= -5; CR= -2; PC= -1; HT= 1; IN= -7

Adequate (Level 6)

TN= 8; ST= 7; AG= -4; CR= -2; PC= -1; HT= 3; IN= -5
HP=117; FP=38; Ward=4; SP=55 (gallop)

Att | Dam | Def | Stab: hoof(×2)=+13 | 15 | 24 | 27

Decent (Level 8)

TN= 8; ST= 7; AG= -4; CR= -2; PC= 0; HT= 4; IN= -5
HP=117; FP=45; Ward=4; SP=55 (gallop)

Att | Dam | Def | Stab: hoof(×2)=+15 | 15 | 26 | 30

Fit (Level 10)

TN= 9; ST= 7; AG= -3; CR= -2; PC= 0; HT= 4; IN= -5
HP=128; FP=45; Ward=5; SP=60 (gallop)

Att | Dam | Def | Stab: hoof(×2)=+18 | 15 | 30 | 33

Laudable (Level 12)

TN= 9; ST= 7; AG= -2; CR= -2; PC= 0; HT= 4; IN= -4
HP=128; FP=45; Ward=5; SP=60 (gallop)

Att | Dam | Def | Stab: hoof(×2)=+21 | 15 | 33 | 35

Outstanding (Level 14)

TN= 9; ST= 8; AG= -2; CR= -2; PC= 1; HT= 4; IN= -4
HP=140; FP=49; Ward=5; SP=65 (gallop)

Att | Dam | Def | Stab: hoof(×2)=+24 | 16 | 35 | 38

Ekimmu

An Ekimmu is a restless specter that arose from the corpse of a person who died a violent death through murder or war. Not all those who experience such unsavory demises return to haunt the living as Ekimmus, however. Only those who cursed themselves through their own evil deeds will be forced to wander the land of mortals until they have repaid their past sins with counterbalancing good acts. Unfortunately, few of these spirits ever change their ways to achieve atonement. Instead, they blame others for their misfortunes and continue to deepen their spiritual debts.

Needless to say, the fear of an Ekimmu arising from a “high risk” corpse is the source of a near-paranoia in attending to the funeral rites of the deceased. Many believe that the slightest touch or even the sight of an impure corpse could result in the Ekimmu’s curse.

Habitat: Ekimmu often make their first appearances outside of the homes of those they have chosen to curse.

Fun Facts: Ekimmus are Undead with the [Spectral Condition](#). (See the [Creature Conditions](#) section of [The Overlord’s Omnibus](#) for details.)

The most distinctive characteristic of an Ekimmu is that it will select a specific individual to haunt and curse. Oddly enough, the selected target is not harmed by the Ekimmu in any way. In fact, the Ekimmu is entirely unable to harm the target of its haunting or, in turn, be harmed by them. From the victim’s perspective, it is as if the Ekimmu does not even exist. They cannot see, hear, or feel the spirit and is entirely unable to sense its presence in any fashion, including through the use of magic. In addition, any attacks made by the victim toward the “non-existent” spirit will be completely ineffective.

Similar to a common ghost, an Ekimmu can produce a moan as the Occult spell [Invoke Colossal Deft Dire Deathly Moan](#), at a spell rank equal to its Level.

It also delivers a [Manifest Dire Tormenting Touch](#) as the Occult spell on every attack at a spell rank equal to its Level. (See [The Oculus of Occultism](#) for details on these abilities).

If an Ekimmu is Overcome, it is temporarily dispersed. But, it is not destroyed; it will rise again in about a week.

Durabilities: This creature is Immune to Acidic, Bleeding, Blighting, Crushing, Dehydrating, Entrancing, Fatiguing, Freezing, Infernal, Internal, Intoxicating, Maladive, Non-Magical, Petrifying, Rotting, Sedating, Starving, Suffocating, and Toxic Effects; and Sensitive to Quieting and Sunshining Effects.

Origin: The ekimmu legends originated in ancient Assyria. The Assyrians believed that the soul of any man evil enough to be denied entrance to the underworld would be forced to remain on earth. If the man died by violent means or their funeral rites went unsatisfied, they would become an ekimmu. The term ekimmu literally means “that which is snatched away”.

Keywords: humanoid, specter, undead

Traits: Afraid of Sunlight.

Wealth Type: Incidental

Cunning: Alert

Attack Modes: Touch

Move Modes: Run

Vision: Astral Vision

Size: Medium

Danger Tier: +1

Medium Ekimmu Examples

Baseline Attributes

TN= --; ST= --; AG= 0; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 6)

TN= --; ST= --; AG= 0; CR= 0; PC= 2; HT= 3; IN= 1

HP=32; FP=49; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: touch==+12 | special | 20 | 22

Decent (Level 8)

TN= --; ST= --; AG= 0; CR= 0; PC= 2; HT= 3; IN= 3

HP=32; FP=49; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: touch==+14 | special | 22 | 24

Fit (Level 10)

TN= --; ST= --; AG= 2; CR= 0; PC= 2; HT= 3; IN= 3

HP=32; FP=49; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: touch==+16 | special | 26 | 26

Laudable (Level 12)

TN= --; ST= --; AG= 2; CR= 0; PC= 2; HT= 3; IN= 4

HP=32; FP=49; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: touch==+18 | special | 28 | 28

Model (Level 14)

TN= --; ST= --; AG= 2; CR= 1; PC= 3; HT= 3; IN= 4

HP=32; FP=53; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: touch==+22 | special | 30 | 31

Outstanding (Level 16)

TN= --; ST= --; AG= 2; CR= 1; PC= 4; HT= 3; IN= 4

HP=32; FP=58; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: touch==+25 | special | 32 | 34

Elephant

Elephants are great lumbering beasts with tree-like legs, gracefully curved tusks, and dexterous trunks. Their skins are wrinkled and extremely thick to provide the behemoths added protection against the few predators desperate enough to attack them.

These huge giants are often taken from the wild and trained to work. Elephants are used to acquire and transport lumber, entertain in circuses, and serve as war steeds. Alexander the Great, toward the end of his remarkable military career, encountered his greatest and most costly battle in overcoming Asian forces equipped with elephants.

Elephant tusks are highly prized by rich nobles due to the beautiful carvings that can be fashioned from ivory. Even trained Elephants are in danger from poachers looking for fast cash.

Habitat: Elephants prefer climates which are warm year round and which contain vast stretches of grassland interspersed with tree groves.

Origin: Elephants are natives of Africa and India. The Indian elephants are more mild tempered than their African cousins and have smaller ears. Legend tells of 8 foot tall war elephants that Carthage used in the Punic Wars against Rome, although no such specimens have ever been found.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: blooded, fleshy, herbivore, herd, living, mammal, pachyderm

Traits: Afraid of Fire, Terrified of Mice.

Wealth Type: Incidental *Cunning:* Bestial

Attack Modes: Gore/Stomp *Move Modes:* Trot

Vision: Day Vision

Great Elephant Examples

Danger Tier: +1

Baseline Attributes

TN= 6; ST= 12; AG= -14; CR= -8; PC= 2; HT= 0; IN= -5

Adequate (Level 8)

TN= 9; ST= 15; AG= -14; CR= -7; PC= 2; HT= 1; IN= -5
HP=256; FP=41; Ward=5; SP=45 (trot)

Att | Dam | Def | Stab: gore/stomp=+13 | 28 | 17 | 33

Fit (Level 10)

TN= 9; ST= 15; AG= -14; CR= -7; PC= 4; HT= 1; IN= -5
HP=256; FP=49; Ward=5; SP=50 (trot)

Att | Dam | Def | Stab: gore/stomp=+15 | 28 | 19 | 37

Laudable (Level 12)

TN= 9; ST= 15; AG= -14; CR= -6; PC= 4; HT= 2; IN= -5
HP=256; FP=53; Ward=5; SP=50 (trot)

Att | Dam | Def | Stab: gore/stomp=+17 | 28 | 21 | 39

Outstanding (Level 14)

TN= 9; ST= 15; AG= -13; CR= -6; PC= 5; HT= 2; IN= -5
HP=256; FP=58; Ward=5; SP=55 (trot)

Att | Dam | Def | Stab: gore/stomp=+20 | 28 | 24 | 42

Large Elephant Examples

Danger Tier: 0

Baseline Attributes

TN= 4; ST= 6; AG= -8; CR= -6; PC= 2; HT= 0; IN= -5

Adequate (Level 2)

TN= 5; ST= 6; AG= -8; CR= -6; PC= 2; HT= 1; IN= -5
HP=83; FP=41; Ward=2; SP=40 (trot)

Att | Dam | Def | Stab: gore/stomp=+4 | 17 | 13 | 23

Decent (Level 4)

TN= 6; ST= 7; AG= -8; CR= -6; PC= 2; HT= 1; IN= -5
HP=99; FP=41; Ward=3; SP=40 (trot)

Att | Dam | Def | Stab: gore/stomp=+7 | 18 | 16 | 26

Fit (Level 6)

TN= 6; ST= 9; AG= -8; CR= -6; PC= 2; HT= 1; IN= -5
HP=117; FP=41; Ward=3; SP=45 (trot)

Att | Dam | Def | Stab: gore/stomp=+11 | 20 | 18 | 28

Laudable (Level 8)

TN= 7; ST= 9; AG= -8; CR= -5; PC= 2; HT= 1; IN= -5
HP=128; FP=41; Ward=3; SP=45 (trot)

Att | Dam | Def | Stab: gore/stomp=+13 | 20 | 21 | 31

Model (Level 10)

TN= 7; ST= 9; AG= -8; CR= -5; PC= 4; HT= 1; IN= -5
HP=128; FP=49; Ward=3; SP=50 (trot)

Att | Dam | Def | Stab: gore/stomp=+15 | 20 | 23 | 35

Outstanding (Level 12)

TN= 7; ST= 9; AG= -8; CR= -4; PC= 4; HT= 2; IN= -5
HP=128; FP=53; Ward=3; SP=50 (trot)

Att | Dam | Def | Stab: gore/stomp=+17 | 20 | 25 | 37

Empusa

The Empusa is half human female and half serpent. She has the lovely face, delicate arms, and shapely breasts of a comely human maiden. At the waist, her form transitions into that of a serpent covered with shimmering crimson, green, and turquoise scales.

Empusas occasionally venture openly within human coastal cities and towns. They avoid raising alarm with illusory disguises. They present themselves as stunning human women to seduce a wealthy young men into marrying them. Shortly after the wedding, the groom will sorrowfully go missing, leaving the poor widow to spend his fortune alone.

Habitat: Empusas are as comfortable under water as they are on land. They tend to dwell along the coast and are even known to clandestinely reside within port cities.

Origin: The Empusa appeared in Greek literature as a monster that was half human female and half serpent. This monster was actually one of Zeus' many lovers. Zeus' wife Hera, furious at his infidelity, stole the resulting offspring and cursed his lover. The Empusa eventually became the queen of the sirens and sought revenge by feasting on human children, becoming the Grecian form of a vampire. Inexplicably, Zeus gave her the ability to pluck out her own eyes and then put them back in. Later tales describe an entire race of Empusas living on the North African coast in Libya.

Empusa is the early Greek term for the later Latin term Lamia. Over the ages, the Empusa's form changed substantially (as described under Lamia). Although the term Empusa originally described only females, the city of Athens was supposedly founded by a serpent-man named Cecrops. It is possible that he was a rare male example of this species.

Fun Facts: Empusas can breathe water and can pluck out one or both of their own eyes and sending them out to spy as the Occult spell Field Bold Spying Eye.

Their illusory powers are legendary, and are often used to beguile strangers to their deaths. Empusas may use the following Occult spells at will: Disguise Creature, Disguise Many Coins as Tantalus Gold, Disguise Voice, Offer Dire Tormenting Brand, Place Ample Fog Figment, Pitch Large Figment, and Pitch Great Static Figment. All spells are cast at a rank equal to their Level.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: blooded, fleshy, humanoid-like, hybrid, illusion, living, man-eater, narcissist, serpent-like, trickster

Traits: Strong Lust for the Taste of Human Blood

Attack Modes: Whip or Bow or Punch or Constriction

Move Modes: Slither/Undulate *Cunning:* Alert

Vision: Night Vision, Heat Sense *Wealth Type:* Hoard

Danger Tier: +1

Medium Empusa Examples

Baseline Attributes

TN= 4; ST= 0; AG= 0; CR= 2; PC= 1; HT= 0; IN= 0

Adequate (Level 8)

TN= 4; ST= 1; AG= 1; CR= 2; PC= 3; HT= 3; IN= 1

HP=49; FP=53; Ward=2; SP=40 (slither) / 40 (undulate)

Att | Dam | Def | Stab: whip=+13 | 2 (dam) + 6 (setback) | 26 | 28; or bow=+16 | 5 | 23 | 25; or punch=+14 | 3 | 24 | 26; or constriction=+14 | 3 (dam) + 6 (setback) | 27 | 29

Decent (Level 10)

TN= 4; ST= 1; AG= 1; CR= 2; PC= 4; HT= 3; IN= 2

HP=49; FP=58; Ward=2; SP=40 (slither) / 40 (undulate)

Att | Dam | Def | Stab: whip=+15 | 2 (dam) + 6 (setback) | 28 | 31; or bow=+19 | 5 | 25 | 28; or punch=+16 | 3 | 26 | 29; or constriction=+16 | 3 (dam) + 6 (setback) | 29 | 32

Fit (Level 12)

TN= 5; ST= 1; AG= 2; CR= 2; PC= 4; HT= 3; IN= 2

HP=54; FP=58; Ward=2; SP=45 (slither) / 45 (undulate)

Att | Dam | Def | Stab: whip=+18 | 2 (dam) + 6 (setback) | 32 | 34; or bow=+21 | 5 | 29 | 31; or punch=+19 | 3 | 30 | 32; or constriction=+19 | 3 (dam) + 6 (setback) | 33 | 35

Laudable (Level 14)

TN= 6; ST= 1; AG= 2; CR= 2; PC= 4; HT= 3; IN= 3

HP=59; FP=58; Ward=3; SP=45 (slither) / 45 (undulate)

Att | Dam | Def | Stab: whip=+20 | 2 (dam) + 6 (setback) | 35 | 37; or bow=+23 | 5 | 32 | 34; or punch=+21 | 3 | 33 | 35; or constriction=+21 | 3 (dam) + 6 (setback) | 36 | 38

Model (Level 16)

TN= 7; ST= 1; AG= 2; CR= 2; PC= 4; HT= 3; IN= 3

HP=64; FP=58; Ward=3; SP=45 (slither) / 45 (undulate)

Att | Dam | Def | Stab: whip=+22 | 2 (dam) + 6 (setback) | 38 | 40; or bow=+25 | 5 | 35 | 37; or punch=+23 | 3 | 36 | 38; or constriction=+23 | 3 (dam) + 6 (setback) | 39 | 41

Outstanding (Level 18)

TN= 7; ST= 1; AG= 2; CR= 3; PC= 4; HT= 4; IN= 3

HP=64; FP=64; Ward=3; SP=45 (slither) / 45 (undulate)

Att | Dam | Def | Stab: whip=+24 | 2 (dam) + 7 (setback) | 40 | 42; or bow=+28 | 5 | 37 | 39; or punch=+25 | 3 | 38 | 40; or constriction=+25 | 3 (dam) + 7 (setback) | 41 | 43

Bestiary ~ F

Fury, Grecian

The Grecian Fury is a demonic spirit that exists to punish and torment men guilty of murders, especially the murders of women. They normally appear as beautiful women with bat-like wings. The hair of these monsters is a writhing nest of vipers, similar to that of the Grecian gorgon. At times, a Grecian Fury will appear pregnant with pendulous breasts and the face of a dog.

Habitat: A Grecian Fury is a demonic spirit. It has no environmental preferences other than that there be a guilty mortal nearby to torment.

Fun Facts: Every Grecian Fury carries a weapon that can take the form of a viper that writhes and bites, a torch that burns, or a sword that slashes and cuts. The form is of no real concern to the spirit. She is equally proficient with all of them.

If the viper weapon is used, the Grecian Fury wields it like a whip that bites every time it strikes. A favored tactic is to hover out of reach of a target on the ground and use the whip to strike below. In addition to acting like a normal whip, the serpent bites when it strikes, delivering a Typical Killing Venom which is especially painful. Anyone bitten is entitled to an Avoidance Roll with Toughness Adjustments against a Threshold equal to 10 plus the spirit's Level to avoid its effects.

Once the serpent whip strikes, the Grecian Fury has the option to let it go. If she does this, the serpent will act as the Occult spell Unleash Constricting Guivre Tail, cast at a spell rank equal to the demon's Level. The Grecian Fury will thereafter switch to a different weapon.

If the Grecian Fury uses her torch as a weapon in combat, she wields it like a Mace that does an additional 4 damage from fire.

Otherwise, the demon will wield a sword, which will most likely be a gladius (although any other sword type is allowable).

Durabilities: This creature is Immune to Acidic, Blighting, Dehydrating, Deluding, Entrancing, Fatiguing, Infernal, Internal, Intoxicating, Maladive, Non-Magical, Quieting, Rotting, Scorching, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; Sensitive to Bleeding and Petrifying Effects; and Highly Sensitive to Righteous Effects.

Origin: Also known as Erinys or Furiae, the three Furies of Greek mythology tormented guilty men. They were said to spring from Uranus's blood when it struck the earth (Gaea).

Keywords: demon, eidolon, fiend, fiery, poisonous, winged

Attack Modes: Whip+Poison or Club or Poisonous Bite

Wealth Type: Incidental

Cunning: Alert

Move Modes: Run/Hover

Size: Medium

Vision: Day Vision

Danger Tier: +2

Medium Grecian Fury Examples

Baseline Attributes

TN= 0; ST= 2; AG= 2; CR= 0; PC= 0; HT= 2; IN= 1

Adequate (Level 12)

TN= 3; ST= 5; AG= 5; CR= 0; PC= 0; HT= 4; IN= 2

HP=64; FP=45; Ward=1; SP=55 (run) / 65 (hover)

Att | Dam | Def | Stab: whip=+25 | 2 (dam) + 4 (setback)
+poison | 33 | 28; or club=+25 | 7 | 34 | 29; or bite=+26 | 8
+poison | 34 | 29

Decent (Level 14)

TN= 3; ST= 5; AG= 5; CR= 1; PC= 0; HT= 4; IN= 3

HP=64; FP=45; Ward=1; SP=55 (run) / 65 (hover)

Att | Dam | Def | Stab: whip=+27 | 2 (dam) + 5 (setback)
+poison | 35 | 30; or club=+27 | 7 | 36 | 31; or bite=+28 | 8
+poison | 36 | 31

Fit (Level 16)

TN= 3; ST= 5; AG= 5; CR= 1; PC= 1; HT= 4; IN= 4

HP=64; FP=49; Ward=1; SP=55 (run) / 65 (hover)

Att | Dam | Def | Stab: whip=+29 | 2 (dam) + 5 (setback)
+poison | 37 | 33; or club=+29 | 7 | 38 | 34; or bite=+30 | 8
+poison | 38 | 34

Laudable (Level 18)

TN= 4; ST= 5; AG= 5; CR= 1; PC= 1; HT= 4; IN= 4

HP=70; FP=49; Ward=2; SP=55 (run) / 65 (hover)

Att | Dam | Def | Stab: whip=+31 | 2 (dam) + 5 (setback)
+poison | 40 | 36; or club=+31 | 7 | 41 | 37; or bite=+32 | 8
+poison | 41 | 37

Outstanding (Level 20)

TN= 4; ST= 5; AG= 5; CR= 1; PC= 3; HT= 4; IN= 4

HP=70; FP=58; Ward=2; SP=65 (run) / 75 (hover)

Att | Dam | Def | Stab: whip=+33 | 2 (dam) + 5 (setback)
+poison | 42 | 40; or club=+33 | 7 | 43 | 41; or bite=+34 | 8
+poison | 43 | 41

Bestiary ~ G

Ghoul

A Ghoul is an undead fiend that feeds on the flesh of men. They usually frequent cemeteries to obtain their meals but don't mind helping themselves to any available fresh corpse, even if it must be obtained from a living person.

The appearance of one Ghoul can vary significantly from that of another since the ghoul's form slowly degrades with time. These cannibals start their "careers" rising from their graves with an overpowering hunger to feed. For a significant time after they rise from their deathbeds, ghouls appear and act as perfectly normal living humans. They will commonly marry the living, slipping away at night for morbid feasts at the local graveyard.

Over a period of twenty years or so, the Ghoul's firm muscles slowly soften until the skin itself begins to take on a slimy grayish appearance. While makeup and veils help for a while, they are eventually insufficient to the task of covering the ghoul's incremental decay. Only the claws and teeth with which it gains its meals continue growing. It must finally flee to the obscurity of the graveyard.

If a Ghoul continues to feed, its gradual evolution continues beyond the graveyard gates. Over a period of a century, the ghoul's muscles continue to soften until their entire frame, including its skeletal structure, degenerates into an amorphous mass of slick-gray ooze. Only its eyes, bloodstained claws, and toothy maw are recognizable. Even so, the Ghoul's mad lust for man-flesh allows it to ambulate at a deadly pace.

Even this form is not the Ghoul's destined form. Eventually, the ooze itself becomes more and more insubstantial until the monster is nothing more than an amorphous ethereal spirit of insatiable hunger. Eyes, claws, and teeth are always included. Oddly enough, even though Ghouls at this advanced age can walk through walls unhindered, their claws and teeth are just as deadly as always. They are still capable of consuming an impressive quantity of carrion.

If a ghoul is starved of human flesh, it won't die. But, the gradual evolution from human form to specter pauses for most ghouls until they re-establish consistent food supplies. Needless to say, the longer a ghoul starves, the greater its desperation to feed.

Like other Undead creatures, Ghouls cannot gain Experience Points. Thus, even though a Ghoul will transform from one stage of decay to another, an Average Ghoul will always remain Average. The Level of the Ghoul is set at the time of its death to equal that when alive.

Nobody knows why Ghouls arise. However, it is believed that the younger Ghouls solicit new "recruits" while they associate with the living. They will throw lavish parties

where they feed their guests exceptionally well-prepared meals made of human meat. When the well-fed comrades finally die years later, they cannot rest. Their newly acquired tastes force them to abandon their grave sites to become the willing slaves of their ghoulish hosts.

Habitat: Young Ghouls, those that still retain an unblemished human appearance, live and work undetected in the societies of the living. Once their appearance degrades, however, they seek the asylum of dark crypts and tombs or escape to the desert to attack and devour small merchant caravans.

Origin: Ghouls appear in many myths coming out of the Middle East. Unfortunately, the tales are inconsistent on exactly what a ghoul looks like. Some state that they appear as beautiful women who delight their husbands before their unconventional dining preferences are discovered. Other legends describe Ghouls as ethereal specters or as amorphous blobs of ambulating goo. In all cases, though, the stories are clear on the ghoul's favorite bedtime snack.

Durabilities: This creature is Immune to Bleeding, Blighting, Dehydrating, Entrancing, Fatiguing, Freezing, Infernal, Internal, Intoxicating, Maladive, Rotting, Sedating, Starving, Suffocating, and Toxic Effects; and Resistant to Enervating Effects.

While Initiate Ghouls are Immune to Sunshining Effects, a ghouls sensitivity to sunlight increases as they age.

Traits: Driving Lust for the Taste of Human Flesh, Although ghouls are not initially afraid of daylight, once their human appearance fades they develop an Aversion to Sunlight

Wealth Type: Hoard

Cunning: Alert

Vision: Astral Vision

Size: Medium

Danger Tier: +1

Move Modes: Run (Initiate and Common), Ambulate (Elder), Waft (Ancient)

Attack Modes: Axe or Throwing Axe (Initiate and Common) or Carnivorous Bite/Claw (all)

Ghoul Initiate Examples

More Fun Facts: Immune to Sunshining Effects.

Keywords: fleshy, humanoid, man-eater, revenant, psychopath, undead, tribal

Baseline Attributes

TN= 0; ST= 0; AG= 0; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 0)

TN= 0; ST= 0; AG= 0; CR= 0; PC= 0; HT= 0; IN= 0

HP=32; FP=32; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: axe=+3 | 7 | 13 | 13; or throwing
axe=+4 | 4 | 10 | 10; or claw=+4 | 4 | 14 | 14

Decent (Level 2)

TN= 2; ST= 0; AG= 0; CR= 0; PC= 0; HT= 0; IN= 0

HP=38; FP=32; Ward=1; SP=30 (run)

Att | Dam | Def | Stab: axe=+5 | 7 | 17 | 17; or throwing
axe=+6 | 4 | 14 | 14; or claw=+6 | 4 | 18 | 18

Fit (Level 4)

TN= 2; ST= 1; AG= 0; CR= 0; PC= 0; HT= 1; IN= 0

HP=41; FP=34; Ward=1; SP=30 (run)

Att | Dam | Def | Stab: axe=+8 | 8 | 19 | 19; or throwing
axe=+8 | 4 | 16 | 16; or claw=+9 | 5 | 20 | 20

Laudable (Level 6)

TN= 3; ST= 1; AG= 0; CR= 0; PC= 0; HT= 1; IN= 1

HP=45; FP=34; Ward=1; SP=30 (run)

Att | Dam | Def | Stab: axe=+10 | 8 | 22 | 22; or throwing
axe=+10 | 4 | 19 | 19; or claw=+11 | 5 | 23 | 23

Outstanding (Level 8)

TN= 3; ST= 2; AG= 1; CR= 0; PC= 0; HT= 1; IN= 1

HP=49; FP=34; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: axe=+14 | 9 | 25 | 24; or throwing
axe=+12 | 4 | 22 | 21; or claw=+15 | 6 | 26 | 25

Remarkable (Level 10)

TN= 3; ST= 3; AG= 1; CR= 0; PC= 0; HT= 1; IN= 1

HP=54; FP=34; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: axe=+17 | 10 | 27 | 26; or throwing
axe=+14 | 4 | 24 | 23; or claw=+18 | 7 | 28 | 27

Superb (Level 12)

TN= 4; ST= 3; AG= 1; CR= 0; PC= 1; HT= 1; IN= 1

HP=59; FP=38; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: axe=+19 | 10 | 30 | 30; or throwing
axe=+17 | 4 | 27 | 27; or claw=+20 | 7 | 31 | 31

Common Ghoul Examples

More Fun Facts: Affected by Sunshining Effects.

Keywords: fleshy, humanoid, man-eater, revenant, psychopath, undead, tribal

Baseline Attributes

TN= 0; ST= 0; AG= 0; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 2)

TN= 2; ST= 0; AG= 0; CR= 0; PC= 0; HT= 0; IN= 0

HP=38; FP=32; Ward=1; SP=30 (run)

Att | Dam | Def | Stab: axe=+5 | 7 | 17 | 17; or throwing
axe=+6 | 4 | 14 | 14; or bite/claw=+6 | 7 | 18 | 18

Decent (Level 4)

TN= 2; ST= 1; AG= 0; CR= 0; PC= 0; HT= 1; IN= 0

HP=41; FP=34; Ward=1; SP=30 (run)

Att | Dam | Def | Stab: axe=+8 | 8 | 19 | 19; or throwing
axe=+8 | 4 | 16 | 16; or bite/claw=+9 | 8 | 20 | 20

Fit (Level 6)

TN= 3; ST= 1; AG= 0; CR= 0; PC= 0; HT= 1; IN= 1

HP=45; FP=34; Ward=1; SP=30 (run)

Att | Dam | Def | Stab: axe=+10 | 8 | 22 | 22; or throwing
axe=+10 | 4 | 19 | 19; or bite/claw=+11 | 8 | 23 | 23

Laudable (Level 8)

TN= 3; ST= 2; AG= 1; CR= 0; PC= 0; HT= 1; IN= 1

HP=49; FP=34; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: axe=+14 | 9 | 25 | 24; or throwing
axe=+12 | 4 | 22 | 21; or bite/claw=+15 | 9 | 26 | 25

Outstanding (Level 10)

TN= 3; ST= 3; AG= 1; CR= 0; PC= 0; HT= 1; IN= 1

HP=54; FP=34; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: axe=+17 | 10 | 27 | 26; or throwing
axe=+14 | 4 | 24 | 23; or bite/claw=+18 | 10 | 28 | 27

Remarkable (Level 12)

TN= 4; ST= 3; AG= 1; CR= 0; PC= 1; HT= 1; IN= 1

HP=59; FP=38; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: axe=+19 | 10 | 30 | 30; or throwing
axe=+17 | 4 | 27 | 27; or bite/claw=+20 | 10 | 31 | 31

Superb (Level 14)

TN= 4; ST= 3; AG= 2; CR= 1; PC= 1; HT= 1; IN= 1

HP=59; FP=38; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: axe=+22 | 10 | 33 | 32; or throwing
axe=+20 | 4 | 30 | 29; or bite/claw=+23 | 10 | 34 | 33

Elder Ghoul Examples

More Fun Facts: Sensitive to Sunshining Effects. (See Sunshine in the Natural Hazards section of The Overlord's Omnibus for how to handle natural sunlight.)

Keywords: fleshy, man-eater, revenant, psychopath, undead, tribal

Baseline Attributes

TN= 0; ST= 0; AG= 0; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 4)

TN= 1; ST= 1; AG= 0; CR= 1; PC= 0; HT= 0; IN= 1

HP=38; FP=32; Ward=1; SP=20 (ambulate)

Att | Dam | Def | Stab: bite/claw=+9 | 8 | 19 | 19

Decent (Level 6)

TN= 2; ST= 1; AG= 0; CR= 1; PC= 0; HT= 0; IN= 2

HP=41; FP=32; Ward=1; SP=20 (ambulate)

Att | Dam | Def | Stab: bite/claw=+11 | 8 | 22 | 22

Fit (Level 8)

TN= 3; ST= 1; AG= 0; CR= 2; PC= 0; HT= 0; IN= 2

HP=45; FP=32; Ward=1; SP=20 (ambulate)

Att | Dam | Def | Stab: bite/claw=+13 | 8 | 25 | 25

Laudable (Level 10)

TN= 3; ST= 3; AG= 0; CR= 2; PC= 0; HT= 0; IN= 2

HP=54; FP=32; Ward=1; SP=25 (ambulate)

Att | Dam | Def | Stab: bite/claw=+17 | 10 | 27 | 27

Outstanding (Level 12)

TN= 3; ST= 3; AG= 0; CR= 2; PC= 1; HT= 1; IN= 2

HP=54; FP=38; Ward=1; SP=30 (ambulate)

Att | Dam | Def | Stab: bite/claw=+19 | 10 | 29 | 30

Remarkable (Level 14)

TN= 3; ST= 3; AG= 0; CR= 3; PC= 2; HT= 1; IN= 2

HP=54; FP=41; Ward=1; SP=30 (ambulate)

Att | Dam | Def | Stab: bite/claw=+21 | 10 | 31 | 33

Superb (Level 16)

TN= 3; ST= 3; AG= 0; CR= 3; PC= 3; HT= 1; IN= 3

HP=54; FP=45; Ward=1; SP=30 (ambulate)

Att | Dam | Def | Stab: bite/claw=+23 | 10 | 33 | 36

Ancient Ghoul Examples

More Fun Facts: Ancient Ghouls are Spectral Undead. (See the Creature Conditions section of The Overlord's Omnibus for details).

Ancient Ghouls are Immune to Acid, Fettering and Footing Effects, but are Highly Sensitive to Quietus and Sunshining Effects.

Keywords: man-eater, psychopath, specter, undead, tribal

Baseline Attributes

TN= --; ST= --; AG= 0; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 6)

TN= --; ST= --; AG= 0; CR= 1; PC= 0; HT= 0; IN= 2

HP=41; FP=32; Ward=1; SP=30 (waft)

Att | Dam | Def | Stab: bite/claw=+11 | 8 | 22 | 22

Decent (Level 8)

TN= --; ST= --; AG= 0; CR= 2; PC= 0; HT= 0; IN= 2

HP=45; FP=32; Ward=1; SP=30 (waft)

Att | Dam | Def | Stab: bite/claw=+13 | 8 | 25 | 25

Fit (Level 10)

TN= --; ST= --; AG= 0; CR= 2; PC= 0; HT= 0; IN= 2

HP=54; FP=32; Ward=1; SP=35 (waft)

Att | Dam | Def | Stab: bite/claw=+17 | 10 | 27 | 27

Laudable (Level 12)

TN= --; ST= --; AG= 0; CR= 2; PC= 1; HT= 1; IN= 2

HP=54; FP=38; Ward=1; SP=40 (waft)

Att | Dam | Def | Stab: bite/claw=+19 | 10 | 29 | 30

Outstanding (Level 14)

TN= --; ST= --; AG= 0; CR= 3; PC= 2; HT= 1; IN= 2

HP=54; FP=41; Ward=1; SP=40 (waft)

Att | Dam | Def | Stab: bite/claw=+21 | 10 | 31 | 33

Remarkable (Level 16)

TN= --; ST= --; AG= 0; CR= 3; PC= 3; HT= 1; IN= 3

HP=54; FP=45; Ward=1; SP=40 (waft)

Att | Dam | Def | Stab: bite/claw=+23 | 10 | 33 | 36

Superb (Level 18)

TN= --; ST= --; AG= 0; CR= 3; PC= 3; HT= 3; IN= 3

HP=54; FP=53; Ward=1; SP=40 (waft)

Att | Dam | Def | Stab: bite/claw=+25 | 10 | 35 | 38

Giant, Argus

Argus Giants are grotesque giant humanoids with eyes covering their bodies that ceaselessly examine every facet of the world around them. The spectacle can be quite disturbing, because the multitudes of eyeballs rarely seem to be looking in the same direction, although a dozen or so will focus on any potential threat.

It is difficult to win an Argus Giant's favor, but it is possible with sufficiently impressive acts of loyalty and trustworthiness. Argus Giants are not fools, though. They will never knowingly perform an action to compromise the security of anything they have been set to guard.

Argus Giants never wear armor or clothing; as such articles would block much of their vision.

Argus Giants commonly wield large Falcatas in battle. They are also superb marksmen, skilled with large bows.

Habitat: Argus Giants live in grassy lands suited to grazing by cattle.

Origin: In Greek mythology, Argus was a giant with a hundred eyes who never slept and could not be surprised. He was the son of Zeus and Niobe sent by Hera to guard the beautiful nymph Io. To add even further insult, Io was transformed into a heifer for the sin of being seduced by Zeus. Mercury was sent to recapture her and was forced to kill Argus in the process. Hera so loved her favored guardian that she took his eyes and put them in the tips of peacock feathers.

Fun Facts: Argus Giants are superb guardians. They have eyes scattered over entire bodies of which they can only close two at any given time. Thus, they never sleep and cannot be surprised by any means. Treat their perceptive abilities as continual effects identical to the Pagan Divination spells Bolster Disbelief, Cognizance, Elicit Astral Sense, Heighten Perception, Magic Sight, and Reveal Invisibility. Treat all such spells as being cast at spell ranks equal to the giant's Level.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: fleshy, giant, humanoid

Attack Modes: Falcata or Bow or Punch

Vision: Dark Vision, Day Vision, Night Vision, Heat Vision

Wealth Type: Monetary *Cunning:* Brilliant

Move Modes: Plod *Danger Tier:* +1

Large Argus Giant Examples

Baseline Attributes

TN= 2; ST= 6; AG= -6; CR= -2; PC= 5; HT= 0; IN= 2

Adequate (Level 4)

TN= 3; ST= 7; AG= -6; CR= -1; PC= 6; HT= 0; IN= 2

HP=76; FP=53; Ward=1; SP=35 (plod)

Att | Dam | Def | Stab: falcata=+7 | 16 | 16 | 28; or
bow=+10 | 8 | 11 | 23; or punch=+9 | 11 | 12 | 24

Decent (Level 6)

TN= 3; ST= 7; AG= -6; CR= 0; PC= 6; HT= 0; IN= 3

HP=76; FP=53; Ward=1; SP=35 (plod)

Att | Dam | Def | Stab: falcata=+9 | 16 | 18 | 30; or
bow=+13 | 8 | 13 | 25; or punch=+11 | 11 | 14 | 26

Fit (Level 8)

TN= 3; ST= 8; AG= -6; CR= 0; PC= 6; HT= 0; IN= 4

HP=83; FP=53; Ward=1; SP=40 (plod)

Att | Dam | Def | Stab: falcata=+12 | 17 | 20 | 32; or
bow=+15 | 8 | 15 | 27; or punch=+14 | 12 | 16 | 28

Laudable (Level 10)

TN= 3; ST= 9; AG= -6; CR= 0; PC= 6; HT= 1; IN= 4

HP=91; FP=58; Ward=1; SP=40 (plod)

Att | Dam | Def | Stab: falcata=+15 | 18 | 22 | 34; or
bow=+17 | 8 | 17 | 29; or punch=+17 | 13 | 18 | 30

Outstanding (Level 12)

TN= 5; ST= 9; AG= -6; CR= 0; PC= 6; HT= 1; IN= 4

HP=108; FP=58; Ward=2; SP=40 (plod)

Att | Dam | Def | Stab: falcata=+17 | 18 | 26 | 38; or
bow=+19 | 8 | 21 | 33; or punch=+19 | 13 | 22 | 34

Remarkable (Level 14)

TN= 5; ST= 9; AG= -6; CR= 1; PC= 7; HT= 1; IN= 4

HP=108; FP=64; Ward=2; SP=45 (plod)

Att | Dam | Def | Stab: falcata=+19 | 18 | 28 | 41; or
bow=+23 | 8 | 23 | 36; or punch=+21 | 13 | 24 | 37

Superb (Level 16)

TN= 5; ST= 9; AG= -6; CR= 1; PC= 7; HT= 2; IN= 4

HP=108; FP=69; Ward=2; SP=45 (plod)

Att | Dam | Def | Stab: falcata=+21 | 18 | 30 | 43; or
bow=+25 | 8 | 25 | 38; or punch=+23 | 13 | 26 | 39

Giant, Cacus

Cacus Giants are towering three-headed humanoids that are masters of stone, metal, and fire. They believe themselves to be direct descendants of Hephaestus himself and worship him as their patron deity. Cacus Giants honor Hephaestus by developing their skills of Smithery and stone working and by wielding hammers in combat.

Cacus Giants carve huge underground fortresses from the rock of mountains. These imposing dwellings are completely hidden behind expertly crafted secret doors. The corridors leading into the giant's home may twist and criss-cross repeatedly in confusing mazes before opening up into the cavernous inner sanctum. Trespassers should beware that Cacus Giants are clever craftsmen and are apt to guard their abodes with devices far more dangerous than hidden doors.

Most Cacus Giants use two large hammers in combat. (Note that the Cacus Giants' ability of Flame Tongue may add additional damage to a weapon.) As each head acts independently, each arm gains its own attack in combat.

Fun Facts: Cacus Giants are able to exhale forth fire and smoke from each of their three heads. One head belches forth smoke that clouds the surrounding area as the Occult spell Pitch Epic Fog (only the cloud consists of smoke, not fog). The second head breathes scorching air as the Occult spell Invoke Great Cone of Grim Steam. The third head produces flame as the Occult spell Invoke Great Cone of Grim Fire. In addition, a Cacus giant's weapon will burst into flame as the Occult spell Offer Dire Scorching Brand. Each of these abilities can be used once per day and they are cast at spell ranks equal to the giant's Level.

Cacus Giants are well versed in Mining, Stone Lore, Stone Working, and Forging Metal. They use their abilities to construct huge stone fortresses that are completely hidden from view behind secret doors and hidden passages. These skills are used at skill ranks equal to the giant's Level.

Origin: Cacus was originally a Roman fire-god but the myths concerning him had him slowly devolve into a fire-breathing giant that was an offspring of Hephaestus. When Hercules visited the Cacus's lands after obtaining the cattle of Geryon, his tenth labor, Cacus stole some of the herd and dragged them backwards to his secret mountaintop castle. He did this in order to make anyone following their tracks that the cattle had moved in the opposite direction. The only reason Hercules was able to find the missing cattle was that they lowed when the remainder of the herd wandered by. Hercules then proceeded to rip the top of the mountain off to find them. In so doing, he discovered the three-headed giant Cacus cowering in his castle. In an attempt to escape Hercules' wrath, Cacus belched forth billows of smoke and fire. Hercules dove into the maelstrom, though, and killed Cacus by choking him to death.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, Scorching, and Sunshining Effects.

Habitat: Cacus Giants live in secret stone fortresses at the tops of mountains. They raid the surrounding lands for food, their favorite dish being beef.

Keywords: blooded, fiery, fleshy, giant, humanoid-like, living, multi-headed

Attack Modes: Hammer and Hammer or Punch and Punch

Wealth Type: Hoard

Cunning: Alert

Move Modes: Plod

Vision: Day Vision

Danger Tier: +1

Great Cacus Giant Examples

Baseline Attributes

TN= 4; ST= 12; AG= -12; CR= -4; PC= 0; HT= 0; IN= 0

Adequate (Level 10)

TN= 5; ST= 13; AG= -9; CR= -4; PC= 2; HT= 0; IN= 3

HP=152; FP=38; Ward=2; SP=30 (plod)

Att | Dam | Def | Stab: hammer and hammer=+14 and +14 | 22 and 22 | 21 | 32; or punch and punch=+18 and +18 | 18 and 18 | 17 | 28

Decent (Level 12)

TN= 5; ST= 13; AG= -9; CR= -4; PC= 3; HT= 1; IN= 3

HP=152; FP=45; Ward=2; SP=35 (plod)

Att | Dam | Def | Stab: hammer and hammer=+16 and +16 | 22 and 22 | 23 | 35; or punch and punch=+20 and +20 | 18 and 18 | 19 | 31

Fit (Level 14)

TN= 6; ST= 13; AG= -9; CR= -4; PC= 3; HT= 1; IN= 3

HP=166; FP=45; Ward=3; SP=35 (plod)

Att | Dam | Def | Stab: hammer and hammer=+18 and +18 | 22 and 22 | 26 | 38; or punch and punch=+22 and +22 | 18 and 18 | 22 | 34

Laudable (Level 16)

TN= 6; ST= 14; AG= -9; CR= -4; PC= 3; HT= 1; IN= 4

HP=181; FP=45; Ward=3; SP=40 (plod)

Att | Dam | Def | Stab: hammer and hammer=+21 and +21 | 23 and 23 | 28 | 40; or punch and punch=+25 and +25 | 19 and 19 | 24 | 36

Outstanding (Level 18)

TN= 7; ST= 14; AG= -9; CR= -3; PC= 3; HT= 1; IN= 4

HP=197; FP=45; Ward=3; SP=40 (plod)

Att | Dam | Def | Stab: hammer and hammer=+23 and +23 | 23 and 23 | 31 | 43; or punch and punch=+27 and +27 | 19 and 19 | 27 | 39

Giant, Gegenees

The Gegenees Giants are barbaric six-armed giants whose skin is the texture and color of hard-packed clay. The unusual appearance of their skins has earned them the name “earth-born”. Some believe the Gegenees to be descendants of an elemental giant who lived before Zeus rose to power that was fashioned entirely from rock and clay. It is unknown whether the giants are man-eaters, but they certainly show no love for intruders.

The Gegenees culture is centered on the bear. Bears accompany some, but these are probably considered to be more companions than pets. In any case, the combination of bear and giant often proves quite deadly.

Origin: The Gegenees Giants are six-armed humanoids that the Argonauts encountered on their search for the Golden Fleece. Jason and his men landed ashore and went searching for food, leaving behind only a few men to guard the ships. Fortunately, one of those men was Hercules, because a tribe of six-armed giants attacked the ships. Hercules was able to hold the giants off, barely, until the rest of the crew returned and battled them.

Fun Facts: The Gegenees live in mountainous areas populated by bears, whom they consider personal friends.

Gegenees Giants have six arms, so they almost always wield multiple weapons. Six weapons flurrying simultaneously in a flashing display of steel is truly a sight to behold. Fortunately, even Gegenees Giants have a hard time coordinating that many blades. They generally opt for four Falcata swords. Most Gegenees also hold proportional shields in the two remaining hands, each of which provides its own cover bonuses.

Further, Gegenees giants are adept at boulder throwing. They are capable of throwing boulders 100 yards that deliver 16 damage. One such boulder may be thrown every Round, provided a convenient supply of boulders is at hand.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Habitat: The Gegenees dwell in mountainous areas. They consider themselves the caretakers of bears, so their lands are populated by large numbers of the grizzly creatures.

Keywords: blooded, fleshy, giant, humanoid-like, living, tellurian, tribal

Attack Modes: Falcata (x4) or Punch (x6)

Traits: Strong Reverence for Bears

Wealth Type: Monetary

Cunning: Alert

Vision: Night Vision

Move Modes: Plod

Danger Tier: +1

Large Gegenees Giant Examples

Baseline Attributes

TN= 3; ST= 8; AG= -6; CR= -5; PC= 0; HT= 0; IN= 0

Adequate (Level 6)

TN= 4; ST= 10; AG= -5; CR= -4; PC= 0; HT= 1; IN= 0

HP=108; FP=34; Ward=2; SP=30 (plod)

Att | Dam | Def | Stab: falcata(x4)=+13 | 27 | 20 | 25; or punch(x6)=+15 | 18 | 16 | 21

Decent (Level 8)

TN= 4; ST= 11; AG= -5; CR= -4; PC= 0; HT= 2; IN= 0

HP=117; FP=38; Ward=2; SP=30 (plod)

Att | Dam | Def | Stab: falcata(x4)=+16 | 28 | 22 | 27; or punch(x6)=+18 | 19 | 18 | 23

Fit (Level 10)

TN= 4; ST= 11; AG= -5; CR= -2; PC= 0; HT= 2; IN= 0

HP=117; FP=38; Ward=2; SP=30 (plod)

Att | Dam | Def | Stab: falcata(x4)=+18 | 28 | 24 | 29; or punch(x6)=+20 | 19 | 20 | 25

Laudable (Level 12)

TN= 4; ST= 11; AG= -5; CR= -2; PC= 2; HT= 2; IN= 0

HP=117; FP=45; Ward=2; SP=40 (plod)

Att | Dam | Def | Stab: falcata(x4)=+20 | 28 | 26 | 33; or punch(x6)=+22 | 19 | 22 | 29

Outstanding (Level 14)

TN= 4; ST= 11; AG= -4; CR= -2; PC= 2; HT= 2; IN= 1

HP=117; FP=45; Ward=2; SP=40 (plod)

Att | Dam | Def | Stab: falcata(x4)=+23 | 28 | 29 | 35; or punch(x6)=+25 | 19 | 25 | 31

Remarkable (Level 16)

TN= 5; ST= 11; AG= -3; CR= -2; PC= 2; HT= 2; IN= 1

HP=128; FP=45; Ward=2; SP=45 (plod)

Att | Dam | Def | Stab: falcata(x4)=+26 | 28 | 33 | 38; or punch(x6)=+28 | 19 | 29 | 34

Superb (Level 18)

TN= 6; ST= 11; AG= -3; CR= -2; PC= 3; HT= 2; IN= 1

HP=140; FP=49; Ward=3; SP=45 (plod)

Att | Dam | Def | Stab: falcata(x4)=+28 | 28 | 36 | 42; or punch(x6)=+30 | 19 | 32 | 38

Giant, Geryon

Geryon Giants are commonly dressed as Greek warriors with helm, spear, greaves, breastplate, and shield. They could easily be mistaken for a human Hoplite if it were not for their huge size and the fact that they always appear in triplets. The members of the trio have an uncanny knack for anticipating each other's actions. It is almost as if they possessed some form of keen mental telepathy among themselves. Each is a fearsome fighter, able to stand toe-to-toe with the bravest heroes. Unfortunately, this means that a lone hero must match their ten humble human-sized toes against thirty gigantic ones.

A Geryon Giant is actually only one giant humanoid that is accompanied by two potent illusory comrades, but why quibble over minor details? As far as the average hero is concerned, they are facing three giants, not one.

Geryon Giants are rural beings, happiest when tending to their cattle. Geryon cattle (bovines) are a brilliant red in color and are highly prized as excellent breeding stock. An Orthrus, a large two-headed dog, accompanies many Geryon Giants. These loyal companions will defend their masters to the death.

Geryon Giants commonly wield large spears and shields in battle.

Habitat: Geryon Giants live in grassy lands suited to raising the red cattle they so prize.

Origin: Geryon was a giant with three bodies, three heads, six arms, and six legs slain by Hercules during his tenth labor. The giant somehow managed to be a formidable warrior despite the obvious difficulties a Siamese triplet would have in battle.

Fun Facts: Geryon Giants are large humanoids with remarkable illusory powers. At all times, these powers project illusory duplicates of the giant: weapons, armor, and all. Each Geryon is accompanied by two illusions identical in ability to the Occult spell Devise Phantasmal Bodyguard. These mirror images are indistinguishable from the original and are fully capable of participating in combat and delivering illusory Damage.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: blooded, fleshy, giant, humanoid, illusion, living

Attack Modes: Spear or Punch

Wealth Type: Monetary

Cunning: Alert

Vision: Day Vision

Move Modes: Plod

Danger Tier: +1

Large Geryon Giant Examples

Baseline Attributes

TN= 4; ST= 8; AG= -6; CR= -2; PC= 1; HT= 2; IN= 0

Adequate

(Level 4)

TN= 5; ST= 9; AG= -5; CR= -2; PC= 1; HT= 3; IN= 0

HP=108; FP=45; Ward=2; SP=30 (plod)

Att | Dam | Def | Stab: spear=+10 | 16 | 19 | 25; or
punch=+12 | 13 | 15 | 21

Decent

(Level 6)

TN= 6; ST= 9; AG= -5; CR= -2; PC= 2; HT= 3; IN= 0

HP=117; FP=49; Ward=3; SP=30 (plod)

Att | Dam | Def | Stab: spear=+12 | 16 | 22 | 29; or
punch=+14 | 13 | 18 | 25

Fit

(Level 8)

TN= 6; ST= 10; AG= -5; CR= -2; PC= 3; HT= 3; IN= 0

HP=128; FP=53; Ward=3; SP=40 (plod)

Att | Dam | Def | Stab: spear=+15 | 17 | 24 | 32; or
punch=+17 | 14 | 20 | 28

Laudable

(Level 10)

TN= 6; ST= 11; AG= -5; CR= -2; PC= 3; HT= 4; IN= 0

HP=140; FP=58; Ward=3; SP=40 (plod)

Att | Dam | Def | Stab: spear=+18 | 18 | 26 | 34; or
punch=+20 | 15 | 22 | 30

Outstanding

(Level 12)

TN= 7; ST= 11; AG= -4; CR= -2; PC= 3; HT= 4; IN= 0

HP=152; FP=58; Ward=3; SP=45 (plod)

Att | Dam | Def | Stab: spear=+21 | 18 | 30 | 37; or
punch=+23 | 15 | 26 | 33

Remarkable

(Level 14)

TN= 7; ST= 11; AG= -3; CR= -2; PC= 4; HT= 4; IN= 0

HP=152; FP=64; Ward=3; SP=50 (plod)

Att | Dam | Def | Stab: spear=+24 | 18 | 33 | 40; or
punch=+26 | 15 | 29 | 36

Superb

(Level 16)

TN= 7; ST= 11; AG= -3; CR= -1; PC= 4; HT= 5; IN= 0

HP=152; FP=69; Ward=3; SP=50 (plod)

Att | Dam | Def | Stab: spear=+26 | 18 | 35 | 42; or
punch=+28 | 15 | 31 | 38

Giant, Tapagoz

A Tapagoz Giant is a large three-headed giant, each of whose heads has a single eye in the middle of its forehead, similar to that of a cyclops. However, Tapagoz Giants are somewhat more civilized in that they are not man eaters. In fact, some are known to fall in love with humans, whom they will kidnap and imprison until their beloved agrees to marry them.

Habitat: Tapagoz Giants live in gigantic castles and palaces.

Origin: The Tapagoz comes from Armenian folklore, where it is described as a gigantic three-headed demon whose mother is a witch. In some tales, Tapagoz is the name of one such individual, while in others the term refers to a type of demon who were all brothers. As the demons clearly were born, as they had a mother with the same form, we interpret them as living giants.

Fun Facts: Each head acts independently. The two outer heads control the arms, while the center one controls the legs. As such, each head gets its own independent Actions every Round. The two arms will generally attack with a scimitar, while the central head will usually be well versed in the spells of one or more Occult classes. Witches and Magicians are common among Tapagoz Giants. They cast all such spells at a rank equal to their Levels, and all can use the Maleficium style of Incantare to circumvent the need for Gestural spell requirements.

Tapagoz giants can hurl boulders up to 100 yards. Any hurled boulder hitting a boat of Great size or smaller forces it to make an Avoidance Roll (using its Quality Level as the roll bonus) against a Threshold of 10 plus the giant's Level. Failure indicates the boat's hull is breached with a sizable hole. Any boulder actually striking a person inflicts 10 points of damage (plus Margin).

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: blooded, cycloptic, fleshy, giant, humanoid-like, living

Attack Modes: Scimitar and Scimitar or Throw Rocks and Throw Rocks or Punch and Punch

Wealth Type: Hoard

Cunning: Alert

Move Modes: Plod

Size: Large

Vision: Night Vision

Danger Tier: +1

Large Tapagoz Giant Examples

Baseline Attributes

TN= 2; ST= 6; AG= -6; CR= -2; PC= 0; HT= 0; IN= 0

Adequate (Level 4)

TN= 2; ST= 7; AG= -5; CR= -1; PC= 1; HT= 0; IN= 0

HP=70; FP=34; Ward=1; SP=25 (plod)

Att | Dam | Def | Stab: scimitar and scimitar=+8 and +8 | 14 and 14 | 17 | 23; or throw rocks=+8 | 6 | 11 | 17; or punch and punch=+10 and +10 | 11 and 11 | 12 | 18

Decent (Level 6)

TN= 2; ST= 8; AG= -5; CR= 0; PC= 1; HT= 0; IN= 0

HP=76; FP=34; Ward=1; SP=30 (plod)

Att | Dam | Def | Stab: scimitar and scimitar=+11 and +11 | 15 and 15 | 19 | 25; or throw rocks=+11 | 6 | 13 | 19; or punch and punch=+13 and +13 | 12 and 12 | 14 | 20

Fit (Level 8)

TN= 2; ST= 9; AG= -5; CR= 0; PC= 1; HT= 1; IN= 0

HP=83; FP=38; Ward=1; SP=30 (plod)

Att | Dam | Def | Stab: scimitar and scimitar=+14 and +14 | 16 and 16 | 21 | 27; or throw rocks=+13 | 6 | 15 | 21; or punch and punch=+16 and +16 | 13 and 13 | 16 | 22

Laudable (Level 10)

TN= 3; ST= 9; AG= -5; CR= 1; PC= 1; HT= 1; IN= 0

HP=91; FP=38; Ward=1; SP=30 (plod)

Att | Dam | Def | Stab: scimitar and scimitar=+16 and +16 | 16 and 16 | 24 | 30; or throw rocks=+16 | 6 | 18 | 24; or punch and punch=+18 and +18 | 13 and 13 | 19 | 25

Model (Level 12)

TN= 4; ST= 9; AG= -4; CR= 1; PC= 1; HT= 1; IN= 0

HP=99; FP=38; Ward=2; SP=30 (plod)

Att | Dam | Def | Stab: scimitar and scimitar=+19 and +19 | 16 and 16 | 28 | 33; or throw rocks=+18 | 6 | 22 | 27; or punch and punch=+21 and +21 | 13 and 13 | 23 | 28

Outstanding (Level 14)

TN= 4; ST= 10; AG= -4; CR= 1; PC= 1; HT= 1; IN= 0

HP=108; FP=38; Ward=2; SP=35 (plod)

Att | Dam | Def | Stab: scimitar and scimitar=+22 and +22 | 17 and 17 | 30 | 35; or throw rocks=+20 | 6 | 24 | 29; or punch and punch=+24 and +24 | 14 and 14 | 25 | 30

Gigante

The Gigantes are enormous Greek giants with the heads and upper torsos of men, legs consisting of serpents from the kneecaps down, and snakes for hair. The serpent legs end in viper heads, each of which attacks independently.

Origin: The Gigantes come from Greek mythology. They were born from the blood of Uranus when his son Cronus castrated him with an adamantine sickle for his tyrannical treatment of his siblings. When Cronus' wife Rhea sought to overthrow her son Zeus, she recruited the Gigantes to fight the Olympians. It had been prophesied that no god could harm the Gigantes, so Mount Olympus was in serious danger of being defeated. As such, Zeus sought the assistance of his son Hercules, a mortal, to battle the giants. With his help, they were thrown down. Zeus thereafter rewarded Heracles with immortality for his heroism.

Fun Facts: Gigantes viper bites deliver a Typical Toxic Poison. (See the [Poisons](#) section in [The Wicked Workshop](#) for details.)

Gigantes are commonly equipped with Short Swords. They also sometime throw boulders. They are capable of throwing boulders 100 yards. One such boulder may be thrown every Round, provided a convenient supply of boulders is at hand. If this is done, the giant forgoes all other attacks for that Round.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Incredibly, Gigantes are also Immune to all Pagan magic, as well as all Damage and/or Setback delivered by Pagan gods.

Habitat: The Gigantes dwell in mountainous areas.

Keywords: blooded, fleshy, giant, humanoid-like, living, tribal

Attack Modes: Short Sword and Poisonous Bite and Poisonous Bite or Throw Rocks

Traits: Hatred of Greek Olympians

Wealth Type: Monetary

Cunning: Alert

Vision: Night Vision

Move Modes: Plod

Epic Gigante Examples

Danger Tier: +3

Baseline Attributes

TN= 6; ST= 18; AG= -18; CR= -6; PC= 0; HT= 0; IN= 0

Adequate (Level 12)

TN= 7; ST= 20; AG= -16; CR= -6; PC= 3; HT= 3; IN= 1

HP=332; FP=53; Ward=3; SP=35 (plod)

Att | Dam | Def | Stab: short sword and bite and bite=+17 and +20 and +20 | 30 and 26 +poison and 26 +poison | 19 | 38; or throw rocks=+13 | 13 | 13 | 32

Decent (Level 14)

TN= 7; ST= 21; AG= -16; CR= -6; PC= 3; HT= 3; IN= 2

HP=362; FP=53; Ward=3; SP=40 (plod)

Att | Dam | Def | Stab: short sword and bite and bite=+20 and +23 and +23 | 31 and 27 +poison and 27 +poison | 21 | 40; or throw rocks=+15 | 13 | 15 | 34

Fit (Level 16)

TN= 7; ST= 21; AG= -15; CR= -6; PC= 3; HT= 3; IN= 2

HP=362; FP=53; Ward=3; SP=40 (plod)

Att | Dam | Def | Stab: short sword and bite and bite=+23 and +26 and +26 | 31 and 27 +poison and 27 +poison | 24 | 42; or throw rocks=+17 | 13 | 18 | 36

Laudable (Level 18)

TN= 8; ST= 21; AG= -15; CR= -6; PC= 4; HT= 3; IN= 2

HP=395; FP=58; Ward=4; SP=45 (plod)

Att | Dam | Def | Stab: short sword and bite and bite=+25 and +28 and +28 | 31 and 27 +poison and 27 +poison | 27 | 46; or throw rocks=+20 | 13 | 21 | 40

Model (Level 20)

TN= 8; ST= 21; AG= -15; CR= -4; PC= 4; HT= 3; IN= 2

HP=395; FP=58; Ward=4; SP=45 (plod)

Att | Dam | Def | Stab: short sword and bite and bite=+27 and +30 and +30 | 31 and 27 +poison and 27 +poison | 29 | 48; or throw rocks=+24 | 13 | 23 | 42

Outstanding (Level 22)

TN= 9; ST= 21; AG= -15; CR= -3; PC= 4; HT= 3; IN= 2

HP=431; FP=58; Ward=5; SP=45 (plod)

Att | Dam | Def | Stab: short sword and bite and bite=+29 and +32 and +32 | 31 and 27 +poison and 27 +poison | 32 | 51; or throw rocks=+27 | 13 | 26 | 45

Great Gigante Examples

Danger Tier: +2

Baseline Attributes

TN= 4; ST= 12; AG= -12; CR= -4; PC= 0; HT= 0; IN= 0

Adequate (Level 8)

TN= 4; ST= 13; AG= -10; CR= -4; PC= 1; HT= 3; IN= 1

HP=140; FP=45; Ward=2; SP=30 (plod)

Att | Dam | Def | Stab: short sword and bite and bite=+13 and +15 and +15 | 20 and 18 +poison and 18 +poison | 18 | 29; or throw rocks=+9 | 9 | 12 | 23

Decent (Level 10)

TN= 5; ST= 14; AG= -10; CR= -4; PC= 1; HT= 3; IN= 1

HP=166; FP=45; Ward=2; SP=30 (plod)

Att | Dam | Def | Stab: short sword and bite and bite=+16 and +18 and +18 | 21 and 19 +poison and 19 +poison | 21 | 32; or throw rocks=+11 | 9 | 15 | 26

Fit (Level 12)

TN= 5; ST= 14; AG= -10; CR= -4; PC= 3; HT= 3; IN= 1

HP=166; FP=53; Ward=2; SP=35 (plod)

Att | Dam | Def | Stab: short sword and bite and bite=+18 and +20 and +20 | 21 and 19 +poison and 19 +poison | 23 | 36; or throw rocks=+15 | 9 | 17 | 30

Laudable (Level 14)

TN= 5; ST= 15; AG= -10; CR= -4; PC= 3; HT= 3; IN= 2

HP=181; FP=53; Ward=2; SP=40 (plod)

Att | Dam | Def | Stab: short sword and bite and bite=+21 and +23 and +23 | 22 and 20 +poison and 20 +poison | 25 | 38; or throw rocks=+17 | 9 | 19 | 32

Model (Level 16)

TN= 5; ST= 15; AG= -9; CR= -4; PC= 3; HT= 3; IN= 2

HP=181; FP=53; Ward=2; SP=40 (plod)

Att | Dam | Def | Stab: short sword and bite and bite=+24 and +26 and +26 | 22 and 20 +poison and 20 +poison | 28 | 40; or throw rocks=+19 | 9 | 22 | 34

Outstanding (Level 18)

TN= 6; ST= 15; AG= -9; CR= -4; PC= 4; HT= 3; IN= 2

HP=197; FP=58; Ward=3; SP=45 (plod)

Att | Dam | Def | Stab: short sword and bite and bite=+26 and +28 and +28 | 22 and 20 +poison and 20 +poison | 31 | 44; or throw rocks=+22 | 9 | 25 | 38

Large Gigante Examples

Danger Tier: +1

Baseline Attributes

TN= 2; ST= 6; AG= -6; CR= -2; PC= 0; HT= 0; IN= 0

Adequate (Level 4)

TN= 2; ST= 6; AG= -6; CR= -2; PC= 1; HT= 2; IN= 1

HP=64; FP=41; Ward=1; SP=20 (plod)

Att | Dam | Def | Stab: short sword and bite and bite=+7 and +8 and +8 | 12 and 10 +poison and 10 +poison | 15 | 22; or throw rocks=+7 | 6 | 10 | 17

Decent (Level 6)

TN= 2; ST= 6; AG= -4; CR= -2; PC= 1; HT= 2; IN= 1

HP=64; FP=41; Ward=1; SP=25 (plod)

Att | Dam | Def | Stab: short sword and bite and bite=+11 and +12 and +12 | 12 and 10 +poison and 10 +poison | 19 | 24; or throw rocks=+9 | 6 | 14 | 19

Fit (Level 8)

TN= 2; ST= 7; AG= -4; CR= -2; PC= 1; HT= 3; IN= 1

HP=70; FP=45; Ward=1; SP=30 (plod)

Att | Dam | Def | Stab: short sword and bite and bite=+14 and +15 and +15 | 13 and 11 +poison and 11 +poison | 21 | 26; or throw rocks=+11 | 6 | 16 | 21

Laudable (Level 10)

TN= 3; ST= 8; AG= -4; CR= -2; PC= 1; HT= 3; IN= 1

HP=83; FP=45; Ward=1; SP=30 (plod)

Att | Dam | Def | Stab: short sword and bite and bite=+17 and +18 and +18 | 14 and 12 +poison and 12 +poison | 24 | 29; or throw rocks=+13 | 6 | 19 | 24

Model (Level 12)

TN= 3; ST= 8; AG= -4; CR= -2; PC= 3; HT= 3; IN= 1

HP=83; FP=53; Ward=1; SP=35 (plod)

Att | Dam | Def | Stab: short sword and bite and bite=+19 and +20 and +20 | 14 and 12 +poison and 12 +poison | 26 | 33; or throw rocks=+17 | 6 | 21 | 28

Outstanding (Level 14)

TN= 3; ST= 9; AG= -4; CR= -2; PC= 3; HT= 3; IN= 2

HP=91; FP=53; Ward=1; SP=40 (plod)

Att | Dam | Def | Stab: short sword and bite and bite=+22 and +23 and +23 | 15 and 13 +poison and 13 +poison | 28 | 35; or throw rocks=+19 | 6 | 23 | 30

Golem, Clay

Golems are humanoid automatons fashioned from clay and imbued with life through magical arts. The clay that comprises them is firm, but it is far from rock-hard. As such, Golem features are generally crude and rounded, more akin to a child's art project than that of a professional sculptor. Or, perhaps, its form is that of a professional sculptor of abstract art.

Golems are almost entirely devoid of intelligence and will unquestioningly obey the orders of their creators, even if those orders will obviously result in the Golem's destruction.

Since Golems lack wills of their own, they are unable to handle the mental stresses involved with carrying magic items. Any Golem carrying any such item will eventually berserk, savagely attacking every living thing encountered (including its master).

Habitat: Golems have no concern over where they find themselves. Since they have the mental statures of eggplants, these automatons will fastidiously stay wherever their masters put them until ordered elsewhere.

Origin: The original Golem comes to us from Mesopotamian mythology where the god Enki fashioned a Golem from clay that was transformed into the first man. In Nordic mythology, the giant Mistcalfa was crafted from clay to assist the giant Hrungnir in fighting Thor. The most famous tale of the Clay Golem in Jewish folklore arose in the 16th century with the rabbi Judah Loew ben Bezalel, who supposedly created one from clay taken from the banks of the Vltava River to defend Prague.

Durabilities: This creature is Immune to Bleeding, Blighting, Dehydrating, Deluding, Dreadful, Earthen, Entrancing, Infernal, Internal, Intoxicating, Maladive, Petrifying, Quieting, Righteous, Rotting, Sedating, Starving, Suffocating, Sunshining, Tormenting, and Toxic Effects; Highly Resistant to Enervating Effects; Sensitive to Sonic Effects; and Highly Sensitive to Acidic Effects.

Keywords: construct, humanoid, obedient, simulacrum, tellurian

Attack Modes: Hammer Fist/Hammer Fist

Wealth Type: Incidental *Cunning:* Mindless

Vision: Astral Vision *Move Modes:* Plod

Danger Tier: +2

Large Clay Golem Examples

Baseline Attributes

TN= 6; ST= 8; AG= -8; CR= -2; PC= 2; HT= 3; IN= -9

Adequate (Level 8)

TN= 9; ST= 9; AG= -5; CR= -2; PC= 3; HT= 3; IN= -9

HP=152; FP=53; Ward=5; SP=35 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+16 | 20 | 26 | 34

Decent (Level 10)

TN= 9; ST= 9; AG= -5; CR= -1; PC= 3; HT= 3; IN= -8

HP=152; FP=53; Ward=5; SP=35 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+18 | 20 | 28 | 36

Fit (Level 12)

TN= 9; ST= 9; AG= -5; CR= -1; PC= 4; HT= 4; IN= -8

HP=152; FP=64; Ward=5; SP=40 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+20 | 20 | 30 | 39

Laudable (Level 14)

TN= 9; ST= 10; AG= -5; CR= -1; PC= 4; HT= 4; IN= -7

HP=166; FP=64; Ward=5; SP=40 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+23 | 21 | 32 | 41

Model (Level 16)

TN= 9; ST= 11; AG= -5; CR= -1; PC= 4; HT= 4; IN= -7

HP=181; FP=64; Ward=5; SP=45 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+26 | 22 | 34 | 43

Outstanding (Level 18)

TN= 9; ST= 11; AG= -4; CR= -1; PC= 4; HT= 4; IN= -6

HP=181; FP=64; Ward=5; SP=45 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+29 | 22 | 37 | 45

Medium Clay Golem Examples

Baseline Attributes

TN= 4; ST= 2; AG= -2; CR= 0; PC= 2; HT= 3; IN= -9

Adequate (Level 4)

TN= 5; ST= 2; AG= 1; CR= 0; PC= 2; HT= 3; IN= -9

HP=59; FP=49; Ward=2; SP=30 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+11 | 10 | 24 | 25

Decent (Level 6)

TN= 7; ST= 2; AG= 1; CR= 0; PC= 2; HT= 3; IN= -9

HP=70; FP=49; Ward=3; SP=30 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+13 | 10 | 28 | 29

Fit (Level 8)

TN= 7; ST= 3; AG= 1; CR= 0; PC= 3; HT= 3; IN= -9

HP=76; FP=53; Ward=3; SP=35 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+16 | 11 | 30 | 32

Laudable (Level 10)

TN= 7; ST= 3; AG= 1; CR= 1; PC= 3; HT= 3; IN= -8

HP=76; FP=53; Ward=3; SP=35 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+18 | 11 | 32 | 34

Model (Level 12)

TN= 7; ST= 3; AG= 1; CR= 1; PC= 4; HT= 4; IN= -8

HP=76; FP=64; Ward=3; SP=40 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+20 | 11 | 34 | 37

Outstanding (Level 14)

TN= 7; ST= 4; AG= 1; CR= 1; PC= 4; HT= 4; IN= -7

HP=83; FP=64; Ward=3; SP=40 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+23 | 12 | 36 | 39

Small Clay Golem Examples**Baseline Attributes**

TN= 2; ST= -4; AG= 4; CR= 2; PC= 2; HT= 3; IN= -9

Adequate (Level 2)

TN= 3; ST= -4; AG= 5; CR= 2; PC= 2; HT= 3; IN= -9

HP=29; FP=49; Ward=1; SP=25 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+7 | 6 | 24 | 21

Decent (Level 4)

TN= 3; ST= -4; AG= 7; CR= 2; PC= 2; HT= 3; IN= -9

HP=29; FP=49; Ward=1; SP=30 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+11 | 6 | 28 | 23

Fit (Level 6)

TN= 5; ST= -4; AG= 7; CR= 2; PC= 2; HT= 3; IN= -9

HP=35; FP=49; Ward=2; SP=30 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+13 | 6 | 32 | 27

Laudable (Level 8)

TN= 5; ST= -3; AG= 7; CR= 2; PC= 3; HT= 3; IN= -9

HP=38; FP=53; Ward=2; SP=35 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+16 | 6 | 34 | 30

Model (Level 10)

TN= 5; ST= -3; AG= 7; CR= 3; PC= 3; HT= 3; IN= -8

HP=38; FP=53; Ward=2; SP=35 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+18 | 6 | 36 | 32

Outstanding (Level 12)

TN= 5; ST= -3; AG= 7; CR= 3; PC= 4; HT= 4; IN= -8

HP=38; FP=64; Ward=2; SP=40 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+20 | 6 | 38 | 35

Tiny Clay Golem Examples**Baseline Attributes**

TN= 0; ST= -10; AG= 10; CR= 4; PC= 2; HT= 3; IN= -9

Adequate (Level 0)

TN= 0; ST= -10; AG= 10; CR= 4; PC= 2; HT= 3; IN= -9

HP=13; FP=49; Ward=0; SP=25 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+4 | 5 | 24 | 16

Decent (Level 2)

TN= 1; ST= -10; AG= 11; CR= 4; PC= 2; HT= 3; IN= -9

HP=15; FP=49; Ward=1; SP=25 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+7 | 5 | 28 | 19

Fit (Level 4)

TN= 1; ST= -10; AG= 13; CR= 4; PC= 2; HT= 3; IN= -9

HP=15; FP=49; Ward=1; SP=30 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+11 | 5 | 32 | 21

Laudable (Level 6)

TN= 3; ST= -10; AG= 13; CR= 4; PC= 2; HT= 3; IN= -9

HP=17; FP=49; Ward=1; SP=30 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+13 | 5 | 36 | 25

Model (Level 8)

TN= 3; ST= -9; AG= 13; CR= 4; PC= 3; HT= 3; IN= -9

HP=19; FP=53; Ward=1; SP=35 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+16 | 5 | 38 | 28

Outstanding (Level 10)

TN= 3; ST= -9; AG= 13; CR= 5; PC= 3; HT= 3; IN= -8

HP=19; FP=53; Ward=1; SP=35 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+18 | 5 | 40 | 30

Gorgon, Grecian

Gorgons inhabit caves and crumbling fortresses on remote islands. All are female, having been cursed to their miserable existence by angry gods jealous of their former beauty. They have beautiful bodies and golden wings but can hardly be described as angelic or seductive. Even wrinkled crones wearing mudpacks and curlers look tempting when standing next to Gorgons. At least a hag's curlers come out. The curls decorating a Gorgon's head slither, dart, and strike with minds of their own since her hair is made up of dozens of writhing vipers. Her face is round with a flattened nose and protruding teeth similar in appearance to boar tusks. An oversize lolling tongue protruding from her mouth completes the horrifying image. Miss January she is not. A Gorgon's profile brings home the expression, "If looks could kill" ... Hers can!

Habitat: Gorgons are reclusive beings who avoid human contact of any sort. They generally inhabit out-of-the-way islands devoid of other Sapient denizens.

Origin: The gorgon originated in Greek legends. Homer described only a single gorgon, Medusa, who was slain by Perseus. Hesiod, on the other hand, included three in his tales: Euryale, Medusa, and Stheno. Medusa actually began her career as the death aspect of Athena herself. Her face was veiled, because anyone seeing her died. In other words, the viewer was "turned into stone" (as in a gravestone or funerary statue).

Fun Facts: Anyone meeting the gaze of a Gorgon must make an Avoidance Roll with Toughness adjustments against a Threshold of 10 plus the Gorgon's Level or suffer the consequences of the Pagan Pandemonium spell Gorgon's Gaze.

Gorgons are often proficient archers and seasoned gladiators, although they may practice any class or profession for which they qualify.

If confronted directly, a Gorgon may strike out with her serpentine hair rather than utilize a more mundane weapon. The serpents are long enough to strike any creature within Melee range. Every day, the first three strikes of a Gorgon's hair deliver a Deadly Killing Venom. (See Poisons in The Wicked Workshop for details.) Thereafter, the Gorgon's venom will be depleted for a day. Of course, the tiny fangs of the vipers are not large enough to deliver Internal Damage.

Gorgons can practice any class humans can. Pagan priest gorgons have a particular fondness for the Pagan Ritual spell Animate Statue.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: blooded, fleshy, gaze, humanoid, living, murderous, poisonous, territorial, winged

Attack Modes: Short Sword or Bow or Poisonous Bite

Wealth Type: Hoard

Cunning: Alert

Move Modes: Run /Hover

Size: Medium

Vision: Night Vision

Danger Tier: +2

Medium Grecian Gorgon Examples

Baseline Attributes

TN= 2; ST= 0; AG= 2; CR= 2; PC= 1; HT= 0; IN= 0

Adequate (Level 12)

TN= 4; ST= 2; AG= 5; CR= 4; PC= 2; HT= 0; IN= 2

HP=54; FP=38; Ward=2; SP=50 (run) / 60 (hover)

Att | Dam | Def | Stab: short sword=+23 | 7 | 35 | 32; or bow=+21 | 5 | 31 | 28; or bite=+23 | 5 +poison | 35 | 32

Decent (Level 14)

TN= 4; ST= 2; AG= 5; CR= 5; PC= 3; HT= 0; IN= 2

HP=54; FP=41; Ward=2; SP=55 (run) / 65 (hover)

Att | Dam | Def | Stab: short sword=+25 | 7 | 37 | 35; or bow=+25 | 5 | 33 | 31; or bite=+25 | 5 +poison | 37 | 35

Fit (Level 16)

TN= 4; ST= 2; AG= 5; CR= 5; PC= 4; HT= 0; IN= 3

HP=54; FP=45; Ward=2; SP=55 (run) / 65 (hover)

Att | Dam | Def | Stab: short sword=+27 | 7 | 39 | 38; or bow=+28 | 5 | 35 | 34; or bite=+27 | 5 +poison | 39 | 38

Laudable (Level 18)

TN= 5; ST= 2; AG= 5; CR= 5; PC= 4; HT= 1; IN= 3

HP=59; FP=49; Ward=2; SP=55 (run) / 65 (hover)

Att | Dam | Def | Stab: short sword=+29 | 7 | 42 | 41; or bow=+30 | 5 | 38 | 37; or bite=+29 | 5 +poison | 42 | 41

Model (Level 20)

TN= 5; ST= 3; AG= 5; CR= 5; PC= 4; HT= 2; IN= 3

HP=64; FP=53; Ward=2; SP=60 (run) / 70 (hover)

Att | Dam | Def | Stab: short sword=+32 | 8 | 44 | 43; or bow=+32 | 5 | 40 | 39; or bite=+32 | 6 +poison | 44 | 43

Outstanding (Level 22)

TN= 5; ST= 3; AG= 5; CR= 5; PC= 4; HT= 2; IN= 4

HP=64; FP=53; Ward=2; SP=60 (run) / 70 (hover)

Att | Dam | Def | Stab: short sword=+34 | 8 | 46 | 45; or bow=+34 | 5 | 42 | 41; or bite=+34 | 6 +poison | 46 | 45

Gryphon

A Gryphon is a huge hybrid creature mixing an eagle with a lion. In effect, it has the appearance of a huge griffin.

However, Gryphons are quite distinct and are instantly recognizable. Not only is the Gryphon of immense size, its plumage glistens the color of pure gold. In daylight, its feathers reflect the sun's full glory in a blinding display.

Gryphons can speak human tongues, although they generally converse these converse with others of their own kind in their own language. They are quite intelligent and are among the most honorable creatures known. Nothing can dissuade a Gryphon to break a promise once it has given its word.

Gods occasionally use select members of this superior breed to guard their treasures. After accepting an assignment, a Gryphon will never leave its post for any reason. When standing guard, they can apparently forego eating for indefinite periods. Thus, the Gryphon has become a symbol of eternal vigilance.

Habitat: Gryphons are legendary creatures only known to inhabit distant lands. It is said that they dwell in deep canyons and immense caverns where they stand guard over priceless treasures.

Origin: Griffin tales appear in many cultures. Some of the most ancient stories describe griffins as akin to the Roc, in that their huge size is capable of blotting out the sun. Belief in their huge bulk allowed excavated mammoth tusks to be sold as griffin talons. The gods of myth used griffins with considerable intellect to guard their most prized treasures. In short, much ancient mythology demands really big, really smart griffins while other stories relate tales of much smaller creatures. This description aims for the former and employs one of the griffin's "larger sounding" names.

Fun Facts: When diving, a Gryphon attacks with its two front claws. It can easily lift a Medium-sized target with a single claw. Full-grown draft horses generally require two claws. It will get a sufficiently good grip to carry away its prey on any Attack Roll that automatically hits.

When encountered out in the sunlight, Gryphons are illuminated with a dazzling halo of light. Treat this as if it were the Pagan Harmony spell Blinding Aura cast at a spell rank equal to the creature's Level. See The Codex of Cultures for details.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: avian-like, blooded, feline-like, fleshy, griffin, hybrid, living, predator, territorial, winged

Traits: Affinity for Gold

Attack Modes: Beak/Claw

Move Modes: Lope/Glide

Danger Tier: +2

Vision: Day Vision

Cunning: Alert

Wealth Type: Hoard

Epic Gryphon Examples

Baseline Attributes

TN= 6; ST= 18; AG= -18; CR= -8; PC= 2; HT= 0; IN= 0

Adequate (Level 12)

TN= 9; ST= 21; AG= -17; CR= -7; PC= 3; HT= 3; IN= 0

HP=431; FP=53; Ward=5; SP=45 (lope) / 75 (glide)

Att | Dam | Def | Stab: beak/claw=+20 | 34 | 18 | 38

Decent (Level 14)

TN= 9; ST= 21; AG= -16; CR= -7; PC= 3; HT= 3; IN= 0

HP=431; FP=53; Ward=5; SP=50 (lope) / 80 (glide)

Att | Dam | Def | Stab: beak/claw=+23 | 34 | 21 | 40

Fit (Level 16)

TN= 9; ST= 22; AG= -16; CR= -7; PC= 4; HT= 3; IN= 0

HP=470; FP=58; Ward=5; SP=55 (lope) / 85 (glide)

Att | Dam | Def | Stab: beak/claw=+26 | 35 | 23 | 43

Laudable (Level 18)

TN= 9; ST= 22; AG= -16; CR= -6; PC= 5; HT= 3; IN= 0

HP=470; FP=64; Ward=5; SP=55 (lope) / 85 (glide)

Att | Dam | Def | Stab: beak/claw=+28 | 35 | 25 | 46

Outstanding (Level 20)

TN= 9; ST= 22; AG= -15; CR= -6; PC= 5; HT= 3; IN= 1

HP=470; FP=64; Ward=5; SP=60 (lope) / 90 (glide)

Att | Dam | Def | Stab: beak/claw=+31 | 35 | 28 | 48

Remarkable (Level 22)

TN= 9; ST= 22; AG= -15; CR= -6; PC= 6; HT= 3; IN= 1

HP=470; FP=69; Ward=5; SP=65 (lope) / 95 (glide)

Att | Dam | Def | Stab: beak/claw=+33 | 35 | 30 | 51

Superb (Level 24)

TN= 10; ST= 22; AG= -15; CR= -6; PC= 6; HT= 3; IN= 1

HP=512; FP=69; Ward=6; SP=65 (lope) / 95 (glide)

Att | Dam | Def | Stab: beak/claw=+35 | 35 | 33 | 54

Bestiary ~ H

Harpy, Grecian

A Grecian Harpy is a composite creature with the head and breasts of a human woman and the body of a vulture. Her face is usually contorted in a hate-filled scream that exposes a mouth full of needle-like teeth. Her ruffled feathers are invariably spotted and discolored from her own excrement and a highly nauseating aroma surrounds her. Needless to say, Harpies are unpleasant sights. After a Harpy kills her prey, she eats until gorged and defiles the remains.

Habitat: Harpies are vile creatures nesting at high altitudes where the winds blow fiercely and incessantly. They tend to congregate in small groups around the top of cliffs or tall gnarled trees in order to view their prey from afar.

Wealth Type: Incidental. Although Harpies have no real lust for treasure, they will retrieve any shiny objects they find and hide them in private knotholes kept hidden from other harpies.

Origin: The Harpies originally appeared in Grecian mythology as three malevolent wind spirits taking the form of attractive winged women. In the later epics involving Jason and his Argonauts, the harpies assumed the better-known form described below. Their name means literally “snatchers” or “pluckers”.

Fun Facts: These vulture-women are among the most repulsive creatures known. Three times per day, a harpy may drop a “bomb” of excrement. Any exposed food carried by her prey will be the target of her foul droppings. Otherwise, she will concentrate her fouling attacks on the individuals themselves. Treat these attacks as the Occult spell Invoke Medium Cone of Grim Acid. Further, treat the foul smell of her waste as the Occult spell Pitch Epic Fumes of Deft Creeping Nausea cast at a rank equal to the Harpy’s Level. Any food touched by the dung is automatically spoiled. Only a harpy would think of eating it. A harpy may deliver only 3 excrement bombs per day.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: avian-like, blooded, fleshy, hybrid, living, man-eater, predatory, territorial

Attack Modes: Carnivorous Bite/Claw

Cunning: Simpleminded *Size:* Medium

Move Modes: Hop / Hover *Vision:* Night Vision

Danger Tier: +2

Medium Grecian Harpy Examples

Baseline Attributes

TN= 2; ST= 2; AG= 2; CR= 0; PC= 2; HT= 2; IN= -3

Adequate (Level 4)

TN= 3; ST= 3; AG= 3; CR= 0; PC= 2; HT= 3; IN= -3

HP=54; FP=49; Ward=1; SP=40 (hop) / 60 (hover)

Att | Dam | Def | Stab: bite/claw=+14 | 10 | 24 | 23

Decent (Level 6)

TN= 3; ST= 3; AG= 4; CR= 1; PC= 2; HT= 3; IN= -3

HP=54; FP=49; Ward=1; SP=40 (hop) / 60 (hover)

Att | Dam | Def | Stab: bite/claw=+17 | 10 | 27 | 25

Fit (Level 8)

TN= 3; ST= 4; AG= 5; CR= 1; PC= 2; HT= 3; IN= -3

HP=59; FP=49; Ward=1; SP=45 (hop) / 65 (hover)

Att | Dam | Def | Stab: bite/claw=+21 | 11 | 30 | 27

Laudable (Level 10)

TN= 3; ST= 5; AG= 5; CR= 1; PC= 2; HT= 4; IN= -3

HP=64; FP=53; Ward=1; SP=50 (hop) / 70 (hover)

Att | Dam | Def | Stab: bite/claw=+24 | 12 | 32 | 29

Outstanding (Level 12)

TN= 5; ST= 5; AG= 5; CR= 1; PC= 2; HT= 4; IN= -3

HP=76; FP=53; Ward=2; SP=50 (hop) / 70 (hover)

Att | Dam | Def | Stab: bite/claw=+26 | 12 | 36 | 33

Remarkable (Level 14)

TN= 5; ST= 6; AG= 5; CR= 1; PC= 2; HT= 4; IN= -3

HP=83; FP=53; Ward=2; SP=55 (hop) / 75 (hover)

Att | Dam | Def | Stab: bite/claw=+29 | 13 | 38 | 35

Superb (Level 16)

TN= 5; ST= 6; AG= 5; CR= 2; PC= 2; HT= 5; IN= -3

HP=83; FP=58; Ward=2; SP=55 (hop) / 75 (hover)

Att | Dam | Def | Stab: bite/claw=+31 | 13 | 40 | 37

Wondrous (Level 18)

TN= 6; ST= 6; AG= 5; CR= 2; PC= 2; HT= 5; IN= -3

HP=91; FP=58; Ward=3; SP=55 (hop) / 75 (hover)

Att | Dam | Def | Stab: bite/claw=+33 | 13 | 43 | 40

Harpyiai

A Harpyiai (plural Harpyii) is an angry malicious aerial spirit having the head and breasts of a stunning woman and the body and wings of a giant eagle. Since the spirit is actually a form of air elemental, its body is ethereal and is sometimes difficult to distinguish clearly. In any case, the incessant high-pitched screams of the elemental convey its murderous intentions clearly.

Harpyii are the scourge of sailors, since they delight in kicking up strong winds over stormy seas in order to sink vulnerable ships. Most sailors believe such spirits to be sent by wrathful gods as punishments for past sins.

Origin: The term Harpyiai is a Greek word meaning “snatchers” or “pluckers” and is the root and origin of the term harpy. Harpies originally appeared in Grecian mythology as three malevolent wind spirits taking the form of attractive winged women before their reputations were tainted by later myths. This description uses the archaic name and tries to faithfully represent the flavor of the original harpies.

Fun Facts: A Harpyiai may use the following Occult spells at will: Flee as Ample Deft Cyclone, Invoke Great Cone of Fell Wind, Place Great Globe of Projectile Shielding, Invoke Grim Windy Blast, and Radiate Great Winds of Deft Dire Creeping. In addition, when a Harpyiai beats her wings together, it has the effect of the Pagan Nature spell Evoke Thunderclap. (See The Oculus of Occultism and The Codex of Cultures for details.) All spells are cast at spell ranks equal to the spirit’s Level.

Three Harpyii working together can invoke a storm as the Pagan Nature spell Evoke Tempest. The spell is cast at a spell rank equal to the lowest Level of the three.

Harpyiai use a strong blast of air against their targets similar to the Occult spell Invoke Grim Bolt of Force. Like the spell Invoke Grim Bolt of Force, armor absorbs double the normal amount of damage from these blows and Internal Damage cannot be delivered to opponents. However, the damage dealt differs from the normal spell (as described in the examples).

Finally, they can see anything in contact with air in a direct line of sight, regardless of lighting conditions.

Habitat: Harpyii are elemental air spirits that tend to congregate in areas of high wind and which revel in the chaos of ocean tempests. Conversely, some say that the windy conditions around Harpyii are cooperatively generated by the spirits themselves.

Durabilities: This creature is Immune to Acidic, Aerial, Bleeding, Blighting, Crushing, Dehydrating, Deluding, Dreadful, Electrical, Entrancing, Fatiguing, Fettering, Footing, Internal, Intoxicating, Maladive, Petrifying, Quieting, Rotting, Sedating, Sonic, Starving, Suffocating, Sunshining, Tormenting, and Toxic Effects; Resistant to Infernal and Righteous Effects; Sensitive to Enervating

Effects; and Highly Sensitive to Scorching Effects.

Keywords: aerial, avian-like, elemental, winged

Danger Tier: +2

Attack Modes: Wind Blast

Vision: Astral Vision

Move Modes: Hop/Hover

Wealth Type: Incidental.

Cunning: Alert

Size: Large

Large Harpyiai Examples

Baseline Attributes

TN= 4; ST= 8; AG= -4; CR= -2; PC= 2; HT= -1; IN= 0

Adequate (Level 8)

TN= 5; ST= 9; AG= -2; CR= -1; PC= 2; HT= 1; IN= 1

HP=108; FP=41; Ward=2; SP=40 (hop) / 60 (hover)

Att | Dam | Def | Stab: wind blast=+19 | 13 | 25 | 29

Decent (Level 10)

TN= 6; ST= 9; AG= -1; CR= -1; PC= 2; HT= 1; IN= 1

HP=117; FP=41; Ward=3; SP=45 (hop) / 65 (hover)

Att | Dam | Def | Stab: wind blast=+22 | 13 | 29 | 32

Fit (Level 12)

TN= 7; ST= 9; AG= -1; CR= -1; PC= 3; HT= 1; IN= 1

HP=128; FP=45; Ward=3; SP=45 (hop) / 65 (hover)

Att | Dam | Def | Stab: wind blast=+24 | 13 | 32 | 36

Laudable (Level 14)

TN= 7; ST= 10; AG= -1; CR= -1; PC= 3; HT= 2; IN= 1

HP=140; FP=49; Ward=3; SP=50 (hop) / 70 (hover)

Att | Dam | Def | Stab: wind blast=+27 | 14 | 34 | 38

Outstanding (Level 16)

TN= 7; ST= 10; AG= -1; CR= -1; PC= 4; HT= 2; IN= 2

HP=140; FP=53; Ward=3; SP=55 (hop) / 75 (hover)

Att | Dam | Def | Stab: wind blast=+29 | 14 | 36 | 41

Remarkable (Level 18)

TN= 7; ST= 10; AG= -1; CR= 1; PC= 4; HT= 2; IN= 2

HP=140; FP=53; Ward=3; SP=55 (hop) / 75 (hover)

Att | Dam | Def | Stab: wind blast=+31 | 14 | 38 | 43

Superb (Level 20)

TN= 7; ST= 11; AG= -1; CR= 1; PC= 4; HT= 2; IN= 3

HP=152; FP=53; Ward=3; SP=55 (hop) / 75 (hover)

Att | Dam | Def | Stab: wind blast=+34 | 15 | 40 | 45

Hermanubis

Hermanubi (singular Hermanubis) are men with the heads of jackals. Their canine features are identical to those of the wild golden-haired canine, with a long tapering snout and upright pointed ears. The color of the cranial fur varies from white, to golden brown, to black. Their bodies are entirely human.

As a race, hermanubi are obsessively jealous of their culture, believing themselves to have attained the apex of civilization. As a rule, they are arrogant and quite vain concerning their appearance. Consequently, they keep themselves impeccably well groomed and commonly wear golden jewelry to show their individual wealth. Consequently, lapidaries and jewelers are highly revered in their culture, as are the crafting and artistry skills associated with those professions.

Hermanubi have their own spoken language that consists of a series of growls, barks, and snarls. In addition, many speak human languages, albeit in deep gravelly voices. Most Hermanubi also have haunting singing voices, capable of echoing baleful arias across the countryside. The best of them, imbued with the artistry of Fantasia, are truly magical. Groups of them can make up the most remarkable choirs.

Hermanubi are capable of learning any human profession, although occultists are rare while archers and swordsmen are quite common. Hermanubi society considers itself to be merchants of death. As such, they continually train in the use of weapons and hire themselves out as warriors for hire. When business is slow, these cunning fighters will resort to banditry. Hermanubi priests commonly worship either Anubis or Set, whose temples continually dicker and plot against one another.

Hermanubi commonly wield short sword and shield in battle and fire arrows from bows from afar. If pressed into combat unarmed, a hermanubis will attack with its bite.

When a human is captured by the hermanubi, they usually make a big show of “sitting in judgment” of the “unpolished oaf” where they determine whether they should be executed and, if so, how. The defendant will usually be forced to determine their own fate in a difficult combative trial where they have the slim possibility of escape by demonstrating exceptional cunning and skill.

Habitat: Hermanubi are most comfortable in arid regions. However, they tend to congregate and build their homes within desert oases where water is plentiful and their desert hunting grounds are near. Their favorite environment is that of the delta of a river winding through the desert.

Origin: The Greeks associated the Egyptian god Anubis with their own god Hermes. Consequently, when they referenced the jackal-headed deity, they often referred to him as Hermanubis. Duamutef is the name of another minor jackal-headed Egyptian deity that is mainly depicted in Egyptian artwork as one of four canopic jars. (A canopic jar is a sacred vessel in which the removed internal organs of a

mummy are stored in preparation for its afterlife.) Duamutef guarded the deceased’s stomach and was closely associated with the minor goddess Neith, who was the consort of Set and who was symbolized by a shield crossed by two arrows.

Tales of these beings existed throughout the cultures of late antiquity and into the medieval Christian world. The later term of cynocephalus, meaning dog-headed man, is a Latin derivative of the ancient Greek word kynokephaloi.

Fun Facts: Hermanubis is a core race in the game. As such, the properties of Hermanubi are listed in [The Character Compendium](#).

Traits: The Traits of Hermanubi are also listed in [The Character Compendium](#).

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: arid, blooded, canine-like, fleshy, humanoid, hybrid, living

Attack Modes: Melee Weapon or Range Weapon or Short Sword or Bow or Carnivorous Bite/Punch/Kick

Wealth Type: Monetary

Cunning: Alert

Move Modes: Run

Size: Medium

Vision: Night Vision

Danger Tier: 0

Hermanubis Fighter Examples

Baseline Attributes

TN= 1; ST= 2; AG= -1; CR= -2; PC= 2; HT= -1; IN= -1

Adequate (Level 0)

TN= 1; ST= 2; AG= -1; CR= -2; PC= 2; HT= -1; IN= -1

HP=41; FP=34; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: bow=+3 | 5 | 10 | 13; or khopesh=+5 | 7 | 13 | 16; or short sword=+5 | 7 | 14 | 17; or spear=+5 | 5 | 14 | 17; or bite/punch/kick=+5 | 10 | 14 | 17

Decent (Level 2)

TN= 1; ST= 3; AG= 0; CR= -2; PC= 2; HT= -1; IN= -1

HP=45; FP=34; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bow=+5 | 5 | 13 | 15; or khopesh=+9 | 8 | 16 | 18; or short sword=+9 | 8 | 17 | 19; or spear=+9 | 6 | 17 | 19; or bite/punch/kick=+9 | 11 | 17 | 19

Fit (Level 4)

TN= 2; ST= 3; AG= 0; CR= -2; PC= 3; HT= -1; IN= -1

HP=49; FP=38; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bow=+8 | 5 | 16 | 19; or khopesh=+11 | 8 | 19 | 22; or short sword=+11 | 8 | 20 | 23; or spear=+11 | 6 | 20 | 23; or bite/punch/kick=+11 | 11 | 20 | 23

Hardened (Level 6)

TN= 3; ST= 3; AG= 1; CR= -2; PC= 3; HT= -1; IN= -1

HP=54; FP=38; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: bow=+10 | 5 | 20 | 22; or khopesh=+14 | 8 | 23 | 25; or short sword=+14 | 8 | 24 | 26; or spear=+14 | 6 | 24 | 26; or bite/punch/kick=+14 | 11 | 24 | 26

Laudable (Level 8)

TN= 3; ST= 4; AG= 1; CR= -2; PC= 4; HT= -1; IN= -1

HP=59; FP=41; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: bow=+13 | 5 | 22 | 25; or khopesh=+17 | 9 | 25 | 28; or short sword=+17 | 9 | 26 | 29; or spear=+17 | 7 | 26 | 29; or bite/punch/kick=+17 | 12 | 26 | 29

Model (Level 10)

TN= 3; ST= 5; AG= 2; CR= -2; PC= 4; HT= -1; IN= -1

HP=64; FP=41; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: bow=+15 | 5 | 25 | 27; or khopesh=+21 | 10 | 28 | 30; or short sword=+21 | 10 | 29 | 31; or spear=+21 | 8 | 29 | 31; or bite/punch/kick=+21 | 13 | 29 | 31

Outstanding (Level 12)

TN= 3; ST= 5; AG= 2; CR= -1; PC= 4; HT= 0; IN= -1

HP=64; FP=45; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: bow=+18 | 5 | 27 | 29; or khopesh=+23 | 10 | 30 | 32; or short sword=+23 | 10 | 31 | 33; or spear=+23 | 8 | 31 | 33; or bite/punch/kick=+23 | 13 | 31 | 33

Remarkable (Level 14)

TN= 4; ST= 5; AG= 2; CR= -1; PC= 5; HT= 0; IN= -1

HP=70; FP=49; Ward=2; SP=60 (run)

Att | Dam | Def | Stab: bow=+21 | 5 | 30 | 33; or khopesh=+25 | 10 | 33 | 36; or short sword=+25 | 10 | 34 | 37; or spear=+25 | 8 | 34 | 37; or bite/punch/kick=+25 | 13 | 34 | 37

Superb (Level 16)

TN= 4; ST= 6; AG= 2; CR= -1; PC= 5; HT= 0; IN= -1

HP=76; FP=49; Ward=2; SP=65 (run)

Att | Dam | Def | Stab: bow=+23 | 5 | 32 | 35; or khopesh=+28 | 11 | 35 | 38; or short sword=+28 | 11 | 36 | 39; or spear=+28 | 9 | 36 | 39; or bite/punch/kick=+28 | 14 | 36 | 39

Wondrous (Level 18)

TN= 4; ST= 6; AG= 2; CR= -1; PC= 5; HT= 0; IN= 0

HP=76; FP=49; Ward=2; SP=65 (run)

Att | Dam | Def | Stab: bow=+25 | 5 | 34 | 37; or khopesh=+30 | 11 | 37 | 40; or short sword=+30 | 11 | 38 | 41; or spear=+30 | 9 | 38 | 41; or bite/punch/kick=+30 | 14 | 38 | 41

Hermanubis Marksman Examples**Baseline Attributes**

TN= 1; ST= 2; AG= -1; CR= -2; PC= 2; HT= -1; IN= -1

Adequate (Level 0)

TN= 1; ST= 2; AG= -1; CR= -2; PC= 2; HT= -1; IN= -1

HP=41; FP=34; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: bow=+3 | 5 | 10 | 13; or short sword=+5 | 7 | 14 | 17; or bite/punch/kick=+5 | 10 | 14 | 17

Decent (Level 2)

TN= 1; ST= 2; AG= -1; CR= -1; PC= 3; HT= -1; IN= -1

HP=41; FP=38; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bow=+7 | 5 | 12 | 16; or short sword=+7 | 7 | 16 | 20; or bite/punch/kick=+7 | 10 | 16 | 20

Fit (Level 4)

TN= 1; ST= 2; AG= -1; CR= 0; PC= 4; HT= -1; IN= -1

HP=41; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bow=+11 | 5 | 14 | 19; or short sword=+9 | 7 | 18 | 23; or bite/punch/kick=+9 | 10 | 18 | 23

Hardened (Level 6)

TN= 1; ST= 3; AG= -1; CR= 0; PC= 5; HT= -1; IN= -1

HP=45; FP=45; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: bow=+14 | 5 | 16 | 22; or short sword=+12 | 8 | 20 | 26; or bite/punch/kick=+12 | 11 | 20 | 26

Laudable (Level 8)

TN= 1; ST= 3; AG= -1; CR= 1; PC= 5; HT= -1; IN= 0

HP=45; FP=45; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: bow=+17 | 5 | 18 | 24; or short sword=+14 | 8 | 22 | 28; or bite/punch/kick=+14 | 11 | 22 | 28

Model (Level 10)

TN= 1; ST= 3; AG= -1; CR= 2; PC= 5; HT= -1; IN= 0

HP=45; FP=45; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: bow=+20 | 5 | 20 | 26; or short sword=+16 | 8 | 24 | 30; or bite/punch/kick=+16 | 11 | 24 | 30

Outstanding (Level 12)

TN= 2; ST= 3; AG= -1; CR= 2; PC= 5; HT= -1; IN= 1

HP=49; FP=45; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: bow=+22 | 5 | 23 | 29; or short sword=+18 | 8 | 27 | 33; or bite/punch/kick=+18 | 11 | 27 | 33

Remarkable (Level 14)
 TN= 2; ST= 3; AG= -1; CR= 2; PC= 6; HT= -1; IN= 1
 HP=49; FP=49; Ward=1; SP=50 (run)
 Att | Dam | Def | Stab: bow=+25 | 5 | 25 | 32; or short
 sword=+20 | 8 | 29 | 36; or bite/punch/kick=+20 | 11 | 29 | 36

Superb (Level 16)
 TN= 2; ST= 4; AG= 0; CR= 2; PC= 6; HT= -1; IN= 1
 HP=54; FP=49; Ward=1; SP=55 (run)
 Att | Dam | Def | Stab: bow=+27 | 5 | 28 | 34; or short
 sword=+24 | 9 | 32 | 38; or bite/punch/kick=+24 | 12 | 32 | 38

Wondrous (Level 18)
 TN= 4; ST= 4; AG= 0; CR= 2; PC= 6; HT= -1; IN= 1
 HP=64; FP=49; Ward=2; SP=55 (run)
 Att | Dam | Def | Stab: bow=+29 | 5 | 32 | 38; or short
 sword=+26 | 9 | 36 | 42; or bite/punch/kick=+26 | 12 | 36 | 42

Hermanubis Rogue Examples

Baseline Attributes
 TN= 1; ST= 2; AG= -1; CR= -2; PC= 2; HT= -1; IN= -1

Adequate (Level 0)
 TN= 1; ST= 2; AG= -1; CR= -2; PC= 2; HT= -1; IN= -1
 HP=41; FP=34; Ward=1; SP=35 (run)
 Att | Dam | Def | Stab: dagger=+6 | 5 | 13 | 16; or short
 sword=+5 | 7 | 14 | 17; or whip=+4 | 2 (dam) + 4 (setback) |
 13 | 16; or bite/punch/kick=+5 | 10 | 14 | 17

Decent (Level 2)
 TN= 1; ST= 2; AG= 0; CR= -2; PC= 3; HT= -1; IN= -1
 HP=41; FP=38; Ward=1; SP=40 (run)
 Att | Dam | Def | Stab: dagger=+9 | 5 | 16 | 19; or short
 sword=+8 | 7 | 17 | 20; or whip=+7 | 2 (dam) + 4 (setback) |
 16 | 19; or bite/punch/kick=+8 | 10 | 17 | 20

Fit (Level 4)
 TN= 1; ST= 2; AG= 2; CR= -2; PC= 3; HT= -1; IN= -1
 HP=41; FP=38; Ward=1; SP=45 (run)
 Att | Dam | Def | Stab: dagger=+13 | 5 | 20 | 21; or short
 sword=+12 | 7 | 21 | 22; or whip=+11 | 2 (dam) +
 4 (setback) | 20 | 21; or bite/punch/kick=+12 | 10 | 21 | 22

Hardened (Level 6)
 TN= 2; ST= 2; AG= 2; CR= -2; PC= 4; HT= -1; IN= -1
 HP=45; FP=41; Ward=1; SP=50 (run)
 Att | Dam | Def | Stab: dagger=+15 | 5 | 23 | 25; or short
 sword=+14 | 7 | 24 | 26; or whip=+13 | 2 (dam) +
 4 (setback) | 23 | 25; or bite/punch/kick=+14 | 10 | 24 | 26

Laudable (Level 8)
 TN= 2; ST= 2; AG= 2; CR= 0; PC= 4; HT= -1; IN= -1
 HP=45; FP=41; Ward=1; SP=50 (run)
 Att | Dam | Def | Stab: dagger=+17 | 5 | 25 | 27; or short
 sword=+16 | 7 | 26 | 28; or whip=+15 | 2 (dam) +
 4 (setback) | 25 | 27; or bite/punch/kick=+16 | 10 | 26 | 28

Model (Level 10)
 TN= 2; ST= 2; AG= 2; CR= 1; PC= 5; HT= -1; IN= -1
 HP=45; FP=45; Ward=1; SP=50 (run)
 Att | Dam | Def | Stab: dagger=+19 | 5 | 27 | 30; or short
 sword=+18 | 7 | 28 | 31; or whip=+17 | 2 (dam) +
 5 (setback) | 27 | 30; or bite/punch/kick=+18 | 10 | 28 | 31

Outstanding (Level 12)
 TN= 3; ST= 2; AG= 2; CR= 1; PC= 5; HT= -1; IN= 0
 HP=49; FP=45; Ward=1; SP=50 (run)
 Att | Dam | Def | Stab: dagger=+21 | 5 | 30 | 33; or short
 sword=+20 | 7 | 31 | 34; or whip=+19 | 2 (dam) +
 5 (setback) | 30 | 33; or bite/punch/kick=+20 | 10 | 31 | 34

Remarkable (Level 14)
 TN= 3; ST= 2; AG= 2; CR= 1; PC= 5; HT= 0; IN= 1
 HP=49; FP=49; Ward=1; SP=50 (run)
 Att | Dam | Def | Stab: dagger=+23 | 5 | 32 | 35; or short
 sword=+22 | 7 | 33 | 36; or whip=+21 | 2 (dam) +
 5 (setback) | 32 | 35; or bite/punch/kick=+22 | 10 | 33 | 36

Superb (Level 16)
 TN= 3; ST= 2; AG= 3; CR= 1; PC= 5; HT= 0; IN= 1
 HP=49; FP=49; Ward=1; SP=55 (run)
 Att | Dam | Def | Stab: dagger=+26 | 5 | 35 | 37; or short
 sword=+25 | 7 | 36 | 38; or whip=+24 | 2 (dam) +
 5 (setback) | 35 | 37; or bite/punch/kick=+25 | 10 | 36 | 38

Wondrous (Level 18)
 TN= 3; ST= 2; AG= 3; CR= 2; PC= 5; HT= 0; IN= 1
 HP=49; FP=49; Ward=1; SP=55 (run)
 Att | Dam | Def | Stab: dagger=+28 | 5 | 37 | 39; or short
 sword=+27 | 7 | 38 | 40; or whip=+26 | 2 (dam) +
 6 (setback) | 37 | 39; or bite/punch/kick=+27 | 10 | 38 | 40

Hermanubis Sage Examples**Baseline Attributes**

TN= 1; ST= 2; AG= -1; CR= -2; PC= 2; HT= -1; IN= -1

Adequate (Level 0)

TN= 1; ST= 2; AG= -1; CR= -2; PC= 2; HT= -1; IN= -1

HP=41; FP=34; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: dagger=+6 | 5 | 13 | 16; or
scimitar=+4 | 8 | 15 | 18; or staff=+5 | 6 | 16 | 19; or
bite/punch/kick=+5 | 10 | 14 | 17

Decent (Level 2)

TN= 1; ST= 2; AG= -1; CR= -2; PC= 2; HT= 0; IN= 0

HP=41; FP=38; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: dagger=+8 | 5 | 15 | 18; or
scimitar=+6 | 8 | 17 | 20; or staff=+7 | 6 | 18 | 21; or
bite/punch/kick=+7 | 10 | 16 | 19

Fit (Level 4)

TN= 1; ST= 2; AG= -1; CR= -2; PC= 2; HT= 2; IN= 0

HP=41; FP=45; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: dagger=+10 | 5 | 17 | 20; or
scimitar=+8 | 8 | 19 | 22; or staff=+9 | 6 | 20 | 23; or
bite/punch/kick=+9 | 10 | 18 | 21

Hardened (Level 6)

TN= 1; ST= 2; AG= -1; CR= -1; PC= 2; HT= 2; IN= 1

HP=41; FP=45; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: dagger=+12 | 5 | 19 | 22; or
scimitar=+10 | 8 | 21 | 24; or staff=+11 | 6 | 22 | 25; or
bite/punch/kick=+11 | 10 | 20 | 23

Laudable (Level 8)

TN= 1; ST= 2; AG= -1; CR= 0; PC= 2; HT= 2; IN= 2

HP=41; FP=45; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: dagger=+14 | 5 | 21 | 24; or
scimitar=+12 | 8 | 23 | 26; or staff=+13 | 6 | 24 | 27; or
bite/punch/kick=+13 | 10 | 22 | 25

Model (Level 10)

TN= 1; ST= 2; AG= 0; CR= 0; PC= 3; HT= 2; IN= 2

HP=41; FP=49; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: dagger=+17 | 5 | 24 | 27; or
scimitar=+15 | 8 | 26 | 29; or staff=+16 | 6 | 27 | 30; or
bite/punch/kick=+16 | 10 | 25 | 28

Outstanding (Level 12)

TN= 1; ST= 3; AG= 1; CR= 0; PC= 3; HT= 2; IN= 2

HP=45; FP=49; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: dagger=+21 | 6 | 27 | 29; or
scimitar=+19 | 9 | 29 | 31; or staff=+20 | 7 | 30 | 32; or
bite/punch/kick=+20 | 11 | 28 | 30

Remarkable (Level 14)

TN= 1; ST= 4; AG= 1; CR= 0; PC= 4; HT= 2; IN= 2

HP=49; FP=53; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: dagger=+24 | 7 | 29 | 32; or
scimitar=+22 | 10 | 31 | 34; or staff=+23 | 8 | 32 | 35; or
bite/punch/kick=+23 | 12 | 30 | 33

Superb (Level 16)

TN= 1; ST= 4; AG= 1; CR= 0; PC= 5; HT= 2; IN= 2

HP=49; FP=58; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: dagger=+26 | 7 | 31 | 35; or
scimitar=+24 | 10 | 33 | 37; or staff=+25 | 8 | 34 | 38; or
bite/punch/kick=+25 | 12 | 32 | 36

Wondrous (Level 18)

TN= 1; ST= 4; AG= 1; CR= 0; PC= 6; HT= 2; IN= 2

HP=49; FP=64; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: dagger=+28 | 7 | 33 | 38; or
scimitar=+26 | 10 | 35 | 40; or staff=+27 | 8 | 36 | 41; or
bite/punch/kick=+27 | 12 | 34 | 39

Hippocampus

The Hippocampus (plural Hippocampi) is a composite creature having the forequarters of a horse and the hindquarters of a great fish. The hooves of most are replaced by webbing and their manes consist of a flexible fin ridge. Despite the fishy nature of the horses' appendages, they can still deliver powerful blows with their legs. Like land dwelling horses, Hippocampi have coats ranging from pure white to speckled brown to jet-black. When well groomed, their tails shimmer in the sunlight like iridescent rainbows.

Most sailors consider sighting one of these magnificent watery horses an omen of good fortune. Riding a hippocampus is said to bring even greater luck to the rider.

Despite appearances, the Hippocampus is not actually a living creature. Rather, it is an elemental of the watery realm.

Habitat: Hippocampi are ocean creatures that naturally congregate in herds near coastal reefs. They are often tamed and bred as aquatic steeds by sea dwelling races. Needless to say, on land Hippocampi are virtually helpless.

Origin: Hippocampi are found in the myths of ancient Greece and Rome. As the god of the sea, Poseidon had the privilege of having his chariot drawn by Hippocampi. Further, European heraldry adopted the Hippocampus as a sign of heroism at sea.

Fun Facts: Anyone peaceably riding a Hippocampus for an hour or more will receive the equine's blessing. This has the same effect as the Pagan Ritual spell Lift Curse. See The Codex of Cultures for details.

These creatures possess the Gift of Aquatic Combat.

Durabilities: This creature is Immune to Acidic, Bleeding, Blighting, Crushing, Deluding, Dreadful, Entrancing, Fatiguing, Fettering, Footing, Internal, Intoxicating, Maladive, Quieting, Rotting, Sedating, Starving, Sunshining, Tormenting, Toxic, and Watery Effects; Resistant to Enervating, Infernal, and Righteous Effects; Sensitive to Electrical and Scorching Effects; and Highly Sensitive to Dehydrating Effects.

Keywords: aqueous, elemental, equine-like, fish-like hybrid

Wealth Type: Incidental *Cunning:* Bestial

Attack Modes: Hoof/Hoof *Move Modes:* Swim

Vision: Night Vision *Size:* Large

Danger Tier: +2

Large Hippocampus Examples

Baseline Attributes

TN= 4; ST= 7; AG= -5; CR= -6; PC= 1; HT= -1; IN= 0

Adequate (Level 0)

TN= 4; ST= 7; AG= -5; CR= -6; PC= 1; HT= -1; IN= 0

HP=83; FP=32; Ward=2; SP=45 (fishtail)

Att | Dam | Def | Stab: hoof(×2)=+6 | 15 | 13 | 19

Decent (Level 2)

TN= 4; ST= 7; AG= -4; CR= -5; PC= 1; HT= -1; IN= 0

HP=83; FP=32; Ward=2; SP=50 (fishtail)

Att | Dam | Def | Stab: hoof(×2)=+9 | 15 | 16 | 21

Fit (Level 4)

TN= 4; ST= 8; AG= -4; CR= -5; PC= 1; HT= 0; IN= 0

HP=91; FP=34; Ward=2; SP=50 (fishtail)

Att | Dam | Def | Stab: hoof(×2)=+12 | 16 | 18 | 23

Laudable (Level 6)

TN= 4; ST= 8; AG= -2; CR= -5; PC= 1; HT= 0; IN= 0

HP=91; FP=34; Ward=2; SP=55 (fishtail)

Att | Dam | Def | Stab: hoof(×2)=+16 | 16 | 22 | 25

Model (Level 8)

TN= 4; ST= 9; AG= -2; CR= -4; PC= 1; HT= 0; IN= 0

HP=99; FP=34; Ward=2; SP=60 (fishtail)

Att | Dam | Def | Stab: hoof(×2)=+19 | 17 | 24 | 27

Outstanding (Level 10)

TN= 4; ST= 9; AG= -2; CR= -3; PC= 2; HT= 0; IN= 0

HP=99; FP=38; Ward=2; SP=60 (fishtail)

Att | Dam | Def | Stab: hoof(×2)=+21 | 17 | 26 | 30

Remarkable (Level 12)

TN= 4; ST= 9; AG= -2; CR= -3; PC= 3; HT= 1; IN= 0

HP=99; FP=45; Ward=2; SP=65 (fishtail)

Att | Dam | Def | Stab: hoof(×2)=+23 | 17 | 28 | 33

Superb (Level 14)

TN= 4; ST= 9; AG= -1; CR= -3; PC= 3; HT= 1; IN= 0

HP=99; FP=45; Ward=2; SP=65 (fishtail)

Att | Dam | Def | Stab: hoof(×2)=+26 | 17 | 31 | 35

Wondrous (Level 16)

TN= 4; ST= 9; AG= -1; CR= -3; PC= 4; HT= 2; IN= 0

HP=99; FP=53; Ward=2; SP=70 (fishtail)

Att | Dam | Def | Stab: hoof(×2)=+28 | 17 | 33 | 38

Hippogriff

Hippogriffs are composite creatures mixing horses with griffins. They possess the hindquarters of common equines. The front quarters are composed of the beak, head, wings, and talons of giant eagles. Their coats vary in coloration from white to brown or black. Many are speckled or have wide patches of contrasting colors like common horses. The stallions of the species have colorful and attractive plumage while that of the mares is generally rather drab and uniform.

Although their normal food consists of deer and small animals, they eagerly hunt for an occasional human feast.

These creatures make outstanding steeds if trained from hatching.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Habitat: Hippogriffs, also known as Hippogripps or Hippogriffins, prefer to dwell on high mountain plateaus where they congregate into small herds. The ideal herding spots have abrupt cliff edges where the beasts can easily launch themselves into flight. They tend to hunt by flying over the plains areas near the mountains in which they nest since prey is easily spotted from above.

Origin: The poet Ariosto originally conceived the Hippogriff as a symbol of love in his work Orlando Furioso. In this work, the Hippogriff first appeared as the offspring between a Griffon and a common mare. Thereafter, the hippogriff grew in popularity as a fabulous beast in medieval tales where it appeared as the steed of Atlantis the Wizard.

Keywords: avian-like, blooded, equine-like, fleshy, hybrid, living, predator, raptor-like, territorial, winged

Wealth Type: Incidental *Cunning:* Bestial

Attack Modes: Beak/Claw *Vision:* Day Vision

Move Modes: Gallop/Glide *Danger Tier:* +1

Large Hippogriff Examples

Baseline Attributes

TN= 3; ST= 7; AG= -5; CR= -6; PC= 1; HT= -1; IN= -6

Adequate (Level 4)

TN= 3; ST= 8; AG= -4; CR= -5; PC= 1; HT= 0; IN= -6
HP=83; FP=34; Ward=1; SP=60 (gallop) / 70 (glide)
Att | Dam | Def | Stab: beak/claw=+12 | 18 | 17 | 22

Decent (Level 6)

TN= 3; ST= 8; AG= -2; CR= -5; PC= 1; HT= 0; IN= -6
HP=83; FP=34; Ward=1; SP=65 (gallop) / 75 (glide)
Att | Dam | Def | Stab: beak/claw=+16 | 18 | 21 | 24

Fit (Level 8)

TN= 3; ST= 9; AG= -2; CR= -4; PC= 1; HT= 0; IN= -6
HP=91; FP=34; Ward=1; SP=70 (gallop) / 80 (glide)
Att | Dam | Def | Stab: beak/claw=+19 | 19 | 23 | 26

Laudable (Level 10)

TN= 3; ST= 9; AG= -2; CR= -3; PC= 2; HT= 0; IN= -6
HP=91; FP=38; Ward=1; SP=70 (gallop) / 80 (glide)
Att | Dam | Def | Stab: beak/claw=+21 | 19 | 25 | 29

Model (Level 12)

TN= 3; ST= 9; AG= -2; CR= -3; PC= 3; HT= 1; IN= -6
HP=91; FP=45; Ward=1; SP=75 (gallop) / 85 (glide)
Att | Dam | Def | Stab: beak/claw=+23 | 19 | 27 | 32

Outstanding (Level 14)

TN= 3; ST= 9; AG= -1; CR= -3; PC= 3; HT= 1; IN= -6
HP=91; FP=45; Ward=1; SP=75 (gallop) / 85 (glide)
Att | Dam | Def | Stab: beak/claw=+26 | 19 | 30 | 34

Medium Hippogriff Examples

Baseline Attributes

TN= 1; ST= 1; AG= 1; CR= -4; PC= 1; HT= -1; IN= -6

Adequate (Level 2)

TN= 1; ST= 1; AG= 2; CR= -3; PC= 1; HT= -1; IN= -6
HP=38; FP=32; Ward=1; SP=60 (gallop) / 70 (glide)
Att | Dam | Def | Stab: beak/claw=+9 | 8 | 19 | 18

Decent (Level 4)

TN= 1; ST= 2; AG= 2; CR= -3; PC= 1; HT= 0; IN= -6
HP=41; FP=34; Ward=1; SP=60 (gallop) / 70 (glide)
Att | Dam | Def | Stab: beak/claw=+12 | 9 | 21 | 20

Fit (Level 6)

TN= 1; ST= 2; AG= 4; CR= -3; PC= 1; HT= 0; IN= -6
HP=41; FP=34; Ward=1; SP=65 (gallop) / 75 (glide)
Att | Dam | Def | Stab: beak/claw=+16 | 9 | 25 | 22

Laudable (Level 8)

TN= 1; ST= 3; AG= 4; CR= -2; PC= 1; HT= 0; IN= -6
HP=45; FP=34; Ward=1; SP=70 (gallop) / 80 (glide)
Att | Dam | Def | Stab: beak/claw=+19 | 10 | 27 | 24

Outstanding (Level 10)

TN= 1; ST= 3; AG= 4; CR= -1; PC= 2; HT= 0; IN= -6
HP=45; FP=38; Ward=1; SP=70 (gallop) / 80 (glide)
Att | Dam | Def | Stab: beak/claw=+21 | 10 | 29 | 27

Hippopotamus

Also known simply as a Hippo, the Hippopotamus is a thick, bulky beast with a barrel-shaped body and four sturdy legs. Its head is nearly as wide as its body and is supported by a short neck that is at least as thick. The hippo's body is completely hairless, save for some whiskers on its wide, blunt snout and some bristles on its comparatively tiny tail. Their mouths are extremely large and have long canine tusks that reach lengths of up to 5 feet themselves. These are adapted to the vegetarian diet which hippos enjoy, but remain formidable weapons when employed in self-defense.

Hippos are fiercely territorial and are likely to attack anyone approaching too near the herd. Even so, it is rare for more than one or two hippos to charge at any given time. The rest are usually content to play in the water and simply enjoy the show.

Habitat: The Hippo spends most of its time wallowing in fresh water. They are often submerged so that only their eyes and nostrils break the water's surface.

Origin: The Hippo, or Behemoth, is a native of Africa. It was closely associated with the Nile, since the river has historically supported a large population of the lumbering beasts. The term hippo literally means "river horse" and is believed to be the monster referred to as behemoth in the Old Testament, mainly because the hippo was the largest land animal known to the ancient Jews. The Egyptians themselves had an ambivalent attitude toward hippos. Male hippos were especially despised for the damage they inflicted on the crops. The evil Set was often depicted in the form of a hippopotamus. On the other hand, Set's wife, Tawaret, had a decidedly hippo form and was a symbol for childbirth.

Fun Facts: A Hippo will commonly charge on its first attack. If the charge attack is on a path leading toward the water, the hippo is likely to just keep on going and plunge into its watery sanctuary.

These creatures possess the Gift of Aquatic Combat.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: amphibious, blooded, fleshy, herbivorous, living, territorial

Move Modes: Charge/Plod/Swim. A hippo can charge only in straight lines.

Wealth Type: Incidental *Cunning:* Bestial

Attack Modes: Omnivorous Bite *Vision:* Day Vision

Size: Large *Danger Tier:* +2

Large Hippopotamus Examples

Baseline Attributes

TN= 4; ST= 9; AG= -6; CR= -3; PC= 0; HT= 2; IN= -6

Adequate (Level 4)

TN= 5; ST= 9; AG= -6; CR= -3; PC= 3; HT= 2; IN= -6

HP=108; FP=49; Ward=2; SP=60 (charge) / 30 (plod) / 30 (swim)

Att | Dam | Def | Stab: bite=+11 | 14 | 17 | 26

Decent (Level 6)

TN= 6; ST= 9; AG= -6; CR= -3; PC= 3; HT= 3; IN= -6

HP=117; FP=53; Ward=3; SP=60 (charge) / 30 (plod) / 30 (swim)

Att | Dam | Def | Stab: bite=+13 | 14 | 20 | 29

Fit (Level 8)

TN= 6; ST= 9; AG= -4; CR= -3; PC= 3; HT= 3; IN= -6

HP=117; FP=53; Ward=3; SP=70 (charge) / 40 (plod) / 40 (swim)

Att | Dam | Def | Stab: bite=+17 | 14 | 24 | 31

Laudable (Level 10)

TN= 6; ST= 9; AG= -3; CR= -3; PC= 3; HT= 3; IN= -6

HP=117; FP=53; Ward=3; SP=70 (charge) / 40 (plod) / 40 (swim)

Att | Dam | Def | Stab: bite=+20 | 14 | 27 | 33

Outstanding (Level 12)

TN= 7; ST= 9; AG= -3; CR= -3; PC= 4; HT= 3; IN= -6

HP=128; FP=58; Ward=3; SP=75 (charge) / 45 (plod) / 45 (swim)

Att | Dam | Def | Stab: bite=+22 | 14 | 30 | 37

Remarkable (Level 14)

TN= 7; ST= 10; AG= -3; CR= -2; PC= 4; HT= 3; IN= -6

HP=140; FP=58; Ward=3; SP=75 (charge) / 45 (plod) / 45 (swim)

Att | Dam | Def | Stab: bite=+25 | 15 | 32 | 39

Superb (Level 16)

TN= 7; ST= 12; AG= -3; CR= -2; PC= 4; HT= 3; IN= -6

HP=166; FP=58; Ward=3; SP=85 (charge) / 55 (plod) / 55 (swim)

Att | Dam | Def | Stab: bite=+29 | 17 | 34 | 41

Horse of Diomedes

The Horses of Diomedes appear in every way like well-bred thoroughbred stallions and mares. Their coats are sleek and shiny, their muscles firm and well formed, and they have that spark of defiance in their eyes common to all great racing horses. The single characteristic that distinguishes them from all other equines is their insatiable hunger for meat. They prefer the savory and delectable taste of human flesh, but will settle for gazelles, sheep, horses, and even predators if the opportunity presents itself. Few visions can give lions nightmares like that of a herd of horses bearing down on the pride's alpha male and rending bloody chunks from his body as they completely devour him within minutes.

Habitat: These fierce horses run wild across grassy plains hunting down any choice morsel of meat they can sink their teeth into.

Origin: In Greek mythology, the hero Hercules was given twelve tasks, the eighth of which was the acquisition of the horses of king Diomedes. These beasts were untamable equines that fed on the flesh of men. Hercules was only able to calm them by feeding them the flesh of the evil king himself.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: blooded, carnivore, equine, fleshy, living, man-eater, predator, territorial

Traits: Uncontrollable Lust for the Taste of Human(oid) Flesh

Attack Modes: Carnivorous Bite/Hoof

Wealth Type: Incidental *Cunning:* Bestial

Move Modes: Gallop *Size:* Large

Vision: Night Vision *Danger Tier:* +1

Large Horse of Diomedes Examples

Baseline Attributes

TN= 2; ST= 6; AG= -4; CR= -2; PC= 4; HT= 0; IN= -6

Adequate (Level 2)

TN= 3; ST= 6; AG= -3; CR= -2; PC= 4; HT= 0; IN= -6

HP=70; FP=45; Ward=1; SP=65 (gallop)

Att | Dam | Def | Stab: bite/hoof=+9 | 16 | 16 | 23

Decent (Level 4)

TN= 3; ST= 7; AG= -3; CR= -2; PC= 5; HT= 0; IN= -6

HP=76; FP=49; Ward=1; SP=70 (gallop)

Att | Dam | Def | Stab: bite/hoof=+12 | 17 | 18 | 26

Fit (Level 6)

TN= 4; ST= 7; AG= -2; CR= -2; PC= 5; HT= 0; IN= -6

HP=83; FP=49; Ward=2; SP=75 (gallop)

Att | Dam | Def | Stab: bite/hoof=+15 | 17 | 22 | 29

Laudable (Level 8)

TN= 4; ST= 9; AG= -2; CR= -2; PC= 5; HT= 0; IN= -6

HP=99; FP=49; Ward=2; SP=80 (gallop)

Att | Dam | Def | Stab: bite/hoof=+19 | 19 | 24 | 31

Outstanding (Level 10)

TN= 5; ST= 9; AG= -2; CR= -2; PC= 5; HT= 1; IN= -6

HP=108; FP=53; Ward=2; SP=80 (gallop)

Att | Dam | Def | Stab: bite/hoof=+21 | 19 | 27 | 34

Remarkable (Level 12)

TN= 5; ST= 9; AG= -2; CR= -1; PC= 5; HT= 1; IN= -5

HP=108; FP=53; Ward=2; SP=80 (gallop)

Att | Dam | Def | Stab: bite/hoof=+23 | 19 | 29 | 36

Superb (Level 14)

TN= 5; ST= 9; AG= -2; CR= -1; PC= 5; HT= 3; IN= -5

HP=108; FP=64; Ward=2; SP=80 (gallop)

Att | Dam | Def | Stab: bite/hoof=+25 | 19 | 31 | 38

Wondrous (Level 16)

TN= 5; ST= 10; AG= -2; CR= -1; PC= 5; HT= 3; IN= -5

HP=117; FP=64; Ward=2; SP=85 (gallop)

Att | Dam | Def | Stab: bite/hoof=+28 | 20 | 33 | 40

Humbaba

The Humbaba is a monstrous hybrid creature with the head, body, and foreclaws of a lion, the hind claws of a vulture, the scales of a dragon, the horns of a bull, and two vipers for tails.¹

Habitat: Humbabas dwell in the forests of moderate climates like that of the Mediterranean coast, preferring the smell of cedar above all others.

Origin: The Humbaba, or Hawawa, originates from The Epic of Gilgamesh as a monster that defended the fabled Cedar Forest, and could hear rustlings in the forest for three hundred miles. When Gligamesh and Enkidu encountered the beast, it hurled insults at them in an attempt to frighten them off. Nevertheless, the two companions kept their wits and slew the beast.

Fun Facts: It can speak human languages, and is quite adept at hurling insults at its foes. Treat it as having the Gift of Taunting.

As the lion and viper heads act independently, each gains its own separate Actions in combat. (The claws are incorporated into the lion head attack.)

If possible, the Humbaba will charge to gore with its horns on its initial attack. If it strikes, it gores for twice the damage stated in the examples. In addition, the gored individual must make an Avoidance Roll with Agility Adjustments or be knocked Prone.

The lion head breathes fire as the Occult spell Invoke Large Cone of Grim Fire. Further, the lion head can bellow out a mighty roar at will, which acts as the Occult spell Invoke Epic Fell Roar. Both are used at a spell rank equal to the beast's Level.

The viper bites deliver a Deadly Killing Venom. (See Poisons in The Wicked Workshop for details.) The venom of each viper head will be depleted after 3 such bites on any given day, though.

Durabilities: This creature is Immune to Blighting, Captivating, Dreadful, Enervating, Infernal, Metaphysical, Poisoning, Quieting, Righteous, Scorching, Sedating, Sunshining, and Toxic Effects.

Keywords: blooded, feline-like, fiery, fleshy, hybrid, living, multi-headed, predator, serpent-like, territorial

Attack Modes: Gore or Carnivorous Bite/Claw and Poisonous Bite and Poisonous Bite

Vision: Night Vision / Heat Vision (serpent heads)

Wealth Type: Hoard *Cunning:* Alert

Move Modes: Charge/Bounding *Size:* Large

Danger Tier: +3

Large Humbaba Examples

Baseline Attributes

TN= 6; ST= 6; AG= -6; CR= -2; PC= 3; HT= 0; IN= 0

Adequate (Level 8)

TN= 8; ST= 8; AG= -5; CR= -2; PC= 4; HT= 1; IN= 1
 HP=128; FP=49; Ward=4; SP=65 (charge) / 65 (bounding)
 Att | Dam | Def | Stab: gore=+15 | 16 | 25 | 34; or bite/claw and bite and bite=+15 and +15 and +15 | 18 and 12 +poison and 12 +poison | 25 | 34

Decent (Level 10)

TN= 8; ST= 9; AG= -4; CR= -2; PC= 4; HT= 1; IN= 1
 HP=140; FP=49; Ward=4; SP=70 (charge) / 70 (bounding)
 Att | Dam | Def | Stab: gore=+19 | 17 | 28 | 36; or bite/claw and bite and bite=+19 and +19 and +19 | 19 and 13 +poison and 13 +poison | 28 | 36

Fit (Level 12)

TN= 8; ST= 9; AG= -4; CR= -1; PC= 4; HT= 2; IN= 1
 HP=140; FP=53; Ward=4; SP=70 (charge) / 70 (bounding)
 Att | Dam | Def | Stab: gore=+21 | 17 | 30 | 38; or bite/claw and bite and bite=+21 and +21 and +21 | 19 and 13 +poison and 13 +poison | 30 | 38

Laudable (Level 14)

TN= 9; ST= 9; AG= -4; CR= -1; PC= 5; HT= 2; IN= 1
 HP=152; FP=58; Ward=5; SP=75 (charge) / 75 (bounding)
 Att | Dam | Def | Stab: gore=+23 | 17 | 33 | 42; or bite/claw and bite and bite=+23 and +23 and +23 | 19 and 13 +poison and 13 +poison | 33 | 42

Model (Level 16)

TN= 9; ST= 10; AG= -4; CR= -1; PC= 5; HT= 2; IN= 1
 HP=166; FP=58; Ward=5; SP=75 (charge) / 75 (bounding)
 Att | Dam | Def | Stab: gore=+26 | 18 | 35 | 44; or bite/claw and bite and bite=+26 and +26 and +26 | 20 and 14 +poison and 14 +poison | 35 | 44

Outstanding (Level 18)

TN= 9; ST= 10; AG= -3; CR= -1; PC= 5; HT= 2; IN= 2
 HP=166; FP=58; Ward=5; SP=80 (charge) / 80 (bounding)
 Att | Dam | Def | Stab: gore=+29 | 18 | 38 | 46; or bite/claw and bite and bite=+29 and +29 and +29 | 20 and 14 +poison and 14 +poison | 38 | 46

¹ In the Epic of Gilgamesh, the second "tail" is actually the monster's phallus.

Hydra, Lernaean

The Hydras of ancient Greek lore are large water serpents, each having a multitude of bobbing, weaving, and striking snake heads. The serpent rears up when startled and can reach heights as tall as 8 to 12 feet. Its heads will number anywhere from three to twelve when first encountered (Overlord's discretion).

The Hydra has venom so poisonous that the air around it is continually fouled with a noxious poisonous gas. These pungent fumes often act as the only warning to trespassing adventurers that their presence is not welcome.

Hydra skins are smooth and scaly like those of common snakes. They are decorated with a variety of patterns and colors although they tend toward the coloration of the more common water vipers. If the leather is properly cured, some of the hydra's remarkable regenerative powers can be preserved. If properly removed from the creature (via the Skill Quartering) and preserved, the skin will regenerate at a rate of 1 point per Round. Obviously, this regeneration ability is not conferred to the wearer.

Hydra blood is quite poisonous. Any sword or arrow dipped in it is coated with a single dose of a Deadly Toxic Poison.

Habitat: Hydras inhabit watery areas such as bogs, swamps, and lakes where they take up residence in natural caves or rocky niches.

Origin: The Lernaean Hydra of Greek mythology was the offspring of Typhon and Echidna and was the sibling of the terrible three-headed dog Cerebrus. As his second task, Heracles was told to kill the hydra living in the marches of Lerna near Argos. Various tales state the serpent had 9, 10, 50, or 100 heads, one of which was immortal due to its divine ancestry.

To kill the beast, Hercules had to brave the foul air, poisoned by the hydra's venomous breath. Even more horrific, every time Hercules cut off one head, two immediately grew in its place. He solved this problem by cauterizing the neck stump of every severed neck with a fiery brand. (Just for the record, Heracles never did kill the hydra's immortal head. He simply buried it under a huge boulder.) Thereafter, Hercules would sometimes poison his arrows by dipping them in Hydra blood.

Some historians believe the legend to have arisen from stories of the octopus, which has eight tentacles and one large bulbous head. (The octopus's real head thus representing the hydra's immortal one.) Since hydra literally means water, it is also possible that the myth initially assigned Heracles the task of damming a river flowing through a plateau or plain. The river would obviously overflow at each attempt, splitting into a pair of smaller currents just like the heads of the watery serpent.

Metaphorically speaking, the Hydra represents any problem or behavior that grows uncontrollably if not properly managed. Lying is one such behavior, as any single lie needs

to be covered up by other lies, which themselves need to be covered by even more lies, etc.

Fun Facts: The breath of a Hydra fouls the air surrounding it. Any breathing creature within 10 feet of the hydra must make an Avoidance Roll with Toughness adjustments against a Threshold equal to 10 plus the monster's Level every Round. Failure indicates the hydra's assailant suffers the effects of a Weak Killing Venom. (See Poisons in The Wicked Workshop for details.) A strong wind, such as that created by the Occult spell Invoke Great Cone of Fell Wind, disperses the vapors for as long as the breeze continues.

The bite of the Hydra is even more frightening as it delivers a Typical Killing Venom. The Poison Threshold in this case equals 10 plus the monstrous viper's Level. Keep in mind that once a single Conflict Roll fails against this venom, all subsequent Conflict Rolls automatically fail for that character and the poison doses accumulate (as per the Poison rules).

A Hydra can attack as many creatures within reach as it has heads. At most, four heads can attempt a bite attack on any given foe at a time, though. Attacks from multiple heads will usually be combined into group attacks. So, two heads attacking a single foe gives one Edge on the Attack Roll, and four heads against a single foe gives two.

A combatant may target an individual head, if desired. Treat each head as having a number of Hit Points equal to the dragon's total Hit Points divided by the number of its heads. If that amount of damage is delivered to a given head, it is severed from the neck or smashed into a pulp. If this is done, two new heads sprout from the bloody stump after 3 Rounds. The neck then splits down the middle next Round giving complete freedom of motion for either head. The regeneration can be prevented if the neck stump is cauterized within two Rounds after cutting off the head. To cauterize the neck, someone must successfully "strike" the neck stump with a torch, hot brand, or fire spell. In any case, striking a neck stump generally requires a character to brave the wrath of the other heads, which tends to protect those regenerating.

Characters stating that they want to strike a head rather than the body may do so without suffering any penalties. After all, hydras don't have much else TO swing at. If an assailant wants to strike a specific head, they may do so if their Attack Roll results in a Pure Success.

Perhaps the most devastating power of the Hydra is its incredible regeneration powers. Any wound delivered directly to the body will heal completely within 2 Rounds of combat. Because of this, about the only way to kill a hydra is to follow Hercules' example.

Finally, Hydras are excellent swimmers, and possess the Gift of Aquatic Combat.

Durabilities: This creature is Immune to Blighting, Captivating, Deluding, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects. Further, they resist magic. All spells affecting them have their spell ranks cut in half.

Keywords: amphibious, blooded, dragon, fleshy, living, multi-headed, poisonous, predator, reptile, serpentine

Attack Modes: Carnivorous Bite+Poison (x4) and Carnivorous Bite+Poison (x4) and ...

Vision: Night Vision, Heat Sense

Traits: Aversion to Fire *Cunning:* Instinctive

Move Modes: Slither/Undulate *Wealth Type:* Incidental

Great Lernaean Hydra Examples

Danger Tier: +4

Baseline Attributes

TN= 6; ST= 14; AG= -14; CR= -5; PC= 6; HT= 0; IN= -7

Adequate (Level 12)

TN=7; ST=17; AG= -11; CR= -5; PC=10; HT=0; IN= -7

HP=256; FP=76; Ward=3; SP=75 (slither) / 75 (undulate)

Att | Dam | Def | Stab: bite(x4) and bite(x4) and ...=+22 and +22 and ... | 34 +poison and 34 +poison and ... | 22 | 43

Decent (Level 14)

TN=8; ST=17; AG= -11; CR= -5; PC=10; HT=0; IN= -7

HP=279; FP=76; Ward=4; SP=75 (slither) / 75 (undulate)

Att | Dam | Def | Stab: bite(x4) and bite(x4) and ...=+24 and +24 and ... | 34 +poison and 34 +poison and ... | 25 | 46

Fit (Level 16)

TN=9; ST=18; AG= -11; CR= -5; PC=10; HT=0; IN= -7

HP=332; FP=76; Ward=5; SP=80 (slither) / 80 (undulate)

Att | Dam | Def | Stab: bite(x4) and bite(x4) and ...=+27 and +27 and ... | 35 +poison and 35 +poison and ... | 28 | 49

Laudable (Level 18)

TN=9; ST=18; AG= -11; CR= -5; PC=10; HT=1; IN= -7

HP=332; FP=82; Ward=5; SP=80 (slither) / 80 (undulate)

Att | Dam | Def | Stab: bite(x4) and bite(x4) and ...=+29 and +29 and ... | 35 +poison and 35 +poison and ... | 30 | 51

Outstanding (Level 20)

TN=9; ST=18; AG= -10; CR= -4; PC=10; HT=1; IN= -7

HP=332; FP=82; Ward=5; SP=85 (slither) / 85 (undulate)

Att | Dam | Def | Stab: bite(x4) and bite(x4) and ...=+32 and +32 and ... | 35 +poison and 35 +poison and ... | 33 | 53

Large Lernaean Hydra Examples

Danger Tier: +3

Baseline Attributes

TN= 4; ST= 8; AG= -8; CR= -3; PC= 6; HT= 0; IN= -7

Adequate (Level 4)

TN= 4; ST= 10; AG= -7; CR= -3; PC= 7; HT= 0; IN= -7

HP=108; FP=58; Ward=2; SP=55 (slither) / 55 (undulate)

Att | Dam | Def | Stab: bite(x4) and bite(x4) and ...=+11 and +11 and ... | 23 +poison and 23 +poison and ... | 15 | 29

Decent (Level 6)

TN= 5; ST= 10; AG= -7; CR= -3; PC= 8; HT= 0; IN= -7

HP=117; FP=64; Ward=2; SP=55 (slither) / 55 (undulate)

Att | Dam | Def | Stab: bite(x4) and bite(x4) and ...=+13 and +13 and ... | 23 +poison and 23 +poison and ... | 18 | 33

Fit (Level 8)

TN= 5; ST= 10; AG= -6; CR= -3; PC= 9; HT= 0; IN= -7

HP=117; FP=69; Ward=2; SP=65 (slither) / 65 (undulate)

Att | Dam | Def | Stab: bite(x4) and bite(x4) and ...=+16 and +16 and ... | 23 +poison and 23 +poison and ... | 21 | 36

Laudable (Level 10)

TN= 5; ST= 10; AG= -6; CR= -3; PC= 10; HT= 0; IN= -7

HP=117; FP=76; Ward=2; SP=65 (slither) / 65 (undulate)

Att | Dam | Def | Stab: bite(x4) and bite(x4) and ...=+18 and +18 and ... | 23 +poison and 23 +poison and ... | 23 | 39

Model (Level 12)

TN= 5; ST= 11; AG= -5; CR= -3; PC= 10; HT= 0; IN= -7

HP=128; FP=76; Ward=2; SP=75 (slither) / 75 (undulate)

Att | Dam | Def | Stab: bite(x4) and bite(x4) and ...=+22 and +22 and ... | 24 +poison and 24 +poison and ... | 26 | 41

Outstanding (Level 14)

TN= 6; ST= 11; AG= -5; CR= -3; PC= 10; HT= 0; IN= -7

HP=140; FP=76; Ward=3; SP=75 (slither) / 75 (undulate)

Att | Dam | Def | Stab: bite(x4) and bite(x4) and ...=+24 and +24 and ... | 24 +poison and 24 +poison and ... | 29 | 44

Hyena, Common

The Common Hyena is a dog-like creature with strong jaws and sturdy teeth that are powerful enough to break bones with their crushing strength. The Hyena's front two legs are longer than the hind legs causing the canine's back to slope down toward the rear. Its ears are upright like those of the Wolf, but are somewhat larger giving the beast exceptional hearing. There are three basic species of Hyena differing slightly in size and coloration. Some are spotted while others are striped. Even so, all are cunning, dangerous predators.

When men are encountered, the pack will often attempt to isolate a single individual by calling out in pleading Human voices, often imitating those of the prey's companions.

Hyenas change sex periodically, averaging once a year. It is not known whether this change is a voluntary action or whether it is a purely biological function.

Origin: The Hyena is a native of Africa and Asia. The myths bestowing the ability of speech to Hyenas probably arises from the high-pitched noises produced by the laughing hyena that resembles the sound of human laughter. It is likely that the Hyena is also the origin of the Egyptian Mimik-Dog, which was supposedly able to imitate any voice and which was described as having the body of an ape and the head of a hedgehog. Considering that the Hyena's hind legs are shorter than its front legs, it is not too difficult to believe that its body could be described as "ape-like."

One other interesting fact is that female Hyenas possess a finger-like fleshy appendage resembling male genitalia. This undoubtedly is the basis for the belief that Hyenas periodically change sex.

Fun Facts: When Hyenas hunt, they travel in packs to overpower their prey through force of numbers. Hunting packs range in size from half a dozen to twenty members with most having around ten individuals. Family packs, made of a number of separate hunting packs, congregate together during the day to provide excellent security for the group as a whole.

Hyenas have the ability of human speech and, in fact, are quite convincing in imitating voices. Treat this ability as the Occult spell Disguise Voice. (See The Oculus of Occultism for details.)

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Habitat: Hyenas inhabit the open spans of grassy plains and arid deserts. They are communal creatures that hunt at night in large packs consisting of up to twenty individuals. During the day, hyenas congregate underground in cool caves or burrows. These daytime clans often grow to a size of 100 or more.

Keywords: blooded, canine, carnivore, fleshy, living, mammal, pack, predatory, territorial

Attack Modes: Carnivorous Bite *Move Modes:* Romp

Wealth Type: Incidental *Cunning:* Simpleminded

Traits: Afraid of Fire *Vision:* Night Vision

Size: Medium *Danger Tier:* 0

Medium Common Hyena Examples

Baseline Attributes

TN= 0; ST= 0; AG= -1; CR= -1; PC= -1; HT= -1; IN= -3

Adequate (Level 2)

TN= 0; ST= 1; AG= 0; CR= -1; PC= -1; HT= -1; IN= -3

HP=35; FP=26; Ward=0; SP=40 (romp)

Att | Dam | Def | Stab: bite=+7 | 6 | 16 | 15

Decent (Level 4)

TN= 1; ST= 1; AG= 1; CR= -1; PC= -1; HT= -1; IN= -3

HP=38; FP=26; Ward=1; SP=40 (romp)

Att | Dam | Def | Stab: bite=+10 | 6 | 20 | 18

Fit (Level 6)

TN= 1; ST= 2; AG= 1; CR= -1; PC= 0; HT= -1; IN= -3

HP=41; FP=29; Ward=1; SP=45 (romp)

Att | Dam | Def | Stab: bite=+13 | 7 | 22 | 21

Laudable (Level 8)

TN= 2; ST= 3; AG= 1; CR= -1; PC= 0; HT= -1; IN= -3

HP=49; FP=29; Ward=1; SP=50 (romp)

Att | Dam | Def | Stab: bite=+16 | 8 | 25 | 24

Model (Level 10)

TN= 3; ST= 3; AG= 1; CR= -1; PC= 0; HT= -1; IN= -2

HP=54; FP=29; Ward=1; SP=50 (romp)

Att | Dam | Def | Stab: bite=+18 | 8 | 28 | 27

Outstanding (Level 12)

TN= 3; ST= 3; AG= 2; CR= -1; PC= 0; HT= -1; IN= -1

HP=54; FP=29; Ward=1; SP=50 (romp)

Att | Dam | Def | Stab: bite=+21 | 8 | 31 | 29

Bestiary ~ I

Imdugud

Imdugud are handsome large birds. They have the heads of lions and the bodies of giant eagles with plumage the color of dark thunderclouds. Their thunderous roar is not only deafening, but it also inspires terror in all who hear it.

Imduguds are strictly carnivores and, being opportunistic desert hunters, are apt to make meals of any passing travelers encountered. They are not scavengers, though, so any offerings of meat to dissuade an attack will go unheeded. Imduguds insist on a diet of freshly killed flesh, so the only offering that has any potential of satisfying this fearsome predator is that of a living creature. In a desert, one's camel represents one's very life, so your best bet for survival is to purposefully stumble while running into battle, being careful to regain your balance by pushing one of your less valuable companions to the ground at the Imdugud's feet.

Origin: Imdugud, also known as the Anzu bird or Ningirsu, originates in Mesopotamian mythology as Enki's thunderbird. As the god of water, Enki needs someone to carry the rains. Imdugud serves that purpose and represents the south wind. Its roar can be heard every time thunder rumbles across the land.

Fun Facts: Imduguds have the unusual power to summon rain as the Occult spell Solicit Generous Lasting Rain. They use this ability to draw out desert creatures in need of moisture to ease the task of hunting.

In addition, the Imdugud's roar acts similar to the Pagan Nature spell Evoke Thunderclap. Anyone hearing this roar must make an Avoidance Roll with Willpower Adjustments against a Threshold equal to 10 plus the Imdugud's Level. Failure indicates the individual is affected as the Occult spell Invoke Epic Fell Roar.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Habitat: The Imdugud nest high in the mountains next to deserts, some say they actually dwell in the clouds. They most commonly appear hunting immediately before and after rainstorms.

Keywords: arid, avian-like, blooded, carnivore, feline-like, fleshy, hybrid, living, predator, territorial, winged

Danger Tier: +2

Wealth Type: Incidental

Cunning: Bestial

Attack Modes: Beak

Move Modes: Hop/Glide

Vision: Night Vision

Size: Large

Large Imdugud Examples

Baseline Attributes

TN= 2; ST= 6; AG= 0; CR= 1; PC= 2; HT= 2; IN= -6

Adequate (Level 4)

TN= 4; ST= 6; AG= 0; CR= 1; PC= 3; HT= 3; IN= -6

HP=76; FP=53; Ward=2; SP=40 (hop) / 80 (glide)

Att | Dam | Def | Stab: beak=+14 | 13 | 22 | 25

Decent (Level 6)

TN= 4; ST= 6; AG= 0; CR= 1; PC= 5; HT= 3; IN= -6

HP=76; FP=64; Ward=2; SP=45 (hop) / 85 (glide)

Att | Dam | Def | Stab: beak=+16 | 13 | 24 | 29

Fit (Level 8)

TN= 4; ST= 6; AG= 1; CR= 1; PC= 5; HT= 3; IN= -6

HP=76; FP=64; Ward=2; SP=50 (hop) / 90 (glide)

Att | Dam | Def | Stab: beak=+19 | 13 | 27 | 31

Laudable (Level 10)

TN= 5; ST= 6; AG= 1; CR= 1; PC= 6; HT= 3; IN= -6

HP=83; FP=69; Ward=2; SP=55 (hop) / 95 (glide)

Att | Dam | Def | Stab: beak=+21 | 13 | 30 | 35

Outstanding (Level 12)

TN= 5; ST= 8; AG= 1; CR= 1; PC= 6; HT= 3; IN= -6

HP=99; FP=69; Ward=2; SP=60 (hop) / 100 (glide)

Att | Dam | Def | Stab: beak=+25 | 15 | 32 | 37

Remarkable (Level 14)

TN= 5; ST= 8; AG= 1; CR= 2; PC= 6; HT= 4; IN= -6

HP=99; FP=76; Ward=2; SP=60 (hop) / 100 (glide)

Att | Dam | Def | Stab: beak=+27 | 15 | 34 | 39

Superb (Level 16)

TN= 5; ST= 9; AG= 2; CR= 2; PC= 6; HT= 4; IN= -6

HP=108; FP=76; Ward=2; SP=70 (hop) / 110 (glide)

Att | Dam | Def | Stab: beak=+31 | 16 | 37 | 41

Bestiary ~ J

Jackal

The Jackal is a dog-like creature with pert upright ears resembling those of a well-groomed Doberman Pinscher. It is a lithe creature, having far less bulk than the Hyena and wolf. Jackal heads taper into long snouts and their limbs are quick and graceful. Overall, their physical form is quite similar to that of the greyhound. However, their fur is glistening black and their cold eyes hold none of the adoration and love conveyed by those of domesticated canines.

Jackals have as strong an attraction to the Undead as most dogs have for their masters. This affection arises from the highly successful symbiosis afforded by the Jackal / Undead relationship. The Ghoul is aided in its horrific murderous campaigns and the Jackal obtains a sense of purpose and a healthy diet. The Jackal is truly Manes' best friend.

Habitat: Jackals dwell most commonly in woodland and prairie regions. They center their hunting grounds on cemeteries since their main staple consists of the bodies freshly entombed in crypts and graveyards. They hunt in packs mainly at night in small packs of three to ten individuals.

Origin: The Jackal, also known as the Upuat or Ap-Uat, is a native of Africa and Asia and is a scavenger that commonly feeds on carrion. Consequently, it was closely identified with death and decay. This tie was so strong that in ancient artwork the Jackal traded its normally reddish-brown coloration for a uniformly black coat.

Fun Facts: Jackals can sense undead as the Pagan Divination spell Death Perception. In addition, they have the ability to assume an ethereal form once per day as the Occult spell Stride in Spectral Form (see The Oculus of Occultism for details). Both powers are cast at spell ranks equal to the jackal's Level.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: blooded, canine, carnivore, fleshy, living, nocturnal, predator, territorial

Traits: Affinity for Undead Creatures, Afraid of Fire

Wealth Type: Incidental *Cunning:* Bestial

Attack Modes: Carnivorous Bite *Move Modes:* Romp

Vision: Night Vision *Size:* Small

Danger Tier: 0

Small Jackal Examples

Baseline Attributes

TN= -4; ST= -6; AG= 6; CR= 0; PC= 2; HT= 1; IN= -6

Adequate (Level 0)

TN= -4; ST= -6; AG= 6; CR= 0; PC= 2; HT= 1; IN= -6

HP=13; FP=41; Ward=0; SP=45 (romp)

Att | Dam | Def | Stab: bite=+4 | 3 | 16 | 12

Decent (Level 2)

TN= -4; ST= -5; AG= 7; CR= 0; PC= 2; HT= 1; IN= -6

HP=15; FP=41; Ward=0; SP=50 (romp)

Att | Dam | Def | Stab: bite=+8 | 3 | 19 | 14

Fit (Level 4)

TN= -3; ST= -5; AG= 8; CR= 0; PC= 2; HT= 1; IN= -6

HP=16; FP=41; Ward=0; SP=50 (romp)

Att | Dam | Def | Stab: bite=+11 | 3 | 23 | 17

Laudable (Level 6)

TN= -3; ST= -4; AG= 8; CR= 1; PC= 2; HT= 1; IN= -6

HP=17; FP=41; Ward=0; SP=50 (romp)

Att | Dam | Def | Stab: bite=+14 | 3 | 25 | 19

Outstanding (Level 8)

TN= -2; ST= -3; AG= 8; CR= 1; PC= 2; HT= 1; IN= -6

HP=21; FP=41; Ward=0; SP=55 (romp)

Att | Dam | Def | Stab: bite=+17 | 3 | 28 | 22

Remarkable (Level 10)

TN= -2; ST= -3; AG= 9; CR= 1; PC= 3; HT= 1; IN= -6

HP=21; FP=45; Ward=0; SP=60 (romp)

Att | Dam | Def | Stab: bite=+20 | 3 | 31 | 25

Superb (Level 12)

TN= -2; ST= -3; AG= 9; CR= 2; PC= 3; HT= 1; IN= -5

HP=21; FP=45; Ward=0; SP=60 (romp)

Att | Dam | Def | Stab: bite=+22 | 3 | 33 | 27

Wondrous (Level 14)

TN= -2; ST= -3; AG= 9; CR= 2; PC= 4; HT= 2; IN= -5

HP=21; FP=53; Ward=0; SP=65 (romp)

Att | Dam | Def | Stab: bite=+24 | 3 | 35 | 30

Jidra

The Jidra looks like a big harmless flower, about eight feet tall. It has a thick stem topped with a single bloom resembling a rosebud or tulip that is almost mature enough to open. The stem is surrounded by a green spray of wide, thick leaves that are about 5 feet long. Finally, root-like vines cling to the ground, radiating from its base to a distance of 20 feet from its central root.

Jidras have an insatiable thirst for moisture, and will obtain it from any plant or animal that comes within the grasp of its vines. It attacks by grabbing its prey and dragging them toward the central bud, which will open to reveal a maw lined with countless tooth-like thorns. Here the victual will be squeezed and bled as if caught in the torturous grip of an iron-maiden.

Fortunately, Jidra are permanently affixed to the ground by their central root, and cannot move about. These roots are quite valuable as a necessary component for Antidote Tonics (see [The Oculus of Occultism](#) for details).

Habitat: Jidra grow in both desert and temperate environments.

Origin: The legends of the Jidra comes from Middle Eastern folklore, which describes it as a voracious plant that consumes anything wandering within its reach. The tales state that its “bones” are valued as an antidote, but are otherwise nonspecific about its form. As such, we gave it a decidedly [Little Shop of Horrors](#) vibe.

Fun Facts: Jidras use their long root-like vines as snares. Treat this as a [Tendrils Attack](#) (as described in the [Special Attack Modes](#) section of [The Rules Reference](#)). Every Round a character remains within the creature’s grip, they are pulled 5 feet closer to the central maw. The Jidra can make only a single Grabbing Attack on any given Round. But, once it has grabbed hold of one creature, it can perform a Grabbing Attack on a different creature with another vine while dragging the first toward its eager bloom.

Durabilities: This creature is Immune to Bleeding, Captivating, Enervating, Footing, Infernal, Internal, Metaphysical, Quieting, Righteous, Slippery, Suffocating, Sunshining, and Toxic Effects; and Sensitive to Acidic, Blighting, Chopping, and Scorching Effects.

Keywords: arboreal, faery, man-eater, living, vegetal

Traits: Affinity for the Taste of Blood

Wealth Type: Incidental. *Danger Tier:* +2

Vision: Motion Sensitivity *Cunning:* Alert

Attack Modes: Tendril or Maw *Move Modes:* None

Large Jidra Examples

Baseline Attributes

TN= 6; ST= 8; AG= -12; CR= 2; PC= 2; HT= 0; IN= -6

Adequate (Level 4)

TN= 7; ST= 11; AG= -12; CR= 2; PC= 2; HT= 0; IN= -6
HP=152; FP=38; Ward=3; SP=0 (none)

Att | Dam | Def | Stab: tendril=+7 | 8 (setback) | 13 | 27; or
maw=+7 | 20 | 13 | 27

Decent (Level 6)

TN= 8; ST= 11; AG= -12; CR= 3; PC= 2; HT= 0; IN= -6
HP=166; FP=38; Ward=4; SP=0 (none)

Att | Dam | Def | Stab: tendril=+9 | 9 (setback) | 16 | 30; or
maw=+9 | 20 | 16 | 30

Fit (Level 8)

TN= 8; ST= 11; AG= -12; CR= 3; PC= 3; HT= 1; IN= -6
HP=166; FP=45; Ward=4; SP=0 (none)

Att | Dam | Def | Stab: tendril=+11 | 9 (setback) | 18 | 33; or
maw=+11 | 20 | 18 | 33

Laudable (Level 10)

TN= 9; ST= 11; AG= -12; CR= 4; PC= 3; HT= 1; IN= -6
HP=181; FP=45; Ward=5; SP=0 (none)

Att | Dam | Def | Stab: tendril=+13 | 10 (setback) | 21 | 36; or
maw=+13 | 20 | 21 | 36

Outstanding (Level 12)

TN= 9; ST= 11; AG= -12; CR= 5; PC= 3; HT= 2; IN= -6
HP=181; FP=49; Ward=5; SP=0 (none)

Att | Dam | Def | Stab: tendril=+15 | 11 (setback) | 23 | 38; or
maw=+15 | 20 | 23 | 38

Remarkable (Level 14)

TN= 9; ST= 11; AG= -12; CR= 5; PC= 3; HT= 3; IN= -6
HP=181; FP=53; Ward=5; SP=0 (none)

Att | Dam | Def | Stab: tendril=+17 | 11 (setback) | 25 | 40; or
maw=+17 | 20 | 25 | 40

Superb (Level 16)

TN= 9; ST= 12; AG= -11; CR= 5; PC= 3; HT= 3; IN= -6
HP=197; FP=53; Ward=5; SP=0 (none)

Att | Dam | Def | Stab: tendril=+21 | 11 (setback) | 28 | 42; or
maw=+21 | 21 | 28 | 42

Bestiary ~ K

Ka

A Ka is an undead spirit that represents the life-energy of a dead person. When seen, the Ka is revealed to be a specter having the same appearance, stature, and mannerisms as its former living body. Its duty is to tend to the crypt and greet visitors who bring gifts to nourish the soul of the tomb's buried occupant. Often, statues of the deceased are placed in the tombs to provide a comfortable abode for the otherwise lonely Ka.

Habitat: Kas are undead spirits that linger in and around the crypts and tombs where their bodies lie. Here they wait for gifts of food and wine to be brought from which they obtain their own nourishment. They do not actually eat the food itself but rather consume the Ka, or life energy, of the food. If such sacrifices have been long in coming, the Ka is likely to drain the life energy from anything it encounters.

Fun Facts: Kas are Undead with the Spectral Condition. (See the Creature Conditions section of The Overlord's Omnibus for details.)

If a Ka is Overcome, it is temporarily dispersed. But, it is not destroyed; it will rise again in about a week.

The touch of a Ka drains the life sustaining essence from the item touched as the Occult spell Manifest Dire Siphoning Touch. In addition, the Ka may use the Occult spells Invoke Dire Despair and Invoke Grim Vitality Siphon at will. All spells are cast at spell ranks equal to the Ka's Level. (See The Oculus of Occultism for details.)

Kas have the gifts of Spawn Undead Ba and Spawn Undead Shuyet, which they will use on any fresh corpses they encounter (particularly those it personally killed). See The Character Compendium for details.

Durabilities: This creature is Immune to Acidic, Bleeding, Blighting, Crushing, Dehydrating, Entrancing, Fatiguing, Freezing, Infernal, Internal, Intoxicating, Maladive, Non-Magical, Petrifying, Rotting, Sedating, Starving, Suffocating, and Toxic Effects; and Sensitive to Quieting and Sunshining Effects.

Origin: The Ka is an Egyptian spirit that represents one of the five aspects of the Egyptian soul (along with the Akh, Ba, Ren, and Shuyet). The Ka represents the life-energy of the soul that demands nourishment from other Kas.

Keywords: humanoid, nocturnal, specter, undead

Traits: Afraid of Sunlight

Vision: Astral Vision

Wealth Type: Incidental

Cunning: Alert

Attack Modes: Touch

Move Modes: Waft

Size: Medium

Danger Tier: +1

Medium Ka Examples

Baseline Attributes

TN= --; ST= --; AG= 0; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 8)

TN= --; ST= --; AG= 2; CR= 0; PC= 3; HT= 0; IN= 3

HP=32; FP=41; Ward=0; SP=40 (waft)

Att | Dam | Def | Stab: touch==+15 | special | 24 | 25

Decent (Level 10)

TN= --; ST= --; AG= 2; CR= 2; PC= 3; HT= 0; IN= 3

HP=32; FP=41; Ward=0; SP=40 (waft)

Att | Dam | Def | Stab: touch==+19 | special | 26 | 27

Fit (Level 12)

TN= --; ST= --; AG= 3; CR= 2; PC= 3; HT= 0; IN= 3

HP=35; FP=41; Ward=1; SP=40 (waft)

Att | Dam | Def | Stab: touch==+21 | special | 30 | 30

Laudable (Level 14)

TN= --; ST= --; AG= 3; CR= 2; PC= 3; HT= 0; IN= 4

HP=35; FP=41; Ward=1; SP=40 (waft)

Att | Dam | Def | Stab: touch==+23 | special | 32 | 32

Model (Level 16)

TN= --; ST= --; AG= 3; CR= 3; PC= 3; HT= 1; IN= 4

HP=35; FP=45; Ward=1; SP=40 (waft)

Att | Dam | Def | Stab: touch==+26 | special | 34 | 34

Outstanding (Level 18)

TN= --; ST= --; AG= 3; CR= 3; PC= 3; HT= 1; IN= 4

HP=38; FP=45; Ward=1; SP=45 (waft)

Att | Dam | Def | Stab: touch==+28 | special | 36 | 36

Kampe

Kampes are essentially writhing masses of serpentine tentacles with a chaotic assortment of physical features taken from other beasts. They are the ultimate in composite creatures and are a terror to behold.

Kampes reproduce by “budding”. When one of a Kampe’s animal-headed tentacles reaches a certain unspecified age, it will simply twist itself free from its “mother’s” form and slither away.

Kampes have the remarkable ability to alter portions of their physical forms to take on the characteristics of other creatures. Each Kampe is limited in the types of forms that it can take, though. No two mature specimens seem to have the same “repertoire” of forms. The reason for this is that a “newborn” Kampe is restricted to the single animal form possessed at birth. Every time a Kampe consumes a creature whose physical makeup is new to it, the Kampe’s physiology learns how to take on aspects of that form. Obviously, this only pertains to living creatures, not demons or other spiritual beings. So, a Kampe that devours a bunny rabbit is capable of producing a tentacle tipped with a fuzzy cottontail or a ravenous man-eating bunny head complete with floppy ears. If it found itself in a cold climate, that same Kampe could cover its undulating tentacles with warm bunny fur.

Note that the Kampes’ ability to duplicate the characteristics of other creatures gives the larger specimens a higher intelligence. The more massive the Kampe, the larger the brain it can support. Unfortunately, that means that some of the largest Kampes are genius-level monsters. A few have even been known to cast spells.

Habitat: Depending on the form taken by a Kampe, it can live by ambulating across the ground, by sailing through the air to high mountaintops, or plumbing to the deepest parts of the briny sea. In other words, in a pinch, a Kampe can make a home wherever it can find a meal. However, most are found in swamps where both water and food are abundant.

Origin: Kampe, or Campe, is possibly the most Lovecraftian monster extant in mythology. Kampe was an ancient monster of Greek mythology set by Kronos to keep watch over the Cyclopes, one-eyed giants, and Hekatonkheires, men having 100 hands each. She was a composite creature with the head and torso of a gigantic woman covered in the scales of a sea monster. Serpents writhed from her head in place of hair and a scorpion tail sprouted from the back of her neck and arched over her head. Huge dark wings sprouted from Kampe’s shoulders and her arms ended in claws like sickles. From her waist sprouted the heads of 50 wild beasts including lions and boars frothing at the mouth. Further down, she had the serpentine body of a huge dragon with a thousand vipers for feet.

Fun Facts: As a Kampe ages, it slowly grows to tremendous size. Young Kampes start out about the size of a large rabbit or small dog, but a fraction of the weight of everything a Kampe eats throughout its lifetime goes into increasing its size. Over the course of years, it can grow to become truly monstrous. There is no known limit to how large a Kampe can grow.

The creature’s mimicked by a Kampe determines its properties. The Kampe gains pertinent physical characteristics of a mimicked creature, but cannot duplicate magical ones. For example, a Kampe that sprouts a viper’s head will gain the effects of viper venom for that particular head. But, a Kampe that sprouted the head of a dragon could not thereby breathe flame.

These creatures possess the Gift of Aquatic Combat.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: amphibian-like, arachnid-like, avian-like, bat-like, blooded, bovine-like, bug-like, canine-like, carnivore, cephalopod-like, crustacean-like, dragon-like, equine-like, feline-like, fish-like, fleshy, humanoid-like, hybrid, insect-like, living, lizard-like, Lovecraftian, mammal-like, mollusk-like, multi-headed, pachyderm-like, poisonous, predator, primate-like, ram-like, raptor-like, rat-like, reptile-like, rodent-like, scorpion-like, serpent-like, spider-like, swine-like, territorial, winged

Cunning: Simpleminded to Clever. As a Kampe grows in size, it becomes more intelligent.

Wealth Type: Incidental (although Kampes are occasionally used to guard treasure hoards).

Attack Modes: Maw/ Mandibles/ Claw/ Crushing Claw/ Tentacle/ Sting

Move Modes: Ambulate/ Charge/ Cling / Fishtail/ Hop/ Hover/ Lope/ Plod/ Scamper/ Skitter/ Slither/ Undulate/ Vault. Charging can only be done in straight lines. A vault can be done only once per scene.

Vision: Dark Vision

Great Kampe Examples*Cunning:* Clever*Danger Tier:* +1**Baseline Attributes**

TN= 4; ST= 13; AG= -13; CR= -6; PC= 2; HT= 0; IN= 0

Adequate (Level 8)TN= 5; ST= 15; AG= -10; CR= -6; PC= 3; HT= 1; IN= 0
HP=181; FP=45; Ward=2; SP=40 (ambulate) / 70 (charge) /
40 (cling) / 60 (fishtail) / 40 (hop) / 60 (hover) / 50 (lope) /
40 (plod) / 50 (scamper) / 60 (skitter) / 50 (slither) /
50 (undulate) / 80 (vault)Att | Dam | Def | Stab: maw/mandibles/claw/crushing
claw/tentacle/tendrill/sting=+17 | 19 (dam) + 10 (setback)
+poison | 17 | 30**Decent (Level 10)**TN= 5; ST= 15; AG= -10; CR= -6; PC= 4; HT= 2; IN= 0
HP=181; FP=53; Ward=2; SP=40 (ambulate) / 70 (charge) /
40 (cling) / 60 (fishtail) / 40 (hop) / 60 (hover) / 50 (lope) /
40 (plod) / 50 (scamper) / 60 (skitter) / 50 (slither) /
50 (undulate) / 80 (vault)Att | Dam | Def | Stab: maw/mandibles/claw/crushing
claw/tentacle/tendrill/sting=+19 | 19 (dam) + 10 (setback)
+poison | 19 | 33**Fit (Level 12)**TN= 6; ST= 15; AG= -10; CR= -6; PC= 4; HT= 3; IN= 0
HP=197; FP=58; Ward=3; SP=40 (ambulate) / 70 (charge) /
40 (cling) / 60 (fishtail) / 40 (hop) / 60 (hover) / 50 (lope) /
40 (plod) / 50 (scamper) / 60 (skitter) / 50 (slither) /
50 (undulate) / 80 (vault)Att | Dam | Def | Stab: maw/mandibles/claw/crushing
claw/tentacle/tendrill/sting=+21 | 19 (dam) + 10 (setback)
+poison | 22 | 36**Laudable (Level 14)**TN= 6; ST= 16; AG= -10; CR= -5; PC= 4; HT= 3; IN= 0
HP=215; FP=58; Ward=3; SP=45 (ambulate) / 75 (charge) /
45 (cling) / 65 (fishtail) / 45 (hop) / 65 (hover) / 55 (lope) /
45 (plod) / 55 (scamper) / 65 (skitter) / 55 (slither) /
55 (undulate) / 85 (vault)Att | Dam | Def | Stab: maw/mandibles/claw/crushing
claw/tentacle/tendrill/sting=+24 | 19 (dam) + 10 (setback)
+poison | 24 | 38**Model (Level 16)**TN= 6; ST= 16; AG= -10; CR= -5; PC= 4; HT= 3; IN= 2
HP=215; FP=58; Ward=3; SP=45 (ambulate) / 75 (charge) /
45 (cling) / 65 (fishtail) / 45 (hop) / 65 (hover) / 55 (lope) /
45 (plod) / 55 (scamper) / 65 (skitter) / 55 (slither) /
55 (undulate) / 85 (vault)Att | Dam | Def | Stab: maw/mandibles/claw/crushing
claw/tentacle/tendrill/sting=+26 | 19 (dam) + 10 (setback)
+poison | 26 | 40**Outstanding (Level 18)**TN= 6; ST= 16; AG= -10; CR= -5; PC= 5; HT= 3; IN= 3
HP=215; FP=64; Ward=3; SP=45 (ambulate) / 75 (charge) /
45 (cling) / 65 (fishtail) / 45 (hop) / 65 (hover) / 55 (lope) /
45 (plod) / 55 (scamper) / 65 (skitter) / 55 (slither) /
55 (undulate) / 85 (vault)Att | Dam | Def | Stab: maw/mandibles/claw/crushing
claw/tentacle/tendrill/sting=+28 | 19 (dam) + 10 (setback)
+poison | 28 | 43**Large Kampe Examples***Cunning:* Alert*Danger Tier:* 0**Baseline Attributes**

TN= 2; ST= 7; AG= -7; CR= -4; PC= 2; HT= 0; IN= 0

Adequate (Level 4)TN= 3; ST= 8; AG= -6; CR= -4; PC= 3; HT= 0; IN= 0
HP=83; FP=41; Ward=1; SP=30 (ambulate) / 60 (charge) /
30 (cling) / 50 (fishtail) / 30 (hop) / 50 (hover) / 40 (lope) /
30 (plod) / 40 (scamper) / 50 (skitter) / 40 (slither) /
40 (undulate) / 70 (vault)Att | Dam | Def | Stab: maw/mandibles/claw/crushing
claw/tentacle/tendrill/sting=+10 | 16 (dam) + 8 (setback)
+poison | 15 | 24**Decent (Level 6)**TN= 3; ST= 9; AG= -5; CR= -4; PC= 3; HT= 0; IN= 0
HP=91; FP=41; Ward=1; SP=35 (ambulate) / 65 (charge) /
35 (cling) / 55 (fishtail) / 35 (hop) / 55 (hover) / 45 (lope) /
35 (plod) / 45 (scamper) / 55 (skitter) / 45 (slither) /
45 (undulate) / 75 (vault)Att | Dam | Def | Stab: maw/mandibles/claw/crushing
claw/tentacle/tendrill/sting=+14 | 16 (dam) + 8 (setback)
+poison | 18 | 26

Fit (Level 8)

TN= 3; ST= 9; AG= -4; CR= -4; PC= 3; HT= 1; IN= 0
 HP=91; FP=45; Ward=1; SP=40 (ambulate) / 70 (charge) /
 40 (cling) / 60 (fishtail) / 40 (hop) / 60 (hover) / 50 (lope) /
 40 (plod) / 50 (scamper) / 60 (skitter) / 50 (slither) /
 50 (undulate) / 80 (vault)

Att | Dam | Def | Stab: maw/mandibles/claw/crushing
 claw/tentacle/tendrill/sting=+17 | 16 (dam) + 8 (setback)
 +poison | 21 | 28

Laudable (Level 10)

TN= 3; ST= 9; AG= -4; CR= -4; PC= 4; HT= 2; IN= 0
 HP=91; FP=53; Ward=1; SP=40 (ambulate) / 70 (charge) /
 40 (cling) / 60 (fishtail) / 40 (hop) / 60 (hover) / 50 (lope) /
 40 (plod) / 50 (scamper) / 60 (skitter) / 50 (slither) /
 50 (undulate) / 80 (vault)

Att | Dam | Def | Stab: maw/mandibles/claw/crushing
 claw/tentacle/tendrill/sting=+19 | 16 (dam) + 8 (setback)
 +poison | 23 | 31

Model (Level 12)

TN= 4; ST= 9; AG= -4; CR= -4; PC= 4; HT= 3; IN= 0
 HP=99; FP=58; Ward=2; SP=40 (ambulate) / 70 (charge) /
 40 (cling) / 60 (fishtail) / 40 (hop) / 60 (hover) / 50 (lope) /
 40 (plod) / 50 (scamper) / 60 (skitter) / 50 (slither) /
 50 (undulate) / 80 (vault)

Att | Dam | Def | Stab: maw/mandibles/claw/crushing
 claw/tentacle/tendrill/sting=+21 | 16 (dam) + 8 (setback)
 +poison | 26 | 34

Outstanding (Level 14)

TN= 4; ST= 10; AG= -4; CR= -3; PC= 4; HT= 3; IN= 0
 HP=108; FP=58; Ward=2; SP=45 (ambulate) / 75 (charge) /
 45 (cling) / 65 (fishtail) / 45 (hop) / 65 (hover) / 55 (lope) /
 45 (plod) / 55 (scamper) / 65 (skitter) / 55 (slither) /
 55 (undulate) / 85 (vault)

Att | Dam | Def | Stab: maw/mandibles/claw/crushing
 claw/tentacle/tendrill/sting=+24 | 16 (dam) + 8 (setback)
 +poison | 28 | 36

Medium Kampe Examples

Cunning: Alert

Danger Tier: 0

Baseline Attributes

TN= 0; ST= 1; AG= -1; CR= -2; PC= 2; HT= 0; IN= 0

Adequate (Level 2)

TN= 1; ST= 2; AG= -1; CR= -2; PC= 2; HT= 0; IN= 0

HP=41; FP=38; Ward=1; SP=25 (ambulate) / 55 (charge) /
 25 (cling) / 45 (fishtail) / 25 (hop) / 45 (hover) / 35 (lope) /
 25 (plod) / 35 (scamper) / 45 (skitter) / 35 (slither) /
 35 (undulate) / 65 (vault)

Att | Dam | Def | Stab: maw/mandibles/claw/crushing
 claw/tentacle/tendrill/sting=+7 | 12 (dam) + 6 (setback)
 +poison | 16 | 19

Decent (Level 4)

TN= 1; ST= 2; AG= 0; CR= -2; PC= 3; HT= 0; IN= 0

HP=41; FP=41; Ward=1; SP=30 (ambulate) / 60 (charge) /
 30 (cling) / 50 (fishtail) / 30 (hop) / 50 (hover) / 40 (lope) /
 30 (plod) / 40 (scamper) / 50 (skitter) / 40 (slither) /
 40 (undulate) / 70 (vault)

Att | Dam | Def | Stab: maw/mandibles/claw/crushing
 claw/tentacle/tendrill/sting=+10 | 12 (dam) + 6 (setback)
 +poison | 19 | 22

Fit (Level 6)

TN= 1; ST= 3; AG= 1; CR= -2; PC= 3; HT= 0; IN= 0

HP=45; FP=41; Ward=1; SP=35 (ambulate) / 65 (charge) /
 35 (cling) / 55 (fishtail) / 35 (hop) / 55 (hover) / 45 (lope) /
 35 (plod) / 45 (scamper) / 55 (skitter) / 45 (slither) /
 45 (undulate) / 75 (vault)

Att | Dam | Def | Stab: maw/mandibles/claw/crushing
 claw/tentacle/tendrill/sting=+14 | 12 (dam) + 6 (setback)
 +poison | 22 | 24

Laudable (Level 8)

TN= 1; ST= 3; AG= 2; CR= -2; PC= 3; HT= 1; IN= 0

HP=45; FP=45; Ward=1; SP=40 (ambulate) / 70 (charge) /
 40 (cling) / 60 (fishtail) / 40 (hop) / 60 (hover) / 50 (lope) /
 40 (plod) / 50 (scamper) / 60 (skitter) / 50 (slither) /
 50 (undulate) / 80 (vault)

Att | Dam | Def | Stab: maw/mandibles/claw/crushing
 claw/tentacle/tendrill/sting=+17 | 12 (dam) + 6 (setback)
 +poison | 25 | 26

Model (Level 10)

TN= 1; ST= 3; AG= 2; CR= -2; PC= 4; HT= 2; IN= 0
 HP=45; FP=53; Ward=1; SP=40 (ambulate) / 70 (charge) /
 40 (cling) / 60 (fishtail) / 40 (hop) / 60 (hover) / 50 (lope) /
 40 (plod) / 50 (scamper) / 60 (skitter) / 50 (slither) /
 50 (undulate) / 80 (vault)

Att | Dam | Def | Stab: maw/mandibles/claw/crushing
 claw/tentacle/tendrill/sting=+19 | 12 (dam) + 6 (setback)
 +poison | 27 | 29

Outstanding (Level 12)

TN= 2; ST= 3; AG= 2; CR= -2; PC= 4; HT= 3; IN= 0
 HP=49; FP=58; Ward=1; SP=40 (ambulate) / 70 (charge) /
 40 (cling) / 60 (fishtail) / 40 (hop) / 60 (hover) / 50 (lope) /
 40 (plod) / 50 (scamper) / 60 (skitter) / 50 (slither) /
 50 (undulate) / 80 (vault)

Att | Dam | Def | Stab: maw/mandibles/claw/crushing
 claw/tentacle/tendrill/sting=+21 | 12 (dam) + 6 (setback)
 +poison | 30 | 32

Small Kampe Examples

Cunning: Simpleminded

Danger Tier: 0

Baseline Attributes

TN= -2; ST= -5; AG= 5; CR= 0; PC= 2; HT= 0; IN= 0

Adequate (Level 0)

TN= -2; ST= -5; AG= 5; CR= 0; PC= 2; HT= 0; IN= 0
 HP=17; FP=38; Ward=0; SP=25 (ambulate) / 55 (charge) /
 25 (cling) / 45 (fishtail) / 25 (hop) / 45 (hover) / 35 (lope) /
 25 (plod) / 35 (scamper) / 45 (skitter) / 35 (slither) /
 35 (undulate) / 65 (vault)

Att | Dam | Def | Stab: maw/mandibles/claw/crushing
 claw/tentacle/tendrill/sting=+4 | 8 (dam) + 4 (setback)
 +poison | 17 | 14

Decent (Level 2)

TN= -1; ST= -4; AG= 5; CR= 0; PC= 2; HT= 0; IN= 0
 HP=21; FP=38; Ward=0; SP=25 (ambulate) / 55 (charge) /
 25 (cling) / 45 (fishtail) / 25 (hop) / 45 (hover) / 35 (lope) /
 25 (plod) / 35 (scamper) / 45 (skitter) / 35 (slither) /
 35 (undulate) / 65 (vault)

Att | Dam | Def | Stab: maw/mandibles/claw/crushing
 claw/tentacle/tendrill/sting=+7 | 8 (dam) + 4 (setback)
 +poison | 20 | 17

Fit (Level 4)

TN= -1; ST= -4; AG= 6; CR= 0; PC= 3; HT= 0; IN= 0
 HP=21; FP=41; Ward=0; SP=30 (ambulate) / 60 (charge) /
 30 (cling) / 50 (fishtail) / 30 (hop) / 50 (hover) / 40 (lope) /
 30 (plod) / 40 (scamper) / 50 (skitter) / 40 (slither) /
 40 (undulate) / 70 (vault)

Att | Dam | Def | Stab: maw/mandibles/claw/crushing
 claw/tentacle/tendrill/sting=+10 | 8 (dam) + 4 (setback)
 +poison | 23 | 20

Laudable (Level 6)

TN= -1; ST= -3; AG= 7; CR= 0; PC= 3; HT= 0; IN= 0
 HP=23; FP=41; Ward=0; SP=35 (ambulate) / 65 (charge) /
 35 (cling) / 55 (fishtail) / 35 (hop) / 55 (hover) / 45 (lope) /
 35 (plod) / 45 (scamper) / 55 (skitter) / 45 (slither) /
 45 (undulate) / 75 (vault)

Att | Dam | Def | Stab: maw/mandibles/claw/crushing
 claw/tentacle/tendrill/sting=+14 | 8 (dam) + 4 (setback)
 +poison | 26 | 22

Model (Level 8)

TN= -1; ST= -3; AG= 8; CR= 0; PC= 3; HT= 1; IN= 0
 HP=23; FP=45; Ward=0; SP=40 (ambulate) / 70 (charge) /
 40 (cling) / 60 (fishtail) / 40 (hop) / 60 (hover) / 50 (lope) /
 40 (plod) / 50 (scamper) / 60 (skitter) / 50 (slither) /
 50 (undulate) / 80 (vault)

Att | Dam | Def | Stab: maw/mandibles/claw/crushing
 claw/tentacle/tendrill/sting=+17 | 8 (dam) + 4 (setback)
 +poison | 29 | 24

Outstanding (Level 10)

TN= -1; ST= -3; AG= 8; CR= 0; PC= 4; HT= 2; IN= 0
 HP=23; FP=53; Ward=0; SP=40 (ambulate) / 70 (charge) /
 40 (cling) / 60 (fishtail) / 40 (hop) / 60 (hover) / 50 (lope) /
 40 (plod) / 50 (scamper) / 60 (skitter) / 50 (slither) /
 50 (undulate) / 80 (vault)

Att | Dam | Def | Stab: maw/mandibles/claw/crushing
 claw/tentacle/tendrill/sting=+19 | 8 (dam) + 4 (setback)
 +poison | 31 | 27

Ker

A Ker (plural Keres) is a vicious demoness of death with razor sharp claws and long white teeth. From her shoulders grow a large pair of powerful pitch-black wings capable of transporting her at great speed. These spirits have an insatiable appetite for warm blood, as is demonstrated by the ample red stains on their robes. They will generally feast on their victim's life fluid after having torn their souls free to send them on their way to Hades. Despite their malevolence, Keres know their place in the divine hierarchy and will usually bow to the will of the other gods if given a direct order. This is especially true to commands given by Zeus, the Fates, or priests acting on their behalf.

Habitat: Keres are spiritual beings that can be found in any clime.

Origin: The Keres were demons under the control of the Grecian Fates and Furies. Their task was to rip the souls from the bodies of those who died a violent death, such as in battle. In essence, they were the Greek's version of an Angel of Death. They also exacted punishments on anyone judged harshly by the gods.

Fun Facts: Once per day, a Ker may transfer wounds from its body to a single living target as the Pagan Pandemonium spell Touch of Death cast at a spell rank equal to its Level. They are also able to assume an ethereal form at will as the Occult spell Stride in Spectral Form as if cast at spell rank equal to its Level.

When desired, these demons may also produce an unholy aura as the Occult spell Manifest Large Aura of Dire Hellfire, cast at a spell rank equal to its Level.

Durabilities: This creature is Immune to Acidic, Blighting, Dehydrating, Deluding, Entrancing, Fatiguing, Infernal, Internal, Intoxicating, Maladive, Non-Magical, Quieting, Rotting, Scorching, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; Sensitive to Bleeding and Petrifying Effects; and Highly Sensitive to Righteous Effects.

Keywords: demon, eidolon, fiend, humanoid, vampiric, winged

Wealth Type: Incidental *Cunning:* Alert

Attack Modes: Maw/Claw *Vision:* Astral Vision

Move Modes: Run/Glide *Size:* Medium

Danger Tier: +1

Medium Ker Examples

Baseline Attributes

TN= 2; ST= 2; AG= 0; CR= 0; PC= 0; HT= -2; IN= -2

Adequate (Level 8)

TN= 4; ST= 4; AG= 1; CR= 0; PC= 0; HT= 0; IN= -1

HP=64; FP=32; Ward=2; SP=40 (run) / 70 (glide)

Att | Dam | Def | Stab: maw/claw=+17 | 13 | 27 | 26

Decent (Level 10)

TN= 4; ST= 4; AG= 2; CR= 0; PC= 0; HT= 0; IN= 0

HP=64; FP=32; Ward=2; SP=40 (run) / 70 (glide)

Att | Dam | Def | Stab: maw/claw=+20 | 13 | 30 | 28

Fit (Level 12)

TN= 4; ST= 5; AG= 3; CR= 0; PC= 0; HT= 0; IN= 0

HP=70; FP=32; Ward=2; SP=50 (run) / 80 (glide)

Att | Dam | Def | Stab: maw/claw=+24 | 14 | 33 | 30

Laudable (Level 14)

TN= 4; ST= 5; AG= 3; CR= 0; PC= 0; HT= 0; IN= 1

HP=70; FP=32; Ward=2; SP=50 (run) / 80 (glide)

Att | Dam | Def | Stab: maw/claw=+26 | 14 | 35 | 32

Outstanding (Level 16)

TN= 4; ST= 5; AG= 4; CR= 0; PC= 0; HT= 0; IN= 1

HP=70; FP=32; Ward=2; SP=50 (run) / 80 (glide)

Att | Dam | Def | Stab: maw/claw=+29 | 14 | 38 | 34

Remarkable (Level 18)

TN= 5; ST= 5; AG= 5; CR= 0; PC= 0; HT= 0; IN= 1

HP=76; FP=32; Ward=2; SP=55 (run) / 85 (glide)

Att | Dam | Def | Stab: maw/claw=+32 | 14 | 42 | 37

Superb (Level 20)

TN= 5; ST= 5; AG= 5; CR= 0; PC= 1; HT= 0; IN= 1

HP=76; FP=34; Ward=2; SP=55 (run) / 85 (glide)

Att | Dam | Def | Stab: maw/claw=+34 | 14 | 44 | 40

Wondrous (Level 22)

TN= 6; ST= 5; AG= 5; CR= 1; PC= 1; HT= 0; IN= 1

HP=83; FP=34; Ward=3; SP=55 (run) / 85 (glide)

Att | Dam | Def | Stab: maw/claw=+36 | 14 | 47 | 43

Khepri-Atum

A Khepri-Atum is a scarab beetle with the head of a ram. They are intelligent creatures, who are able to speak in human tongues. They can also converse with and control any number of scarabs.

Habitat: Khepri-Atums are desert dwellers.

Fun Facts: Khepri-Atums are able to communicate with scarabs, as the Gift Chattering with Scarabs.

Further, they are able to cast the following Occult spells at a spell rank equal to their Levels: Manifest Great Aura of Dire Sunshine, and Manifest Dire Scorching Touch.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Origin: In later, dynasties of ancient Egypt, the gods Khepri, who represented the sunrise, and Atum, representing sunset, were combined into a solar deity Khepri-Atum, who represented the entire solar cycle. This god was depicted as a ram-headed scarab.

Keywords: blooded, bug-like, exoskeleton, fleshy, hybrid, living, ram-like

Vision: Heat Vision, Motion Sensitivity

Move Modes: Charge / Skitter / Cling

Wealth Type: Incidental *Cunning:* Alert

Attack Modes: Heat Butt *Size:* Large

Danger Tier: 0

Large Khepri-Atum Examples

Baseline Attributes

TN= 6; ST= 7; AG= -7; CR= -4; PC= -2; HT= 0; IN= 0

Adequate (Level 4)

TN= 7; ST= 9; AG= -6; CR= -4; PC= -2; HT= 0; IN= 0

HP=128; FP=26; Ward=3; SP=50 (charge) / 40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: head butt=+11 | 16 | 19 | 23

Decent (Level 6)

TN= 7; ST= 10; AG= -5; CR= -4; PC= -2; HT= 0; IN= 0

HP=140; FP=26; Ward=3; SP=55 (charge) / 45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: head butt=+15 | 17 | 22 | 25

Fit (Level 8)

TN= 7; ST= 10; AG= -4; CR= -4; PC= -2; HT= 0; IN= 1

HP=140; FP=26; Ward=3; SP=60 (charge) / 50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: head butt=+18 | 17 | 25 | 27

Laudable (Level 10)

TN= 8; ST= 10; AG= -4; CR= -4; PC= -1; HT= 0; IN= 1

HP=152; FP=29; Ward=4; SP=60 (charge) / 50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: head butt=+20 | 17 | 28 | 31

Outstanding (Level 12)

TN= 9; ST= 10; AG= -4; CR= -4; PC= -1; HT= 0; IN= 1

HP=166; FP=29; Ward=5; SP=60 (charge) / 50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: head butt=+22 | 17 | 31 | 34

Remarkable (Level 14)

TN= 9; ST= 10; AG= -3; CR= -3; PC= -1; HT= 0; IN= 1

HP=166; FP=29; Ward=5; SP=60 (charge) / 50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: head butt=+25 | 17 | 34 | 36

Superb (Level 16)

TN= 9; ST= 10; AG= -3; CR= -3; PC= 0; HT= 0; IN= 2

HP=166; FP=32; Ward=5; SP=65 (charge) / 55 (skitter) / 35 (cling)

Att | Dam | Def | Stab: head butt=+27 | 17 | 36 | 39

Bestiary ~ L

Lamassu

The Lamassu is a winged bull with a sizable human head. They are by nature very kind and gentle creatures, but have a tendency to look at the world in terms of black and white. Their morals are ancient and very strict, but these beings are patient with the uneducated. If questioned, a Lamassu will talk unendingly about their religious beliefs and will do their utmost to sway the questioner toward the path of law.

Most Lamassus are approximately the size of a full-grown bull. However, a few have been reported to be even larger.

Anyone showing a sincere interest in a Lamassu's religion is likely to gain an unexpected guardian. The Lamassu will use their powers of invisibility to follow the new initiate unseen to ensure their safety. As long as their charge remains true to their new found faith, the Lamassu will do its very best to ensure a long and prosperous life. However, the Lamassu is likely to take great offense at the slightest infraction of the religious law and will make its displeasure known. Any major violation will instantly win the Lamassu's contempt, which will, at the least, result in the Lamassu sorrowfully abandoning their charge to their own fate.

Many Lamassus view themselves as the guardians and final preservers of the ancient and only true means to salvation. As such, when they have no devout followers to shepherd, Lamassus will often dwell in and about the old ruins of long forgotten religious sites.

It is unknown how Lamassus reproduce, because the only specimens ever observed are male. It is possible that the females of the species simply find it beneath their dignity to reveal themselves.

Habitat: Lamassus live in desert regions, near oases if possible. Many Lamassus act as self-appointed guardians for forgotten holy sites, such as temple ruins.

Origin: The Lamassu comes to us from Mesopotamian mythology where it essentially viewed as a guardian angel. The Lamassu was depicted as either a bull or a lion with a human head and wings. It was also known as a shedu, the plural of which is shedubim, which is the origin of the term cherubim.

Fun Facts: Lamassus are powerful pagan priests, well practiced in the arts of exorcism and wrath. Treat each Lamassu as having Fortune and Judgment ranks equal to its Level. Choose pagan spells appropriately, concentrating mainly in the areas of Harmony and Wrath.

In addition, all Lamassu have the innate ability to hide themselves as the Occult spell Bestow Phantasmal Invisibility which they can use at will. Further, when desired, a Lamassu may produce a magical aura as the Occult spell Manifest Great Aura of Dire Splendor. Treat both abilities as being cast at a spell rank equal to the

Lamassu's Level.

Durabilities: This creature is Immune to Acidic, Blighting, Dehydrating, Deluding, Entrancing, Fatiguing, Internal, Intoxicating, Maladive, Non-Magical, Quieting, Righteous, Rotting, Scorching, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; Sensitive to Bleeding and Petrifying Effects; and Highly Sensitive to Infernal Effects.

Keywords: bovine-like, eidolon, empyrean, exalted, hybrid, pagan, paragon, territorial, winged

Wealth Type: Hoard

Cunning: Brilliant

Attack Modes: Hoof/Hoof

Move Modes: Trot/Glide

Vision: Dark Vision

Danger Tier: +2

Great Lamassu Examples

Baseline Attributes

TN= 4; ST= 14; AG= -12; CR= -7; PC= 2; HT= 1; IN= 5

Adequate (Level 12)

TN= 7; ST= 16; AG= -11; CR= -7; PC= 4; HT= 2; IN= 8
HP=235; FP=53; Ward=3; SP=60 (trot) / 80 (glide)
Att | Dam | Def | Stab: hoof(x2)=+21 | 25 | 22 | 37

Decent (Level 14)

TN= 7; ST= 16; AG= -11; CR= -7; PC= 5; HT= 3; IN= 8
HP=235; FP=64; Ward=3; SP=65 (trot) / 85 (glide)
Att | Dam | Def | Stab: hoof(x2)=+23 | 25 | 24 | 40

Fit (Level 16)

TN= 7; ST= 17; AG= -11; CR= -7; PC= 5; HT= 4; IN= 8
HP=256; FP=69; Ward=3; SP=65 (trot) / 85 (glide)
Att | Dam | Def | Stab: hoof(x2)=+26 | 26 | 26 | 42

Laudable (Level 18)

TN= 8; ST= 17; AG= -11; CR= -7; PC= 5; HT= 4; IN= 8
HP=279; FP=69; Ward=4; SP=65 (trot) / 85 (glide)
Att | Dam | Def | Stab: hoof(x2)=+28 | 26 | 29 | 45

Model (Level 20)

TN= 8; ST= 17; AG= -10; CR= -6; PC= 5; HT= 4; IN= 8
HP=279; FP=69; Ward=4; SP=70 (trot) / 90 (glide)
Att | Dam | Def | Stab: hoof(x2)=+31 | 26 | 32 | 47

Outstanding (Level 22)

TN= 8; ST= 17; AG= -10; CR= -5; PC= 5; HT= 4; IN= 8
HP=279; FP=69; Ward=4; SP=70 (trot) / 90 (glide)
Att | Dam | Def | Stab: hoof(x2)=+33 | 26 | 34 | 49

Lar

Lares (singular Lar) are specters of the saintly dead. Although these spirits usually travel unseen, they do occasionally present visible apparitions. Their ghostly images are sometimes substantial enough to be recognized by past companions and relatives. Although a lar appears pleasant for any ally to behold, enemies see a terrifying and grotesque rotting corpse.

Lares are dangerous only to those directly threatening their living blood relatives or the homes in which they live. Their entire motivation centers on the family's well being and prosperity. Obviously, any family overseen by one of these guardians is lucky indeed.

Habitat: Lares are protective specters who have re-entered the land of the living to serve as guardian spirits to friends and relatives. They enter the living realm through deep cracks, caves, and other earthen openings. Once on the surface, they seek out familiar surroundings, usually a past home.

Origin: A form of Manes, Lares were beneficent specters of ancient Roman lore. They are related to the Roman Lemures and Larvae but are not feared or despised, as are these evil kindred. Rather, they were revered and even sometimes worshipped like the Penates.

Fun Facts: Similar to a Poltergeist, a Lar can throw, carry, wield, and otherwise manipulate articles weighing no more than 5 pounds. They retain all skills possessed in life, so some Lares can prove to be quite formidable.

Lares may cast the Pagan Harmony spell [Lift Curse](#) and the Healing spell [Panacea](#) once per day. See [The Codex of Cultures](#) for details.

Because of their ethereal natures, Lares can pass through man-made walls and other such non-magical barriers without hindrance. In addition, the spirit can simply fade from existence only to re-appear at a later time. Even so, these spirits cannot pass through natural, unworked rock. Whether this is an actual physical limitation of Lares or it simply never occurs to them to try is unknown.

If a Lar is "killed" by taking it down to 0 Hit Points, it is temporarily dispersed. But, it is not destroyed; it will rise again in about a week.

Durabilities: This creature is Immune to Acidic, Bleeding, Blighting, Crushing, Dehydrating, Entrancing, Fatiguing, Freezing, Infernal, Internal, Intoxicating, Maladive, Non-Magical, Petrifying, Rotting, Sedating, Starving, Suffocating, and Toxic Effects; and Sensitive to Quieting and Sunshining Effects.

Keywords: bug-like, humanoid, specter, undead

Attack Modes: Melee Weapon or Short Sword or Throw Rocks

Wealth Type: Incidental

Vision: Astral Vision

Size: Medium

Cunning: Alert

Move Modes: Run

Danger Tier: +1

Medium Lar Examples

Baseline Attributes

TN= --; ST= --; AG= 0; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 6)

TN= --; ST= --; AG= 1; CR= 2; PC= 1; HT= 2; IN= 0

HP=32; FP=41; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: melee=+7 +tempo | weapon |
17+parry | 17+parry; or short sword=+11 | 5 | 21 | 21; or
throw rocks=+13 | 4 | 17 | 17

Decent (Level 8)

TN= --; ST= --; AG= 1; CR= 3; PC= 1; HT= 2; IN= 1

HP=32; FP=41; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: melee=+9 +tempo | weapon |
19+parry | 19+parry; or short sword=+13 | 5 | 23 | 23; or
throw rocks=+16 | 4 | 19 | 19

Fit (Level 10)

TN= --; ST= --; AG= 3; CR= 3; PC= 1; HT= 2; IN= 1

HP=32; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: melee=+13 +tempo | weapon |
23+parry | 21+parry; or short sword=+17 | 5 | 27 | 25; or
throw rocks=+18 | 4 | 23 | 21

Laudable (Level 12)

TN= --; ST= --; AG= 3; CR= 3; PC= 1; HT= 2; IN= 2

HP=35; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: melee=+15 +tempo | weapon |
26+parry | 24+parry; or short sword=+19 | 5 | 30 | 28; or
throw rocks=+20 | 4 | 26 | 24

Model (Level 14)

TN= --; ST= --; AG= 3; CR= 3; PC= 3; HT= 2; IN= 2

HP=35; FP=49; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: melee=+17 +tempo | weapon |
28+parry | 28+parry; or short sword=+21 | 5 | 32 | 32; or
throw rocks=+24 | 4 | 28 | 28

Outstanding (Level 16)

TN= --; ST= --; AG= 3; CR= 3; PC= 3; HT= 2; IN= 3

HP=35; FP=49; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: melee=+19 +tempo | weapon |
30+parry | 30+parry; or short sword=+23 | 5 | 34 | 34; or
throw rocks=+26 | 4 | 30 | 30

Larva

Larvae (singular Larva) are minor evil spirits. They are usually depicted with slimy, ambulating, maggot-like bodies possessing heads with distorted human features. They lack limbs of any sort but have unusually large eyes and wide mouths. In general, Larvae are decidedly dim-witted. But, their physical capabilities are even more pathetic.

Larvae make up the lowest ranks in the diabolical hierarchy. Some scholars believe that larvae are the tormented spirits of evil and greedy men who are receiving their just rewards for impious lives. Others insist that Larvae have no relation to mankind and that they merely make up the lowest rank of minor Fiends. Whichever is the truth, nobody argues the fact that Larvae delight in making the lives of mortals as miserable as their trivial abilities allow.

Larvae are little threat individually. But, their shared malevolence produces a real danger when they swarm.

Habitat: Larvae are minor evil spirits who voraciously feed on both the evils and flesh of man. When encountered in the mortal realm, they are usually found gorging themselves on rotting corpses. They have even been found within the putrid flesh of the walking dead.

Origin: Larvae were malevolent spirits of ancient Roman lore similar to minor demons. They were closely related to the Roman Lemures and were sometimes believed to be the ghosts of men who died with no surviving relatives. They were feared and utterly despised.

Fun Facts: Once a Larva successfully bites its victim, it clamps on. If left alone, it will thereafter usually just cling to its “host”, neither inflicting further damage nor letting go. If it is attacked, though, the Larva will automatically deliver the stated damage to its host every Round. But, as soon as the assault stops, the Larva will cease inflicting further damage, and merely hang on while awaiting opportunities to induce as much misery in its host’s life as it can muster.

Larvae can possess objects and creatures as the Pagan Pandemonium spells Possess Object, and Possess Living Creature cast at ranks equal to their Levels. If a Larva is forced out of its host, by driving its host’s Hits Points to 0, the Larva will flee, and cannot possess another host or object for 13 days.

If a larva happens upon a corpse (and it has been more than 13 days since it has possessed anything), it will likely possess the corpse using its Possess Object ability to animate it. It will thus create a hellish form of undead whose combat stats correspond to those of a Common Revenant (see The Tome of Terrors for details).

Each Larva is somewhat unique. Although physically weak, each Larva has the ability to induce a single curse. The power may be just about anything: a Pagan or Occult spell; a specific disease or curse imposed on a failed Conflict Roll (as described in the Character Conditions section of The Rules Reference); or something entirely made up on your

own. The chosen power may be used once per day, but can only be inflicted on a creature it possesses.

Larvae secrete an extremely slippery goo. This lubricant makes it very difficult to get a firm grip on these disgusting little worms. Every time a larva is grabbed, it is entitled to an Avoidance Roll to slip out of the grasp.

Durabilities: This creature is Immune to Acidic, Blighting, Dehydrating, Deluding, Entrancing, Fatiguing, Infernal, Internal, Intoxicating, Maladive, Non-Magical, Quieting, Rotting, Scorching, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; Sensitive to Bleeding and Petrifying Effects; and Highly Sensitive to Righteous Effects.

Keywords: burrower, demon, eidolon, fiend, nocturnal, swimmer, worm-like

Traits: Afraid of Sunlight

Vision: Astral Vision

Wealth Type: Incidental

Cunning: Simpleminded

Attack Modes: Carnivorous Bite

Danger Tier: -2

Move Modes: Squirm / Undulate / Cling

Small Larva Examples

Baseline Attributes

TN= -2; ST= -6; AG= -6; CR= 0; PC= 1; HT= -4; IN= -4

Adequate

(Level 6)

TN= -1; ST= -4; AG= -6; CR= 1; PC= 1; HT= -3; IN= -3

HP=21; FP=26; Ward=0; SP=10 (squirm) / 20 (undulate) / 10 (cling)

Att | Dam | Def | Stab: bite=+0 | 3 | 13 | 20

Fit

(Level 8)

TN= 0; ST= -4; AG= -6; CR= 1; PC= 1; HT= -3; IN= -2

HP=23; FP=26; Ward=0; SP=10 (squirm) / 20 (undulate) / 10 (cling)

Att | Dam | Def | Stab: bite=+2 | 3 | 16 | 23

Laudable

(Level 10)

TN= 0; ST= -4; AG= -6; CR= 2; PC= 1; HT= -3; IN= -1

HP=23; FP=26; Ward=0; SP=10 (squirm) / 20 (undulate) / 10 (cling)

Att | Dam | Def | Stab: bite=+4 | 3 | 18 | 25

Outstanding

(Level 12)

TN= 0; ST= -4; AG= -5; CR= 3; PC= 1; HT= -3; IN= -1

HP=23; FP=26; Ward=0; SP=10 (squirm) / 20 (undulate) / 10 (cling)

Att | Dam | Def | Stab: bite=+7 | 3 | 21 | 27

Tiny Larva Examples

Baseline Attributes
TN= -4; ST= -12; AG= 0; CR= 2; PC= 1; HT= -4; IN= -4

Adequate (Level 2)
TN= -4; ST= -11; AG= 0; CR= 2; PC= 1; HT= -4; IN= -3
HP=9; FP=24; Ward=0; SP=5 (squirm) / 15 (undulate) / 5 (cling)
Att | Dam | Def | Stab: bite=-5 | 2 | 12 | 13

Decent (Level 4)
TN= -3; ST= -11; AG= 0; CR= 2; PC= 1; HT= -3; IN= -3
HP=10; FP=26; Ward=0; SP=5 (squirm) / 15 (undulate) / 5 (cling)
Att | Dam | Def | Stab: bite=-3 | 2 | 15 | 16

Fit (Level 6)
TN= -3; ST= -10; AG= 0; CR= 3; PC= 1; HT= -3; IN= -3
HP=10; FP=26; Ward=0; SP=10 (squirm) / 20 (undulate) / 10 (cling)
Att | Dam | Def | Stab: bite=+0 | 2 | 17 | 18

Laudable (Level 8)
TN= -2; ST= -10; AG= 0; CR= 3; PC= 1; HT= -3; IN= -2
HP=11; FP=26; Ward=0; SP=10 (squirm) / 20 (undulate) / 10 (cling)
Att | Dam | Def | Stab: bite=+2 | 2 | 20 | 21

Model (Level 10)
TN= -2; ST= -10; AG= 0; CR= 4; PC= 1; HT= -3; IN= -1
HP=11; FP=26; Ward=0; SP=10 (squirm) / 20 (undulate) / 10 (cling)
Att | Dam | Def | Stab: bite=+4 | 2 | 22 | 23

Outstanding (Level 12)
TN= -2; ST= -10; AG= 1; CR= 5; PC= 1; HT= -3; IN= -1
HP=11; FP=26; Ward=0; SP=10 (squirm) / 20 (undulate) / 10 (cling)
Att | Dam | Def | Stab: bite=+7 | 2 | 25 | 25

Ultratiny Larva Examples

Baseline Attributes
TN= -6; ST= -18; AG= 6; CR= 4; PC= 1; HT= -4; IN= -4

Adequate (Level 0)
TN= -6; ST= -18; AG= 6; CR= 4; PC= 1; HT= -4; IN= -4
HP=4; FP=24; Ward=0; SP=5 (squirm) / 15 (undulate) / 5 (cling)
Att | Dam | Def | Stab: bite=-8 | 1 | 14 | 9

Decent (Level 2)
TN= -6; ST= -17; AG= 6; CR= 4; PC= 1; HT= -4; IN= -3
HP=4; FP=24; Ward=0; SP=5 (squirm) / 15 (undulate) / 5 (cling)
Att | Dam | Def | Stab: bite=-5 | 1 | 16 | 11

Fit (Level 4)
TN= -5; ST= -17; AG= 6; CR= 4; PC= 1; HT= -3; IN= -3
HP=5; FP=26; Ward=0; SP=5 (squirm) / 15 (undulate) / 5 (cling)
Att | Dam | Def | Stab: bite=-3 | 1 | 19 | 14

Laudable (Level 6)
TN= -5; ST= -16; AG= 6; CR= 5; PC= 1; HT= -3; IN= -3
HP=5; FP=26; Ward=0; SP=10 (squirm) / 20 (undulate) / 10 (cling)
Att | Dam | Def | Stab: bite=+0 | 1 | 21 | 16

Model (Level 8)
TN= -4; ST= -16; AG= 6; CR= 5; PC= 1; HT= -3; IN= -2
HP=6; FP=26; Ward=0; SP=10 (squirm) / 20 (undulate) / 10 (cling)
Att | Dam | Def | Stab: bite=+2 | 1 | 24 | 19

Outstanding (Level 10)
TN= -4; ST= -16; AG= 6; CR= 6; PC= 1; HT= -3; IN= -1
HP=6; FP=26; Ward=0; SP=10 (squirm) / 20 (undulate) / 10 (cling)
Att | Dam | Def | Stab: bite=+4 | 1 | 26 | 21

Wee Larva Examples

Baseline Attributes

TN= -8; ST= -24; AG=12; CR=6; PC=1; HT= -4; IN= -4

Adequate (Level 0)

TN= -8; ST= -24; AG=12; CR=6; PC=1; HT= -4; IN= -4
HP=2; FP=24; Ward=0; SP=5 (squirm) / 15 (undulate) / 5 (cling)

Att | Dam | Def | Stab: bite=-8 | 1 | 18 | 7

Decent (Level 2)

TN= -8; ST= -23; AG=12; CR=6; PC=1; HT= -4; IN= -3
HP=2; FP=24; Ward=0; SP=5 (squirm) / 15 (undulate) / 5 (cling)

Att | Dam | Def | Stab: bite=-5 | 1 | 20 | 9

Fit (Level 4)

TN= -7; ST= -23; AG=12; CR=6; PC=1; HT= -3; IN= -3
HP=2; FP=26; Ward=0; SP=5 (squirm) / 15 (undulate) / 5 (cling)

Att | Dam | Def | Stab: bite=-3 | 1 | 23 | 12

Laudable (Level 6)

TN= -7; ST= -22; AG=12; CR=7; PC=1; HT= -3; IN= -3
HP=3; FP=26; Ward=0; SP=10 (squirm) / 20 (undulate) / 10 (cling)

Att | Dam | Def | Stab: bite=+0 | 1 | 25 | 14

Model (Level 8)

TN= -6; ST= -22; AG=12; CR=7; PC=1; HT= -3; IN= -2
HP=3; FP=26; Ward=0; SP=10 (squirm) / 20 (undulate) / 10 (cling)

Att | Dam | Def | Stab: bite=+2 | 1 | 28 | 17

Outstanding (Level 10)

TN= -6; ST= -22; AG=12; CR=8; PC=1; HT= -3; IN= -1
HP=3; FP=26; Ward=0; SP=10 (squirm) / 20 (undulate) / 10 (cling)

Att | Dam | Def | Stab: bite=+4 | 1 | 30 | 19

Larva Swarm Batch Examples

See [Handling Swarms](#) in [The Rules Reference](#) for details on how to deal with Swarms in combat.

Baseline Attributes

TN= 0; ST= 0; AG= 0; CR= 0; PC= 1; HT= -4; IN= -4

Adequate (Level 4)

TN= 1; ST= 1; AG= 0; CR= 0; PC= 1; HT= -3; IN= -3
HP=38; FP=26; Ward=1; SP=25 (squirm) / 35 (undulate) / 25 (cling)

Att | Dam | Def | Stab: bite=+9 | 6 | 19 | 20

Decent (Level 6)

TN= 1; ST= 2; AG= 0; CR= 1; PC= 1; HT= -3; IN= -3
HP=41; FP=26; Ward=1; SP=25 (squirm) / 35 (undulate) / 25 (cling)

Att | Dam | Def | Stab: bite=+12 | 7 | 21 | 22

Fit (Level 8)

TN= 2; ST= 2; AG= 0; CR= 1; PC= 1; HT= -3; IN= -2
HP=45; FP=26; Ward=1; SP=25 (squirm) / 35 (undulate) / 25 (cling)

Att | Dam | Def | Stab: bite=+14 | 7 | 24 | 25

Laudable (Level 10)

TN= 2; ST= 2; AG= 0; CR= 2; PC= 1; HT= -3; IN= -1
HP=45; FP=26; Ward=1; SP=25 (squirm) / 35 (undulate) / 25 (cling)

Att | Dam | Def | Stab: bite=+16 | 7 | 26 | 27

Model (Level 12)

TN= 2; ST= 2; AG= 1; CR= 3; PC= 1; HT= -3; IN= -1
HP=45; FP=26; Ward=1; SP=30 (squirm) / 40 (undulate) / 30 (cling)

Att | Dam | Def | Stab: bite=+19 | 7 | 29 | 29

Outstanding (Level 14)

TN= 2; ST= 2; AG= 2; CR= 3; PC= 2; HT= -3; IN= -1
HP=45; FP=29; Ward=1; SP=30 (squirm) / 40 (undulate) / 30 (cling)

Att | Dam | Def | Stab: bite=+22 | 7 | 32 | 32

Lemures

Lemuri (singular Lemures) are the restless specters of cruel, greedy, and tyrannical people. Although these spirits are rarely seen, they occasionally make their warped and deformed figures visible to terrified onlookers. Lemuri vary significantly in the ghostly manifestations they take, but all are hideously ugly. One will appear as a rotting corpse while another is seen as a many-tentacled demon. Despite their mutations, Lemuri are sometimes recognizable to those they knew in life.

Unlike their rival spirits the Lares, Lemuri harbor ill-will toward everyone. This disdain even extends to a Lemures's closest relatives, who will more than likely fall victim to their curses when encountered. Luckily, a wary family can dissuade a troublesome Lemures by burning black beans or casting the legumes throughout their home.

Habitat: Lemuri are malicious specters who have re-entered the land of the living to plague mankind. They return to the mortal realm through deep wells and earthly fissures that provide passage from the underworld.

Wealth Type: Incidental. Occasionally, a Lemures will seek out and guard hidden treasure that it buried when alive.

Origin: Forms of Manes, Lemuri were malevolent specters of ancient Rome. They were related to the Roman Larvae and were feared and utterly despised. The term Lemuria was the name of both a lost Roman continent populated by the Lemuri and a festival on the ninth, eleventh, and thirteenth of May, which propitiated the Lemuri with black beans.

Fun Facts: Similar to a poltergeist, a Lemures can throw, carry, wield, and manipulate articles weighing no more than 5 pounds. They retain all skills possessed in life, so some Lemures can prove to be quite deadly.

Lemuri may cast each of the Pagan Pandemonium spells [Rotting Touch](#) and [Seven Deadly Sins](#) once per day. See [The Codex of Cultures](#) for details.

The mere touch of a Lemures is dangerous as it acts in a manner similar to the Occult spell [Manifest Dire Freezing Touch](#). The specific amount of damage delivered by each touch is given in the examples. The touch itself cannot deliver Internal Damage. For all other details, see [The Oculus of Occultism](#).

Because of their ethereal natures, Lemuri can pass through man-made walls and other such non-magical barriers without hindrance. In addition, the spirit can simply “fade” from existence only to re-appear later. Even so, these spirits cannot pass through natural, unworked rock. Whether this is an actual physical limitation of Lemuri or it simply never occurs to them to try is unknown.

Lemuri have the gifts of [Spawn Undead Haunt](#) and [Spawn Undead Manes](#), which they will use on any fresh corpses they encounter (particularly those it personally killed). [Haunt](#) can be found in [The Tome of Terrors](#).

If a Lemures is “killed” by taking it down to 0 Hit Points, it is temporarily dispersed. But, it is not destroyed; it will rise again in about a week.

Durabilities: This creature is Immune to Acidic, Bleeding, Blighting, Crushing, Dehydrating, Entrancing, Fatiguing, Freezing, Infernal, Internal, Intoxicating, Maladive, Non-Magical, Petrifying, Rotting, Sedating, Starving, Suffocating, and Toxic Effects; and Sensitive to Quieting and Sunshining Effects.

Traits: Afraid of Sunlight, Aversion to Black Beans, Fear of Loud Noises

Keywords: nocturnal, specter, undead

Attack Modes: Melee Weapon or Short Sword or Throw Rocks

Move Modes: Run *Size:* Medium

Vision: Astral Vision *Cunning:* Alert

Danger Tier: +1

Medium Lemures Examples

Baseline Attributes

TN= --; ST= --; AG= 0; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 6)

TN= --; ST= --; AG= 1; CR= 2; PC= 1; HT= 2; IN= 0

HP=32; FP=41; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: short sword=+11 | 5 | 21 | 21; or throw rocks=+13 | 4 | 17 | 17

Fit (Level 8)

TN= --; ST= --; AG= 1; CR= 3; PC= 1; HT= 2; IN= 1

HP=32; FP=41; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: short sword=+13 | 5 | 23 | 23; or throw rocks=+16 | 4 | 19 | 19

Laudable (Level 10)

TN= --; ST= --; AG= 3; CR= 3; PC= 1; HT= 2; IN= 1

HP=32; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: short sword=+17 | 5 | 27 | 25; or throw rocks=+18 | 4 | 23 | 21

Outstanding (Level 12)

TN= --; ST= --; AG= 3; CR= 3; PC= 1; HT= 2; IN= 2

HP=35; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: short sword=+19 | 5 | 30 | 28; or throw rocks=+20 | 4 | 26 | 24

Leucrocota

A Leucrocota is a four-footed cloven-hooved animal with legs resemble those of a powerful stag. It runs with the speed and grace of a gazelle. Its torso, tail, and neck are those of a lion, giving the monster great stamina. Its head reminds one of a badger's, but it has bony ridges in its jaws in place of teeth and its gaping mouth opens all the way back to its ears.

The Leucrocota is a master of illusion; able to mimic the voice of any person it has heard. It uses this ability along with its power of Bestow Phantasmal Invisibility to lure people away from any nearby companions so that it may attack in relative safety.

Habitat: Leucrocota haunt both plains and woods, where they delight in luring lone woodcutters deep into the forest. Once a man is isolated, the Leucrocota can feast undisturbed from the danger of man's companions.

Fun Facts: A Leucrocota has the ability to perfectly imitate the voice of any man it has heard as the Occult spell Disguise Voice. In addition, it can conceal itself in the thickets as the Occult spell Bestow Phantasmal Invisibility. Both abilities are cast at spell ranks equal to the beast's Level.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quietening, Righteous, and Sunshining Effects.

Origin: Leucrocota, also known as Leukrokotai or Corocotta, was a Greek myth about an animal believed to live in Ethiopia. It was said to imitate the voices of men and lure them to their deaths.

Keywords: blooded, carnivore, feline-like, fleshy, hybrid, illusion, living, man-eater, predator, territorial

Wealth Type: Incidental *Cunning:* Clever

Attack Modes: Carnivorous Bite *Move Modes:* Trot

Vision: Day Vision *Danger Tier:* +1

Large Leucrocota Examples

Baseline Attributes

TN= 2; ST= 7; AG= -4; CR= -2; PC= 1; HT= 1; IN= 2

Adequate (Level 4)

TN= 3; ST= 9; AG= -4; CR= -2; PC= 2; HT= 1; IN= 2

HP=91; FP=41; Ward=1; SP=55 (trot)

Att | Dam | Def | Stab: bite=+13 | 16 | 17 | 23

Decent (Level 6)

TN= 5; ST= 9; AG= -4; CR= -2; PC= 2; HT= 1; IN= 2

HP=108; FP=41; Ward=2; SP=55 (trot)

Att | Dam | Def | Stab: bite=+15 | 16 | 21 | 27

Fit (Level 8)

TN= 5; ST= 9; AG= -4; CR= -2; PC= 3; HT= 2; IN= 2

HP=108; FP=49; Ward=2; SP=60 (trot)

Att | Dam | Def | Stab: bite=+17 | 16 | 23 | 30

Laudable (Level 10)

TN= 5; ST= 10; AG= -4; CR= -2; PC= 4; HT= 2; IN= 2

HP=117; FP=53; Ward=2; SP=65 (trot)

Att | Dam | Def | Stab: bite=+20 | 17 | 25 | 33

Model (Level 12)

TN= 5; ST= 10; AG= -3; CR= -1; PC= 4; HT= 2; IN= 2

HP=117; FP=53; Ward=2; SP=65 (trot)

Att | Dam | Def | Stab: bite=+23 | 17 | 28 | 35

Outstanding (Level 14)

TN= 5; ST= 10; AG= -2; CR= 0; PC= 4; HT= 2; IN= 2

HP=117; FP=53; Ward=2; SP=70 (trot)

Att | Dam | Def | Stab: bite=+26 | 17 | 31 | 37

Medium Leucrocota Examples

Baseline Attributes

TN= 0; ST= 1; AG= 2; CR= 0; PC= 1; HT= 1; IN= 2

Adequate (Level 2)

TN= 1; ST= 2; AG= 2; CR= 0; PC= 1; HT= 1; IN= 2

HP=41; FP=38; Ward=1; SP=50 (trot)

Att | Dam | Def | Stab: bite=+10 | 7 | 19 | 18

Decent (Level 4)

TN= 1; ST= 3; AG= 2; CR= 0; PC= 2; HT= 1; IN= 2

HP=45; FP=41; Ward=1; SP=55 (trot)

Att | Dam | Def | Stab: bite=+13 | 8 | 21 | 21

Fit (Level 6)

TN= 3; ST= 3; AG= 2; CR= 0; PC= 2; HT= 1; IN= 2

HP=54; FP=41; Ward=1; SP=55 (trot)

Att | Dam | Def | Stab: bite=+15 | 8 | 25 | 25

Laudable (Level 8)

TN= 3; ST= 3; AG= 2; CR= 0; PC= 3; HT= 2; IN= 2

HP=54; FP=49; Ward=1; SP=60 (trot)

Att | Dam | Def | Stab: bite=+17 | 8 | 27 | 28

Outstanding (Level 10)

TN= 3; ST= 4; AG= 2; CR= 0; PC= 4; HT= 2; IN= 2

HP=59; FP=53; Ward=1; SP=65 (trot)

Att | Dam | Def | Stab: bite=+20 | 9 | 29 | 31

Limos

A Limos is a demones of hunger and famine. Her skin is parchment-like, hanging from her bones and revealing the body's inner bowls with its translucency. Coarse unkempt hair accentuates her sunken eyes and hollow cheeks. Bony hips protrude from her waist, counterbalancing the demon's barren sagging breasts. Her joints are badly swollen, characterized best by the angry peeling spheres that pass for her knees and ankles. Needless to say, no Limos is ever encountered in a good mood.

Habitat: As a demon of hunger, a Limos can usually be found in blighted lands where food is scarce and starvation has grown to epidemic proportions.

Origin: Limos was the Greek goddess of hunger and starvation, the antithesis of Demeter.

Fun Facts: An aura of fatigue and hunger surrounds the Limos. Any lands she treads are affected as the Occult spell Vex Many Acres with Blight.

In addition, the demon may cast the following Occult spells at will: Invoke Dire Despair, Invoke Grim Blighting Tendril, Manifest Great Aura of Dire Famine, Manifest Great Halo of Dire Blight, Manifest Dire Blighting Touch, Vex with Deft Vertigo, and Vex with Deft Weakness on a Few Foes.

Finally, its touch acts as the Occult spell Manifest Dire Starving Touch. All spells are cast at spell ranks equal to its Level.

Durabilities: This creature is Immune to Acidic, Blighting, Dehydrating, Deluding, Entrancing, Fatiguing, Infernal, Internal, Intoxicating, Maladive, Non-Magical, Quieting, Rotting, Scorching, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; Sensitive to Bleeding and Petrifying Effects; and Highly Sensitive to Righteous Effects.

Keywords: demon, eidolon, fiend, humanoid

Wealth Type: Incidental *Cunning:* Clever

Attack Modes: Touch *Move Modes:* Run

Vision: Astral Vision *Danger Tier:* +1

Large Limos Examples

Baseline Attributes

TN= 2; ST= 7; AG= -4; CR= -2; PC= 1; HT= 1; IN= 2

Adequate (Level 10)

TN= 3; ST= 9; AG= -1; CR= 0; PC= 1; HT= 1; IN= 4

HP=91; FP=38; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: touch=+15 | special | 26 | 28

Decent (Level 12)

TN= 3; ST= 10; AG= -1; CR= 0; PC= 2; HT= 1; IN= 4

HP=99; FP=41; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: touch=+18 | special | 28 | 31

Fit (Level 14)

TN= 4; ST= 10; AG= -1; CR= 0; PC= 2; HT= 1; IN= 5

HP=108; FP=41; Ward=2; SP=55 (run)

Att | Dam | Def | Stab: touch=+20 | special | 31 | 34

Laudable (Level 16)

TN= 4; ST= 10; AG= -1; CR= 1; PC= 2; HT= 1; IN= 5

HP=108; FP=41; Ward=2; SP=55 (run)

Att | Dam | Def | Stab: touch=+23 | special | 33 | 36

Outstanding (Level 18)

TN= 5; ST= 11; AG= -1; CR= 1; PC= 2; HT= 1; IN= 5

HP=128; FP=41; Ward=2; SP=60 (run)

Att | Dam | Def | Stab: touch=+25 | special | 36 | 39

Medium Limos Examples

Baseline Attributes

TN= 0; ST= 1; AG= 2; CR= 0; PC= 1; HT= 1; IN= 2

Adequate (Level 8)

TN= 1; ST= 2; AG= 5; CR= 1; PC= 1; HT= 1; IN= 4

HP=41; FP=38; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: touch=+14 | special | 28 | 24

Decent (Level 10)

TN= 1; ST= 3; AG= 5; CR= 2; PC= 1; HT= 1; IN= 4

HP=45; FP=38; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: touch=+17 | special | 30 | 26

Fit (Level 12)

TN= 1; ST= 4; AG= 5; CR= 2; PC= 2; HT= 1; IN= 4

HP=49; FP=41; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: touch=+20 | special | 32 | 29

Laudable (Level 14)

TN= 2; ST= 4; AG= 5; CR= 2; PC= 2; HT= 1; IN= 5

HP=54; FP=41; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: touch=+22 | special | 35 | 32

Outstanding (Level 16)

TN= 2; ST= 4; AG= 5; CR= 3; PC= 2; HT= 1; IN= 5

HP=54; FP=41; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: touch=+25 | special | 37 | 34

Lion, African

African Lions are large powerful cats with such might and grace that they are considered, literally, to be the king of beasts. The felines grow to impressive size, the largest being up to 10 feet from the nose to the tip of the tail. They have smooth golden coats, rounded ears, and piercing eyes. The males have bushy brown manes, making them seem even larger, and can produce loud rumbling roars to send chills down the bravest safarier's spines.

Despite the male's ferocious appearance, it is the females of the species that do the hunting for the entire pride. It does not take too much of a stretch to imagine the male figuratively splayed out on a couch, beer in paw, blankly watching antelope herds pass by while awaiting Mrs. Lion to come wearily dragging home the bacon. Some species really have it made. (Of course, the tired huntress undoubtedly has a different appraisal of the whole situation.)

Habitat: Lions typically hunt on grassy plains where wild game is plentiful but are also known to inhabit wooded areas.

Origin: African lions were once common predators throughout Africa and the Middle East and in parts of Europe. Lions often associated with the sun and are the most often used emblem of royalty. They supposedly made great guardians because, it was believed, they slept with their eyes open. In Greek mythology, Leo was placed in the heavens after Heracles slew the Nemean lion.

Fun Facts: A lion can never be caught completely unaware while taking one of its uncountable catnaps because it always keeps at least one eye open and aware of its surroundings.

Anyone surprised by a lion's roar must make an Avoidance Roll with Willpower Adjustments against a Threshold equal to 10 plus the cat's Level. Failure indicates the individual flees in panic for 3 Rounds.

The claws and teeth of the lion are remarkably potent. A lion can inflict damage even on creatures that are otherwise immune to non-magical weapons. On creatures that are Sensitive to Sunlight, lion attacks inflict double normal damage.

Like all cats, lions have extremely good night vision. They can easily see to distances of 100 feet or more in the dark depths of the forest after nightfall.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Traits: Fearless

Vision: Night Vision

Wealth Type: Incidental

Cunning: Bestial

Move Modes: Bounding

Size: Large

Danger Tier: +1

Attack Modes: Carnivorous Bite/Claw

Keywords: blooded, carnivore, feline, fleshy, living, lion, mammal, natural, predator, territorial

Large African Lion Examples

Baseline Attributes

TN= 1; ST= 4; AG= 0; CR= 3; PC= 0; HT= -3; IN= -5

Adequate (Level 2)

TN= 1; ST= 5; AG= 0; CR= 4; PC= 0; HT= -3; IN= -5

HP=54; FP=24; Ward=1; SP=60 (bounding)

Att | Dam | Def | Stab: bite/claw=+11 | 15 | 17 | 17

Decent (Level 4)

TN= 2; ST= 5; AG= 0; CR= 5; PC= 0; HT= -3; IN= -5

HP=59; FP=24; Ward=1; SP=60 (bounding)

Att | Dam | Def | Stab: bite/claw=+13 | 15 | 20 | 20

Fit (Level 6)

TN= 2; ST= 5; AG= 0; CR= 6; PC= 0; HT= -2; IN= -5

HP=59; FP=26; Ward=1; SP=60 (bounding)

Att | Dam | Def | Stab: bite/claw=+15 | 15 | 22 | 22

Laudable (Level 8)

TN= 2; ST= 5; AG= 1; CR= 6; PC= 0; HT= -2; IN= -4

HP=59; FP=26; Ward=1; SP=60 (bounding)

Att | Dam | Def | Stab: bite/claw=+18 | 15 | 25 | 24

Outstanding (Level 10)

TN= 2; ST= 7; AG= 1; CR= 6; PC= 0; HT= -2; IN= -4

HP=70; FP=26; Ward=1; SP=70 (bounding)

Att | Dam | Def | Stab: bite/claw=+22 | 17 | 27 | 26

Remarkable (Level 12)

TN= 2; ST= 7; AG= 2; CR= 6; PC= 0; HT= -2; IN= -3

HP=70; FP=26; Ward=1; SP=70 (bounding)

Att | Dam | Def | Stab: bite/claw=+25 | 17 | 30 | 28

Superb (Level 14)

TN= 2; ST= 7; AG= 3; CR= 6; PC= 0; HT= -1; IN= -3

HP=70; FP=29; Ward=1; SP=75 (bounding)

Att | Dam | Def | Stab: bite/claw=+28 | 17 | 33 | 30

Wondrous (Level 16)

TN= 2; ST= 7; AG= 3; CR= 6; PC= 0; HT= -1; IN= -2

HP=70; FP=29; Ward=1; SP=75 (bounding)

Att | Dam | Def | Stab: bite/claw=+30 | 17 | 35 | 32

Lion, Nemean

Nemean Lions look remarkably similar to common African Lions. They are larger than common lions, to be sure, although they are not overly so. While crouched in the tall grass of the plains, a Nemean Lion could easily be mistaken for one of the ordinary variety. In fact, the smaller specimens could be taken as common lions in full view during broad daylight.

A Nemean Lion skin is remarkably durable and is well suited to use in armor, although it is exceptionally difficult to work. The armor itself retains the Nemean Lion's invulnerability to normal weapons, so only magical weapons and weapons having a Level equal to or greater than the skin can damage it, although that invulnerability is not conveyed to the wearer.

Habitat: Nemean Lions live in the same areas as the common lion species and hunt very much the same game. Nemean lions are considerably bolder toward men than ordinary cats, though, due to the protection their skins provide against mortal weapons.

Origin: Hercules' first task was to obtain the skin of the Nemean Lion. This was no simple hunt, though, because arrow, spear, sword, and club could not harm the lion. In fact, no weapon could scratch its skin. To accomplish his goal, Hercules was forced to wrestle the beast and strangle it to death with his bare hands. Hercules skinned the beast and forever after wore its hide as armor.

Fun Facts: Nemean Lions have all of the characteristics of common lions. In addition, they have remarkably tough skins that give them protection against almost any weapon (note the Natural Ward value).

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: blooded, carnivore, feline, fleshy, living, lion, mammal, predator, territorial

Attack Modes: Carnivorous Bite/Claw

Traits: Fearless

Vision: Night Vision

Wealth Type: Incidental

Cunning: Bestial

Move Modes: Bounding

Size: Large

Danger Tier: +3

Large Nemean Lion Examples

Baseline Attributes

TN= 6; ST= 5; AG= 1; CR= 3; PC= 0; HT= -3; IN= -5

Adequate (Level 8)

TN= 8; ST= 7; AG= 1; CR= 5; PC= 0; HT= -1; IN= -5

HP=117; FP=29; Ward=4; SP=70 (bounding)

Att | Dam | Def | Stab: bite/claw=+20 | 17 | 31 | 30

Decent (Level 10)

TN= 8; ST= 8; AG= 1; CR= 5; PC= 0; HT= 0; IN= -5

HP=128; FP=32; Ward=4; SP=70 (bounding)

Att | Dam | Def | Stab: bite/claw=+23 | 18 | 33 | 32

Fit (Level 12)

TN= 8; ST= 9; AG= 1; CR= 5; PC= 0; HT= 0; IN= -5

HP=140; FP=32; Ward=4; SP=75 (bounding)

Att | Dam | Def | Stab: bite/claw=+26 | 19 | 35 | 34

Laudable (Level 14)

TN= 9; ST= 9; AG= 1; CR= 6; PC= 0; HT= 0; IN= -5

HP=152; FP=32; Ward=5; SP=75 (bounding)

Att | Dam | Def | Stab: bite/claw=+28 | 19 | 38 | 37

Model (Level 16)

TN= 9; ST= 9; AG= 2; CR= 6; PC= 0; HT= 0; IN= -4

HP=152; FP=32; Ward=5; SP=75 (bounding)

Att | Dam | Def | Stab: bite/claw=+31 | 19 | 41 | 39

Outstanding (Level 18)

TN= 9; ST= 9; AG= 3; CR= 6; PC= 0; HT= 0; IN= -4

HP=152; FP=32; Ward=5; SP=80 (bounding)

Att | Dam | Def | Stab: bite/claw=+34 | 19 | 44 | 41

Remarkable (Level 20)

TN= 9; ST= 9; AG= 3; CR= 6; PC= 0; HT= 1; IN= -3

HP=152; FP=34; Ward=5; SP=80 (bounding)

Att | Dam | Def | Stab: bite/claw=+36 | 19 | 46 | 43

Superb (Level 22)

TN= 9; ST= 9; AG= 4; CR= 6; PC= 0; HT= 1; IN= -2

HP=152; FP=34; Ward=5; SP=85 (bounding)

Att | Dam | Def | Stab: bite/claw=+39 | 19 | 49 | 45

Wondrous (Level 24)

TN= 10; ST= 9; AG= 4; CR= 6; PC= 0; HT= 1; IN= -2

HP=166; FP=34; Ward=6; SP=85 (bounding)

Att | Dam | Def | Stab: bite/claw=+41 | 19 | 52 | 48

Lion, Venetian

Venetian Lions are Angels that look like normal African Lions with feathered wings on their shoulders. Their coats are tawny brown and their eyes are a brilliant gold. Adult males have large bushy manes giving them an imposing appearance. Despite what their form might suggest, Venetian Lion are quite intelligent and are able to converse in the languages common to the areas in which they are encountered. Needless to say, the deep and rumbling voices of these felines provide an air of confidence and wisdom that is not undeserved.

These powerful beasts have truly kind hearts and are quick to right any wrongs encountered in their domain. They are a soulful species whose individuals are almost always devout followers of the Catholic faith. In fact, a Venetian Lion's actions are focused primarily toward some task or goal that has been divinely given. Due to their uncommon physical prowess, these angels are often chosen as favored guardians for some holy Catholic relic, crypt, or cathedral.

Habitat: Venetian Lions normally inhabit Heaven and other Astral Realms. Within the Mortal Realm, they are almost always encountered in areas that are considered holy ground. If available, a Venetian Lion will select a lofty cave high up on a cliff face as its lair to discourage visits from unwanted trespassers. Those members of this species that do not dwell in a holy area will often be found in an enchanted forest or other locale populated with a variety of good creatures.

Origin: The Venetian Lion is a heraldic creature from the Middle Ages and was considered a symbol of St. Mark. In fact, a number of winged lion statues can still be seen at St. Mark's basilica in Venice, Italy. The symbol is probably derived from the fact that Jesus is described in the Bible as the Lion of Judah. This is the likely source of the Christ-like lion character of Aslan in C.S. Lewis' wonderful fantasy series *The Chronicles of Narnia*.

Fun Facts: Until a Venetian Lion is certain of the evil intent of anyone trespassing in its domain, it will *not* engage in a surprise attack. They have a noble nature and goodly spirit. In fact, many gain one or two Mystic classes that profess the Catholic faith. Winged Lion Mystics have Mystical Discipline ranks equal to their Levels.

Anyone hearing a Venetian Lion's roar must make an Avoidance Roll with Willpower Adjustments against a Threshold of 10 plus the cat's Level. Failure indicates they are affected as the Occult spell Invoke Epic Fell Roar.

When desired, a Venetian Lion may produce a holy aura as the Mystic spell Beatific Halo, cast at a spell rank equal to its Level.

On creatures that are sensitive to sunlight, winged lion attacks inflict double normal damage (discounting any Internal Damage, if applicable).

Keywords: angel, eidolon, empyrean, feline-like, heraldic, hybrid, lion-like, paragon

Durabilities: This creature is Immune to Acidic, Blighting, Dehydrating, Deluding, Entrancing, Fatiguing, Internal, Intoxicating, Maladive, Non-Magical, Quieting, Righteous, Rotting, Scorching, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; Sensitive to Bleeding and Petrifying Effects; and Highly Sensitive to Infernal Effects.

Attack Modes: Carnivorous Bite/Claw

Move Modes: Bounding/Glide *Size:* Large

Wealth Type: Incidental *Cunning:* Alert

Traits: Fearless *Vision:* Astral Vision

Danger Tier: +2

Large Venetian Lion Examples

Baseline Attributes

TN= 2; ST= 5; AG= 0; CR= 0; PC= 4; HT= -2; IN= -2

Adequate (Level 10)

TN= 4; ST= 8; AG= 1; CR= 1; PC= 7; HT= -2; IN= -2

HP=91; FP=49; Ward=2; SP=95 (bounding) / 105 (glide)

Att | Dam | Def | Stab: bite/claw=+23 | 18 | 29 | 35

Decent (Level 12)

TN= 5; ST= 8; AG= 2; CR= 1; PC= 7; HT= -2; IN= -2

HP=99; FP=49; Ward=2; SP=100 (bounding) / 110 (glide)

Att | Dam | Def | Stab: bite/claw=+26 | 18 | 33 | 38

Fit (Level 14)

TN= 5; ST= 8; AG= 3; CR= 1; PC= 7; HT= -2; IN= -1

HP=99; FP=49; Ward=2; SP=105 (bounding) / 115 (glide)

Att | Dam | Def | Stab: bite/claw=+29 | 18 | 36 | 40

Laudable (Level 16)

TN= 5; ST= 8; AG= 3; CR= 2; PC= 7; HT= -1; IN= -1

HP=99; FP=53; Ward=2; SP=105 (bounding) / 115 (glide)

Att | Dam | Def | Stab: bite/claw=+31 | 18 | 38 | 42

Model (Level 18)

TN= 5; ST= 8; AG= 3; CR= 2; PC= 8; HT= -1; IN= -1

HP=99; FP=58; Ward=2; SP=110 (bounding) / 120 (glide)

Att | Dam | Def | Stab: bite/claw=+33 | 18 | 40 | 45

Outstanding (Level 20)

TN= 5; ST= 8; AG= 3; CR= 2; PC= 8; HT= 0; IN= 0

HP=99; FP=64; Ward=2; SP=110 (bounding) / 120 (glide)

Att | Dam | Def | Stab: bite/claw=+35 | 18 | 42 | 47

Locust, Indian

The Indian Locust is a winged insect, with large saw-like back legs and smaller front legs. They are similar in appearance to grasshoppers, and have the same impressive jumping ability. They have no eyes, but use echolocation and a keen sensitivity to vibration to perceive their surroundings. Indian Locusts are voracious eaters, multiply in numbers rapidly, and frequently swarm to eat everything in their path, whether animal or vegetable.

Habitat: Indian Locusts live in temperate and warm environments where grasses and grains are plentiful.

Durabilities: This creature is Immune to Blighting, Captivating, Deluding, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects; and Resistant to Footing and Slippery Effects.

Origin: The Indian Locust is discussed by the famed Natural Historian, Pliny the Elder, in his 1st century Natural History. He reported that Indian Locust can grow up to three feet long, and that people sometimes dry their hind legs and use them as saws.

Keywords: blooded, bug, exoskeleton, insect, instinctive, living

Vision: Echolocation, Motion Sensitivity

Wealth Type: Incidental *Cunning:* Instinctive

Attack Modes: Mandibles *Danger Tier:* 0

Move Modes: Skitter, Hover, Vault

Small Indian Locust Examples

Baseline Attributes

TN= 1; ST= -5; AG= 3; CR= 3; PC= -2; HT= 1; IN= -8

Adequate (Level 0)

TN= 1; ST= -5; AG= 3; CR= 3; PC= -2; HT= 1; IN= -8
HP=23; FP=29; Ward=1; SP=35 (skitter) / 35 (hover) / 55 (vault) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+2 | 3 | 18 | 13

Decent (Level 2)

TN= 2; ST= -5; AG= 3; CR= 4; PC= -2; HT= 1; IN= -8
HP=25; FP=29; Ward=1; SP=35 (skitter) / 35 (hover) / 55 (vault) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+4 | 3 | 21 | 16

Fit (Level 4)

TN= 3; ST= -5; AG= 3; CR= 4; PC= -1; HT= 1; IN= -8
HP=27; FP=32; Ward=1; SP=35 (skitter) / 35 (hover) / 55 (vault) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+6 | 3 | 24 | 20

Laudable (Level 6)

TN= 3; ST= -3; AG= 3; CR= 4; PC= -1; HT= 1; IN= -8
HP=32; FP=32; Ward=1; SP=40 (skitter) / 40 (hover) / 60 (vault) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+10 | 3 | 26 | 22

Outstanding (Level 8)

TN= 4; ST= -3; AG= 4; CR= 4; PC= -1; HT= 1; IN= -8
HP=35; FP=32; Ward=2; SP=40 (skitter) / 40 (hover) / 60 (vault) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+13 | 3 | 30 | 25

Indian Locust Swarm Batch Examples

See Handling Swarms in The Rules Reference for details on how to deal with Swarms in combat.

Baseline Attributes

TN= 3; ST= 1; AG= -3; CR= 1; PC= -2; HT= 1; IN= -8

Adequate (Level 0)

TN= 3; ST= 1; AG= -3; CR= 1; PC= -2; HT= 1; IN= -8
HP=45; FP=29; Ward=1; SP=35 (skitter) / 35 (hover) / 55 (vault) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+2 | 6 | 14 | 15

Decent (Level 2)

TN= 4; ST= 1; AG= -3; CR= 2; PC= -2; HT= 1; IN= -8
HP=49; FP=29; Ward=2; SP=35 (skitter) / 35 (hover) / 55 (vault) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+4 | 6 | 17 | 18

Fit (Level 4)

TN= 5; ST= 1; AG= -3; CR= 2; PC= -1; HT= 1; IN= -8
HP=54; FP=32; Ward=2; SP=35 (skitter) / 35 (hover) / 55 (vault) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+6 | 6 | 20 | 22

Laudable (Level 6)

TN= 5; ST= 3; AG= -3; CR= 2; PC= -1; HT= 1; IN= -8
HP=64; FP=32; Ward=2; SP=40 (skitter) / 40 (hover) / 60 (vault) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+10 | 8 | 22 | 24

Outstanding (Level 8)

TN= 6; ST= 3; AG= -2; CR= 2; PC= -1; HT= 1; IN= -8
HP=70; FP=32; Ward=3; SP=40 (skitter) / 40 (hover) / 60 (vault) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+13 | 8 | 26 | 27

Bestiary ~ M

Manes

A Manes is a Roman specter whose morals falls in the gray area between the light of the Lares and the dark of the Lemurii. Although they are usually unseen, they do occasionally present visible apparitions. These ghostly images look like the rotting remains of recently buried corpses and are sometimes substantial enough to be recognized by past companions and relatives.

Manes are ordinarily trapped underground until they can find a deep shaft, fissure, well, cave, or chasm providing escape to the surface. Once loosed, manes seek out past relationships and are quite amenable to anyone they recognize as a blood relative. They cannot communicate vocally but make their identities known by other means.

Fun Facts: The touch of a manes has an effect similar to the Occult spell Manifest Dire Freezing Touch. The specific amount of damage delivered by each such touch is detailed in the examples. Although a Manes's icy touch sends chills to the bone, it cannot deliver Internal Damage. Treat all such blows as normal damage.

A Manes can throw, carry, wield, and otherwise manipulate small articles weighing no more than 2 pounds. They retain all skills possessed in life, so some manes can prove to be quite menacing.

Because of their ethereal natures, manes can pass through walls without hindrance. In addition, the spirit can simply fade from existence only to re-appear at a later time. Even so, these spirits cannot pass through natural, unworked rock. Whether this is an actual physical limitation of manes or it simply never occurs to them to try is unknown.

Manes have the gifts of Spawn Undead Ankou and Spawn Undead Lemures, which they use on any fresh corpses they encounter (particularly those personally killed). See The Character Compendium for details. Ankou can be found in Celtic Creatures and Nordic Nightmares.

If a Manes is "killed" by taking it down to 0 Hit Points, it is temporarily dispersed, but it is not destroyed. The specter will rise again in about a week.

Durabilities: This creature is Immune to Acidic, Bleeding, Blighting, Crushing, Dehydrating, Entrancing, Fatiguing, Freezing, Infernal, Internal, Intoxicating, Maladive, Non-Magical, Petrifying, Rotting, Sedating, Starving, Suffocating, and Toxic Effects; and Sensitive to Quieting and Sunshining Effects.

Keywords: humanoid, nocturnal, specter, undead

Attack Modes: Special or Throw Rocks

Habitat: Manes will escape from the underworld to the land of the living through deep fissures, caves, and wells and are often encountered during their trek. Once on the surface, they generally seek out familiar buildings such as their burial crypts or former homes.

Origin: Manes were specters of ancient Roman lore. The term manes (both singular and plural) actually refers to a whole class of spirits including lares, lemures, penates, and larvae. Some were beneficent while others were malevolent. They were considered to be the restless spirits of the dead or the personifications of minor deities or daemons.

Wealth Type: Incidental

Cunning: Alert

Traits: Aversion to Sunlight

Vision: Astral Vision

Move Modes: Run

Size: Medium

Danger Tier: +1

Medium Manes Examples

Baseline Attributes

TN= --; ST= --; AG= 0; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 6)

TN= --; ST= --; AG= 1; CR= 2; PC= 1; HT= 2; IN= 0

HP=32; FP=41; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: special=na | special | 17 | 17; or throw rocks=+13 | 4 | 17 | 17

Fit (Level 8)

TN= --; ST= --; AG= 1; CR= 3; PC= 1; HT= 2; IN= 1

HP=32; FP=41; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: special=na | special | 19 | 19; or throw rocks=+16 | 4 | 19 | 19

Laudable (Level 10)

TN= --; ST= --; AG= 3; CR= 3; PC= 1; HT= 2; IN= 1

HP=32; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: special=na | special | 23 | 21; or throw rocks=+18 | 4 | 23 | 21

Outstanding (Level 12)

TN= --; ST= --; AG= 3; CR= 3; PC= 1; HT= 2; IN= 2

HP=35; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: special=na | special | 26 | 24; or throw rocks=+20 | 4 | 26 | 24

Manticore

A Manticore has the body of a lion, the tail of a scorpion, and a head with distinctive humanoid features. Despite the vague resemblance it bears to its favorite meal, the Manticore has a gaping maw with three rows of razor-sharp teeth. Its long, scorpion-like tail has barbed quills growing like hair around the deadly stinger. Its mane and tail are a deep vermilion, its coat is yellow-orange, and its eyes are sky blue.

The Manticore has a voracious appetite and will eat any living creature it encounters. It favors the succulent taste of man above all other dishes and will devour its prey equipment, clothes and all.

Habitat: The Manticore is a feline predator that prefers to dwell in forested areas, especially near villages where a meal of juicy man-meat is never too far away.

Origin: The earliest recorded legend of the Manticore occurred in the 4th century B.C. in Persia. Also known as Marticoras and Mardkhora, They were feared throughout India, Malaysia, and Indonesia and were commonly listed in medieval bestiaries.

Fun Facts: The most unusual of the Manticore's attacks comes from its barbed scorpion-like tail. When attacking individuals directly, this tail produces lightning quick strikes over the Manticore's head. Anyone struck by the tail sustains the damage described in the examples and is injected with a Typical Toxin affects the target (see [Poisons](#) in [The Wicked Workshop](#) for details).

From range, the tail is equally deadly since it can throw volleys of small quills that grow at the tip around the scorpion stinger. Treat this as if it were the Occult spell [Invoke Great Cone of Grim Daggers](#) cast at a spell rank equal to the Manticore's Level.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: blooded, carnivore, feline-like, fleshy, hybrid, living, man-eater, poisonous, predator, scorpion-like, territorial

Attack Modes: Maw/Claw or Fling Quills+Poison

Wealth Type: Incidental *Cunning:* Bestial

Move Modes: Bounding/Glide *Vision:* Night Vision

Danger Tier: +2

Large Manticore Examples

Baseline Attributes

TN= 2; ST= 6; AG= -3; CR= -2; PC= 1; HT= 1; IN= -5

Adequate (Level 8)

TN= 2; ST= 8; AG= 0; CR= -1; PC= 1; HT= 2; IN= -4

HP=76; FP=41; Ward=1; SP=70 (bounding) / 80 (glide)

Att | Dam | Def | Stab: maw/claw=+20 | 20 | 24 | 25; or fling quills=+12 | 7 +poison | 20 | 21

Decent (Level 10)

TN= 2; ST= 8; AG= 0; CR= -1; PC= 2; HT= 2; IN= -3

HP=76; FP=45; Ward=1; SP=75 (bounding) / 85 (glide)

Att | Dam | Def | Stab: maw/claw=+22 | 20 | 26 | 28; or fling quills=+15 | 7 +poison | 22 | 24

Fit (Level 12)

TN= 2; ST= 9; AG= 0; CR= -1; PC= 2; HT= 2; IN= -2

HP=83; FP=45; Ward=1; SP=75 (bounding) / 85 (glide)

Att | Dam | Def | Stab: maw/claw=+25 | 21 | 28 | 30; or fling quills=+17 | 7 +poison | 24 | 26

Laudable (Level 14)

TN= 2; ST= 9; AG= 0; CR= 0; PC= 3; HT= 2; IN= -2

HP=83; FP=49; Ward=1; SP=80 (bounding) / 90 (glide)

Att | Dam | Def | Stab: maw/claw=+27 | 21 | 30 | 33; or fling quills=+21 | 7 +poison | 26 | 29

Outstanding (Level 16)

TN= 2; ST= 9; AG= 0; CR= 1; PC= 3; HT= 3; IN= -2

HP=83; FP=53; Ward=1; SP=80 (bounding) / 90 (glide)

Att | Dam | Def | Stab: maw/claw=+29 | 21 | 32 | 35; or fling quills=+24 | 7 +poison | 28 | 31

Remarkable (Level 18)

TN= 2; ST= 9; AG= 0; CR= 1; PC= 4; HT= 3; IN= -2

HP=83; FP=58; Ward=1; SP=85 (bounding) / 95 (glide)

Att | Dam | Def | Stab: maw/claw=+31 | 21 | 34 | 38; or fling quills=+27 | 7 +poison | 30 | 34

Superb (Level 20)

TN= 3; ST= 9; AG= 1; CR= 1; PC= 4; HT= 3; IN= -2

HP=91; FP=58; Ward=1; SP=85 (bounding) / 95 (glide)

Att | Dam | Def | Stab: maw/claw=+34 | 21 | 38 | 41; or fling quills=+29 | 7 +poison | 34 | 37

Mongoose

Mongoose (no, it isn't mongeese) are extremely lithe and quick mammals with bodies that are almost serpentine. They have tapered muzzles and small ears that are substantially covered by their sleek, long fur. Their long furry tails are thick at the base and dwindle slowly to a point to give an overall torpedo-like appearance. Finally, their slick coats, short legs, and unending energy reminds one of weasels.

When a Mongoose encounters a snake of any kind, its normally playful demeanor transforms into that of a warrior entering battle. In these skirmishes, Mongooses amply demonstrate their great agility by darting quickly to and fro to confuse their opponents while waiting for the serpent to rear up prior to striking. At this instant, the mongoose will burst will lightning speed toward the viper's head. Once a mongoose has obtained a grip on its prey, all hope of victory is lost.

Habitat: Also known as Ichneumons, Mongooses are adaptable creatures. They are most comfortable in forests and grassy plains. Their burrows are dug in the loose soils of dry plains where whole communities congregate at night. During the day, Mongooses aggressively pursue their favorite pastimes: hunting and basking in the warm sunlight. It is not uncommon for a Mongoose to be encountered squatting upright on their hind haunches, with its eyes shut in a pleasant expression, and with its nose pointing directly toward the sun.

Fun Facts: Mongooses have an Affinity for Eggs and Snake Meat, especially that of the cobra. Fortunately, they are also Immune to Venoms of all kinds.

Mongoose possess an instinctive cunning when fighting serpents of all kinds. They have an innate understanding of the serpent's fighting tactics. Once a Mongoose strikes an automatic hit against a serpent, it maintains a powerful hold with its vicious teeth, automatically delivering the stated damage with its bite every Round thereafter.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Origin: The Mongoose is known throughout southern Asia, Africa, Madagascar, and parts of southwest Europe. The ichneumon is a species of Mongoose native to Africa that is larger than its Indian cousin. It was considered sacred to the Egyptians and symbolized the spirits of the dead. In Egyptian mythology, Ra transformed himself into the form of the Ichneumon to fight Apophis, the serpent god of the Egyptian underworld.

Keywords: amphibious, blooded, carnivore, fleshy, living, mammal, predator

Traits: Afraid of Fire

Wealth Type: Incidental

Cunning: Bestial

Attack Modes: Carnivorous Bite

Vision: Day Vision

Move Modes: Scamper/Swim

Danger Tier: 0

Medium Mongoose Examples

Baseline Attributes

TN= -1; ST= -2; AG= 3; CR= 2; PC= 0; HT= -3; IN= -6

Adequate (Level 2)

TN= 0; ST= -2; AG= 3; CR= 2; PC= 1; HT= -3; IN= -6

HP=27; FP=26; Ward=0; SP=55 (bounding) / 65 (glide)

Att | Dam | Def | Stab: bite=+7 | 5 | 19 | 17

Decent (Level 4)

TN= 1; ST= -1; AG= 3; CR= 2; PC= 1; HT= -3; IN= -6

HP=32; FP=26; Ward=1; SP=55 (bounding) / 65 (glide)

Att | Dam | Def | Stab: bite=+10 | 5 | 22 | 20

Fit (Level 6)

TN= 2; ST= -1; AG= 4; CR= 2; PC= 1; HT= -3; IN= -6

HP=35; FP=26; Ward=1; SP=60 (bounding) / 70 (glide)

Att | Dam | Def | Stab: bite=+13 | 5 | 26 | 23

Laudable (Level 8)

TN= 2; ST= -1; AG= 5; CR= 2; PC= 1; HT= -2; IN= -6

HP=35; FP=29; Ward=1; SP=60 (bounding) / 70 (glide)

Att | Dam | Def | Stab: bite=+16 | 5 | 29 | 25

Outstanding (Level 10)

TN= 2; ST= -1; AG= 6; CR= 3; PC= 1; HT= -2; IN= -6

HP=35; FP=29; Ward=1; SP=60 (bounding) / 70 (glide)

Att | Dam | Def | Stab: bite=+19 | 5 | 32 | 27

Remarkable (Level 12)

TN= 2; ST= -1; AG= 6; CR= 3; PC= 2; HT= -2; IN= -6

HP=35; FP=32; Ward=1; SP=65 (bounding) / 75 (glide)

Att | Dam | Def | Stab: bite=+21 | 5 | 34 | 30

Superb (Level 14)

TN= 3; ST= 0; AG= 6; CR= 3; PC= 2; HT= -2; IN= -6

HP=41; FP=32; Ward=1; SP=70 (bounding) / 80 (glide)

Att | Dam | Def | Stab: bite=+24 | 5 | 37 | 33

Monoceros

A Monoceros (plural Monoceri) is an animal with the proud stature of a warhorse and the graceful shape of a gazelle, save for its wide feet, which are fashioned like those of an elephant or rhino. Its coat is generally a brilliant white or beige except for its head that is a vibrant purple hue. A single horn protrudes from the beast's forehead that is a pure white at its base, pitch black in the middle, and dark red at the tip. Its eyes are a deep lipid blue.

The Monoceros is fiercely territorial and will attack any threatening trespasser in its domain. This intolerance even extends to other Monoceri, unless the offender is a member of the opposite sex and intrudes only during mating season.

Despite its ferocity and great skill at avoiding capture, Monoceri are greatly prized by hunters. Being a relative of the unicorn, the horn of a Monoceros has the same magical properties as its more horse-like cousin (and can generally be substituted in magical spells whenever a unicorn's horn is required).

Habitat: The Monoceros is a denizen of both arid and temperate regions, preferring to graze on grassy plains but capable of sustaining itself on the leaves and underbrush of the forest.

Origin: The earliest detailed account of the Monoceros, or Monocerata Hippoi (later to evolve into the unicorn), comes to us from the Greek historian Ctesias around the 4th century B.C. in his accounts of Persia (Ctesias was the Persian king's physician). The creature he describes resembles a colorful stag with inarticulate feet like those of an elephant. It is believed his account is merely a distorted reporting of the decidedly unstag-like rhinoceros.

Fun Facts: Monoceri can Teleport Short Range as the Occult spell at will and brush off nets and ropes effortlessly (as the Occult spell Provide Apt Disentanglement). See The Oculus of Occultism for more details. All spells are cast at spell ranks equal to the Monoceros's Level.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: blooded, fleshy, herbivore, hybrid, living, mammal, territorial

Attack Modes: Gore/Stomp *Size:* Large

Wealth Type: Incidental *Cunning:* Bestial

Move Modes: Gallop *Vision:* Day Vision

Danger Tier: +2

Large Monoceros Examples

Baseline Attributes

TN= 2; ST= 7; AG= -3; CR= 1; PC= 3; HT= 3; IN= -6

Adequate (Level 4)

TN= 2; ST= 8; AG= -2; CR= 1; PC= 4; HT= 3; IN= -5

HP=76; FP=58; Ward=1; SP=75 (gallop)

Att | Dam | Def | Stab: gore/stomp=+14 | 19 | 18 | 24

Decent (Level 6)

TN= 2; ST= 8; AG= -2; CR= 1; PC= 5; HT= 4; IN= -5

HP=76; FP=69; Ward=1; SP=75 (gallop)

Att | Dam | Def | Stab: gore/stomp=+16 | 19 | 20 | 27

Fit (Level 8)

TN= 2; ST= 9; AG= -2; CR= 1; PC= 6; HT= 4; IN= -5

HP=83; FP=76; Ward=1; SP=85 (gallop)

Att | Dam | Def | Stab: gore/stomp=+19 | 20 | 22 | 30

Laudable (Level 10)

TN= 2; ST= 10; AG= -1; CR= 1; PC= 6; HT= 4; IN= -5

HP=91; FP=76; Ward=1; SP=90 (gallop)

Att | Dam | Def | Stab: gore/stomp=+23 | 21 | 25 | 32

Model (Level 12)

TN= 3; ST= 10; AG= -1; CR= 1; PC= 6; HT= 4; IN= -4

HP=99; FP=76; Ward=1; SP=90 (gallop)

Att | Dam | Def | Stab: gore/stomp=+25 | 21 | 28 | 35

Outstanding (Level 14)

TN= 3; ST= 10; AG= -1; CR= 2; PC= 6; HT= 5; IN= -4

HP=99; FP=82; Ward=1; SP=90 (gallop)

Att | Dam | Def | Stab: gore/stomp=+27 | 21 | 30 | 37

Remarkable (Level 16)

TN= 4; ST= 10; AG= 0; CR= 2; PC= 6; HT= 5; IN= -4

HP=108; FP=82; Ward=2; SP=95 (gallop)

Att | Dam | Def | Stab: gore/stomp=+30 | 21 | 34 | 40

Superb (Level 18)

TN= 4; ST= 10; AG= 0; CR= 2; PC= 6; HT= 6; IN= -4

HP=108; FP=90; Ward=2; SP=95 (gallop)

Att | Dam | Def | Stab: gore/stomp=+32 | 21 | 36 | 42

Wondrous (Level 20)

TN= 4; ST= 10; AG= 0; CR= 2; PC= 7; HT= 6; IN= -4

HP=108; FP=98; Ward=2; SP=100 (gallop)

Att | Dam | Def | Stab: gore/stomp=+34 | 21 | 38 | 45

Moura

Mouras are Moorish elemental spirits that are closely related to the masculine efrīt and djinn of Arabia. But, while the Arabian elementals are made of fire and air, the lovely female Mouras are genies associated with earth and water. They are devastatingly beautiful, and are said to be dangerously seductive. They often are seen combing their long hair with golden combs. Their hair is usually described as being as golden as gold, red as the sunset, or as black as night.

Efrīt and djinn are often imprisoned in lamps or bottles, and are forced to perform deeds when freed. Mouras, on the other hand, are often enchanted to be bound to a particular cave or spring to guard some treasure or ruin. If her ward is threatened, a Moura is bound to defend it. If its charge is safe, though, the Moura is free to interact. At these times, it will usually plead for its freedom. The enchantment that binds it can only be broken if someone selflessly performs a specific dangerous deed (which varies from one Moura to the next). If the person fails at the task, though, the enchantment increases in potency (treat the task's difficulty as if it gained a level).

Origin: More formally known as Moura Encantadas, Mouras are beautiful female faery-like spirits that arose in Spanish folklore. Spain was a land controlled at various times by the Celts, Romans, Catholics, and Muslims. As such, the folklore of the region is a blending of the four cultures. In the Mouras, we see a blending of faery, nymph, and genie. In fact, the term “moura” itself means Moorish girl.

Fun Facts: All Mouras possess such amazing beauty that it affects any male seeing them as the Pagan Harmony spell Aphrodite's Dazzling Smile. Treat this as if the spell were cast at a spell rank equal to the Moura's Level.

When she sings, a Moura's voice is enchanting. It acts as the musical score Lullaby Theme (see The Character Compendium for details). There is one difference from the traditional Lullaby, though. Anyone that falls asleep to her song gains a Trait indicating that they Deeply Loves the Moura, if they are attracted to her sex. Any love-struck character will fervently beg to remain with the Moura until she is freed.

Attack Modes: Scimitar or Bow or Punch

Wealth Type: Hoard *Cunning:* Brilliant

Vision: Astral Vision *Danger Tier:* +1

Pedra Moura

A Pedra Moura is an elemental of earth in the form of a nymph-like woman, with eyes and hair of dark earthy tones.

Habitat: Pedra Mouras are tied to a particular cave, grotto, or ruin. They are rarely encountered more than a few hundred yards from the locale which they call home.

More Fun Facts: Pedra Mouras are master Geomancers,

capable of casting any spell associated with that class. She casts these spells at spell ranks equal to her Level. In all cases of spell casting, the Moura simply wills the spell to work.

Further, Pedra Mouras are capable of casting the Occult spells Provoke Able Levitation and Pitch Great Dire Dust Devil at spell ranks equal her Level. (See The Oculus of Occultism for details.)

In addition, Pedra Mouras have the ability to cast the Pagan Nature spell Force of Ages at spell ranks equal to their Levels. (See The Codex of Cultures for details.)

Pedra Mouras often possess flat slabs of Terra Levitas rock spanning anywhere from 5 to 10 feet in diameter. These rocks naturally hover in the air without any external force acting on them. (Terra Levitas is usually found as the bedrock of Cloud Islands.) The Mouras lounge on these boulders and move them around using their Provoke Able Levitation power.

Durabilities: This creature is Immune to Bleeding, Blighting, Crushing, Dehydrating, Deluding, Dreadful, Earthen, Entrancing, Fatiguing, Fettering, Footing, Internal, Intoxicating, Maladive, Petrifying, Quieting, Rotting, Sedating, Starving, Suffocating, Sunshining, Tormenting, and Toxic Effects; Highly Resistant to Enervating Effects; Resistant to Infernal and Righteous Effects; Sensitive to Sonic Effects; and Highly Sensitive to Acidic Effects.

Keywords: ageless, elemental, faery-like, humanoid, tellurian *Move Modes:* Run

Serpente Moura

(Princesa Moura)

A Serpente Moura is an elemental of water often seen in the form of a maiden. However, they are also shape-shifters, capable of transforming partially or fully into cobras.

Habitat: Serpente Mouras are strongly tied to a particular spring, waterfall, or stream. As such, they are rarely encountered more than a few hundred yards from the locale which they call home.

More Fun Facts: Serpente Mouras are master Hydromancers, capable of casting any spell associated with that class. She casts these spells at spell ranks equal to her Level. In all cases of spell casting, the Moura simply wills the spell to work. She forgoes all requirements of verbal and material spell components and simply striking her with a weapon cannot foil her spells. Further, Serpente Mouras are capable of casting the Occult spells Polymorph into Cobra, Beget Cobra, and Apply Dire Entrancement to Snake at spell ranks equal her Level. (See The Oculus of Occultism for details.)

In addition, Serpente Mouras have the ability to cast the pagan Harmony spell Evoke Spring at spell ranks equal to their Levels. (See The Codex of Cultures for details.)

Durabilities: This creature is Immune to Acidic, Bleeding,

Blighting, Crushing, Deluding, Dreadful, Entrancing, Fatiguing, Fettering, Footing, Internal, Intoxicating, Maladive, Quieting, Rotting, Sedating, Starving, Sunshining, Tormenting, Toxic, and Watery Effects; Resistant to Enervating, Infernal, and Righteous Effects; Sensitive to Electrical and Scorching Effects; and Highly Sensitive to Dehydrating Effects.

Keywords: ageless, aqueous, elemental, faery-like, humanoid, serpent-like *Move Modes:* Slither

Medium Moura Examples

Baseline Attributes

TN= -2; ST= 0; AG= 2; CR= 0; PC= 2; HT= 1; IN= 4

Adequate (Level 8)

TN= 1; ST= 0; AG= 4; CR= 1; PC= 3; HT= 1; IN= 5

HP=35; FP=45; Ward=1; SP=45 (slither)

Att | Dam | Def | Stab: scimitar=+15 | 6 | 28 | 27; or
bow=+15 | 5 | 23 | 22; or punch=+16 | 2 | 24 | 23

Decent (Level 10)

TN= 1; ST= 0; AG= 4; CR= 2; PC= 3; HT= 2; IN= 5

HP=35; FP=49; Ward=1; SP=45 (slither)

Att | Dam | Def | Stab: scimitar=+17 | 6 | 30 | 29; or
bow=+18 | 5 | 25 | 24; or punch=+18 | 2 | 26 | 25

Fit (Level 12)

TN= 1; ST= 1; AG= 4; CR= 2; PC= 3; HT= 3; IN= 5

HP=38; FP=53; Ward=1; SP=50 (slither)

Att | Dam | Def | Stab: scimitar=+20 | 7 | 32 | 31; or
bow=+20 | 5 | 27 | 26; or punch=+21 | 3 | 28 | 27

Laudable (Level 14)

TN= 1; ST= 1; AG= 4; CR= 2; PC= 3; HT= 4; IN= 6

HP=38; FP=58; Ward=1; SP=50 (slither)

Att | Dam | Def | Stab: scimitar=+22 | 7 | 34 | 33; or
bow=+22 | 5 | 29 | 28; or punch=+23 | 3 | 30 | 29

Model (Level 16)

TN= 1; ST= 1; AG= 5; CR= 3; PC= 3; HT= 4; IN= 6

HP=38; FP=58; Ward=1; SP=50 (slither)

Att | Dam | Def | Stab: scimitar=+25 | 7 | 37 | 35; or
bow=+25 | 5 | 32 | 30; or punch=+26 | 3 | 33 | 31

Outstanding (Level 18)

TN= 1; ST= 1; AG= 5; CR= 3; PC= 3; HT= 4; IN= 7

HP=38; FP=58; Ward=1; SP=50 (slither)

Att | Dam | Def | Stab: scimitar=+27 | 7 | 39 | 37; or
bow=+27 | 5 | 34 | 32; or punch=+28 | 3 | 35 | 33

Small Moura Examples

Baseline Attributes

TN= -4; ST= -6; AG= 8; CR= 2; PC= 2; HT= 1; IN= 4

Adequate (Level 8)

TN= -1; ST= -6; AG= 10; CR= 3; PC= 3; HT= 1; IN= 5

HP=17; FP=45; Ward=0; SP=45 (slither)

Att | Dam | Def | Stab: scimitar=+16 | 5 | 31 | 24; or
bow=+18 | 5 | 27 | 20; or punch=+16 | 2 | 28 | 21

Decent (Level 10)

TN= -1; ST= -6; AG= 10; CR= 4; PC= 3; HT= 2; IN= 5

HP=17; FP=49; Ward=0; SP=45 (slither)

Att | Dam | Def | Stab: scimitar=+18 | 5 | 33 | 26; or
bow=+21 | 5 | 29 | 22; or punch=+18 | 2 | 30 | 23

Fit (Level 12)

TN= -1; ST= -5; AG= 10; CR= 4; PC= 3; HT= 3; IN= 5

HP=19; FP=53; Ward=0; SP=50 (slither)

Att | Dam | Def | Stab: scimitar=+21 | 5 | 35 | 28; or
bow=+23 | 5 | 31 | 24; or punch=+21 | 2 | 32 | 25

Laudable (Level 14)

TN= -1; ST= -5; AG= 10; CR= 4; PC= 3; HT= 4; IN= 6

HP=19; FP=58; Ward=0; SP=50 (slither)

Att | Dam | Def | Stab: scimitar=+23 | 5 | 37 | 30; or
bow=+25 | 5 | 33 | 26; or punch=+23 | 2 | 34 | 27

Model (Level 16)

TN= -1; ST= -5; AG= 11; CR= 5; PC= 3; HT= 4; IN= 6

HP=19; FP=58; Ward=0; SP=50 (slither)

Att | Dam | Def | Stab: scimitar=+26 | 5 | 40 | 32; or
bow=+28 | 5 | 36 | 28; or punch=+26 | 2 | 37 | 29

Outstanding (Level 18)

TN= -1; ST= -5; AG= 11; CR= 5; PC= 3; HT= 4; IN= 7

HP=19; FP=58; Ward=0; SP=50 (slither)

Att | Dam | Def | Stab: scimitar=+28 | 5 | 42 | 34; or
bow=+30 | 5 | 38 | 30; or punch=+28 | 2 | 39 | 31

Mummy

Mummies are the well-preserved remains of the Egyptian dead. A Mummy is content to remain completely inactive for centuries until thieves break into its crypt's chambers. At this point, the Mummy will rise to seek vengeance on the trespassers. No barrier and no distance will dissuade the mummy from its dark goal. The wrapped body will relentlessly pursue all violators until all die.

Mummies have all the skills practiced in life but are often much slower due to the mummification process induces. The degree to which a person's combat characteristics are affected by the mummification process depends on both the skill of the individual who prepared the mummy and the societal ranking of the deceased. The dexterity of most mummies drops significantly compared to what they were in life. Egyptian royalty, of course, has access to the very best funerary preparations and priests. Consequently, the Mummy of a pharaoh is largely unharmed by the process, making it a creature to avoid.

Habitat: Mummies are found in ancient crypts and tombs, usually encased within ornately decorated sarcophagi. A few have been encountered outside of their burial chambers mindlessly pursuing the grave robbers that violated their sacred resting-places.

Origin: Originally called a Khat by the ancient Egyptians, a Mummy is a person's preserved remains. The most famous of these, of course, are the Egyptian pharaohs who were buried with unimaginable wealth. The term mummy is derived from the Arabian word mummiya, meaning bitumen or tar. The Arabs mistakenly believed that a black tar-like coating preserved the mummies. In fact, the bodies were prepared with a special resin before being wrapped which is probably the basis for the Arabian belief.

Fun Facts: The Mummies' favorite tactic is to strangle their victims with their powerful hands. A successful attack indicates that a mummy has grabbed its target. At this point, an Attribute Check against Strength must be made by the victim. The threshold they must beat equals 10 plus twice the mummy's Strength. If the check succeeds, the character has escaped the Mummy's grasp with no ill effect. If it fails, the mummy has obtained an iron grip on the victim's throat. See [Choking / Drowning / Suffocating](#) in the [Character Conditions](#) section of [The Rules Reference](#) for details. If strangulation proves unsuccessful (i.e. its target does not need to breathe), the Mummy will resort to the use of other weapons. Once the target falls unconscious, the Mummy will release its grip if there are other trespassers with which to deal.

Even after the Mummy obtains its stranglehold, a character may break its grip if they successfully makes an Attribute Check against their Strength. This may be done once per Round. Once again, the Threshold that must be overcome equals 10 plus double the Mummy's Strength. In order to break the grip, the Mummy's fingers must be overpowered and separated. Simply pulling on the arms will rip out the

victim's throat before the fingers are loosened. Thus, aid from other individuals is futile as only one person can get purchase on the mummy's hands at a time. Even if the hands are severed from the arms, they will still retain their crushing grip until the Mummy is totally destroyed.

Mummies have a magical ability to sense the location of its graves' violators, with an infinite range. A Mummy will randomly pick one trespasser and unfailingly pursue them until the thief is killed. As each transgressor dies, the Mummy randomly selects another until all are slain.

A Mummy can also locate all relics it formerly guarded in a similar fashion. Once all of its tomb's violators have been eliminated, the mummy will begin collecting its belongings, killing all who stand in its way. Once the tomb is replenished, the Mummy will reseal it and return to its sarcophagus.

Durabilities: This creature is Immune to Bleeding, Blighting, Dehydrating, Entrancing, Fatiguing, Freezing, Infernal, Internal, Intoxicating, Maladive, Rotting, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; and Resistant to Enervating Effects.

Traits: Unlike many undead creatures, mummies have no Aversion to Sunlight

Keywords: fleshy, pagan, revenant, sociopath, undead

Wealth Type: Hoard

Vision: Astral Vision

Common Mummy

Common Mummies are the human remains of poor desert dwellers (usually Egyptians) that have had certain religious ceremonies performed on their bodies after death. Unable to afford better funerary arrangements, Common Mummies are usually dressed in rags and are commonly draped with the tattered remains of burial windings. They have a slow shambling gait and generally lethargic movements brought about by the mummification process. Any flesh exposed by one of these creatures appears emaciated and is drawn tightly over their bones.

Common Mummies have all of the skills formerly practiced in life but are severely hampered by the stiffening of joints and toughening of muscles that mummification induces.

Habitat: Since Common Mummies are the consecrated remains of the lowest levels of Egyptian society, their own personal tombs are small and contain little of value. They may be encountered in more elaborate tombs, though, as guardians of more important personages.

Origin: The most common and cheapest form of ritual mummification practiced in ancient Egypt involved washing out the abdomen of the deceased and then drying the cleansed corpse for seventy days packed in salt or natron. This practice will invariably give rise to a common mummy.

Attack Modes: Mace or Punch/Kick

Cunning: Alert

Size: Medium

Move Modes: Shamble

Danger Tier: +1

Medium Common Mummy Examples

Baseline Attributes

TN= 2; ST= 4; AG= -4; CR= -2; PC= 0; HT= 0; IN= 0

Adequate (Level 4)

TN= 2; ST= 5; AG= -2; CR= -2; PC= 0; HT= 0; IN= 1

HP=59; FP=32; Ward=1; SP=25 (shamble)

Att | Dam | Def | Stab: mace=+10 | 10 | 19 | 21; or
punch/kick=+11 | 10 | 15 | 17

Decent (Level 6)

TN= 3; ST= 5; AG= -2; CR= -2; PC= 0; HT= 0; IN= 2

HP=64; FP=32; Ward=1; SP=25 (shamble)

Att | Dam | Def | Stab: mace=+12 | 10 | 22 | 24; or
punch/kick=+13 | 10 | 18 | 20

Fit (Level 8)

TN= 3; ST= 5; AG= -2; CR= -2; PC= 0; HT= 1; IN= 3

HP=64; FP=34; Ward=1; SP=25 (shamble)

Att | Dam | Def | Stab: mace=+14 | 10 | 24 | 26; or
punch/kick=+15 | 10 | 20 | 22

Laudable (Level 10)

TN= 4; ST= 5; AG= -2; CR= -2; PC= 1; HT= 1; IN= 3

HP=70; FP=38; Ward=2; SP=30 (shamble)

Att | Dam | Def | Stab: mace=+16 | 10 | 27 | 30; or
punch/kick=+17 | 10 | 23 | 26

Model (Level 12)

TN= 4; ST= 5; AG= -2; CR= -2; PC= 1; HT= 3; IN= 3

HP=70; FP=45; Ward=2; SP=30 (shamble)

Att | Dam | Def | Stab: mace=+18 | 10 | 29 | 32; or
punch/kick=+19 | 10 | 25 | 28

Outstanding (Level 14)

TN= 4; ST= 5; AG= -2; CR= -2; PC= 1; HT= 3; IN= 4

HP=70; FP=45; Ward=2; SP=30 (shamble)

Att | Dam | Def | Stab: mace=+20 | 10 | 31 | 34; or
punch/kick=+21 | 10 | 27 | 30

Desert Mummy

Desert Mummies arise naturally when a person dies out in the desert wastes. The corpse is buried in sand and dries into a stiff husk. Angry at the world's cruel apathy toward their plight, the mummy reaches for the heavens and starts clawing its way free from the sands in which it is buried. They then wander the earth, dressed in the tattered garb in which it died, seeking whatever vengeance it can obtain.

Habitat: Desert Mummies wander the desert wastes.

Origin: When a man dies in the desert and is buried in sand, the forces of nature sometimes dry out their corpse sufficiently to mummify it. These "naturally occurring" mummies are most likely the origin of the Egyptian mummification practices.

Attack Modes: Club or Punch/Kick

Move Modes: Shamble

Cunning: Alert

Danger Tier: 0

Medium Desert Mummy Examples

Baseline Attributes

TN= -2; ST=4; AG= -4; CR= -2; PC= -1; HT= -1; IN= -1

Adequate (Level 0)

TN= -2; ST=4; AG= -4; CR= -2; PC= -1; HT= -1; IN= -1

HP=38; FP=26; Ward=0; SP=20 (shamble)

Att | Dam | Def | Stab: club=+3 | 6 | 8 | 11; or
punch/kick=+4 | 9 | 5 | 8

Fit (Level 2)

TN= -2; ST= 5; AG= -4; CR= -2; PC= -1; HT= -1; IN= 0

HP=41; FP=26; Ward=0; SP=20 (shamble)

Att | Dam | Def | Stab: club=+6 | 7 | 10 | 13; or
punch/kick=+7 | 10 | 7 | 10

Laudable (Level 4)

TN= -2; ST= 5; AG= -2; CR= -2; PC= -1; HT= -1; IN= 0

HP=41; FP=26; Ward=0; SP=25 (shamble)

Att | Dam | Def | Stab: club=+10 | 7 | 14 | 15; or
punch/kick=+11 | 10 | 11 | 12

Outstanding (Level 6)

TN= -1; ST= 5; AG= -2; CR= -2; PC= -1; HT= -1; IN= 1

HP=45; FP=26; Ward=0; SP=25 (shamble)

Att | Dam | Def | Stab: club=+12 | 7 | 17 | 18; or
punch/kick=+13 | 10 | 14 | 15

Royal Mummy

It is an unmistakable fact that the tombs of Royal Mummies are the most sought-after destination by tourists to the Egyptian realms. This is quite odd, since it is also a well known axiom that Royal Mummies welcome visitors with approximately the same enthusiasm that honey bees welcome grisly bears. The only real difference in the two relationships is that, in the case of Mummy and tourist, the relative numbers and physical prowess between the guests and host are reversed.

Habitat: Royal Mummies are usually encountered within their own treasure-packed burial chambers. If robbed, the royal mummy will abandon its tomb to avenge itself on the perpetrators and return its possessions to their proper place.

Fun Facts: Royal Mummies have the gift of Divine Right.

Since Egyptian royalty often acted as Egyptian priests as well, many Royal Mummies possess the ability to cast Pagan spells. All Royal Mummies should be considered to have Fortune, Judgment, and Observance ranks equal to their Levels. Since the pharaohs were the highest-ranking priests in the land and were actually considered minor deities themselves, Pharaonic Mummies will always have the most potent spell casting abilities (and are almost always exceptional). All are capable of casting the Pagan spell Curse of the Mummy.

It is also important to recognize that Royal Mummies will often carry or wear items with magical properties. They will not hesitate to use these items to their best effect, which can have a significant impact on the mummy's abilities. Probably the most important of these will be the weapons carried, since Royal Mummies are quite capable of wielding them in a devastating and seemingly tireless fashion.

Attack Modes: Melee Weapon or Range Weapon or Khopesh or Bow or Punch/Kick

Cunning: Clever

Move Modes: Run

Danger Tier: +3

Medium Royal Mummy Examples

Baseline Attributes

TN= 4; ST= 4; AG= 0; CR= 1; PC= 1; HT= 2; IN= 2

Adequate (Level 8)

TN= 5; ST= 5; AG= 2; CR= 1; PC= 1; HT= 3; IN= 5

HP=76; FP=45; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: melee=+15 +tempo | weapon+5 | 25+parry | 24+parry; or range=+10 +tempo | weapon | 25+gap | 24+gap; or khopesh=+19 | 10 | 28 | 27; or bow=+13 | 5 | 25 | 24; or punch/kick=+19 | 10 | 26 | 25

Decent (Level 10)

TN= 6; ST= 5; AG= 2; CR= 1; PC= 2; HT= 3; IN= 5

HP=83; FP=49; Ward=3; SP=50 (run)

Att | Dam | Def | Stab: melee=+17 +tempo | weapon+5 | 28+parry | 28+parry; or range=+13 +tempo | weapon | 28+gap | 28+gap; or khopesh=+21 | 10 | 31 | 31; or bow=+16 | 5 | 28 | 28; or punch/kick=+21 | 10 | 29 | 29

Fit (Level 12)

TN= 6; ST= 5; AG= 2; CR= 1; PC= 2; HT= 5; IN= 5

HP=83; FP=58; Ward=3; SP=50 (run)

Att | Dam | Def | Stab: melee=+19 +tempo | weapon+5 | 30+parry | 30+parry; or range=+15 +tempo | weapon | 30+gap | 30+gap; or khopesh=+23 | 10 | 33 | 33; or bow=+18 | 5 | 30 | 30; or punch/kick=+23 | 10 | 31 | 31

Laudable (Level 14)

TN= 6; ST= 5; AG= 2; CR= 1; PC= 2; HT= 5; IN= 6

HP=83; FP=58; Ward=3; SP=50 (run)

Att | Dam | Def | Stab: melee=+21 +tempo | weapon+5 | 32+parry | 32+parry; or range=+17 +tempo | weapon | 32+gap | 32+gap; or khopesh=+25 | 10 | 35 | 35; or bow=+20 | 5 | 32 | 32; or punch/kick=+25 | 10 | 33 | 33

Model (Level 16)

TN= 6; ST= 6; AG= 2; CR= 1; PC= 3; HT= 5; IN= 6

HP=91; FP=64; Ward=3; SP=55 (run)

Att | Dam | Def | Stab: melee=+24 +tempo | weapon+6 | 34+parry | 35+parry; or range=+20 +tempo | weapon | 34+gap | 35+gap; or khopesh=+28 | 11 | 37 | 38; or bow=+23 | 5 | 34 | 35; or punch/kick=+28 | 11 | 35 | 36

Outstanding (Level 18)

TN= 7; ST= 6; AG= 2; CR= 1; PC= 4; HT= 5; IN= 6

HP=99; FP=69; Ward=3; SP=60 (run)

Att | Dam | Def | Stab: melee=+26 +tempo | weapon+6 | 37+parry | 39+parry; or range=+23 +tempo | weapon | 37+gap | 39+gap; or khopesh=+30 | 11 | 40 | 42; or bow=+26 | 5 | 37 | 39; or punch/kick=+30 | 11 | 38 | 40

Venerated Mummy

A moment's consideration will tell you that the tombs of Venerated Mummies are the bread and butter of any Egyptian tomb robber's career. The riches found in a Venerated Mummy's final resting place may pale in comparison to those of the pharaohs, but they dwarf the meager scraps that are spent on the funerary rites of the common people. And, they have the important characteristic of being relatively easy to find and plunder. After all, the pharaohs can go to any length to keep the locations of their tombs secret and difficult to breach. On the other hand, the minor nobles who will eventually be embalmed as Venerated Mummies can hardly afford to devote dozens of slaves for years to the task of crafting and booby-trapping their crypt. Most such tombs have little more than one or two rooms, are protected with whatever minor curses the noble can coerce from the local priest, and contain much furniture and artwork but little gold. In short, the Mummy itself is often both the first and last line of defense for its modest hoard.

Fun Facts: Venerated Mummies are the preserved remains of high-ranking officials, common priests, and minor nobles. They retain all skills possessed in life.

Those Venerated Mummies that are also Pagan priests should be considered as having Fortune, Judgment, and Observance ranks equal to their Levels. They retain all spell casting capabilities possessed in life. Further, they are all capable of casting the Pagan spell Curse of the Mummy.

Attack Modes: Melee Weapon or Quarterstaff or Punch/Kick

Move Modes: Run

Cunning: Clever

Danger Tier: +2

Medium Venerated Mummy

Baseline Attributes

TN= 3; ST= 4; AG= -3; CR= 0; PC= 1; HT= 1; IN= 1

Adequate (Level 6)

TN= 4; ST= 5; AG= -1; CR= 0; PC= 1; HT= 1; IN= 3

HP=70; FP=38; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: melee=+10 +tempo | weapon+5 | 19+parry | 21+parry; or staff=+14 | 9 | 25 | 27; or punch/kick=+14 | 10 | 20 | 22

Decent (Level 8)

TN= 4; ST= 5; AG= -1; CR= 0; PC= 1; HT= 2; IN= 4

HP=70; FP=41; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: melee=+12 +tempo | weapon+5 | 21+parry | 23+parry; or staff=+16 | 9 | 27 | 29; or punch/kick=+16 | 10 | 22 | 24

Fit (Level 10)

TN= 5; ST= 5; AG= -1; CR= 0; PC= 2; HT= 2; IN= 4

HP=76; FP=45; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: melee=+14 +tempo | weapon+5 | 24+parry | 27+parry; or staff=+18 | 9 | 30 | 33; or punch/kick=+18 | 10 | 25 | 28

Laudable (Level 12)

TN= 5; ST= 5; AG= -1; CR= 0; PC= 2; HT= 4; IN= 4

HP=76; FP=53; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: melee=+16 +tempo | weapon+5 | 26+parry | 29+parry; or staff=+20 | 9 | 32 | 35; or punch/kick=+20 | 10 | 27 | 30

Model (Level 14)

TN= 5; ST= 5; AG= -1; CR= 0; PC= 2; HT= 4; IN= 5

HP=76; FP=53; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: melee=+18 +tempo | weapon+5 | 28+parry | 31+parry; or staff=+22 | 9 | 34 | 37; or punch/kick=+22 | 10 | 29 | 32

Outstanding (Level 16)

TN= 5; ST= 6; AG= -1; CR= 0; PC= 3; HT= 4; IN= 5

HP=83; FP=58; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: melee=+21 +tempo | weapon+6 | 30+parry | 34+parry; or staff=+25 | 10 | 36 | 40; or punch/kick=+25 | 11 | 31 | 35

Bestiary ~ N

Neb-Hetep

Also known informally as Crocodilians, Neb-Heteps are humanoids with the heads of crocodiles. Although most Neb-Heteps have the size and stature of ordinary men, some grow to considerably greater bulk. It is believed that Neb-Heteps continue to slowly grow throughout their lifespans. Thus, those Neb-Heteps that are most skilled in battle are literally head-and-shoulders above the rest. They commonly wield and throw spears in battle but are just as likely to use their teeth.

Neb-Heteps live along riverbanks and in river deltas where food is plentiful and nests are easy to fashion. Since Neb-Heteps commonly lounge around in crocodile form, it is particularly difficult to determine the boundaries of Neb-Hetep communities, or even if they exist at all. It is likely that, while Neb-Heteps definitely create nests for themselves, their nests only exist to provide comfortable lounging areas where the reptile-men can sun themselves. Their main living quarters are believed to be underground in twisty interconnected passageways whose only access is from underwater.

As a race, Neb-Heteps are more than happy to greet visitors with wide toothy grins and eager gleams in their eyes. In fact, it often becomes a contest as to which Neb-Hetep will be the first to provide a greedy “hello” by clamping their sparkling smile on the visitor’s leg.

Neb-Heteps have their own rather complex languages consisting mostly of growls, jaw snaps, and hisses. As far as anyone knows, no Neb-Hetep has ever spoken in a human language. Taken as a whole, Neb-Heteps are not overly intelligent. However, individuals have been known to practice a variety of human-like skills and are likely able to acquire any number of human professions. Neb-Hetep pagans worship the Egyptian crocodile god Sobek.

Fun Facts: Neb-Heteps can transform themselves into crocodiles as the Eldritch skill [Shift to Crocodile Form](#).

Needless to say, all Neb-Heteps have the Gifts of [Swimming](#) and [Aquatic Combat](#).

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Attack Modes: Spear/Carnivorous Bite or Throwing Spear or Carnivorous Bite

Habitat: Neb-Heteps require plentiful fresh water sources and access to dry land. Rivers, lakes, and swamps all provide ideal nesting sites.

Origin: Neb-Hetep was a minor crocodile goddess in ancient Egypt.

Keywords: amphibious, blooded, carnivore, crocodile-like, fleshy, humanoid, hybrid, living, reptile-like, shape-shifter, tribal

Traits: Affinity for Tawareti.

Size: Medium

Wealth Type: Monetary

Cunning: Alert

Move Modes: Run/Swim

Vision: Night Vision

Danger Tier: 0

Neb-Hetep Fighter Examples

Baseline Attributes

TN= 4; ST= 2; AG= -2; CR= -2; PC= 0; HT= -1; IN= -1

Adequate (Level 0)

TN= 4; ST= 2; AG= -2; CR= -2; PC= 0; HT= -1; IN= -1

HP=54; FP=29; Ward=2; SP=30 (run) / 20 (swim)

Att | Dam | Def | Stab: short sword=+4 | 7 | 16 | 18; or spear=+4 | 5 | 16 | 18; or throwing spear=+1 | 4 | 12 | 14; or bite=+4 | 7 | 16 | 18

Decent (Level 2)

TN= 4; ST= 3; AG= -1; CR= -2; PC= 0; HT= -1; IN= -1

HP=59; FP=29; Ward=2; SP=35 (run) / 25 (swim)

Att | Dam | Def | Stab: short sword=+8 | 8 | 19 | 20; or spear=+8 | 6 | 19 | 20; or throwing spear=+3 | 4 | 15 | 16; or bite=+8 | 8 | 19 | 20

Fit (Level 4)

TN= 5; ST= 3; AG= -1; CR= -2; PC= 1; HT= -1; IN= -1

HP=64; FP=32; Ward=2; SP=35 (run) / 25 (swim)

Att | Dam | Def | Stab: short sword=+10 | 8 | 22 | 24; or spear=+10 | 6 | 22 | 24; or throwing spear=+6 | 4 | 18 | 20; or bite=+10 | 8 | 22 | 24

Hardened (Level 6)

TN= 6; ST= 3; AG= 0; CR= -2; PC= 1; HT= -1; IN= -1

HP=70; FP=32; Ward=3; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: short sword=+13 | 8 | 26 | 27; or spear=+13 | 6 | 26 | 27; or throwing spear=+8 | 4 | 22 | 23; or bite=+13 | 8 | 26 | 27

Laudable (Level 8)

TN= 6; ST= 4; AG= 0; CR= -2; PC= 2; HT= -1; IN= -1

HP=76; FP=34; Ward=3; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: short sword=+16 | 9 | 28 | 30; or spear=+16 | 7 | 28 | 30; or throwing spear=+11 | 4 | 24 | 26; or bite=+16 | 9 | 28 | 30

Model (Level 10)

TN= 6; ST= 5; AG= 1; CR= -2; PC= 2; HT= -1; IN= -1
 HP=83; FP=34; Ward=3; SP=50 (run) / 40 (swim)
 Att | Dam | Def | Stab: short sword=+20 | 10 | 31 | 32; or
 spear=+20 | 8 | 31 | 32; or throwing spear=+13 | 4 | 27 | 28;
 or bite=+20 | 10 | 31 | 32

Outstanding (Level 12)

TN= 6; ST= 5; AG= 1; CR= -1; PC= 2; HT= 0; IN= -1
 HP=83; FP=38; Ward=3; SP=50 (run) / 40 (swim)
 Att | Dam | Def | Stab: short sword=+22 | 10 | 33 | 34; or
 spear=+22 | 8 | 33 | 34; or throwing spear=+16 | 4 | 29 | 30;
 or bite=+22 | 10 | 33 | 34

Remarkable (Level 14)

TN= 7; ST= 5; AG= 1; CR= -1; PC= 3; HT= 0; IN= -1
 HP=91; FP=41; Ward=3; SP=50 (run) / 40 (swim)
 Att | Dam | Def | Stab: short sword=+24 | 10 | 36 | 38; or
 spear=+24 | 8 | 36 | 38; or throwing spear=+19 | 4 | 32 | 34;
 or bite=+24 | 10 | 36 | 38

Superb (Level 16)

TN= 7; ST= 6; AG= 1; CR= -1; PC= 3; HT= 0; IN= -1
 HP=99; FP=41; Ward=3; SP=55 (run) / 45 (swim)
 Att | Dam | Def | Stab: short sword=+27 | 11 | 38 | 40; or
 spear=+27 | 9 | 38 | 40; or throwing spear=+21 | 4 | 34 | 36;
 or bite=+27 | 11 | 38 | 40

Wondrous (Level 18)

TN= 7; ST= 6; AG= 1; CR= -1; PC= 3; HT= 0; IN= 0
 HP=99; FP=41; Ward=3; SP=55 (run) / 45 (swim)
 Att | Dam | Def | Stab: short sword=+29 | 11 | 40 | 42; or
 spear=+29 | 9 | 40 | 42; or throwing spear=+23 | 4 | 36 | 38;
 or bite=+29 | 11 | 40 | 42

Neb-Hetep Marksman Examples**Baseline Attributes**

TN= 4; ST= 2; AG= -2; CR= -2; PC= 0; HT= -1; IN= -1

Adequate (Level 0)

TN= 4; ST= 2; AG= -2; CR= -2; PC= 0; HT= -1; IN= -1
 HP=54; FP=29; Ward=2; SP=30 (run) / 20 (swim)
 Att | Dam | Def | Stab: dagger=+5 | 5 | 15 | 17; or
 spear=+4 | 5 | 16 | 18; or throwing dagger=+2 | 4 | 12 | 14; or
 throwing spear=+1 | 4 | 12 | 14; or bite=+4 | 7 | 16 | 18

Decent (Level 2)

TN= 4; ST= 2; AG= -2; CR= -1; PC= 1; HT= -1; IN= -1
 HP=54; FP=32; Ward=2; SP=30 (run) / 20 (swim)
 Att | Dam | Def | Stab: dagger=+7 | 5 | 17 | 20; or
 spear=+6 | 5 | 18 | 21; or throwing dagger=+6 | 4 | 14 | 17; or
 throwing spear=+5 | 4 | 14 | 17; or bite=+6 | 7 | 18 | 21

Fit (Level 4)

TN= 4; ST= 2; AG= -2; CR= 0; PC= 2; HT= -1; IN= -1
 HP=54; FP=34; Ward=2; SP=35 (run) / 25 (swim)
 Att | Dam | Def | Stab: dagger=+9 | 5 | 19 | 23; or
 spear=+8 | 5 | 20 | 24; or throwing dagger=+10 | 4 | 16 | 20;
 or throwing spear=+9 | 4 | 16 | 20; or bite=+8 | 7 | 20 | 24

Hardened (Level 6)

TN= 4; ST= 3; AG= -2; CR= 0; PC= 3; HT= -1; IN= -1
 HP=59; FP=38; Ward=2; SP=40 (run) / 30 (swim)
 Att | Dam | Def | Stab: dagger=+12 | 6 | 21 | 26; or
 spear=+11 | 6 | 22 | 27; or throwing dagger=+13 | 4 | 18 | 23;
 or throwing spear=+12 | 4 | 18 | 23; or bite=+11 | 8 | 22 | 27

Laudable (Level 8)

TN= 4; ST= 3; AG= -2; CR= 1; PC= 3; HT= -1; IN= 0
 HP=59; FP=38; Ward=2; SP=40 (run) / 30 (swim)
 Att | Dam | Def | Stab: dagger=+14 | 6 | 23 | 28; or
 spear=+13 | 6 | 24 | 29; or throwing dagger=+16 | 4 | 20 | 25;
 or throwing spear=+15 | 4 | 20 | 25; or bite=+13 | 8 | 24 | 29

Model (Level 10)

TN= 4; ST= 3; AG= -2; CR= 2; PC= 3; HT= -1; IN= 0
 HP=59; FP=38; Ward=2; SP=40 (run) / 30 (swim)
 Att | Dam | Def | Stab: dagger=+16 | 6 | 25 | 30; or
 spear=+15 | 6 | 26 | 31; or throwing dagger=+19 | 4 | 22 | 27;
 or throwing spear=+18 | 4 | 22 | 27; or bite=+15 | 8 | 26 | 31

Outstanding (Level 12)

TN= 5; ST= 3; AG= -2; CR= 2; PC= 3; HT= -1; IN= 1
 HP=64; FP=38; Ward=2; SP=40 (run) / 30 (swim)
 Att | Dam | Def | Stab: dagger=+18 | 6 | 28 | 33; or
 spear=+17 | 6 | 29 | 34; or throwing dagger=+21 | 4 | 25 | 30;
 or throwing spear=+20 | 4 | 25 | 30; or bite=+17 | 8 | 29 | 34

Remarkable (Level 14)

TN= 5; ST= 3; AG= -2; CR= 2; PC= 4; HT= -1; IN= 1
 HP=64; FP=41; Ward=2; SP=40 (run) / 30 (swim)
 Att | Dam | Def | Stab: dagger=+20 | 6 | 30 | 36; or
 spear=+19 | 6 | 31 | 37; or throwing dagger=+24 | 4 | 27 | 33;
 or throwing spear=+23 | 4 | 27 | 33; or bite=+19 | 8 | 31 | 37

Superb (Level 16)

TN= 5; ST= 4; AG= -1; CR= 2; PC= 4; HT= -1; IN= 1
 HP=70; FP=41; Ward=2; SP=45 (run) / 35 (swim)
 Att | Dam | Def | Stab: dagger=+24 | 7 | 33 | 38; or
 spear=+23 | 7 | 34 | 39; or throwing dagger=+26 | 4 | 30 | 35;
 or throwing spear=+25 | 4 | 30 | 35; or bite=+23 | 9 | 34 | 39

Wondrous (Level 18)

TN= 7; ST= 4; AG= -1; CR= 2; PC= 4; HT= -1; IN= 1
 HP=83; FP=41; Ward=3; SP=45 (run) / 35 (swim)
 Att | Dam | Def | Stab: dagger=+26 | 7 | 37 | 42; or
 spear=+25 | 7 | 38 | 43; or throwing dagger=+28 | 4 | 34 | 39;
 or throwing spear=+27 | 4 | 34 | 39; or bite=+25 | 9 | 38 | 43

Neb-Hetep Rogue Examples**Baseline Attributes**

TN= 4; ST= 2; AG= -2; CR= -2; PC= 0; HT= -1; IN= -1

Adequate (Level 0)

TN= 4; ST= 2; AG= -2; CR= -2; PC= 0; HT= -1; IN= -1
 HP=54; FP=29; Ward=2; SP=30 (run) / 20 (swim)
 Att | Dam | Def | Stab: dagger=+5 | 5 | 15 | 17; or
 iaculum=+3 | 2 (setback) | 16 | 18; or scimitar=+3 | 8 |
 17 | 19; or bite=+4 | 7 | 16 | 18

Decent (Level 2)

TN= 4; ST= 2; AG= -1; CR= -2; PC= 1; HT= -1; IN= -1
 HP=54; FP=32; Ward=2; SP=35 (run) / 25 (swim)
 Att | Dam | Def | Stab: dagger=+8 | 5 | 18 | 20; or
 iaculum=+6 | 2 (setback) | 19 | 21; or scimitar=+6 | 8 |
 20 | 22; or bite=+7 | 7 | 19 | 21

Fit (Level 4)

TN= 4; ST= 2; AG= 1; CR= -2; PC= 1; HT= -1; IN= -1
 HP=54; FP=32; Ward=2; SP=40 (run) / 30 (swim)
 Att | Dam | Def | Stab: dagger=+12 | 5 | 22 | 22; or
 iaculum=+10 | 2 (setback) | 23 | 23; or scimitar=+10 | 8 |
 24 | 24; or bite=+11 | 7 | 23 | 23

Hardened (Level 6)

TN= 5; ST= 2; AG= 1; CR= -2; PC= 2; HT= -1; IN= -1
 HP=59; FP=34; Ward=2; SP=40 (run) / 30 (swim)
 Att | Dam | Def | Stab: dagger=+14 | 5 | 25 | 26; or
 iaculum=+12 | 2 (setback) | 26 | 27; or scimitar=+12 | 8 |
 27 | 28; or bite=+13 | 7 | 26 | 27

Laudable (Level 8)

TN= 5; ST= 2; AG= 1; CR= 0; PC= 2; HT= -1; IN= -1
 HP=59; FP=34; Ward=2; SP=40 (run) / 30 (swim)
 Att | Dam | Def | Stab: dagger=+16 | 5 | 27 | 28; or
 iaculum=+14 | 2 (setback) | 28 | 29; or scimitar=+14 | 8 |
 29 | 30; or bite=+15 | 7 | 28 | 29

Model (Level 10)

TN= 5; ST= 2; AG= 1; CR= 1; PC= 3; HT= -1; IN= -1
 HP=59; FP=38; Ward=2; SP=40 (run) / 30 (swim)
 Att | Dam | Def | Stab: dagger=+18 | 5 | 29 | 31; or
 iaculum=+16 | 3 (setback) | 30 | 32; or scimitar=+16 | 8 |
 31 | 33; or bite=+17 | 7 | 30 | 32

Outstanding (Level 12)

TN= 6; ST= 2; AG= 1; CR= 1; PC= 3; HT= -1; IN= 0
 HP=64; FP=38; Ward=3; SP=40 (run) / 30 (swim)
 Att | Dam | Def | Stab: dagger=+20 | 5 | 32 | 34; or
 iaculum=+18 | 3 (setback) | 33 | 35; or scimitar=+18 | 8 |
 34 | 36; or bite=+19 | 7 | 33 | 35

Remarkable (Level 14)

TN= 6; ST= 2; AG= 1; CR= 1; PC= 3; HT= 0; IN= 1
 HP=64; FP=41; Ward=3; SP=40 (run) / 30 (swim)
 Att | Dam | Def | Stab: dagger=+22 | 5 | 34 | 36; or
 iaculum=+20 | 3 (setback) | 35 | 37; or scimitar=+20 | 8 |
 36 | 38; or bite=+21 | 7 | 35 | 37

Superb (Level 16)

TN= 6; ST= 2; AG= 2; CR= 1; PC= 3; HT= 0; IN= 1
 HP=64; FP=41; Ward=3; SP=45 (run) / 35 (swim)
 Att | Dam | Def | Stab: dagger=+25 | 5 | 37 | 38; or
 iaculum=+23 | 3 (setback) | 38 | 39; or scimitar=+23 | 8 |
 39 | 40; or bite=+24 | 7 | 38 | 39

Wondrous (Level 18)

TN= 6; ST= 2; AG= 2; CR= 2; PC= 3; HT= 0; IN= 1
 HP=64; FP=41; Ward=3; SP=45 (run) / 35 (swim)
 Att | Dam | Def | Stab: dagger=+27 | 5 | 39 | 40; or
 iaculum=+25 | 4 (setback) | 40 | 41; or scimitar=+25 | 8 |
 41 | 42; or bite=+26 | 7 | 40 | 41

Neb-Hetep Sage Examples**Baseline Attributes**

TN= 4; ST= 2; AG= -2; CR= -2; PC= 0; HT= -1; IN= -1

Adequate (Level 0)

TN= 4; ST= 2; AG= -2; CR= -2; PC= 0; HT= -1; IN= -1

HP=54; FP=29; Ward=2; SP=30 (run) / 20 (swim)

Att | Dam | Def | Stab: dagger=+5 | 5 | 15 | 17; or
scimitar=+3 | 8 | 17 | 19; or staff=+4 | 6 | 18 | 20; or
bite=+4 | 7 | 16 | 18

Decent (Level 2)

TN= 4; ST= 2; AG= -2; CR= -2; PC= 0; HT= 0; IN= 0

HP=54; FP=32; Ward=2; SP=30 (run) / 20 (swim)

Att | Dam | Def | Stab: dagger=+7 | 5 | 17 | 19; or
scimitar=+5 | 8 | 19 | 21; or staff=+6 | 6 | 20 | 22; or
bite=+6 | 7 | 18 | 20

Fit (Level 4)

TN= 4; ST= 2; AG= -2; CR= -2; PC= 0; HT= 2; IN= 0

HP=54; FP=38; Ward=2; SP=30 (run) / 20 (swim)

Att | Dam | Def | Stab: dagger=+9 | 5 | 19 | 21; or
scimitar=+7 | 8 | 21 | 23; or staff=+8 | 6 | 22 | 24; or
bite=+8 | 7 | 20 | 22

Hardened (Level 6)

TN= 4; ST= 2; AG= -2; CR= -1; PC= 0; HT= 2; IN= 1

HP=54; FP=38; Ward=2; SP=30 (run) / 20 (swim)

Att | Dam | Def | Stab: dagger=+11 | 5 | 21 | 23; or
scimitar=+9 | 8 | 23 | 25; or staff=+10 | 6 | 24 | 26; or
bite=+10 | 7 | 22 | 24

Laudable (Level 8)

TN= 4; ST= 2; AG= -2; CR= 0; PC= 0; HT= 2; IN= 2

HP=54; FP=38; Ward=2; SP=30 (run) / 20 (swim)

Att | Dam | Def | Stab: dagger=+13 | 5 | 23 | 25; or
scimitar=+11 | 8 | 25 | 27; or staff=+12 | 6 | 26 | 28; or
bite=+12 | 7 | 24 | 26

Model (Level 10)

TN= 4; ST= 2; AG= -1; CR= 0; PC= 1; HT= 2; IN= 2

HP=54; FP=41; Ward=2; SP=35 (run) / 25 (swim)

Att | Dam | Def | Stab: dagger=+16 | 5 | 26 | 28; or
scimitar=+14 | 8 | 28 | 30; or staff=+15 | 6 | 29 | 31; or
bite=+15 | 7 | 27 | 29

Outstanding (Level 12)

TN= 4; ST= 3; AG= 0; CR= 0; PC= 1; HT= 2; IN= 2

HP=59; FP=41; Ward=2; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: dagger=+20 | 6 | 29 | 30; or
scimitar=+18 | 9 | 31 | 32; or staff=+19 | 7 | 32 | 33; or
bite=+19 | 8 | 30 | 31

Remarkable (Level 14)

TN= 4; ST= 4; AG= 0; CR= 0; PC= 2; HT= 2; IN= 2

HP=64; FP=45; Ward=2; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: dagger=+23 | 7 | 31 | 33; or
scimitar=+21 | 10 | 33 | 35; or staff=+22 | 8 | 34 | 36; or
bite=+22 | 9 | 32 | 34

Superb (Level 16)

TN= 4; ST= 4; AG= 0; CR= 0; PC= 3; HT= 2; IN= 2

HP=64; FP=49; Ward=2; SP=45 (run) / 35 (swim)

Att | Dam | Def | Stab: dagger=+25 | 7 | 33 | 36; or
scimitar=+23 | 10 | 35 | 38; or staff=+24 | 8 | 36 | 39; or
bite=+24 | 9 | 34 | 37

Wondrous (Level 18)

TN= 4; ST= 4; AG= 0; CR= 0; PC= 4; HT= 2; IN= 2

HP=64; FP=53; Ward=2; SP=50 (run) / 40 (swim)

Att | Dam | Def | Stab: dagger=+27 | 7 | 35 | 39; or
scimitar=+25 | 10 | 37 | 41; or staff=+26 | 8 | 38 | 42; or
bite=+26 | 9 | 36 | 40

Nisroch

A Nisroch is an astral being with the body of a human, the head of an eagle, and four feathered wings. In angelic hierarchies, they are among the lowest rank. They are fairly common, as far as angels go. Consequently, they are also among the more common type of fallen angel, or Fiends. Nisroches are superlative warriors. Whether in Heaven or Hell, they make up a sizable portion of the Astral infantry.

Habitat: Nisroch are denizens of the Astral Realms, but visit the Mortal Realm when necessary to fulfill their duties.

Origin: The Nisroch originally appeared Assyrian artwork depicting the agricultural god Nimrod. It is hypothesized that a scribe's error transformed the later name into the former. In the 1500s, Nisroch was identified as a demon in the Pseudomonarchia Daemonum as the Chief Cook of Hell, and is included in John Milton's Paradise Lost as one of Satan's underlings in the infernal hierarchy.

Fun Facts: Nisroches are all masterful melee fighters. Their impressive combat skills are augmented by Mystical Powers. Most of these astral warriors gain two or three Mystical classes and have Mystical Discipline ranks equal to their Levels.

Nisroches have the ability to possess objects and creatures as the Pagan Pandemonium spells Possess Living Creature and Possess Object. They cast these spells at ranks equal to their Levels. (See The Codex of Cultures for details.) If they are forcibly driven out of their host, they cannot possess another one for 13 days.

When desired, a Nisroch may produce a holy aura as the Mystic spell Beatific Halo, cast at a spell rank equal to its Level.

Durabilities: This creature is Immune to Acidic, Blighting, Dehydrating, Deluding, Entrancing, Fatiguing, Internal, Intoxicating, Maladive, Non-Magical, Quieting, Righteous, Rotting, Scorching, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; Sensitive to Bleeding and Petrifying Effects; and Highly Sensitive to Infernal Effects.

Keywords: angel, eidolon, empyrean, exalted, humanoid, hybrid, paragon, winged

Attack Modes: Spear or Bow or Beak/Punch/Kick

Wealth Type: Incidental *Danger Tier:* +2

Move Modes: run/glide *Cunning:* Clever

Vision: Astral Vision *Size:* Medium

Medium Nisroch Examples

Baseline Attributes

TN= 0; ST= 1; AG= 0; CR= 0; PC= 2; HT= 2; IN= 2

Adequate (Level 8)

TN= 1; ST= 2; AG= 1; CR= 2; PC= 2; HT= 3; IN= 4

HP=41; FP=49; Ward=1; SP=40 (run) / 70 (glide)

Att | Dam | Def | Stab: spear==+15 | 5 | 24 | 25; or
bow==+15 | 5 | 20 | 21; or beak/punch/kick==+15 | 10 | 24 | 25

Decent (Level 10)

TN= 2; ST= 2; AG= 2; CR= 2; PC= 2; HT= 3; IN= 4

HP=45; FP=49; Ward=1; SP=40 (run) / 70 (glide)

Att | Dam | Def | Stab: spear==+18 | 5 | 28 | 28; or
bow==+17 | 5 | 24 | 24; or beak/punch/kick==+18 | 10 | 28 | 28

Fit (Level 12)

TN= 2; ST= 3; AG= 2; CR= 3; PC= 2; HT= 3; IN= 4

HP=49; FP=49; Ward=1; SP=45 (run) / 75 (glide)

Att | Dam | Def | Stab: spear==+21 | 6 | 30 | 30; or
bow==+20 | 5 | 26 | 26; or beak/punch/kick==+21 | 11 | 30 | 30

Laudable (Level 14)

TN= 2; ST= 4; AG= 2; CR= 3; PC= 3; HT= 3; IN= 4

HP=54; FP=53; Ward=1; SP=50 (run) / 80 (glide)

Att | Dam | Def | Stab: spear==+24 | 7 | 32 | 33; or
bow==+23 | 5 | 28 | 29; or beak/punch/kick==+24 | 12 | 32 | 33

Outstanding (Level 16)

TN= 3; ST= 4; AG= 2; CR= 3; PC= 4; HT= 3; IN= 4

HP=59; FP=58; Ward=1; SP=55 (run) / 85 (glide)

Att | Dam | Def | Stab: spear==+26 | 7 | 35 | 37; or
bow==+26 | 5 | 31 | 33; or beak/punch/kick==+26 | 12 | 35 | 37

Remarkable (Level 18)

TN= 3; ST= 4; AG= 2; CR= 3; PC= 4; HT= 4; IN= 4

HP=59; FP=64; Ward=1; SP=55 (run) / 85 (glide)

Att | Dam | Def | Stab: spear==+28 | 7 | 37 | 39; or
bow==+28 | 5 | 33 | 35; or beak/punch/kick==+28 | 12 | 37 | 39

Superb (Level 20)

TN= 3; ST= 4; AG= 2; CR= 4; PC= 5; HT= 4; IN= 4

HP=59; FP=69; Ward=1; SP=55 (run) / 85 (glide)

Att | Dam | Def | Stab: spear==+30 | 7 | 39 | 42; or
bow==+32 | 5 | 35 | 38; or beak/punch/kick==+30 | 12 | 39 | 42

Nymph

Nymphs play an important role in mythology. From the Greek perspective, Nymphs provide a kind of bridge between gods and mortals. Though not immortal, they are ageless, and so live until killed by circumstances.

All Nymphs are stunningly beautiful women whose appearances have a profound effect on mortal men. While they occasionally use their charms to tease, they more often find their admirers tiring. This is especially true of Satyrs, who incessantly chase Nymphs to satiate their driving lusts. If pressed too hard, Nymphs are quite capable of defending themselves, although they usually prefer escape to combat. It's not difficult to see why most Nymphs find their beauty to be more of a curse than a blessing.

Origin: Nymphs are beautiful female faery-like spirits that originated in Greek mythology. Many of them were targets of Zeus's perpetual infidelity, and thereby gave birth to the greatest Grecian heroes. The lands surrounding the Greeks and Romans also adopted many nymph-like spirits.

Fun Facts: Nymphs possess such beauty that it affects any male seeing them as the Pagan Harmony spell Aphrodite's Dazzling Smile. Treat this as if the spell were cast at a spell rank equal to the Nymph's Level.

A Nymph's voice mildly acts as the Occult spell Fascinate with Doubly Deft Brittle Ecstasy. Any male hearing it must make an Avoidance Roll with Willpower adjustments as above or fall in love with her. Any love-struck man will beg to remain with the Nymph forever.

Keywords: ageless, elemental, faery-like, humanoid

Attack Modes: Dagger or Throwing Dagger or Punch/Kick

Wealth Type: mineral *Cunning:* Alert

Move Modes: Run *Size:* Medium

Vision: Night Vision *Danger Tier:* 0

Dryad

A Dryad, or hamadryad, is a youthful faery-like woman whose very life is directly tied to that of a host tree. The forest Nymph is only found in wooded areas and is extremely shy. Despite the Dryad's timid nature, though, she will never venture more than a few hundred yards from her beloved tree, which she will defend with her life. On the rare occasion that a Dryad is spotted, she is invariably nude. Despite appearances, Dryad s are actually elemental fire spirits rather than true faeries.

A Dryad's skin is soft, smooth, and has a healthy light wood-like hue. Her eyes are golden brown to match her hair, which falls in silky curls over her youthful breasts and shoulders. Like all Nymphs, her limbs are slender and agile and her waist is petite. The vision of a Dryad suddenly appearing in the woods is often compared to a religious experience.

Dryads sometimes fall in love with human men on sight.

When this happens, the affected Nymph seduces her beloved into a decidedly arboreal shift in lifestyle. With luck, her new-found mate will remain with her forever.

Habitat: Dryads are integrally linked with the forests and groves where they dwell.

More Fun Facts: Dryads can use the following Occult spells at a spell rank equal to their Levels: Flaunt Dryad's Disguise, Pitch Great Cube of Extinguishing, Transfer to Distant Tree, and Transition to a Few Tiny Mounts.

Durabilities: This creature is Immune to Bleeding, Crushing, Deluding, Dreadful, Entrancing, Fatiguing, Fettering, Footing, Internal, Intoxicating, Maladive, Petrifying, Quieting, Rotting, Sedating, Starving, Suffocating, Sunshining, Tormenting, and Toxic Effects; Resistant to Infernal and Righteous Effects; and Sensitive to Acidic, Blighting, Chopping, and Scorching Effects.

Additional Keywords: arboreal, phlogiston

Naiad

Also known as a Xana, a Naiad is a water nymph who spends her life in and around fresh water sources. They have the form of beautiful young maidens, and are often encountered bathing in pools near waterfalls. If they aren't entirely nude, Naiads will be wearing the most translucent of garments, whose waterlogged folds cling tightly to their nubile forms.

Habitat: Like all Nymphs, Naiads are strongly tied to their environments. They are rarely seen far from the waterfall, stream, or lake which they call home.

More Fun Facts: Naiads can cast the Occult spells Flaunt Watery Form, Pitch Epic Fog, Prime Basin for Scrying up to a Kingdom Away, and Provide Swimming at Land Speed. (See The Oculus of Occultism for details.) In addition, they can cast the Pagan Harmony spell Evoke Spring. (See The Codex of Cultures for details.) All spells are cast at spell ranks equal to their Levels.

These creatures possess the Gift of Aquatic Combat.

Durabilities: This creature is Immune to Acidic, Bleeding, Blighting, Crushing, Deluding, Dreadful, Entrancing, Fatiguing, Fettering, Footing, Internal, Intoxicating, Maladive, Quieting, Rotting, Sedating, Starving, Sunshining, Tormenting, Toxic, and Watery Effects; Resistant to Enervating, Infernal, and Righteous Effects; Sensitive to Electrical and Scorching Effects; and Highly Sensitive to Dehydrating Effects.

Additional Keywords: aqueous

Move Modes: In addition to running, Naiads swim at a Raw Speed equal to the running Speeds stated in the examples.

Nereid

Nereids, or exotica, are elemental water nymphs living in the salty sea. Although they dwell alongside mermaids and sirens, they have fully human figures and are commonly identified by their practice of surfing on large oyster shells.

Habitat: Nereids are sea nymphs. Like all Nymphs, Nereids are strongly tied to their environment. As such, they are rarely encountered more than a few hundred yards from the ocean's shore. In fact, they spend most of their lives under the sea's rolling waves on the ocean floor.

More Fun Facts: Nereids are able to ride ocean waves as the Pagan Harmony spell Nereid's Shell and are able to transform themselves into seawater as the Occult spell Flaunt Watery Form. Both abilities are cast at will at spell ranks equal to the Nereid's Level. (See The Codex of Cultures and The Oculus of Occultism for details.)

These creatures possess the Gift of Aquatic Combat.

Durabilities: This creature is Immune to Acidic, Bleeding, Blighting, Crushing, Deluding, Dreadful, Entrancing, Fatiguing, Fettering, Footing, Internal, Intoxicating, Maladive, Quieting, Rotting, Sedating, Starving, Sunshining, Tormenting, Toxic, and Watery Effects; Resistant to Enervating, Infernal, and Righteous Effects; Sensitive to Electrical and Scorching Effects; and Highly Sensitive to Dehydrating Effects.

Additional Keywords: aqueous

Move Modes: In addition to running, Nereids swim at Raw Speeds equal to the running Speeds stated in the examples.

Oread

Oreades (singular Oread) are elemental earth Nymphs. As such, their physical features are reminiscent of the earth. Their skin has a pale chalk-like appearance and their eyes possess the brilliant colors of precious gemstones. Their hair, though impeccably well groomed, is streaked with various shades of stone giving a decidedly striated appearance.

The Oreades' most distinguishing characteristic, however, is their complete inability to speak normally. The only words they speak are in direct mimicry of those words and sounds made by others intruding in their domains. This unfortunate handicap is the result of a curse inflicted by Hera when she learned that her unfaithful husband Zeus was having an affair with a particularly lovely Oread named Echo.

Habitat: Oreades are nymphs associated with the earthy environments of mountains, caves, and grottos. They are comfortable in any wide-open rocky areas. Their presence can be easily detected by the simple act of shouting a hearty "hello" at the edge of a high cliff. If a faint "hello" echoes back, an Oread is undoubtedly somewhere nearby.

More Fun Facts: Oreades can move through walls as the Occult spell Stride through Earth and can disguise themselves as the Occult spell Provide Apt Chameleon's Gamble. In addition, they can charm the small caves in

which they dwell with the Pagan Ritual spell Oreades' Echoing Grotto (the spell's effects can in no way harm the nymph personally). All of these powers are cast at spell ranks equal to the nymph's Level. (See The Codex of Cultures and The Oculus of Occultism for details.)

Durabilities: This creature is Immune to Bleeding, Blighting, Crushing, Dehydrating, Deluding, Dreadful, Earthen, Entrancing, Fatiguing, Fettering, Footing, Internal, Intoxicating, Maladive, Petrifying, Quieting, Rotting, Sedating, Starving, Suffocating, Sunshining, Tormenting, and Toxic Effects; Highly Resistant to Enervating Effects; Resistant to Infernal and Righteous Effects; Sensitive to Sonic Effects; and Highly Sensitive to Acidic Effects.

Additional Keywords: tellurian

Vila

Vily (singular Vila) are beautiful fair skinned maidens with long reddish-brown hair cascading down to their ankles like silken waterfalls. They dress in ephemeral gowns or green leaves that are always a bit more revealing than proper fashion would demand. They can shape change into animals, and always prefer white or silver colorations when they do. White mares and silver wolves are favored forms.

Despite appearances, Vila nymphs are actually elemental fire spirits, rather than true faeries. They are beautiful, but have dark hearts and take pleasure in the torment of men. In fact, there is a saying of old Slavic lore that states, "Whether a Vila is white or black, she will always be a bad Vila".

Habitat: Vily are woodland nymphs. Like dryads, Vily are closely bound to their host trees. Although a Vila is not restricted to remaining within any set distance of her arboreal partner, she is confined to the forest that contains it. Felling a Vila's host tree kills her.

More Fun Facts: They can cast the following Occult spells at will: Grow Some Produce, Pitch Great Cube of Extinguishing, Procure Animal Tongues, Polymorph into Forest Animal, and Transfer to Distant Tree. All spells are cast at spell ranks equal to the Vila's Level. See The Oculus of Occultism for further details.

Vily are exceptional healers as well, proficient with the skills of Concocting Herbal Balms and Herbal Remedy. These abilities are performed at skill ranks equal to the Vila's Level. (See The Character Compendium for details.)

Durabilities: This creature is Immune to Acidic, Bleeding, Blighting, Crushing, Dehydrating, Deluding, Dreadful, Electrical, Entrancing, Fatiguing, Fettering, Footing, Internal, Intoxicating, Maladive, Quieting, Rotting, Scorching, Sedating, Sonic, Starving, Sunshining, Tormenting, and Toxic Effects; Resistant to Infernal and Righteous Effects; Sensitive to Freezing and Petrifying Effects; and Highly Sensitive to Enervating Effects.

Move Modes: In addition to running, Vily can swim at a Raw Speed equal to the running Speeds stated in the examples.

Additional Keywords: phlogiston

Nymph Fighter Examples**Baseline Attributes**

TN= 0; ST= 0; AG= 0; CR= 0; PC= 0; HT= 2; IN= -2

Adequate (Level 0)

TN= 0; ST= 0; AG= 0; CR= 0; PC= 0; HT= 2; IN= -2

HP=32; FP=38; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+5 | 3 | 13 | 13; or
falcata=+4 | 7 | 13 | 13; or staff=+4 | 4 | 16 | 16; or throwing
dagger=+4 | 4 | 10 | 10; or punch/kick=+4 | 5 | 11 | 11

Decent (Level 2)

TN= 0; ST= 1; AG= 1; CR= 0; PC= 0; HT= 2; IN= -2

HP=35; FP=38; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+9 | 4 | 16 | 15; or
falcata=+8 | 8 | 16 | 15; or staff=+8 | 5 | 19 | 18; or throwing
dagger=+6 | 4 | 13 | 12; or punch/kick=+8 | 6 | 14 | 13

Fit (Level 4)

TN= 1; ST= 1; AG= 1; CR= 0; PC= 1; HT= 2; IN= -2

HP=38; FP=41; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: dagger=+11 | 4 | 19 | 19; or
falcata=+10 | 8 | 19 | 19; or staff=+10 | 5 | 22 | 22; or
throwing dagger=+9 | 4 | 16 | 16; or punch/kick=+10 | 6 |
17 | 17

Hardened (Level 6)

TN= 2; ST= 1; AG= 2; CR= 0; PC= 1; HT= 2; IN= -2

HP=41; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: dagger=+14 | 4 | 23 | 22; or
falcata=+13 | 8 | 23 | 22; or staff=+13 | 5 | 26 | 25; or
throwing dagger=+11 | 4 | 20 | 19; or punch/kick=+13 | 6 |
21 | 20

Laudable (Level 8)

TN= 2; ST= 2; AG= 2; CR= 0; PC= 2; HT= 2; IN= -2

HP=45; FP=45; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: dagger=+17 | 5 | 25 | 25; or
falcata=+16 | 9 | 25 | 25; or staff=+16 | 6 | 28 | 28; or
throwing dagger=+14 | 4 | 22 | 22; or punch/kick=+16 | 7 |
23 | 23

Model (Level 10)

TN= 2; ST= 3; AG= 3; CR= 0; PC= 2; HT= 2; IN= -2

HP=49; FP=45; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: dagger=+21 | 6 | 28 | 27; or
falcata=+20 | 10 | 28 | 27; or staff=+20 | 7 | 31 | 30; or
throwing dagger=+16 | 4 | 25 | 24; or punch/kick=+20 | 8 |
26 | 25

Outstanding (Level 12)

TN= 2; ST= 3; AG= 3; CR= 1; PC= 2; HT= 3; IN= -2

HP=49; FP=49; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: dagger=+23 | 6 | 30 | 29; or
falcata=+22 | 10 | 30 | 29; or staff=+22 | 7 | 33 | 32; or
throwing dagger=+19 | 4 | 27 | 26; or punch/kick=+22 | 8 |
28 | 27

Remarkable (Level 14)

TN= 3; ST= 3; AG= 3; CR= 1; PC= 3; HT= 3; IN= -2

HP=54; FP=53; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: dagger=+25 | 6 | 33 | 33; or
falcata=+24 | 10 | 33 | 33; or staff=+24 | 7 | 36 | 36; or
throwing dagger=+22 | 4 | 30 | 30; or punch/kick=+24 | 8 |
31 | 31

Superb (Level 16)

TN= 3; ST= 4; AG= 3; CR= 1; PC= 3; HT= 3; IN= -2

HP=59; FP=53; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: dagger=+28 | 7 | 35 | 35; or
falcata=+27 | 11 | 35 | 35; or staff=+27 | 8 | 38 | 38; or
throwing dagger=+24 | 4 | 32 | 32; or punch/kick=+27 | 9 |
33 | 33

Wondrous (Level 18)

TN= 3; ST= 4; AG= 3; CR= 1; PC= 3; HT= 3; IN= -1

HP=59; FP=53; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: dagger=+30 | 7 | 37 | 37; or
falcata=+29 | 11 | 37 | 37; or staff=+29 | 8 | 40 | 40; or
throwing dagger=+26 | 4 | 34 | 34; or punch/kick=+29 | 9 |
35 | 35

Nymph Marksman Examples**Baseline Attributes**

TN= 0; ST= 0; AG= 0; CR= 0; PC= 0; HT= 2; IN= -2

Adequate (Level 0)

TN= 0; ST= 0; AG= 0; CR= 0; PC= 0; HT= 2; IN= -2

HP=32; FP=38; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: bow=+3 | 5 | 10 | 10; or
dagger=+5 | 3 | 13 | 13; or falcata=+4 | 7 | 13 | 13; or
throwing dagger=+4 | 4 | 10 | 10; or punch/kick=+4 | 5 |
11 | 11

Decent (Level 2)

TN= 0; ST= 0; AG= 0; CR= 1; PC= 1; HT= 2; IN= -2

HP=32; FP=41; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: bow=+7 | 5 | 12 | 13; or
dagger=+7 | 3 | 15 | 16; or falcata=+6 | 7 | 15 | 16; or
throwing dagger=+8 | 4 | 12 | 13; or punch/kick=+6 | 5 |
13 | 14

Fit (Level 4)

TN= 0; ST= 0; AG= 0; CR= 2; PC= 2; HT= 2; IN= -2

HP=32; FP=45; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: bow=+11 | 5 | 14 | 16; or
dagger=+9 | 3 | 17 | 19; or falcata=+8 | 7 | 17 | 19; or
throwing dagger=+12 | 4 | 14 | 16; or punch/kick=+8 | 5 |
15 | 17

Hardened (Level 6)

TN= 0; ST= 1; AG= 0; CR= 2; PC= 3; HT= 2; IN= -2

HP=35; FP=49; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+14 | 5 | 16 | 19; or
dagger=+12 | 4 | 19 | 22; or falcata=+11 | 8 | 19 | 22; or
throwing dagger=+15 | 4 | 16 | 19; or punch/kick=+11 | 6 |
17 | 20

Laudable (Level 8)

TN= 0; ST= 1; AG= 0; CR= 3; PC= 3; HT= 2; IN= -1

HP=35; FP=49; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+17 | 5 | 18 | 21; or
dagger=+14 | 4 | 21 | 24; or falcata=+13 | 8 | 21 | 24; or
throwing dagger=+18 | 4 | 18 | 21; or punch/kick=+13 | 6 |
19 | 22

Model (Level 10)

TN= 0; ST= 1; AG= 0; CR= 4; PC= 3; HT= 2; IN= -1

HP=35; FP=49; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+20 | 5 | 20 | 23; or
dagger=+16 | 4 | 23 | 26; or falcata=+15 | 8 | 23 | 26; or
throwing dagger=+21 | 4 | 20 | 23; or punch/kick=+15 | 6 |
21 | 24

Outstanding (Level 12)

TN= 1; ST= 1; AG= 0; CR= 4; PC= 3; HT= 2; IN= 0

HP=38; FP=49; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bow=+22 | 5 | 23 | 26; or
dagger=+18 | 4 | 26 | 29; or falcata=+17 | 8 | 26 | 29; or
throwing dagger=+23 | 4 | 23 | 26; or punch/kick=+17 | 6 |
24 | 27

Remarkable (Level 14)

TN= 1; ST= 1; AG= 0; CR= 4; PC= 4; HT= 2; IN= 0

HP=38; FP=53; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bow=+25 | 5 | 25 | 29; or
dagger=+20 | 4 | 28 | 32; or falcata=+19 | 8 | 28 | 32; or
throwing dagger=+26 | 4 | 25 | 29; or punch/kick=+19 | 6 |
26 | 30

Superb (Level 16)

TN= 1; ST= 2; AG= 1; CR= 4; PC= 4; HT= 2; IN= 0

HP=41; FP=53; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: bow=+27 | 5 | 28 | 31; or
dagger=+24 | 5 | 31 | 34; or falcata=+23 | 9 | 31 | 34; or
throwing dagger=+28 | 4 | 28 | 31; or punch/kick=+23 | 7 |
29 | 32

Wondrous (Level 18)

TN= 3; ST= 2; AG= 1; CR= 4; PC= 4; HT= 2; IN= 0

HP=49; FP=53; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: bow=+29 | 5 | 32 | 35; or
dagger=+26 | 5 | 35 | 38; or falcata=+25 | 9 | 35 | 38; or
throwing dagger=+30 | 4 | 32 | 35; or punch/kick=+25 | 7 |
33 | 36

Nymph Sage Examples**Baseline Attributes**

TN= 0; ST= -4; AG= 4; CR= 0; PC= 0; HT= -2; IN= 2

Adequate (Level 0)

TN= 0; ST= -4; AG= 4; CR= 0; PC= 0; HT= -2; IN= 2

HP=23; FP=26; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+5 | 3 | 17 | 13; or
scimitar=+3 | 6 | 19 | 15; or staff=+4 | 4 | 20 | 16; or
punch/kick=+4 | 5 | 15 | 11

Decent (Level 2)

TN= 0; ST= -4; AG= 4; CR= 0; PC= 0; HT= -1; IN= 3

HP=23; FP=29; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+7 | 3 | 19 | 15; or
scimitar=+5 | 6 | 21 | 17; or staff=+6 | 4 | 22 | 18; or
punch/kick=+6 | 5 | 17 | 13

Fit (Level 4)

TN= 0; ST= -4; AG= 4; CR= 0; PC= 0; HT= 1; IN= 3

HP=23; FP=34; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+9 | 3 | 21 | 17; or
scimitar=+7 | 6 | 23 | 19; or staff=+8 | 4 | 24 | 20; or
punch/kick=+8 | 5 | 19 | 15

Hardened (Level 6)

TN= 0; ST= -4; AG= 4; CR= 1; PC= 0; HT= 1; IN= 4

HP=23; FP=34; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+11 | 3 | 23 | 19; or
scimitar=+9 | 6 | 25 | 21; or staff=+10 | 4 | 26 | 22; or
punch/kick=+10 | 5 | 21 | 17

Laudable (Level 8)

TN= 0; ST= -4; AG= 4; CR= 2; PC= 0; HT= 1; IN= 5

HP=23; FP=34; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+13 | 3 | 25 | 21; or
scimitar=+11 | 6 | 27 | 23; or staff=+12 | 4 | 28 | 24; or
punch/kick=+12 | 5 | 23 | 19

Model (Level 10)

TN= 0; ST= -4; AG= 5; CR= 2; PC= 1; HT= 1; IN= 5

HP=23; FP=38; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+16 | 3 | 28 | 24; or
scimitar=+14 | 6 | 30 | 26; or staff=+15 | 4 | 31 | 27; or
punch/kick=+15 | 5 | 26 | 22

Outstanding (Level 12)

TN= 0; ST= -3; AG= 6; CR= 2; PC= 1; HT= 1; IN= 5

HP=25; FP=38; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+20 | 3 | 31 | 26; or
scimitar=+18 | 6 | 33 | 28; or staff=+19 | 4 | 34 | 29; or
punch/kick=+19 | 5 | 29 | 24

Remarkable (Level 14)

TN= 0; ST= -2; AG= 6; CR= 2; PC= 2; HT= 1; IN= 5

HP=27; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+23 | 3 | 33 | 29; or
scimitar=+21 | 6 | 35 | 31; or staff=+22 | 4 | 36 | 32; or
punch/kick=+22 | 5 | 31 | 27

Superb (Level 16)

TN= 0; ST= -2; AG= 6; CR= 2; PC= 3; HT= 1; IN= 5

HP=27; FP=45; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: dagger=+25 | 3 | 35 | 32; or
scimitar=+23 | 6 | 37 | 34; or staff=+24 | 4 | 38 | 35; or
punch/kick=+24 | 5 | 33 | 30

Wondrous (Level 18)

TN= 0; ST= -2; AG= 6; CR= 2; PC= 4; HT= 1; IN= 5

HP=27; FP=49; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: dagger=+27 | 3 | 37 | 35; or
scimitar=+25 | 6 | 39 | 37; or staff=+26 | 4 | 40 | 38; or
punch/kick=+26 | 5 | 35 | 33

Bestiary ~ O

Orobon

Orobons are hybrid creatures with the bodies, legs, and tails of crocodiles and heads resembling those of catfish. However, their feet are webbed and clawed, and their mouths are lined with rows of razor sharp teeth.

Habitat: The Orobon is a fresh water dweller in lakes, rivers, swamps, and even in underground cavern systems. It usually survives as a bottom feeder, but will attack and eat any living creature that wanders into its territory. One common tactic for them is to lurk just beneath the water's surface, and lunge out when prey wanders nearby.

Origin: Orobons were reported as fantastic creatures in bestiaries written by medieval European travelers to the Middle East. They, most notably appear in Ambroise Pare's On Monsters and Marvels, where they are reported to be 10 feet long and 10 feet wide.

Fun Facts: If an Orobon strikes, it may retain its bite and latch on to its prey. From that point on, it hangs on. Treat this as a Restraining Attack (as described in the Special Attack Modes section of The Rules Reference). If it does this in the water, it will submerge in an attempt to drown its prey.

Orobons are as comfortable on land as in water. As such, they have the Gift of Aquatic Combat. They cannot breathe air, but can remain on land for hours when necessary.

Durabilities: This creature is Immune to Blighting, Captivating, Deluding, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: amphibious, blooded, crocodile-like, fish-like, fleshy, living, natural, predator, reptilian

Move Modes: Crawl/Lunge/Undulate. Lunging can only be done in a straight line when exiting water onto land.

Attack Modes: Carnivorous Bite or Tail Whip

Wealth Type: Incidental *Cunning:* Instinctive

Vision: Day Vision *Danger Tier:* 0

Large Orobon Examples

Baseline Attributes

TN= 5; ST= 7; AG= -7; CR= -1; PC= -2; HT= -2; IN= -7

Adequate (Level 6)

TN= 8; ST= 7; AG= -5; CR= 0; PC= -2; HT= -2; IN= -7
HP=117; FP=22; Ward=4; SP=20 (crawl) / 45 (lunge) / 30 (undulate)

Att | Dam | Def | Stab: bite/claw=+12 | 17 | 23 | 26

Fit (Level 8)

TN= 8; ST= 8; AG= -5; CR= 0; PC= -2; HT= -1; IN= -7
HP=128; FP=24; Ward=4; SP=20 (crawl) / 45 (lunge) / 30 (undulate)

Att | Dam | Def | Stab: bite/claw=+15 | 18 | 25 | 28

Laudable (Level 10)

TN= 8; ST= 8; AG= -4; CR= 0; PC= -2; HT= -1; IN= -7
HP=128; FP=24; Ward=4; SP=25 (crawl) / 50 (lunge) / 35 (undulate)

Att | Dam | Def | Stab: bite/claw=+18 | 18 | 28 | 30

Outstanding (Level 12)

TN= 8; ST= 8; AG= -3; CR= 1; PC= -2; HT= -1; IN= -7
HP=128; FP=24; Ward=4; SP=25 (crawl) / 50 (lunge) / 35 (undulate)

Att | Dam | Def | Stab: bite/claw=+21 | 18 | 31 | 32

Medium Orobon Examples

Baseline Attributes

TN= 3; ST= 1; AG= -1; CR= 1; PC= -2; HT= -2; IN= -7

Adequate (Level 2)

TN= 4; ST= 1; AG= 0; CR= 1; PC= -2; HT= -2; IN= -7
HP=49; FP=22; Ward=2; SP=20 (crawl) / 45 (lunge) / 30 (undulate)

Att | Dam | Def | Stab: bite/claw=+7 | 8 | 20 | 18

Fit (Level 4)

TN= 5; ST= 1; AG= 0; CR= 2; PC= -2; HT= -2; IN= -7
HP=54; FP=22; Ward=2; SP=20 (crawl) / 45 (lunge) / 30 (undulate)

Att | Dam | Def | Stab: bite/claw=+9 | 8 | 23 | 21

Laudable (Level 6)

TN= 6; ST= 1; AG= 1; CR= 2; PC= -2; HT= -2; IN= -7
HP=59; FP=22; Ward=3; SP=20 (crawl) / 45 (lunge) / 30 (undulate)

Att | Dam | Def | Stab: bite/claw=+12 | 8 | 27 | 24

Outstanding (Level 8)

TN= 6; ST= 2; AG= 1; CR= 2; PC= -2; HT= -1; IN= -7
HP=64; FP=24; Ward=3; SP=20 (crawl) / 45 (lunge) / 30 (undulate)

Att | Dam | Def | Stab: bite/claw=+15 | 9 | 29 | 26

Orthrus

An Orthrus is a two-headed dog commonly mistaken for a Cerberus (for obvious reasons). Their coats are fairly shaggy and come in a variety of patterns and colors. These canines have a knack for herding sheep and cattle and are highly prized as pets of shepherds, ranchers, and swineherds. They are fiercely devoted to their masters and will risk any danger to protect their family and property from harm.

Habitat: Orthrus make excellent herding dogs. As such, they are the favored pets of Geryon giants.

Fun Facts: Each head acts independently. Therefore, each gets its own separate Attack Roll in combat.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Origin: The original Orthrus, or Orthos, after which this entire species is named, was the watchdog of Geryon, a giant with three bodies who tended some wondrous red cattle. Obtaining these cattle was the object of Hercules's tenth task in Greek mythology.

Keywords: blooded, canine, carnivore, fleshy, living, multi-headed, predator, territorial

Attack Modes: Carnivorous Bite (x2)

Wealth Type: Incidental *Cunning:* Bestial

Move Modes: Romp / Paddle *Vision:* Night Vision

Danger Tier: +2

Large Orthrus Examples

Baseline Attributes

TN= 2; ST= 8; AG= -6; CR= -1; PC= 2; HT= 0; IN= -5

Adequate (Level 6)

TN= 2; ST= 11; AG= -5; CR= -1; PC= 4; HT= 0; IN= -5

HP=99; FP=45; Ward=1; SP=65 (romp) / 35 (paddle)

Att | Dam | Def | Stab: bite and bite=+16 and +16 | 18 and 18 | 17 | 26

Decent (Level 8)

TN= 3; ST= 11; AG= -4; CR= -1; PC= 4; HT= 0; IN= -5

HP=108; FP=45; Ward=1; SP=65 (romp) / 35 (paddle)

Att | Dam | Def | Stab: bite and bite=+19 and +19 | 18 and 18 | 21 | 29

Fit (Level 10)

TN= 4; ST= 11; AG= -3; CR= -1; PC= 4; HT= 0; IN= -5

HP=117; FP=45; Ward=2; SP=70 (romp) / 40 (paddle)

Att | Dam | Def | Stab: bite and bite=+22 and +22 | 18 and 18 | 25 | 32

Laudable (Level 12)

TN= 4; ST= 11; AG= -3; CR= -1; PC= 5; HT= 1; IN= -5

HP=117; FP=53; Ward=2; SP=75 (romp) / 45 (paddle)

Att | Dam | Def | Stab: bite and bite=+24 and +24 | 18 and 18 | 27 | 35

Outstanding (Level 14)

TN= 4; ST= 12; AG= -3; CR= -1; PC= 5; HT= 1; IN= -5

HP=128; FP=53; Ward=2; SP=75 (romp) / 45 (paddle)

Att | Dam | Def | Stab: bite and bite=+27 and +27 | 19 and 19 | 29 | 37

Medium Orthrus Examples

Baseline Attributes

TN= 0; ST= 2; AG= 0; CR= 1; PC= 2; HT= 0; IN= -5

Adequate (Level 2)

TN= 0; ST= 3; AG= 0; CR= 1; PC= 3; HT= 0; IN= -5

HP=41; FP=41; Ward=0; SP=50 (romp) / 20 (paddle)

Att | Dam | Def | Stab: bite and bite=+9 and +9 | 8 and 8 | 16 | 19

Decent (Level 4)

TN= 0; ST= 3; AG= 1; CR= 1; PC= 4; HT= 0; IN= -5

HP=41; FP=45; Ward=0; SP=60 (romp) / 30 (paddle)

Att | Dam | Def | Stab: bite and bite=+12 and +12 | 8 and 8 | 19 | 22

Fit (Level 6)

TN= 0; ST= 5; AG= 1; CR= 1; PC= 4; HT= 0; IN= -5

HP=49; FP=45; Ward=0; SP=65 (romp) / 35 (paddle)

Att | Dam | Def | Stab: bite and bite=+16 and +16 | 10 and 10 | 21 | 24

Laudable (Level 8)

TN= 1; ST= 5; AG= 2; CR= 1; PC= 4; HT= 0; IN= -5

HP=54; FP=45; Ward=1; SP=65 (romp) / 35 (paddle)

Att | Dam | Def | Stab: bite and bite=+19 and +19 | 10 and 10 | 25 | 27

Outstanding (Level 10)

TN= 2; ST= 5; AG= 3; CR= 1; PC= 4; HT= 0; IN= -5

HP=59; FP=45; Ward=1; SP=70 (romp) / 40 (paddle)

Att | Dam | Def | Stab: bite and bite=+22 and +22 | 10 and 10 | 29 | 30

Bestiary ~ P

Pan

Pans are humanoid composite creatures having the upper torsos of men and the lower torsos and legs of goats or deer. Although there are several varieties of Pan, which are collectively named after the Greek deity Pan, the behavior and habitat of any one group can vary dramatically from the others. They play a very important role in Grecian mythology and a lesser role in Celtic and Slavonic folklore.

Fun Facts: Pan and its various Lineages comprise a core Race in the game. As such, the properties of Pan Lineages are listed in [The Character Compendium](#).

Traits: The Traits of Pan Lineages are also listed in [The Character Compendium](#).

Durabilities: Unless otherwise stated in its lineage description, this creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: faery, humanoid, hybrid, living

Attack Modes: Melee Weapon or Range Weapon or Dagger or Blowgun+Poison or Punch/Kick

Wealth Type: Monetary *Cunning:* Alert

Move Modes: Run / Swim *Size:* Medium

Vision: Day Vision *Danger Tier:* 0

Faun

Fauns are part man and part deer. Their most notably bestial features are their legs, which are long and spindly like a deer's and provide these faeries with remarkable agility. Fauns also possess short white tails and the ears of deer and the males grow stubby horns. These horns resemble a buck's antlers at the very beginning of spring before they have grown to sufficient length to branch. The remaining features of these gentle forest faeries are unremarkably human, although their facial expressions do tend toward the placid side.

Most humans find Fauns more attractive than Satyrs since their hair, on both the head and legs, is invariably well groomed. Probably more important than their physical hygiene, however, is the fact that their manners are undeniably more refined. It is unlikely that any Faun invited to a royal banquet would instigate a food-fight among the guests. A Satyr would not be so good a bet.

Habitat: Fauns live deep in the woods away from noisome and troubling human contact. They are excellent farmers that especially enjoy growing grain and grapes.

Origin: Fauns, or Fawns, are Roman woodland faeries that

were most likely derived from the Roman deity Faunus. In Greek lore, the fawn, or deer, was a form often assumed by woodland nymphs to enable their escape.

Additional Keywords: blooded, fleshy

Leshy

A Leshy (plural Leshiye) is a plant creature closely resembling the classic Greek Satyr, having goat legs and horns and a scraggly beard. A Leshy is easily distinguished from a Satyr, however, because its hair and beard is made of green grass and its body is formed from brown twisted vines.

Leshiye are exceptionally antisocial creatures, but are not in the least bit shy or timid as are Fawns and Urisks. Instead, they take an active hand in discouraging visitors to their little kingdoms. Any traveler caught trespassing in a Leshy's territory will be lured from their path with whatever means the Leshy can devise and will be lead astray until the poor soul is hopelessly lost deep in a swamp or marsh.

These faeries have an uncanny ability to control the animals in the territories where they dwell. In fact, most Leshiye will usually keep a bear or wolf as a personal guardian, so attacking any one of these faeries is a highly risky proposition. In addition, Leshiye make exceptional Occultists tending to focus on the areas of Creationism, Illusionry, and Aeromancy.

Finally, Leshiye are incorrigible gamblers, taking any opportunity to make a bet. Being highly rustic faeries whose skills revolve around their natural surroundings, their favored wager is that of an animal or two. It is not unheard of for an entire forest's worth of squirrels to migrate wholesale from one wood to another. In such cases, knowledgeable locals know that the otherwise mysterious occurrence can be attributed to one Leshy's string of bad luck.

Habitat: Leshiye live deep in forests of pine, aspen, spruce, and birch trees. They are encountered mainly in spring, summer, and autumn because they hibernate in their secluded woodland cottages during the cold winter months.

Origin: The Leshy, or Zuibotschnik, is a Slavic faery native to most Baltic countries. They are attributed with a variety of powers, including the ability to control animals and to change their size from that of the smallest leaf to that of the tallest tree. In addition, they are believed to be the cause of whirlwinds and even the occasional hurricane.

Durabilities: This creature is Immune to Bleeding, Captivating, Enervating, Infernal, Internal, Metaphysical, Petrifying, Quieting, Righteous, Suffocating, Sunshining, and Toxic Effects; and Sensitive to Acidic, Blighting, Chopping, and Scorching Effects.

Additional Keywords: vegetal

Satyr

Satyrs are a cross between man and goat. Their goatish features include their legs, cloven hooves, stubby tails, long ears, and whiskers. Their heads, arms, and torsos are decidedly human, albeit on the hairy side.

Satyrs are far from modest and most will happily romp about town without a stitch of clothing. Their incessant drinking fuels their raucous laughs and they never hesitate to give a passing girl a sly glance and a rude comment. This carefree attitude has earned satyrs a reputation as lustful, brutish, drunks. It does not take a social scientist to conclude that many satyrs are also thieves.

Despite all of their civil inadequacies, Satyrs do tend to endear themselves to people. They have quick wits and an unassuming attitude that is hard to despise for long. They are always willing to play their pipes to enliven a crowd and are the center of attention on the dance floor. As such, they are among the first invited to attend social gatherings. Unfortunately, their obvious predisposition toward nubile young women, bad manners, and continual overindulgence in wine often finds them to be among the first thrown out as well.

Habitat: The majority of Satyrs are forest dwellers that shy from human contact by occupying deep woodland recesses. Even so, Satyrs have a true love of wine and ale, which they can only acquire by trading with humanity or tending fields. Consequently, many enterprising Satyrs become goatish ambassadors to the outside world as wine merchants, barley farmers, and vineyardists.

Origin: Satyrs are most commonly recognized as having come to us from Greek legend. This fact is undoubtedly true, but the Greeks themselves imported the satyr myths from the island of Argos. Actually, there are many cultures throughout the world with their own goat-men. The Italian goat people, known as the Fauni and Silvani, were helpful field sprites whose behavior stands in stark contrast to the lusty and drunken Greek Satyrs. The Arabs have legends of mountain demons resembling men with goat legs and it is from here that the modern devil derives its most popular form.

Satyrs will crash parties to try their hands at wine tasting, playing pipes, holding liquor, dancing, holding liquor, seduction, holding liquor, taunting, holding liquor, and tumbling. These abilities are generally used in the order given.

Additional Keywords: blooded, fleshy

Urisk

(Uruisg)

Of all the Pan races, Urisks are physically most closely related to satyrs. Like their gruff boorish cousins, Urisks are half-man and half-goat, although they do not possess the satyr's stubby horns. Their appearance, however, is where the similarity between the two races ends. In fact, the Urisk's shy nature is a sharp contrast to that of the raucous satyr. It is an uncommonly outgoing Urisk that does not immediately plunge into a nearby stream when chanced upon by a stranger.

Oddly enough, the Urisk's loneliness occasionally drives them to acts that, for so timid a species, can only be described as audacious. It is not unheard of for a solitary traveler to catch a glimpse of an Urisk clandestinely following him. Experienced travelers recognize that the longing expression on the poor Urisk's face merely reflects its desire for a bit of friendly conversation. Unfortunately, most people wandering along lonely roads react to an Urisk's timid approach as the action of a monstrous bandit sneaking up in ambush. Consequently, Urisks are feared far more than is warranted.

Habitat: Urisks are lonely solitary faery types. Most Urisks live hermitish existences near pools and streams. A few more sociable individuals overcome their timid natures and take up residence on remote farms, earning their board by performing any chores in need of attending.

Origin: Urisks are Scottish faeries known to haunt the country's many lochs and pools.

More Fun Facts: These creatures possess the Gift of Aquatic Combat.

Additional Keywords: blooded, fleshy

Pan Fighter Examples

Baseline Attributes

TN= -2; ST= -2; AG= 1; CR= 2; PC= 1; HT= 1; IN= -1

Adequate (Level 0)

TN= -2; ST= -2; AG= 1; CR= 2; PC= 1; HT= 1; IN= -1

HP=23; FP=38; Ward=0; SP=30 (run) / 20 (swim)

Att | Dam | Def | Stab: dagger=+4 | 3 | 12 | 12; or falcata=+3 | 7 | 12 | 12; or spear=+3 | 3 | 13 | 13; or punch/kick=+3 | 5 | 10 | 10

Decent (Level 2)

TN= -2; ST= -1; AG= 2; CR= 2; PC= 1; HT= 1; IN= -1

HP=25; FP=38; Ward=0; SP=35 (run) / 25 (swim)

Att | Dam | Def | Stab: dagger=+8 | 3 | 15 | 14; or falcata=+7 | 7 | 15 | 14; or spear=+7 | 3 | 16 | 15; or punch/kick=+7 | 5 | 13 | 12

Fit (Level 4)

TN= -1; ST= -1; AG= 2; CR= 2; PC= 2; HT= 1; IN= -1
 HP=27; FP=41; Ward=0; SP=35 (run) / 25 (swim)
 Att | Dam | Def | Stab: dagger=+10 | 3 | 18 | 18; or
 falcata=+9 | 7 | 18 | 18; or spear=+9 | 3 | 19 | 19; or
 punch/kick=+9 | 5 | 16 | 16

Hardened (Level 6)

TN= 0; ST= -1; AG= 3; CR= 2; PC= 2; HT= 1; IN= -1
 HP=29; FP=41; Ward=0; SP=40 (run) / 30 (swim)
 Att | Dam | Def | Stab: dagger=+13 | 3 | 22 | 21; or
 falcata=+12 | 7 | 22 | 21; or spear=+12 | 3 | 23 | 22; or
 punch/kick=+12 | 5 | 20 | 19

Laudable (Level 8)

TN= 0; ST= 0; AG= 3; CR= 2; PC= 3; HT= 1; IN= -1
 HP=32; FP=45; Ward=0; SP=40 (run) / 30 (swim)
 Att | Dam | Def | Stab: dagger=+16 | 3 | 24 | 24; or
 falcata=+15 | 7 | 24 | 24; or spear=+15 | 3 | 25 | 25; or
 punch/kick=+15 | 5 | 22 | 22

Model (Level 10)

TN= 0; ST= 1; AG= 4; CR= 2; PC= 3; HT= 1; IN= -1
 HP=35; FP=45; Ward=0; SP=50 (run) / 40 (swim)
 Att | Dam | Def | Stab: dagger=+20 | 4 | 27 | 26; or
 falcata=+19 | 8 | 27 | 26; or spear=+19 | 4 | 28 | 27; or
 punch/kick=+19 | 6 | 25 | 24

Outstanding (Level 12)

TN= 0; ST= 1; AG= 4; CR= 3; PC= 3; HT= 2; IN= -1
 HP=35; FP=49; Ward=0; SP=50 (run) / 40 (swim)
 Att | Dam | Def | Stab: dagger=+22 | 4 | 29 | 28; or
 falcata=+21 | 8 | 29 | 28; or spear=+21 | 4 | 30 | 29; or
 punch/kick=+21 | 6 | 27 | 26

Remarkable (Level 14)

TN= 1; ST= 1; AG= 4; CR= 3; PC= 4; HT= 2; IN= -1
 HP=38; FP=53; Ward=1; SP=50 (run) / 40 (swim)
 Att | Dam | Def | Stab: dagger=+24 | 4 | 32 | 32; or
 falcata=+23 | 8 | 32 | 32; or spear=+23 | 4 | 33 | 33; or
 punch/kick=+23 | 6 | 30 | 30

Superb (Level 16)

TN= 1; ST= 2; AG= 4; CR= 3; PC= 4; HT= 2; IN= -1
 HP=41; FP=53; Ward=1; SP=55 (run) / 45 (swim)
 Att | Dam | Def | Stab: dagger=+27 | 5 | 34 | 34; or
 falcata=+26 | 9 | 34 | 34; or spear=+26 | 5 | 35 | 35; or
 punch/kick=+26 | 7 | 32 | 32

Wondrous (Level 18)

TN= 1; ST= 2; AG= 4; CR= 3; PC= 4; HT= 2; IN= 0
 HP=41; FP=53; Ward=1; SP=55 (run) / 45 (swim)
 Att | Dam | Def | Stab: dagger=+29 | 5 | 36 | 36; or
 falcata=+28 | 9 | 36 | 36; or spear=+28 | 5 | 37 | 37; or
 punch/kick=+28 | 7 | 34 | 34

Pan Marksman Examples**Baseline Attributes**

TN= -2; ST= -2; AG= 1; CR= 2; PC= 1; HT= 1; IN= -1

Adequate (Level 0)

TN= -2; ST= -2; AG= 1; CR= 2; PC= 1; HT= 1; IN= -1
 HP=23; FP=38; Ward=0; SP=30 (run) / 20 (swim)
 Att | Dam | Def | Stab: bow=+6 | 5 | 9 | 9; or dagger=+4 | 3 |
 12 | 12; or blowgun=+7 | 1 | +poison | 9 | 9; or
 punch/kick=+3 | 5 | 10 | 10

Decent (Level 2)

TN= -2; ST= -2; AG= 1; CR= 3; PC= 2; HT= 1; IN= -1
 HP=23; FP=41; Ward=0; SP=30 (run) / 20 (swim)
 Att | Dam | Def | Stab: bow=+10 | 5 | 11 | 12; or
 dagger=+6 | 3 | 14 | 15; or blowgun=+11 | 1 | +poison | 11 | 12;
 or punch/kick=+5 | 5 | 12 | 13

Fit (Level 4)

TN= -2; ST= -2; AG= 1; CR= 4; PC= 3; HT= 1; IN= -1
 HP=23; FP=45; Ward=0; SP=35 (run) / 25 (swim)
 Att | Dam | Def | Stab: bow=+14 | 5 | 13 | 15; or
 dagger=+8 | 3 | 16 | 18; or blowgun=+15 | 1 | +poison |
 13 | 15; or punch/kick=+7 | 5 | 14 | 16

Hardened (Level 6)

TN= -2; ST= -1; AG= 1; CR= 4; PC= 4; HT= 1; IN= -1
 HP=25; FP=49; Ward=0; SP=40 (run) / 30 (swim)
 Att | Dam | Def | Stab: bow=+17 | 5 | 15 | 18; or
 dagger=+11 | 3 | 18 | 21; or blowgun=+18 | 1 | +poison |
 15 | 18; or punch/kick=+10 | 5 | 16 | 19

Laudable (Level 8)

TN= -2; ST= -1; AG= 1; CR= 5; PC= 4; HT= 1; IN= 0
 HP=25; FP=49; Ward=0; SP=40 (run) / 30 (swim)
 Att | Dam | Def | Stab: bow=+20 | 5 | 17 | 20; or
 dagger=+13 | 3 | 20 | 23; or blowgun=+21 | 1 | +poison |
 17 | 20; or punch/kick=+12 | 5 | 18 | 21

Model (Level 10)

TN= -2; ST= -1; AG= 1; CR= 6; PC= 4; HT= 1; IN= 0

HP=25; FP=49; Ward=0; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: bow==+23 | 5 | 19 | 22; or dagger==+15 | 3 | 22 | 25; or blowgun==+24 | 1 | +poison | 19 | 22; or punch/kick==+14 | 5 | 20 | 23

Outstanding (Level 12)

TN= -1; ST= -1; AG= 1; CR= 6; PC= 4; HT= 1; IN= 1

HP=27; FP=49; Ward=0; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: bow==+25 | 5 | 22 | 25; or dagger==+17 | 3 | 25 | 28; or blowgun==+26 | 1 | +poison | 22 | 25; or punch/kick==+16 | 5 | 23 | 26

Remarkable (Level 14)

TN= -1; ST= -1; AG= 1; CR= 6; PC= 5; HT= 1; IN= 1

HP=27; FP=53; Ward=0; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: bow==+28 | 5 | 24 | 28; or dagger==+19 | 3 | 27 | 31; or blowgun==+29 | 1 | +poison | 24 | 28; or punch/kick==+18 | 5 | 25 | 29

Superb (Level 16)

TN= -1; ST= 0; AG= 2; CR= 6; PC= 5; HT= 1; IN= 1

HP=29; FP=53; Ward=0; SP=45 (run) / 35 (swim)

Att | Dam | Def | Stab: bow==+30 | 5 | 27 | 30; or dagger==+23 | 3 | 30 | 33; or blowgun==+31 | 1 | +poison | 27 | 30; or punch/kick==+22 | 5 | 28 | 31

Wondrous (Level 18)

TN= 1; ST= 0; AG= 2; CR= 6; PC= 5; HT= 1; IN= 1

HP=35; FP=53; Ward=1; SP=45 (run) / 35 (swim)

Att | Dam | Def | Stab: bow==+32 | 5 | 31 | 34; or dagger==+25 | 3 | 34 | 37; or blowgun==+33 | 1 | +poison | 31 | 34; or punch/kick==+24 | 5 | 32 | 35

Pan Rogue Examples**Baseline Attributes**

TN= -2; ST= -2; AG= 1; CR= 2; PC= 1; HT= 1; IN= -1

Adequate (Level 0)

TN= -2; ST= -2; AG= 1; CR= 2; PC= 1; HT= 1; IN= -1

HP=23; FP=38; Ward=0; SP=30 (run) / 20 (swim)

Att | Dam | Def | Stab: dagger==+4 | 3 | 12 | 12; or blowgun==+7 | 1 | +poison | 9 | 9; or whip==+2 | 2 (dam) + 6 (setback) | 12 | 12; or punch/kick==+3 | 5 | 10 | 10

Decent (Level 2)

TN= -2; ST= -2; AG= 2; CR= 2; PC= 2; HT= 1; IN= -1

HP=23; FP=41; Ward=0; SP=35 (run) / 25 (swim)

Att | Dam | Def | Stab: dagger==+7 | 3 | 15 | 15; or blowgun==+10 | 1 | +poison | 12 | 12; or whip==+5 | 2 (dam) + 6 (setback) | 15 | 15; or punch/kick==+6 | 5 | 13 | 13

Fit (Level 4)

TN= -2; ST= -2; AG= 4; CR= 2; PC= 2; HT= 1; IN= -1

HP=23; FP=41; Ward=0; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: dagger==+11 | 3 | 19 | 17; or blowgun==+12 | 1 | +poison | 16 | 14; or whip==+9 | 2 (dam) + 6 (setback) | 19 | 17; or punch/kick==+10 | 5 | 17 | 15

Hardened (Level 6)

TN= -1; ST= -2; AG= 4; CR= 2; PC= 3; HT= 1; IN= -1

HP=25; FP=45; Ward=0; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: dagger==+13 | 3 | 22 | 21; or blowgun==+15 | 1 | +poison | 19 | 18; or whip==+11 | 2 (dam) + 6 (setback) | 22 | 21; or punch/kick==+12 | 5 | 20 | 19

Laudable (Level 8)

TN= -1; ST= -2; AG= 4; CR= 4; PC= 3; HT= 1; IN= -1

HP=25; FP=45; Ward=0; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: dagger==+15 | 3 | 24 | 23; or blowgun==+19 | 1 | +poison | 21 | 20; or whip==+13 | 2 (dam) + 8 (setback) | 24 | 23; or punch/kick==+14 | 5 | 22 | 21

Model (Level 10)

TN= -1; ST= -2; AG= 4; CR= 5; PC= 4; HT= 1; IN= -1

HP=25; FP=49; Ward=0; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: dagger==+17 | 3 | 26 | 26; or blowgun==+23 | 1 | +poison | 23 | 23; or whip==+15 | 2 (dam) + 9 (setback) | 26 | 26; or punch/kick==+16 | 5 | 24 | 24

Outstanding (Level 12)

TN= 0; ST= -2; AG= 4; CR= 5; PC= 4; HT= 1; IN= 0

HP=27; FP=49; Ward=0; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: dagger==+19 | 3 | 29 | 29; or blowgun==+25 | 1 | +poison | 26 | 26; or whip==+17 | 2 (dam) + 9 (setback) | 29 | 29; or punch/kick==+18 | 5 | 27 | 27

Remarkable (Level 14)

TN= 0; ST= -2; AG= 4; CR= 5; PC= 4; HT= 2; IN= 1

HP=27; FP=53; Ward=0; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: dagger==+21 | 3 | 31 | 31; or blowgun==+27 | 1 | +poison | 28 | 28; or whip==+19 | 2 (dam) + 9 (setback) | 31 | 31; or punch/kick==+20 | 5 | 29 | 29

Superb (Level 16)
 TN= 0; ST= -2; AG= 5; CR= 5; PC= 4; HT= 2; IN= 1
 HP=27; FP=53; Ward=0; SP=45 (run) / 35 (swim)
 Att | Dam | Def | Stab: dagger=+24 | 3 | 34 | 33; or
 blowgun=+29 | 1 | +poison | 31 | 30; or whip=+22 | 2 (dam) +
 9 (setback) | 34 | 33; or punch/kick=+23 | 5 | 32 | 31

Wondrous (Level 18)
 TN= 0; ST= -2; AG= 5; CR= 6; PC= 4; HT= 2; IN= 1
 HP=27; FP=53; Ward=0; SP=45 (run) / 35 (swim)
 Att | Dam | Def | Stab: dagger=+26 | 3 | 36 | 35; or
 blowgun=+32 | 1 | +poison | 33 | 32; or whip=+24 | 2 (dam) +
 10 (setback) | 36 | 35; or punch/kick=+25 | 5 | 34 | 33

Pan Sage Examples

Baseline Attributes
 TN= -2; ST= -2; AG= 1; CR= 2; PC= 1; HT= 1; IN= -1

Adequate (Level 0)
 TN= -2; ST= -2; AG= 1; CR= 2; PC= 1; HT= 1; IN= -1
 HP=23; FP=38; Ward=0; SP=30 (run) / 20 (swim)
 Att | Dam | Def | Stab: dagger=+4 | 3 | 12 | 12; or
 scimitar=+2 | 6 | 14 | 14; or staff=+3 | 4 | 15 | 15; or
 punch/kick=+3 | 5 | 10 | 10

Decent (Level 2)
 TN= -2; ST= -2; AG= 1; CR= 2; PC= 1; HT= 2; IN= 0
 HP=23; FP=41; Ward=0; SP=30 (run) / 20 (swim)
 Att | Dam | Def | Stab: dagger=+6 | 3 | 14 | 14; or
 scimitar=+4 | 6 | 16 | 16; or staff=+5 | 4 | 17 | 17; or
 punch/kick=+5 | 5 | 12 | 12

Fit (Level 4)
 TN= -2; ST= -2; AG= 1; CR= 2; PC= 1; HT= 4; IN= 0
 HP=23; FP=49; Ward=0; SP=30 (run) / 20 (swim)
 Att | Dam | Def | Stab: dagger=+8 | 3 | 16 | 16; or
 scimitar=+6 | 6 | 18 | 18; or staff=+7 | 4 | 19 | 19; or
 punch/kick=+7 | 5 | 14 | 14

Hardened (Level 6)
 TN= -2; ST= -2; AG= 1; CR= 3; PC= 1; HT= 4; IN= 1
 HP=23; FP=49; Ward=0; SP=30 (run) / 20 (swim)
 Att | Dam | Def | Stab: dagger=+10 | 3 | 18 | 18; or
 scimitar=+8 | 6 | 20 | 20; or staff=+9 | 4 | 21 | 21; or
 punch/kick=+9 | 5 | 16 | 16

Laudable (Level 8)
 TN= -2; ST= -2; AG= 1; CR= 4; PC= 1; HT= 4; IN= 2
 HP=23; FP=49; Ward=0; SP=30 (run) / 20 (swim)
 Att | Dam | Def | Stab: dagger=+12 | 3 | 20 | 20; or
 scimitar=+10 | 6 | 22 | 22; or staff=+11 | 4 | 23 | 23; or
 punch/kick=+11 | 5 | 18 | 18

Model (Level 10)
 TN= -2; ST= -2; AG= 2; CR= 4; PC= 2; HT= 4; IN= 2
 HP=23; FP=53; Ward=0; SP=35 (run) / 25 (swim)
 Att | Dam | Def | Stab: dagger=+15 | 3 | 23 | 23; or
 scimitar=+13 | 6 | 25 | 25; or staff=+14 | 4 | 26 | 26; or
 punch/kick=+14 | 5 | 21 | 21

Outstanding (Level 12)
 TN= -2; ST= -1; AG= 3; CR= 4; PC= 2; HT= 4; IN= 2
 HP=25; FP=53; Ward=0; SP=40 (run) / 30 (swim)
 Att | Dam | Def | Stab: dagger=+19 | 3 | 26 | 25; or
 scimitar=+17 | 6 | 28 | 27; or staff=+18 | 4 | 29 | 28; or
 punch/kick=+18 | 5 | 24 | 23

Remarkable (Level 14)
 TN= -2; ST= 0; AG= 3; CR= 4; PC= 3; HT= 4; IN= 2
 HP=27; FP=58; Ward=0; SP=40 (run) / 30 (swim)
 Att | Dam | Def | Stab: dagger=+22 | 3 | 28 | 28; or
 scimitar=+20 | 6 | 30 | 30; or staff=+21 | 4 | 31 | 31; or
 punch/kick=+21 | 5 | 26 | 26

Superb (Level 16)
 TN= -2; ST= 0; AG= 3; CR= 4; PC= 4; HT= 4; IN= 2
 HP=27; FP=64; Ward=0; SP=45 (run) / 35 (swim)
 Att | Dam | Def | Stab: dagger=+24 | 3 | 30 | 31; or
 scimitar=+22 | 6 | 32 | 33; or staff=+23 | 4 | 33 | 34; or
 punch/kick=+23 | 5 | 28 | 29

Wondrous (Level 18)
 TN= -2; ST= 0; AG= 3; CR= 4; PC= 5; HT= 4; IN= 2
 HP=27; FP=69; Ward=0; SP=50 (run) / 40 (swim)
 Att | Dam | Def | Stab: dagger=+26 | 3 | 32 | 34; or
 scimitar=+24 | 6 | 34 | 36; or staff=+25 | 4 | 35 | 37; or
 punch/kick=+25 | 5 | 30 | 32

Pazuzu

A Pazuzu is a Demon that takes the form of a human with two sets of eagle's wings, a lion's face and claws on both hands and feet, and a scorpion's tail. Fortunately, all Pazuzu are male so they have no offspring. Being demons, though, they are essentially immortal, although killing their physical forms in the mortal realm banishes them to the Astral Plane for an indeterminate time.

Habitat: Pazuzu are demons that live in the desert mountains.

Origin: The Pazuzu (or Arallu) originates from Mesopotamia, where they believed the demons to represent the disease bearing southeast storm winds. These fearsome demons are bold enough to attack the very gods. These evil spirits sometimes throw Nannar, the Mesopotamian moon god, into a sack. This gives the moon to a reddish orange hue (a lunar eclipse) until Nannar can fight his way free. Like the Ekimmu, the Pazuzu is an evil utukku and enemy of the Lamassu.

Fun Facts: Pazuzu have the ability to cast the Pagan Pandemonium spells Frailty and Rotting Touch once per day at spell ranks equal to their Levels. In addition, the Pazuzu's sting injects a powerful Deadly Toxin to those failing an Avoidance Roll with Toughness adjustments. See Poisons in The Wicked Workshop for details.

Pazuzu have the ability to possess objects and creatures as the Pagan Pandemonium spells Possess Living Creature and Possess Object. They cast these spells at ranks equal to their Levels. (See The Codex of Cultures for details.) If they are forcibly driven out of their host, they cannot possess another one for 13 days.

Durabilities: This creature is Immune to Acidic, Blighting, Dehydrating, Deluding, Entrancing, Fatiguing, Infernal, Internal, Intoxicating, Maladive, Non-Magical, Quieting, Rotting, Scorching, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; Sensitive to Bleeding and Petrifying Effects; and Highly Sensitive to Righteous Effects.

Keywords: arid, demon, idolon, fiend, hybrid, man-eater, poisonous, winged

Attack Modes: Carnivorous Bite/Claw/Sting

Danger Tier: +3

Wealth Type: Hoard

Cunning: Alert

Move Modes: Hop/Hover

Vision: Astral Vision

Large Pazuzu Examples

Baseline Attributes

TN= 4; ST= 9; AG= -4; CR= -2; PC= 1; HT= 0; IN= -1

Adequate (Level 14)

TN= 6; ST= 11; AG= -2; CR= 1; PC= 3; HT= 0; IN= 2

HP=140; FP=41; Ward=3; SP=50 (hop) / 70 (hover)

Att | Dam | Def | Stab: bite/claw/sting=+27 | 22 +poison | 32 | 37

Decent (Level 16)

TN= 6; ST= 11; AG= -1; CR= 1; PC= 3; HT= 0; IN= 2

HP=140; FP=41; Ward=3; SP=55 (hop) / 75 (hover)

Att | Dam | Def | Stab: bite/claw/sting=+30 | 22 +poison | 35 | 39

Fit (Level 18)

TN= 7; ST= 11; AG= -1; CR= 2; PC= 3; HT= 0; IN= 2

HP=152; FP=41; Ward=3; SP=55 (hop) / 75 (hover)

Att | Dam | Def | Stab: bite/claw/sting=+32 | 22 +poison | 38 | 42

Medium Pazuzu Examples

Baseline Attributes

TN= 2; ST= 3; AG= 2; CR= 0; PC= 1; HT= 0; IN= -1

Adequate (Level 10)

TN= 4; ST= 3; AG= 4; CR= 2; PC= 3; HT= 0; IN= 1

HP=59; FP=41; Ward=2; SP=45 (hop) / 65 (hover)

Att | Dam | Def | Stab: bite/claw/sting=+21 | 11 +poison | 32 | 31

Fit (Level 12)

TN= 4; ST= 3; AG= 4; CR= 3; PC= 3; HT= 0; IN= 2

HP=59; FP=41; Ward=2; SP=45 (hop) / 65 (hover)

Att | Dam | Def | Stab: bite/claw/sting=+23 | 11 +poison | 34 | 33

Laudable (Level 14)

TN= 4; ST= 5; AG= 4; CR= 3; PC= 3; HT= 0; IN= 2

HP=70; FP=41; Ward=2; SP=50 (hop) / 70 (hover)

Att | Dam | Def | Stab: bite/claw/sting=+27 | 13 +poison | 36 | 35

Outstanding (Level 16)

TN= 4; ST= 5; AG= 5; CR= 3; PC= 3; HT= 0; IN= 2

HP=70; FP=41; Ward=2; SP=55 (hop) / 75 (hover)

Att | Dam | Def | Stab: bite/claw/sting=+30 | 13 +poison | 39 | 37

Penates

Penates are angelic guardian spirits having the appearance of beautiful human youths with smooth ivory complexions. They wear short togas and ivy crowns and are armed with spears and short swords. To mortal man, the appearance of a Penates is a truly dazzling sight. The manifestations are undoubtedly augmented by the Penates' impressive magical abilities.

Penates are the defenders of the honor and well being of wealthy families, townships, and cities. In times of crises, the affected citizens or family members will offer sacrifices to the Penates to ask for their aid. If the need is great enough and their wards have been faithful, the Penates will willingly provide whatever service they can.

Penates are not aggressive unless its ward is threatened. However, they are always armed with spears and short swords and commonly carry shields.

Habitat: Penates are powerful guardian spirits. Each is commonly associated with a specific city or prominent family. The Penates are only encountered when dutifully guarding their wards.

Origin: Forms of semi-divine manes, Penates were worshiped in ancient Rome. They are related to the Roman larvae but were far less common and were loved and revered unlike their evil kindred.

Fun Facts: Penates may cast the following Pagan spells once per day: Ares's Eager Spear (Battle), Aid against Melee Weapons (Battle), Blinding Aura (Harmony), Lift Curse (Harmony), Panacea (Healing), and Wing Foot (Harmony). All spells are cast at spell ranks equal to the Penates's Level. See The Codex of Cultures for details.

Penates can assume either an ethereal or corporeal form at will. When in its ghostly state, Penates can pass through walls and other such non-magical barriers without hindrance, but their weapons deliver no damage to corporeal creatures. In its ethereal state, the Penates can elect to remain invisible to mortal eyes.

When desired, a Penates may produce an aura of splendor as the Occult spell Manifest Large Aura of Dire Splendor, cast at a spell rank equal to its Level.

Durabilities: This creature is Immune to Acidic, Blighting, Dehydrating, Deluding, Entrancing, Fatiguing, Internal, Intoxicating, Maladive, Non-Magical, Quieting, Righteous, Rotting, Scorching, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; Sensitive to Bleeding and Petrifying Effects; and Highly Sensitive to Infernal Effects.

Attack Modes: Short Sword or Spear or Throwing Spear or Punch/Kick

Keywords: eidolon, empyrean, exalted, paragon

Wealth Type: Incidental

Cunning: Clever

Move Modes: Run/Hover

Vision: Astral Vision

Size: Medium

Danger Tier: +3

Medium Penates Examples

Baseline Attributes

TN= 1; ST= 1; AG= 1; CR= 1; PC= 1; HT= 0; IN= 2

Adequate (Level 8)

TN= 3; ST= 1; AG= 3; CR= 2; PC= 2; HT= 0; IN= 4

HP=45; FP=38; Ward=1; SP=40 (run) / 50 (hover)

Att | Dam | Def | Stab: short sword=+16 | 6 | 28 | 27; or spear=+16 | 4 | 28 | 27; or throwing spear=+15 | 4 | 24 | 23; or punch/kick=+16 | 6 | 25 | 24

Decent (Level 10)

TN= 3; ST= 1; AG= 3; CR= 2; PC= 2; HT= 2; IN= 4

HP=45; FP=45; Ward=1; SP=40 (run) / 50 (hover)

Att | Dam | Def | Stab: short sword=+18 | 6 | 30 | 29; or spear=+18 | 4 | 30 | 29; or throwing spear=+17 | 4 | 26 | 25; or punch/kick=+18 | 6 | 27 | 26

Fit (Level 12)

TN= 3; ST= 1; AG= 4; CR= 2; PC= 2; HT= 2; IN= 5

HP=45; FP=45; Ward=1; SP=45 (run) / 55 (hover)

Att | Dam | Def | Stab: short sword=+21 | 6 | 33 | 31; or spear=+21 | 4 | 33 | 31; or throwing spear=+19 | 4 | 29 | 27; or punch/kick=+21 | 6 | 30 | 28

Laudable (Level 14)

TN= 4; ST= 2; AG= 4; CR= 2; PC= 2; HT= 2; IN= 5

HP=54; FP=45; Ward=2; SP=50 (run) / 60 (hover)

Att | Dam | Def | Stab: short sword=+24 | 7 | 36 | 34; or spear=+24 | 5 | 36 | 34; or throwing spear=+21 | 4 | 32 | 30; or punch/kick=+24 | 7 | 33 | 31

Model (Level 16)

TN= 4; ST= 2; AG= 4; CR= 3; PC= 3; HT= 2; IN= 5

HP=54; FP=49; Ward=2; SP=50 (run) / 60 (hover)

Att | Dam | Def | Stab: short sword=+26 | 7 | 38 | 37; or spear=+26 | 5 | 38 | 37; or throwing spear=+25 | 4 | 34 | 33; or punch/kick=+26 | 7 | 35 | 34

Outstanding (Level 18)

TN= 4; ST= 4; AG= 4; CR= 3; PC= 3; HT= 2; IN= 5

HP=64; FP=49; Ward=2; SP=55 (run) / 65 (hover)

Att | Dam | Def | Stab: short sword=+30 | 9 | 40 | 39; or spear=+30 | 7 | 40 | 39; or throwing spear=+27 | 4 | 36 | 35; or punch/kick=+30 | 9 | 37 | 36

Phoenix

A Phoenix is an interesting form of Fire Elemental. It is a big eagle-like bird with feathers of reddish, purple, and golden coloration that gleam with the light of the sun. It has golden legs with red talons and brilliant eyes of yellow or blue. The magnificent avian lives in the upper reaches of palm trees where it builds its nest from myrrh and cinnamon.

The Phoenix is the most gentle of creatures, always preferring escape over combat. Even so, if it has no other recourse, a Phoenix is well able to defend itself with both claw and fire. If killed, the bird will erupt in a maelstrom of fire reaching up into the heavens. Within this fiery column will raise the form of a newborn Phoenix, its parent's only offspring.

Habitat: The Phoenix is a desert creature that generally nests in oasis in the upper plumes of palm trees.

Origin: The classical (Greek) writers of Hesiod and Herodotus state that the Phoenix is Egyptian in origin, but it is likely that the myth actually originated in the Orient. In any case, the Phoenix supposedly lived in Arabia for 500 years before it's body was consumed in its own fire. From the ashes would rise a young Phoenix who, when it was sufficiently mature, would then transport the nest containing its father's ashes to the temple of Heliopolis in Egypt. The Phoenix was eventually adopted as the symbol of Rome. A similar bird appears in Slavic folklore, known as a Firebird.

Fun Facts: A Phoenix continually radiates brilliant sunlight as the Occult spell Manifest Great Aura of Dire Sunshine. Further, it is continually surrounded by the sweet smell of incense, which acts as Release Great Vapors of Grand Hourly Healing to anyone remaining in proximity to the fiery bird for extended periods. These spells are cast at spell ranks equal to the Phoenix's Level.

The Phoenix has a very gentle temperament and is loathe to harm any living creature, but if pressed, it can direct wisps of flame as the Occult spell Ready Brazier of Dire Fiery Tendrils. It can do this even when participating in combat. When it dies, the Phoenix's body is consumed in flame as the Pagan Wrath spell Flaming Retribution, but with the flames shooting upward from the bird's body rather than coming down from the heavens. These spells are cast at spell ranks equal to the bird's Level.

Durabilities: This creature is Immune to Acidic, Bleeding, Blighting, Crushing, Dehydrating, Deluding, Dreadful, Electrical, Entrancing, Fatiguing, Fettering, Footing, Internal, Intoxicating, Maladive, Quieting, Rotting, Scorching, Sedating, Sonic, Starving, Sunshining, Tormenting, and Toxic Effects; Resistant to Infernal and Righteous Effects; Sensitive to Freezing and Petrifying Effects; and Highly Sensitive to Enervating Effects.

Keywords: avian, elemental, fiery, phlogiston, winged

Wealth Type: Incidental

Cunning: Alert

Attack Modes: Beak/Claw

Vision: Astral Vision

Move Modes: Hop/Hover

Danger Tier: +2

Medium Phoenix Examples

Baseline Attributes

TN= 3; ST= 0; AG= 0; CR= 0; PC= 2; HT= 0; IN= 2

Adequate (Level 4)

TN= 3; ST= 0; AG= 1; CR= 0; PC= 3; HT= 2; IN= 2

HP=41; FP=49; Ward=1; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: beak/claw=+9 | 7 | 22 | 24

Decent (Level 6)

TN= 4; ST= 0; AG= 2; CR= 0; PC= 3; HT= 2; IN= 2

HP=45; FP=49; Ward=2; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: beak/claw=+12 | 7 | 26 | 27

Fit (Level 8)

TN= 4; ST= 0; AG= 2; CR= 0; PC= 3; HT= 2; IN= 4

HP=45; FP=49; Ward=2; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: beak/claw=+14 | 7 | 28 | 29

Laudable (Level 10)

TN= 4; ST= 0; AG= 3; CR= 0; PC= 4; HT= 2; IN= 4

HP=45; FP=53; Ward=2; SP=35 (hop) / 55 (hover)

Att | Dam | Def | Stab: beak/claw=+17 | 7 | 31 | 32

Outstanding (Level 12)

TN= 4; ST= 0; AG= 3; CR= 1; PC= 4; HT= 3; IN= 4

HP=45; FP=58; Ward=2; SP=35 (hop) / 55 (hover)

Att | Dam | Def | Stab: beak/claw=+19 | 7 | 33 | 34

Remarkable (Level 14)

TN= 4; ST= 0; AG= 3; CR= 1; PC= 4; HT= 4; IN= 4

HP=45; FP=64; Ward=2; SP=35 (hop) / 55 (hover)

Att | Dam | Def | Stab: beak/claw=+21 | 7 | 35 | 36

Superb (Level 16)

TN= 4; ST= 0; AG= 3; CR= 1; PC= 4; HT= 5; IN= 4

HP=45; FP=69; Ward=2; SP=35 (hop) / 55 (hover)

Att | Dam | Def | Stab: beak/claw=+23 | 7 | 37 | 38

Wondrous (Level 18)

TN= 4; ST= 0; AG= 3; CR= 2; PC= 4; HT= 5; IN= 5

HP=45; FP=69; Ward=2; SP=35 (hop) / 55 (hover)

Att | Dam | Def | Stab: beak/claw=+25 | 7 | 39 | 40

Small Phoenix Examples**Baseline Attributes**

TN= 1; ST= -6; AG= 6; CR= 2; PC= 2; HT= 0; IN= 2

Adequate (Level 2)

TN= 1; ST= -6; AG= 6; CR= 2; PC= 3; HT= 1; IN= 2

HP=21; FP=45; Ward=1; SP=25 (hop) / 45 (hover)

Att | Dam | Def | Stab: beak/claw=+6 | 4 | 23 | 20

Decent (Level 4)

TN= 1; ST= -6; AG= 7; CR= 2; PC= 3; HT= 2; IN= 2

HP=21; FP=49; Ward=1; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: beak/claw=+9 | 4 | 26 | 22

Fit (Level 6)

TN= 2; ST= -6; AG= 8; CR= 2; PC= 3; HT= 2; IN= 2

HP=23; FP=49; Ward=1; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: beak/claw=+12 | 4 | 30 | 25

Laudable (Level 8)

TN= 2; ST= -6; AG= 8; CR= 2; PC= 3; HT= 2; IN= 4

HP=23; FP=49; Ward=1; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: beak/claw=+14 | 4 | 32 | 27

Outstanding (Level 10)

TN= 2; ST= -6; AG= 9; CR= 2; PC= 4; HT= 2; IN= 4

HP=23; FP=53; Ward=1; SP=35 (hop) / 55 (hover)

Att | Dam | Def | Stab: beak/claw=+17 | 4 | 35 | 30

Remarkable (Level 12)

TN= 2; ST= -6; AG= 9; CR= 3; PC= 4; HT= 3; IN= 4

HP=23; FP=58; Ward=1; SP=35 (hop) / 55 (hover)

Att | Dam | Def | Stab: beak/claw=+19 | 4 | 37 | 32

Superb (Level 14)

TN= 2; ST= -6; AG= 9; CR= 3; PC= 4; HT= 4; IN= 4

HP=23; FP=64; Ward=1; SP=35 (hop) / 55 (hover)

Att | Dam | Def | Stab: beak/claw=+21 | 4 | 39 | 34

Wondrous (Level 16)

TN= 2; ST= -6; AG= 9; CR= 3; PC= 4; HT= 5; IN= 4

HP=23; FP=69; Ward=1; SP=35 (hop) / 55 (hover)

Att | Dam | Def | Stab: beak/claw=+23 | 4 | 41 | 36

Tiny Phoenix Examples**Baseline Attributes**

TN= -1; ST= -12; AG= 12; CR= 4; PC= 2; HT= 0; IN= 2

Adequate (Level 0)

TN= -1; ST= -12; AG= 12; CR= 4; PC= 2; HT= 0; IN= 2

HP=10; FP=38; Ward=0; SP=25 (hop) / 45 (hover)

Att | Dam | Def | Stab: beak/claw=+4 | 3 | 25 | 15

Decent (Level 2)

TN= -1; ST= -12; AG= 12; CR= 4; PC= 3; HT= 1; IN= 2

HP=10; FP=45; Ward=0; SP=25 (hop) / 45 (hover)

Att | Dam | Def | Stab: beak/claw=+6 | 3 | 27 | 18

Fit (Level 4)

TN= -1; ST= -12; AG= 13; CR= 4; PC= 3; HT= 2; IN= 2

HP=10; FP=49; Ward=0; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: beak/claw=+9 | 3 | 30 | 20

Laudable (Level 6)

TN= 0; ST= -12; AG= 14; CR= 4; PC= 3; HT= 2; IN= 2

HP=11; FP=49; Ward=0; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: beak/claw=+12 | 3 | 34 | 23

Outstanding (Level 8)

TN= 0; ST= -12; AG= 14; CR= 4; PC= 3; HT= 2; IN= 4

HP=11; FP=49; Ward=0; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: beak/claw=+14 | 3 | 36 | 25

Remarkable (Level 10)

TN= 0; ST= -12; AG= 15; CR= 4; PC= 4; HT= 2; IN= 4

HP=11; FP=53; Ward=0; SP=35 (hop) / 55 (hover)

Att | Dam | Def | Stab: beak/claw=+17 | 3 | 39 | 28

Superb (Level 12)

TN= 0; ST= -12; AG= 15; CR= 5; PC= 4; HT= 3; IN= 4

HP=11; FP=58; Ward=0; SP=35 (hop) / 55 (hover)

Att | Dam | Def | Stab: beak/claw=+19 | 3 | 41 | 30

Wondrous (Level 14)

TN= 0; ST= -12; AG= 15; CR= 5; PC= 4; HT= 4; IN= 4

HP=11; FP=64; Ward=0; SP=35 (hop) / 55 (hover)

Att | Dam | Def | Stab: beak/claw=+21 | 3 | 43 | 32

Putto

A Putto (plural Putti) is a winged Angel with the body of a small chubby human boy or toddler. They are among the lowest class of angels. Putti are sometimes dressed in flowing gowns, but are just as often completely naked. They are masterful musicians, and usually make up the bulk of angelic choirs. Although they generally avoid combat when possible, they are also capable archers when required.

Habitat: Putti ordinarily dwell in Heaven, but commonly roam other Astral Realms as well. They are even spotted in the Mortal Realm from time to time.

Origin: Resembling a cherub, the Putto originally arose from tales of Eros, the god of erotic love in ancient Greek mythology. When representing the concept of budding romance in artwork, the winged child carries a bow and arrow and is known as an Amorino or Cupid. Also known as the Amorino, Cupid, or Cherub, the Putto evolved into a symbol of God's omnipresence in the 15th century, largely due to its revival by the master artist Donatello.

Fun Facts: Putti are all masterful musicians, who have the gift Virtuoso with Singing. Each is also a Virtuoso is another instrument of their choosing. (Harps are quite popular, as they are easily carried and the angels can accompany their own voices when playing them.) Each Putto uses both Voice and their chosen instrument at ranks equal to its Level.

When desired, a Venetian Lion may produce a holy aura as the Mystic spell Beatific Halo, cast at a spell rank equal to its Level.

Durabilities: This creature is Immune to Acidic, Blighting, Dehydrating, Deluding, Entrancing, Fatiguing, Internal, Intoxicating, Maladive, Non-Magical, Quieting, Righteous, Rotting, Scorching, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; Sensitive to Bleeding and Petrifying Effects; and Highly Sensitive to Infernal Effects.

Keywords: angel, eidolon, empyrean, exalted, humanoid, hybrid, paragon, winged

Attack Modes: Bow or Punch or Shove

Wealth Type: Incidental *Cunning:* Clever

Move Modes: Run/Hover *Size:* Small

Vision: Astral Vision *Danger Tier:* +2

Small Putto Examples

Baseline Attributes

TN= -3; ST= -4; AG= 6; CR= 2; PC= 2; HT= 2; IN= 2

Adequate (Level 4)

TN= -3; ST= -4; AG= 7; CR= 3; PC= 2; HT= 4; IN= 2

HP=17; FP=53; Ward=0; SP=40 (run) / 50 (hover)

Att | Dam | Def | Stab: bow=+13 | 5 | 18 | 13; or
punch=+11 | 2 | 19 | 14; or shove=+11 | 3 (setback) | 22 | 17

Decent (Level 6)

TN= -3; ST= -4; AG= 7; CR= 3; PC= 4; HT= 4; IN= 2

HP=17; FP=64; Ward=0; SP=45 (run) / 55 (hover)

Att | Dam | Def | Stab: bow=+17 | 5 | 20 | 17; or
punch=+13 | 2 | 21 | 18; or shove=+13 | 3 (setback) | 24 | 21

Fit (Level 8)

TN= -3; ST= -4; AG= 8; CR= 3; PC= 4; HT= 4; IN= 3

HP=17; FP=64; Ward=0; SP=50 (run) / 60 (hover)

Att | Dam | Def | Stab: bow=+19 | 5 | 23 | 19; or
punch=+16 | 2 | 24 | 20; or shove=+16 | 4 (setback) | 27 | 23

Laudable (Level 10)

TN= -3; ST= -3; AG= 8; CR= 3; PC= 5; HT= 4; IN= 3

HP=19; FP=69; Ward=0; SP=55 (run) / 65 (hover)

Att | Dam | Def | Stab: bow=+22 | 5 | 25 | 22; or
punch=+19 | 2 | 26 | 23; or shove=+19 | 5 (setback) | 29 | 26

Outstanding (Level 12)

TN= -3; ST= -3; AG= 8; CR= 3; PC= 5; HT= 5; IN= 4

HP=19; FP=76; Ward=0; SP=55 (run) / 65 (hover)

Att | Dam | Def | Stab: bow=+24 | 5 | 27 | 24; or
punch=+21 | 2 | 28 | 25; or shove=+21 | 5 (setback) | 31 | 28

Remarkable (Level 14)

TN= -3; ST= -3; AG= 8; CR= 3; PC= 5; HT= 6; IN= 4

HP=19; FP=82; Ward=0; SP=55 (run) / 65 (hover)

Att | Dam | Def | Stab: bow=+26 | 5 | 29 | 26; or
punch=+23 | 2 | 30 | 27; or shove=+23 | 5 (setback) | 33 | 30

Superb (Level 16)

TN= -3; ST= -3; AG= 8; CR= 5; PC= 5; HT= 6; IN= 4

HP=19; FP=82; Ward=0; SP=55 (run) / 65 (hover)

Att | Dam | Def | Stab: bow=+30 | 5 | 31 | 28; or
punch=+25 | 2 | 32 | 29; or shove=+25 | 5 (setback) | 35 | 32

Bestiary ~ R

Rakshasa

The appearance of these Indian demons varies widely. One Rakshasa may have black skin, yellow hair, and dress itself in a wreath of human entrails. Another may have huge tusks and hair of flame. Yet another may have the body of a man and the head of a bull. Once encountered, though, a Rakshasa is easily distinguishable from other demon types despite their varied forms. Its insatiable, voracious appetite unmistakably identifies a Rakshasa.

A Rakshasa is usually encountered gnawing on a human hand or drinking blood from a human skull. In fact, a Rakshasa will eat any living thing it can get its hands on. Of course, its refined palate prefers human flesh over any other form.

In some cases, Rakshasa have multiple heads and mouths.

Habitat: When not vacationing on earth, Rakshasas dwell in a hellish domain.

Fun Facts: If any foe of a Rakshasa falls in combat (having a Glory Status indicating death), the Rakshasa immediately picks them up and eats them. Their unbelievable eating skills enable them to consume a human sized creature, equipment and all, in only 2 Rounds of combat. Of course, they cannot attack anyone else while feasting. After it fully consumes a human or humanoid creature, its body instantly regenerates an amount of Hit Points equal to the consumed individual's when healthy.

Some of the more powerful Rakshasas have the added convenience of several mouths. Ten percent of above Superior and Exceptional Rakshasas possess multiple heads (Overlord's discretion), each of which is as dangerous as the single-headed variety. (Make independent Attack Rolls for each head.)

Durabilities: This creature is Immune to Acidic, Blighting, Dehydrating, Deluding, Entrancing, Fatiguing, Infernal, Internal, Intoxicating, Maladive, Non-Magical, Quieting, Rotting, Scorching, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; Sensitive to Bleeding and Petrifying Effects; and Highly Sensitive to Righteous Effects.

Keywords: demon, eidolon, fiend, hybrid, man-eater

Traits: Lust for the Taste of Human Flesh

Wealth Type: Nil

Cunning: Alert

Attack Modes: Maw

Move Modes: Run

Vision: Astral Vision

Size: Large

Danger Tier: +2

Origin: Rakshasas come to us from India where they are found in Hindu lore. The Ramayana states that the king of these foul spirits is Ravana, a Rakshasa having ten heads (not to mention a proportionately larger appetite).

Large Rakshasa Examples

Baseline Attributes

TN= 5; ST= 8; AG= -6; CR= -2; PC= 2; HT= 0; IN= 0

Adequate (Level 8)

TN= 6; ST= 9; AG= -5; CR= -2; PC= 4; HT= 1; IN= 2

HP=117; FP=49; Ward=3; SP=50 (run)

Att | Dam | Def | Stab: maw=+16 | 18 | 23 | 32

Decent (Level 10)

TN= 7; ST= 9; AG= -5; CR= -2; PC= 5; HT= 1; IN= 2

HP=128; FP=53; Ward=3; SP=50 (run)

Att | Dam | Def | Stab: maw=+18 | 18 | 26 | 36

Fit (Level 12)

TN= 7; ST= 10; AG= -5; CR= -2; PC= 5; HT= 1; IN= 3

HP=140; FP=53; Ward=3; SP=55 (run)

Att | Dam | Def | Stab: maw=+21 | 19 | 28 | 38

Laudable (Level 14)

TN= 8; ST= 11; AG= -5; CR= -2; PC= 5; HT= 1; IN= 3

HP=166; FP=53; Ward=4; SP=55 (run)

Att | Dam | Def | Stab: maw=+24 | 20 | 31 | 41

Outstanding (Level 16)

TN= 8; ST= 11; AG= -4; CR= -2; PC= 5; HT= 2; IN= 3

HP=166; FP=58; Ward=4; SP=60 (run)

Att | Dam | Def | Stab: maw=+27 | 20 | 34 | 43

Remarkable (Level 18)

TN= 8; ST= 12; AG= -4; CR= -2; PC= 5; HT= 2; IN= 3

HP=181; FP=58; Ward=4; SP=65 (run)

Att | Dam | Def | Stab: maw=+30 | 21 | 36 | 45

Superb (Level 20)

TN= 8; ST= 12; AG= -3; CR= -2; PC= 5; HT= 3; IN= 3

HP=181; FP=64; Ward=4; SP=65 (run)

Att | Dam | Def | Stab: maw=+33 | 21 | 39 | 47

Wondrous (Level 22)

TN= 8; ST= 12; AG= -3; CR= -2; PC= 5; HT= 4; IN= 3

HP=181; FP=69; Ward=4; SP=65 (run)

Att | Dam | Def | Stab: maw=+35 | 21 | 41 | 49

Ren

A Ren is an undead spirit that embodies the living name of a dead person. The Rens of executed criminals, suicides, and drowning victims are particularly dangerous. Angry at the living who drove them to their fate, these spirits attempt to kill any people they encounter. Often a Ren haunts its own family in revenge for its unhappy demise.

When encountered outside of a host, the Ren has an appearance similar to that of a Will-o-wisp. It looks like a small flame that darts through the air illuminating the area surrounding it. Because of this appearance, the Egyptians use a symbol of fire to represent a person's Ren.

Habitat: Rens are undead spirits that tend to dwell in and around the crypts and tombs where their mummies were laid to rest. If the tomb is disturbed, the Ren will seek revenge on those participating in the desecration.

Origin: The Ren, or Kku, is an Egyptian spirit that represents one of the five aspects of the Egyptian soul (along with the Akh, Ba, Ka, and Khaib). The Egyptians believed that the true name of a person was a living entity. Knowing the name gave one power over it. As such, the true name was given to a person by priests at birth, and kept secret. The person was thereafter referred to by a nickname. The Ren specifically represents the true living name of the deceased.

Fun Facts: Rens are Undead with the Spectral Condition. (See the Creature Conditions section of The Overlord's Omnibus for details.)

If a Ren is "killed" by taking it down to 0 Hit Points, it is temporarily dispersed, but it is not destroyed. The specter will rise again in about a week.

Anyone knowing the Ren's name has power over it. The Ren must obey all commands explicitly stating its name. Since the Ren derives its power from its own name, it can control any creature that lacks a name. Thus, a Ren can possess wild beasts but is impotent against people and pets.

A Ren may attempt to possess one (unnamed) animal every night as the Pagan Pandemonium spell Possess Living Creature. If the Ren takes possession, it has complete control over the animal's actions and has a Level, Defense, and Attack Bonus equal to the Ren's. Nevertheless, by possessing the animal, it has effectively given it a name and is therefore trapped within the creature until the animal dies. Upon the animal's demise, the Ren flees to either attack directly or possess another animal.

A Ren can only be killed outside its animal host. However, any character doing so risks infection from a terrible plague. Whenever a Ren touches someone directly, they must make an Avoidance Roll with Toughness adjustments. Failure indicates they contract the Pagan Pandemonium spell Rotting Touch (see The Codex of Cultures).

Rens have the gifts of Spawn Undead Shuyet and Spawn Undead Mummy. If a mummy is raised, the type will be commensurate with the deceased's social status. (e.g. Royal

Mummies can only arise from dead royalty.)

Since the Ren is the portion of the soul that represents the person's name, all Rens have Guts points to spend.

Durabilities: This creature is Immune to Acidic, Bleeding, Blighting, Crushing, Dehydrating, Entrancing, Fatiguing, Freezing, Infernal, Internal, Intoxicating, Maladive, Non-Magical, Petrifying, Rotting, Sedating, Starving, Suffocating, and Toxic Effects; and Sensitive to Quieting and Sunshining Effects.

Keywords: fiery, nocturnal, specter, undead

Wealth Type: Incidental *Move Modes:* Waft

Traits: Afraid of Sunlight *Danger Tier:* +1

Attack Modes: Touch *Cunning:* Alert

Vision: Astral Vision *Size:* Medium

Medium Ren Examples

Baseline Attributes

TN= --; ST= --; AG= 0; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 8)

TN= --; ST= --; AG= 2; CR= 1; PC= 2; HT= 0; IN= 3

HP=32; FP=38; Ward=0; SP=40 (waft)

Att | Dam | Def | Stab: touch=+15 | special | 24 | 24

Decent (Level 10)

TN= --; ST= --; AG= 2; CR= 1; PC= 3; HT= 1; IN= 3

HP=32; FP=45; Ward=0; SP=40 (waft)

Att | Dam | Def | Stab: touch=+18 | special | 26 | 27

Fit (Level 12)

TN= --; ST= --; AG= 3; CR= 2; PC= 3; HT= 1; IN= 3

HP=32; FP=45; Ward=0; SP=40 (waft)

Att | Dam | Def | Stab: touch=+21 | special | 29 | 29

Laudable (Level 14)

TN= --; ST= --; AG= 3; CR= 2; PC= 3; HT= 1; IN= 4

HP=32; FP=45; Ward=0; SP=40 (waft)

Att | Dam | Def | Stab: touch=+23 | special | 31 | 31

Model (Level 16)

TN= --; ST= --; AG= 3; CR= 3; PC= 3; HT= 1; IN= 4

HP=32; FP=45; Ward=0; SP=40 (waft)

Att | Dam | Def | Stab: touch=+26 | special | 33 | 33

Outstanding (Level 18)

TN= --; ST= --; AG= 4; CR= 3; PC= 3; HT= 1; IN= 4

HP=35; FP=45; Ward=1; SP=45 (waft)

Att | Dam | Def | Stab: touch=+28 | special | 37 | 36

Renenutet

Renenutets are a blend between humans and cobras. They have muscular human bodies and the heads of cobras. Like the cobra, Renenutets have scaled hoods that become distended when they are angered.

Despite their reptilian heads, Renenutets are extremely intelligent. They are capable of acquiring any class or profession available to humankind, although spell-casting is not their particular forte. The language of the Renenutets is difficult for human ears to comprehend, but there is little doubt that they communicate among themselves quite easily.

Renenutet pagans primarily focus their worship on the Egyptian cobra-headed goddess Meretseger.

Habitat: Renenutets mostly dwell in deep subterranean catacombs. Here they are usually encountered guarding treasure troves or important underworld passageways.

Origin: Beings that have a mixture of human and serpentine characteristics are common in mythology. Humans having one or many serpent heads are found in ancient legends of both Persia and China. The ancient Egyptians worshiped serpent goddesses named Renenutet, Meretseger, and Wadjyt, who were often depicted as women with cobra heads. In India, a variety of serpent-like Naga are revered, of which the Hidden Naga bears a close resemblance to Renenutet.

Fun Facts: The gaze of a Renenutet has the ability of Apply Dire Entrancement to Snake as the Occult spell. In addition, Renenutets have a natural camouflaging ability as the spell Provide Apt Chameleon's Gamble. Both spells act at spell ranks equal to the Renenutet's Level. See The Oculus of Occultism for further details.

Renenutets are excellent swimmers and possess the skill of Underwater Combat at skill ranks equal to their Levels.

The bite of a Renenutet is poisonous. Anyone bitten must make an Avoidance Roll with Toughness Adjustments against a Threshold of 10 plus the Renenutet's Level. Failure indicates the target is affected by a Typical Killing Venom. See Poisons in The Wicked Workshop for further details. Not surprisingly, Renenutets are Immune to All Forms of Venom.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Attack Modes: Scimitar or Whip or Bow or Poisonous Bite

Vision: Night Vision, Heat Sense

Wealth Type: Hoard

Cunning: Alert

Move Modes: Run/Swim

Size: Medium

Danger Tier: 0

Keywords: blooded, enthrall, fleshy, humanoid, living, poisonous, reptile-like, serpent-like, subterranean

Renenutet Fighter Examples

Baseline Attributes

TN= 2; ST= 0; AG= 0; CR= 2; PC= -2; HT= -1; IN= -1

Adequate (Level 0)

TN= 2; ST= 0; AG= 0; CR= 2; PC= -2; HT= -1; IN= -1

HP=38; FP=24; Ward=1; SP=25 (run) / 15 (swim)

Att | Dam | Def | Stab: scimitar=+3 | 6 | 17 | 15; or spear=+4 | 3 | 16 | 14; or whip=+3 | 2 (dam) + 6 (setback) | 15 | 13; or bite=+4 | 3 +poison | 16 | 14

Decent (Level 2)

TN= 2; ST= 1; AG= 1; CR= 2; PC= -2; HT= -1; IN= -1

HP=41; FP=24; Ward=1; SP=30 (run) / 20 (swim)

Att | Dam | Def | Stab: scimitar=+7 | 7 | 20 | 17; or spear=+8 | 4 | 19 | 16; or whip=+7 | 2 (dam) + 6 (setback) | 18 | 15; or bite=+8 | 4 +poison | 19 | 16

Fit (Level 4)

TN= 3; ST= 1; AG= 1; CR= 2; PC= -1; HT= -1; IN= -1

HP=45; FP=26; Ward=1; SP=30 (run) / 20 (swim)

Att | Dam | Def | Stab: scimitar=+9 | 7 | 23 | 21; or spear=+10 | 4 | 22 | 20; or whip=+9 | 2 (dam) + 6 (setback) | 21 | 19; or bite=+10 | 4 +poison | 22 | 20

Hardened (Level 6)

TN= 4; ST= 1; AG= 2; CR= 2; PC= -1; HT= -1; IN= -1

HP=49; FP=26; Ward=2; SP=35 (run) / 25 (swim)

Att | Dam | Def | Stab: scimitar=+12 | 7 | 27 | 24; or spear=+13 | 4 | 26 | 23; or whip=+12 | 2 (dam) + 6 (setback) | 25 | 22; or bite=+13 | 4 +poison | 26 | 23

Laudable (Level 8)

TN= 4; ST= 2; AG= 2; CR= 2; PC= 0; HT= -1; IN= -1

HP=54; FP=29; Ward=2; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: scimitar=+15 | 8 | 29 | 27; or spear=+16 | 5 | 28 | 26; or whip=+15 | 2 (dam) + 6 (setback) | 27 | 25; or bite=+16 | 5 +poison | 28 | 26

Model (Level 10)

TN= 4; ST= 3; AG= 3; CR= 2; PC= 0; HT= -1; IN= -1

HP=59; FP=29; Ward=2; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: scimitar=+19 | 9 | 32 | 29; or spear=+20 | 6 | 31 | 28; or whip=+19 | 2 (dam) + 6 (setback) | 30 | 27; or bite=+20 | 6 +poison | 31 | 28

Outstanding (Level 12)

TN= 4; ST= 3; AG= 3; CR= 3; PC= 0; HT= 0; IN= -1
 HP=59; FP=32; Ward=2; SP=40 (run) / 30 (swim)
 Att | Dam | Def | Stab: scimitar=+21 | 9 | 34 | 31; or
 spear=+22 | 6 | 33 | 30; or whip=+21 | 2 (dam) + 7 (setback) |
 32 | 29; or bite=+22 | 6 +poison | 33 | 30

Remarkable (Level 14)

TN= 5; ST= 3; AG= 3; CR= 3; PC= 1; HT= 0; IN= -1
 HP=64; FP=34; Ward=2; SP=45 (run) / 35 (swim)
 Att | Dam | Def | Stab: scimitar=+23 | 9 | 37 | 35; or
 spear=+24 | 6 | 36 | 34; or whip=+23 | 2 (dam) + 7 (setback) |
 35 | 33; or bite=+24 | 6 +poison | 36 | 34

Superb (Level 16)

TN= 5; ST= 4; AG= 3; CR= 3; PC= 1; HT= 0; IN= -1
 HP=70; FP=34; Ward=2; SP=50 (run) / 40 (swim)
 Att | Dam | Def | Stab: scimitar=+26 | 10 | 39 | 37; or
 spear=+27 | 7 | 38 | 36; or whip=+26 | 2 (dam) + 7 (setback) |
 37 | 35; or bite=+27 | 7 +poison | 38 | 36

Wondrous (Level 18)

TN= 5; ST= 4; AG= 3; CR= 3; PC= 1; HT= 0; IN= 0
 HP=70; FP=34; Ward=2; SP=50 (run) / 40 (swim)
 Att | Dam | Def | Stab: scimitar=+28 | 10 | 41 | 39; or
 spear=+29 | 7 | 40 | 38; or whip=+28 | 2 (dam) + 7 (setback) |
 39 | 37; or bite=+29 | 7 +poison | 40 | 38

Renenutet Marksman Examples**Baseline Attributes**

TN= 2; ST= 0; AG= 0; CR= 2; PC= -2; HT= -1; IN= -1

Adequate (Level 0)

TN= 2; ST= 0; AG= 0; CR= 2; PC= -2; HT= -1; IN= -1
 HP=38; FP=24; Ward=1; SP=25 (run) / 15 (swim)
 Att | Dam | Def | Stab: bow=+3 | 5 | 12 | 10; or
 scimitar=+3 | 6 | 17 | 15; or whip=+3 | 2 (dam) + 6 (setback) |
 15 | 13; or bite=+4 | 3 +poison | 16 | 14

Decent (Level 2)

TN= 2; ST= 0; AG= 0; CR= 3; PC= -1; HT= -1; IN= -1
 HP=38; FP=26; Ward=1; SP=30 (run) / 20 (swim)
 Att | Dam | Def | Stab: bow=+7 | 5 | 14 | 13; or
 scimitar=+5 | 6 | 19 | 18; or whip=+5 | 2 (dam) + 7 (setback) |
 17 | 16; or bite=+6 | 3 +poison | 18 | 17

Fit (Level 4)

TN= 2; ST= 0; AG= 0; CR= 4; PC= 0; HT= -1; IN= -1
 HP=38; FP=29; Ward=1; SP=30 (run) / 20 (swim)
 Att | Dam | Def | Stab: bow=+11 | 5 | 16 | 16; or
 scimitar=+7 | 6 | 21 | 21; or whip=+7 | 2 (dam) + 8 (setback) |
 19 | 19; or bite=+8 | 3 +poison | 20 | 20

Hardened (Level 6)

TN= 2; ST= 1; AG= 0; CR= 4; PC= 1; HT= -1; IN= -1
 HP=41; FP=32; Ward=1; SP=35 (run) / 25 (swim)
 Att | Dam | Def | Stab: bow=+14 | 5 | 18 | 19; or
 scimitar=+10 | 7 | 23 | 24; or whip=+10 | 2 (dam) +
 8 (setback) | 21 | 22; or bite=+11 | 4 +poison | 22 | 23

Laudable (Level 8)

TN= 2; ST= 1; AG= 0; CR= 5; PC= 1; HT= -1; IN= 0
 HP=41; FP=32; Ward=1; SP=35 (run) / 25 (swim)
 Att | Dam | Def | Stab: bow=+17 | 5 | 20 | 21; or
 scimitar=+12 | 7 | 25 | 26; or whip=+12 | 2 (dam) +
 9 (setback) | 23 | 24; or bite=+13 | 4 +poison | 24 | 25

Model (Level 10)

TN= 2; ST= 1; AG= 0; CR= 6; PC= 1; HT= -1; IN= 0
 HP=41; FP=32; Ward=1; SP=35 (run) / 25 (swim)
 Att | Dam | Def | Stab: bow=+20 | 5 | 22 | 23; or
 scimitar=+14 | 7 | 27 | 28; or whip=+14 | 2 (dam) +
 10 (setback) | 25 | 26; or bite=+15 | 4 +poison | 26 | 27

Outstanding (Level 12)

TN= 3; ST= 1; AG= 0; CR= 6; PC= 1; HT= -1; IN= 1
 HP=45; FP=32; Ward=1; SP=35 (run) / 25 (swim)
 Att | Dam | Def | Stab: bow=+22 | 5 | 25 | 26; or
 scimitar=+16 | 7 | 30 | 31; or whip=+16 | 2 (dam) +
 10 (setback) | 28 | 29; or bite=+17 | 4 +poison | 29 | 30

Remarkable (Level 14)

TN= 3; ST= 1; AG= 0; CR= 6; PC= 2; HT= -1; IN= 1
 HP=45; FP=34; Ward=1; SP=35 (run) / 25 (swim)
 Att | Dam | Def | Stab: bow=+25 | 5 | 27 | 29; or
 scimitar=+18 | 7 | 32 | 34; or whip=+18 | 2 (dam) +
 10 (setback) | 30 | 32; or bite=+19 | 4 +poison | 31 | 33

Superb (Level 16)

TN= 3; ST= 2; AG= 1; CR= 6; PC= 2; HT= -1; IN= 1
 HP=49; FP=34; Ward=1; SP=40 (run) / 30 (swim)
 Att | Dam | Def | Stab: bow=+27 | 5 | 30 | 31; or
 scimitar=+22 | 8 | 35 | 36; or whip=+22 | 2 (dam) +
 10 (setback) | 33 | 34; or bite=+23 | 5 +poison | 34 | 35

Wondrous (Level 18)

TN= 5; ST= 2; AG= 1; CR= 6; PC= 2; HT= -1; IN= 1
 HP=59; FP=34; Ward=2; SP=40 (run) / 30 (swim)
 Att | Dam | Def | Stab: bow=+29 | 5 | 34 | 35; or
 scimitar=+24 | 8 | 39 | 40; or whip=+24 | 2 (dam) +
 10 (setback) | 37 | 38; or bite=+25 | 5 +poison | 38 | 39

Renenetet Rogue Examples**Baseline Attributes**

TN= 2; ST= 0; AG= 0; CR= 2; PC= -2; HT= -1; IN= -1

Adequate (Level 0)

TN= 2; ST= 0; AG= 0; CR= 2; PC= -2; HT= -1; IN= -1
 HP=38; FP=24; Ward=1; SP=25 (run) / 15 (swim)
 Att | Dam | Def | Stab: dagger=+5 | 3 | 15 | 13; or
 scimitar=+3 | 6 | 17 | 15; or whip=+3 | 2 (dam) + 6 (setback) |
 15 | 13; or bite=+4 | 3 +poison | 16 | 14

Decent (Level 2)

TN= 2; ST= 0; AG= 1; CR= 2; PC= -1; HT= -1; IN= -1
 HP=38; FP=26; Ward=1; SP=30 (run) / 20 (swim)
 Att | Dam | Def | Stab: dagger=+8 | 3 | 18 | 16; or
 scimitar=+6 | 6 | 20 | 18; or whip=+6 | 2 (dam) + 6 (setback) |
 18 | 16; or bite=+7 | 3 +poison | 19 | 17

Fit (Level 4)

TN= 2; ST= 0; AG= 3; CR= 2; PC= -1; HT= -1; IN= -1
 HP=38; FP=26; Ward=1; SP=35 (run) / 25 (swim)
 Att | Dam | Def | Stab: dagger=+12 | 3 | 22 | 18; or
 scimitar=+10 | 6 | 24 | 20; or whip=+10 | 2 (dam) +
 6 (setback) | 22 | 18; or bite=+11 | 3 +poison | 23 | 19

Hardened (Level 6)

TN= 3; ST= 0; AG= 3; CR= 2; PC= 0; HT= -1; IN= -1
 HP=41; FP=29; Ward=1; SP=35 (run) / 25 (swim)
 Att | Dam | Def | Stab: dagger=+14 | 3 | 25 | 22; or
 scimitar=+12 | 6 | 27 | 24; or whip=+12 | 2 (dam) +
 6 (setback) | 25 | 22; or bite=+13 | 3 +poison | 26 | 23

Laudable (Level 8)

TN= 3; ST= 0; AG= 3; CR= 4; PC= 0; HT= -1; IN= -1
 HP=41; FP=29; Ward=1; SP=35 (run) / 25 (swim)
 Att | Dam | Def | Stab: dagger=+16 | 3 | 27 | 24; or
 scimitar=+14 | 6 | 29 | 26; or whip=+14 | 2 (dam) +
 8 (setback) | 27 | 24; or bite=+15 | 3 +poison | 28 | 25

Model (Level 10)

TN= 3; ST= 0; AG= 3; CR= 5; PC= 1; HT= -1; IN= -1
 HP=41; FP=32; Ward=1; SP=40 (run) / 30 (swim)
 Att | Dam | Def | Stab: dagger=+18 | 3 | 29 | 27; or
 scimitar=+16 | 6 | 31 | 29; or whip=+16 | 2 (dam) +
 9 (setback) | 29 | 27; or bite=+17 | 3 +poison | 30 | 28

Outstanding (Level 12)

TN= 4; ST= 0; AG= 3; CR= 5; PC= 1; HT= -1; IN= 0
 HP=45; FP=32; Ward=2; SP=40 (run) / 30 (swim)
 Att | Dam | Def | Stab: dagger=+20 | 3 | 32 | 30; or
 scimitar=+18 | 6 | 34 | 32; or whip=+18 | 2 (dam) +
 9 (setback) | 32 | 30; or bite=+19 | 3 +poison | 33 | 31

Remarkable (Level 14)

TN= 4; ST= 0; AG= 3; CR= 5; PC= 1; HT= 0; IN= 1
 HP=45; FP=34; Ward=2; SP=40 (run) / 30 (swim)
 Att | Dam | Def | Stab: dagger=+22 | 3 | 34 | 32; or
 scimitar=+20 | 6 | 36 | 34; or whip=+20 | 2 (dam) +
 9 (setback) | 34 | 32; or bite=+21 | 3 +poison | 35 | 33

Superb (Level 16)

TN= 4; ST= 0; AG= 4; CR= 5; PC= 1; HT= 0; IN= 1
 HP=45; FP=34; Ward=2; SP=40 (run) / 30 (swim)
 Att | Dam | Def | Stab: dagger=+25 | 3 | 37 | 34; or
 scimitar=+23 | 6 | 39 | 36; or whip=+23 | 2 (dam) +
 9 (setback) | 37 | 34; or bite=+24 | 3 +poison | 38 | 35

Wondrous (Level 18)

TN= 4; ST= 0; AG= 4; CR= 6; PC= 1; HT= 0; IN= 1
 HP=45; FP=34; Ward=2; SP=40 (run) / 30 (swim)
 Att | Dam | Def | Stab: dagger=+27 | 3 | 39 | 36; or
 scimitar=+25 | 6 | 41 | 38; or whip=+25 | 2 (dam) +
 10 (setback) | 39 | 36; or bite=+26 | 3 +poison | 40 | 37

Rhinoceros

Also known more simply as a Rhino, The Rhinoceros is a thick, sturdy beast that only a zookeeper could find beautiful. It has short stubby legs, a bristly tail, and a thick rough skin, all of which resemble those of the elephant. The Rhino has upright ears like a mule's and eyesight that would give any optometrist visions of dollar signs. Its most distinguishing characteristic, however, is the long upward curving horn that protrudes from its snout.

The Rhino is fiercely territorial and will attack any trespasser within its domain. Of course, since it can barely see more than 20 feet, there really is little difficulty in avoiding the beast.

Despite its cantankerous nature, the Rhino population shrinks continuously due to poachers, who prize their horns. This is probably due to the fact that the Rhino is often confused with the Unicorn, although how is anybody's guess. Rhino horns possess no magical properties of their own.

Fun Facts: A Rhino will commonly charge on its first attack.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Habitat: The Rhino is a denizen of the plains, grazing on the underbrush and plentiful grasses of the region.

Origin: The rhinoceros is a native of Africa and India. In folklore, its single straight horn was given the properties of a powerful aphrodisiac. Consequently, poachers have driven it nearly to extinction. It is believed that the tales of unicorns are derived from distorted accounts of the squat, ugly rhino.

Keywords: blooded, fleshy, herbivore, living, mammal, territorial

Move Modes: Charge/Plod. A rhino can only charge in straight lines.

Wealth Type: Incidental *Cunning:* Bestial

Attack Modes: Gore/Stomp *Vision:* Day Vision

Danger Tier: +1

Great Rhinoceros Examples

Baseline Attributes

TN=6; ST=14; AG= -12; CR= -5; PC= -4; HT=0; IN= -6

Adequate (Level 8)

TN=7; ST=17; AG= -11; CR= -5; PC= -4; HT=3; IN= -6
HP=256; FP=29; Ward=3; SP=55 (charge) / 25 (plod)
Att | Dam | Def | Stab: gore/stomp=+18 | 30 | 18 | 25

Decent (Level 10)

TN=9; ST=17; AG= -11; CR= -5; PC= -4; HT=3; IN= -6
HP=304; FP=29; Ward=5; SP=55 (charge) / 25 (plod)
Att | Dam | Def | Stab: gore/stomp=+20 | 30 | 22 | 29

Fit (Level 12)

TN=9; ST=17; AG= -10; CR= -5; PC= -3; HT=3; IN= -6
HP=304; FP=32; Ward=5; SP=60 (charge) / 30 (plod)
Att | Dam | Def | Stab: gore/stomp=+23 | 30 | 25 | 32

Laudable (Level 14)

TN=9; ST=18; AG= -10; CR= -5; PC= -3; HT=3; IN= -6
HP=332; FP=32; Ward=5; SP=60 (charge) / 30 (plod)
Att | Dam | Def | Stab: gore/stomp=+26 | 31 | 27 | 34

Outstanding (Level 16)

TN=9; ST=18; AG= -10; CR= -4; PC= -2; HT=3; IN= -6
HP=332; FP=34; Ward=5; SP=60 (charge) / 30 (plod)
Att | Dam | Def | Stab: gore/stomp=+28 | 31 | 29 | 37

Large Rhinoceros Examples

Baseline Attributes

TN= 4; ST= 8; AG= -6; CR= -3; PC= -4; HT= 0; IN= -6

Adequate (Level 4)

TN= 5; ST= 9; AG= -6; CR= -3; PC= -4; HT= 2; IN= -6
HP=108; FP=26; Ward=2; SP=50 (charge) / 20 (plod)
Att | Dam | Def | Stab: gore/stomp=+11 | 20 | 17 | 19

Decent (Level 6)

TN= 5; ST= 10; AG= -6; CR= -3; PC= -4; HT= 3; IN= -6
HP=117; FP=29; Ward=2; SP=50 (charge) / 20 (plod)
Att | Dam | Def | Stab: gore/stomp=+14 | 21 | 19 | 21

Fit (Level 8)

TN= 5; ST= 11; AG= -5; CR= -3; PC= -4; HT= 3; IN= -6
HP=128; FP=29; Ward=2; SP=55 (charge) / 25 (plod)
Att | Dam | Def | Stab: gore/stomp=+18 | 22 | 22 | 23

Laudable (Level 10)

TN= 7; ST= 11; AG= -5; CR= -3; PC= -4; HT= 3; IN= -6
HP=152; FP=29; Ward=3; SP=55 (charge) / 25 (plod)
Att | Dam | Def | Stab: gore/stomp=+20 | 22 | 26 | 27

Outstanding (Level 12)

TN= 7; ST= 11; AG= -4; CR= -3; PC= -3; HT= 3; IN= -6
HP=152; FP=32; Ward=3; SP=60 (charge) / 30 (plod)
Att | Dam | Def | Stab: gore/stomp=+23 | 22 | 29 | 30

Roc

A Roc is an immense bird of prey that is so huge that its shadow completely blots out the sun. Its feathers range from brilliant white to light gray. As such, a Roc hovering gracefully on updrafts in the manner of a gigantic seagull can easily be mistaken for a huge cloud.

Rocs have huge appetites that they satisfy by feeding on the biggest prey available. They have even been known to carry off fully-grown elephants in their claws. They are not overly particular, though. Horses, cattle, and men will do nicely, as long as there are enough to make up a decent meal.

Roc eggs are 7 to 9 feet across, and their pearly shells reflect sunlight with iridescent sheen. These are highly prized by rich caliphs for the wonderful mother-of-pearl ornaments and palace decorations they make possible. Roc chicks cannot fly at all until reaching adulthood.

Keywords: avian, blooded, fleshy, living, predator, raptor, territorial, winged

Move Modes: Hop/Glide (Adult), Hop (Chick)

Fun Facts: The wind of the Roc's beating wings is so strong it kicks up copious debris. When it flies within 200 yards of the ground this acts as the Pagan Nature spell Evoke Tempest (but affects an area of only a 200-yard radius).

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Habitat: Rocs nest on the jagged mountain slopes of remote tropical islands. The fact that they roost in such secluded places does not mean that their range is limited. Their huge size and strength allow Rocs to easily remain airborne for days and they can fly hundreds, if not thousands, of miles without a break.

Origin: Ancient Middle Eastern myths relate tales of monstrous birds. These beasts were known as Rukhs in Arabia, Simurgh in Persia, and Garuda in India. They were popularized in literature when Sinbad the sailor encountered these colossal avians in the tale of the The Arabian Nights. At first Sinbad mistook a roc egg for a pearly domed building but quickly realized his folly when mama appeared, blotting out the sun with her bulk.

In the past, travelers to Madagascar were given Roc feathers as proof of the bird's existence. Marco Polo mentions a tremendous feather brought to Kubla Khan from Madagascar in his travels. These "plumes" are believed to be nothing more than the palm fronds commonly found in the tropics.

The Roc is also immortalized in the game of chess. Originally, two large birds sat at either end of the board upon opening. Although their shape has changed over the centuries, these pieces are still called "rooks." The term "rookery," or bird sanctuary, has a similar origin.

Wealth Type: Incidental

Cunning: Bestial

Attack Modes: Beak/Claw

Vision: Day Vision

Danger Tier: +3 (0 for Large)

Colossal Roc Adult Examples

Baseline Attributes

TN= 8; ST= 24; AG= -21; CR= -8; PC= 3; HT= 0; IN= -6

Adequate (Level 10)

TN= 8; ST= 26; AG= -20; CR= -7; PC= 5; HT= 1; IN= -3

HP=609; FP=53; Ward=4; SP=45 (hop) / 85 (glide)

Att | Dam | Def | Stab: beak/claw=+20 | 43 | 12 | 37

Fit (Level 12)

TN= 9; ST= 26; AG= -19; CR= -7; PC= 5; HT= 1; IN= -3

HP=664; FP=53; Ward=5; SP=50 (hop) / 90 (glide)

Att | Dam | Def | Stab: beak/claw=+23 | 43 | 16 | 40

Laudable (Level 14)

TN= 9; ST= 27; AG= -18; CR= -7; PC= 5; HT= 1; IN= -3

HP=724; FP=53; Ward=5; SP=55 (hop) / 95 (glide)

Att | Dam | Def | Stab: beak/claw=+27 | 44 | 19 | 42

Outstanding (Level 16)

TN= 9; ST= 27; AG= -18; CR= -7; PC= 5; HT= 1; IN= -2

HP=724; FP=53; Ward=5; SP=55 (hop) / 95 (glide)

Att | Dam | Def | Stab: beak/claw=+29 | 44 | 21 | 44

Large Roc Chick Examples

Baseline Attributes

TN= 2; ST= 6; AG= -3; CR= -2; PC= 3; HT= 0; IN= -6

Adequate (Level 2)

TN= 2; ST= 7; AG= -3; CR= -1; PC= 3; HT= 0; IN= -6

HP=70; FP=41; Ward=1; SP=35 (hop) / 75 (glide)

Att | Dam | Def | Stab: beak/claw=+10 | 17 | 15 | 21

Decent (Level 4)

TN= 2; ST= 7; AG= -2; CR= -1; PC= 3; HT= 0; IN= -5

HP=70; FP=41; Ward=1; SP=40 (hop) / 80 (glide)

Att | Dam | Def | Stab: beak/claw=+13 | 17 | 18 | 23

Fit (Level 6)

TN= 2; ST= 8; AG= -2; CR= -1; PC= 3; HT= 0; IN= -4

HP=76; FP=41; Ward=1; SP=40 (hop) / 80 (glide)

Att | Dam | Def | Stab: beak/claw=+16 | 18 | 20 | 25

Bestiary ~ S

Scarab

Scarabs are desert beetles. Each has two smallish composite eyes, mandibles, and a hard exoskeleton that provides excellent natural armor plating. Like all insects, scarabs possess six legs. Their hindmost legs are longer than the rest, enabling the bug to grapple and manipulate substantial quantities of dung. When its globe of food grows too large to handle with its front limbs, the beetle turns around and uses its hind legs to roll the aromatic nugget to its den. The scarab is quite comfortable proceeding in “reverse.”

Habitat: Scarabs are desert dwellers that feed on dung. They tend to linger near caravan routes and can often be spied following behind them scavenging for food. If a Scarab is well fed when they find a juicy fly-ridden mass of dung, they will fashion it into a ball and roll it along the ground so that the delectable morsel can be slowly savored in its burrow.

Fun Facts: Scarabs have remarkable powers of rejuvenation. If a scarab is slain and its body is left intact, it will rise again vigorous and alive on the following sunrise.

Durabilities: This creature is Immune to Blighting, Captivating, Deluding, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects; and Resistant to Footing and Slippery Effects.

Origin: Also known as the dung beetle, the Scarab is common in various parts of the world. (In the United States they are called tumblebugs.) Its most prominent position in mythology was given by the Egyptians, who identified the balls of dung that the bug rolls along the ground with the fiery ball of the sun moving across the sky. The Egyptians believed that the sun god Khepri, who took the form of a Scarab, pushes the celestial ball and thus creates night and day. At nightfall Khepri dies and is reborn at sunrise.

Vision: Heat Vision, Motion Sensitivity

Wealth Type: Incidental

Cunning: Instinctive

Attack Modes: Mandibles

Move Modes: Skitter

Danger Tier: 0

Keywords: blooded, bug, exoskeleton, insect, living, scavenger

Large Scarab Examples

Baseline Attributes

TN= 5; ST= 7; AG= -9; CR= -1; PC= -2; HT= 1; IN= -8

Adequate (Level 4)

TN= 7; ST= 7; AG= -9; CR= 0; PC= -1; HT= 1; IN= -8

HP=108; FP=32; Ward=3; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+6 | 15 | 16 | 24

Decent (Level 6)

TN= 7; ST= 9; AG= -9; CR= 0; PC= -1; HT= 1; IN= -8

HP=128; FP=32; Ward=3; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+10 | 17 | 18 | 26

Fit (Level 8)

TN= 8; ST= 9; AG= -8; CR= 0; PC= -1; HT= 1; IN= -8

HP=140; FP=32; Ward=4; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+13 | 17 | 22 | 29

Laudable (Level 10)

TN= 8; ST= 9; AG= -7; CR= 0; PC= 0; HT= 1; IN= -8

HP=140; FP=34; Ward=4; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+16 | 17 | 25 | 32

Outstanding (Level 12)

TN= 8; ST= 10; AG= -7; CR= 0; PC= 0; HT= 1; IN= -8

HP=152; FP=34; Ward=4; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+19 | 18 | 27 | 34

Remarkable (Level 14)

TN= 9; ST= 10; AG= -7; CR= 0; PC= 0; HT= 1; IN= -7

HP=166; FP=34; Ward=5; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+21 | 18 | 30 | 37

Superb (Level 16)

TN= 9; ST= 10; AG= -7; CR= 1; PC= 1; HT= 1; IN= -7

HP=166; FP=38; Ward=5; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: mandibles=+23 | 18 | 32 | 40

Wondrous (Level 18)

TN= 9; ST= 10; AG= -6; CR= 1; PC= 1; HT= 2; IN= -7

HP=166; FP=41; Ward=5; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: mandibles=+26 | 18 | 35 | 42

Medium Scarab Examples**Baseline Attributes**

TN= 3; ST= 1; AG= -3; CR= 1; PC= -2; HT= 1; IN= -8

Adequate (Level 2)

TN= 4; ST= 1; AG= -3; CR= 2; PC= -2; HT= 1; IN= -8

HP=49; FP=29; Ward=2; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+4 | 6 | 17 | 18

Decent (Level 4)

TN= 5; ST= 1; AG= -3; CR= 2; PC= -1; HT= 1; IN= -8

HP=54; FP=32; Ward=2; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+6 | 6 | 20 | 22

Fit (Level 6)

TN= 5; ST= 3; AG= -3; CR= 2; PC= -1; HT= 1; IN= -8

HP=64; FP=32; Ward=2; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+10 | 8 | 22 | 24

Laudable (Level 8)

TN= 6; ST= 3; AG= -2; CR= 2; PC= -1; HT= 1; IN= -8

HP=70; FP=32; Ward=3; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+13 | 8 | 26 | 27

Outstanding (Level 10)

TN= 6; ST= 3; AG= -1; CR= 2; PC= 0; HT= 1; IN= -8

HP=70; FP=34; Ward=3; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+16 | 8 | 29 | 30

Remarkable (Level 12)

TN= 6; ST= 4; AG= -1; CR= 2; PC= 0; HT= 1; IN= -8

HP=76; FP=34; Ward=3; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+19 | 9 | 31 | 32

Superb (Level 14)

TN= 7; ST= 4; AG= -1; CR= 2; PC= 0; HT= 1; IN= -7

HP=83; FP=34; Ward=3; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+21 | 9 | 34 | 35

Wondrous (Level 16)

TN= 7; ST= 4; AG= -1; CR= 3; PC= 1; HT= 1; IN= -7

HP=83; FP=38; Ward=3; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: mandibles=+23 | 9 | 36 | 38

Small Scarab Examples**Baseline Attributes**

TN= 1; ST= -5; AG= 3; CR= 3; PC= -2; HT= 1; IN= -8

Adequate (Level 0)

TN= 1; ST= -5; AG= 3; CR= 3; PC= -2; HT= 1; IN= -8

HP=23; FP=29; Ward=1; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+2 | 3 | 18 | 13

Decent (Level 2)

TN= 2; ST= -5; AG= 3; CR= 4; PC= -2; HT= 1; IN= -8

HP=25; FP=29; Ward=1; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+4 | 3 | 21 | 16

Fit (Level 4)

TN= 3; ST= -5; AG= 3; CR= 4; PC= -1; HT= 1; IN= -8

HP=27; FP=32; Ward=1; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+6 | 3 | 24 | 20

Laudable (Level 6)

TN= 3; ST= -3; AG= 3; CR= 4; PC= -1; HT= 1; IN= -8

HP=32; FP=32; Ward=1; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+10 | 3 | 26 | 22

Outstanding (Level 8)

TN= 4; ST= -3; AG= 4; CR= 4; PC= -1; HT= 1; IN= -8

HP=35; FP=32; Ward=2; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+13 | 3 | 30 | 25

Remarkable (Level 10)

TN= 4; ST= -3; AG= 5; CR= 4; PC= 0; HT= 1; IN= -8

HP=35; FP=34; Ward=2; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+16 | 3 | 33 | 28

Superb (Level 12)

TN= 4; ST= -2; AG= 5; CR= 4; PC= 0; HT= 1; IN= -8

HP=38; FP=34; Ward=2; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+19 | 3 | 35 | 30

Wondrous (Level 14)

TN= 5; ST= -2; AG= 5; CR= 4; PC= 0; HT= 1; IN= -7

HP=41; FP=34; Ward=2; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+21 | 3 | 38 | 33

Tiny Scarab Examples

Baseline Attributes

TN= -1; ST= -11; AG= 9; CR= 5; PC= -2; HT= 1; IN= -8

Adequate (Level 0)

TN= -1; ST= -11; AG= 9; CR= 5; PC= -2; HT= 1; IN= -8
 HP=11; FP=29; Ward=0; SP=35 (skitter) / 15 (cling)
 Att | Dam | Def | Stab: mandibles=+2 | 2 | 22 | 11

Decent (Level 2)

TN= 0; ST= -11; AG= 9; CR= 6; PC= -2; HT= 1; IN= -8
 HP=12; FP=29; Ward=0; SP=35 (skitter) / 15 (cling)
 Att | Dam | Def | Stab: mandibles=+4 | 2 | 25 | 14

Fit (Level 4)

TN= 1; ST= -11; AG= 9; CR= 6; PC= -1; HT= 1; IN= -8
 HP=13; FP=32; Ward=1; SP=35 (skitter) / 15 (cling)
 Att | Dam | Def | Stab: mandibles=+6 | 2 | 28 | 18

Laudable (Level 6)

TN= 1; ST= -9; AG= 9; CR= 6; PC= -1; HT= 1; IN= -8
 HP=16; FP=32; Ward=1; SP=40 (skitter) / 20 (cling)
 Att | Dam | Def | Stab: mandibles=+10 | 2 | 30 | 20

Outstanding (Level 8)

TN= 2; ST= -9; AG= 10; CR= 6; PC= -1; HT= 1; IN= -8
 HP=17; FP=32; Ward=1; SP=40 (skitter) / 20 (cling)
 Att | Dam | Def | Stab: mandibles=+13 | 2 | 34 | 23

Remarkable (Level 10)

TN= 2; ST= -9; AG= 11; CR= 6; PC= 0; HT= 1; IN= -8
 HP=17; FP=34; Ward=1; SP=45 (skitter) / 25 (cling)
 Att | Dam | Def | Stab: mandibles=+16 | 2 | 37 | 26

Superb (Level 12)

TN= 2; ST= -8; AG= 11; CR= 6; PC= 0; HT= 1; IN= -8
 HP=19; FP=34; Ward=1; SP=45 (skitter) / 25 (cling)
 Att | Dam | Def | Stab: mandibles=+19 | 2 | 39 | 28

Wondrous (Level 14)

TN= 3; ST= -8; AG= 11; CR= 6; PC= 0; HT= 1; IN= -7
 HP=21; FP=34; Ward=1; SP=45 (skitter) / 25 (cling)
 Att | Dam | Def | Stab: mandibles=+21 | 2 | 42 | 31

Scarab Swarm Batch Examples

See [Handling Swarms](#) in [The Rules Reference](#) for details on how to deal with Swarms in combat.

Baseline Attributes

TN= 3; ST= 1; AG= -3; CR= 1; PC= -2; HT= 1; IN= -8

Adequate (Level 0)

TN= 3; ST= 1; AG= -3; CR= 1; PC= -2; HT= 1; IN= -8
 HP=45; FP=29; Ward=1; SP=35 (skitter) / 15 (cling)
 Att | Dam | Def | Stab: mandibles=+2 | 6 | 14 | 15

Decent (Level 2)

TN= 4; ST= 1; AG= -3; CR= 2; PC= -2; HT= 1; IN= -8
 HP=49; FP=29; Ward=2; SP=35 (skitter) / 15 (cling)
 Att | Dam | Def | Stab: mandibles=+4 | 6 | 17 | 18

Fit (Level 4)

TN= 5; ST= 1; AG= -3; CR= 2; PC= -1; HT= 1; IN= -8
 HP=54; FP=32; Ward=2; SP=35 (skitter) / 15 (cling)
 Att | Dam | Def | Stab: mandibles=+6 | 6 | 20 | 22

Laudable (Level 6)

TN= 5; ST= 3; AG= -3; CR= 2; PC= -1; HT= 1; IN= -8
 HP=64; FP=32; Ward=2; SP=40 (skitter) / 20 (cling)
 Att | Dam | Def | Stab: mandibles=+10 | 8 | 22 | 24

Outstanding (Level 8)

TN= 6; ST= 3; AG= -2; CR= 2; PC= -1; HT= 1; IN= -8
 HP=70; FP=32; Ward=3; SP=40 (skitter) / 20 (cling)
 Att | Dam | Def | Stab: mandibles=+13 | 8 | 26 | 27

Remarkable (Level 10)

TN= 6; ST= 3; AG= -1; CR= 2; PC= 0; HT= 1; IN= -8
 HP=70; FP=34; Ward=3; SP=45 (skitter) / 25 (cling)
 Att | Dam | Def | Stab: mandibles=+16 | 8 | 29 | 30

Superb (Level 12)

TN= 6; ST= 4; AG= -1; CR= 2; PC= 0; HT= 1; IN= -8
 HP=76; FP=34; Ward=3; SP=45 (skitter) / 25 (cling)
 Att | Dam | Def | Stab: mandibles=+19 | 9 | 31 | 32

Wondrous (Level 14)

TN= 7; ST= 4; AG= -1; CR= 2; PC= 0; HT= 1; IN= -7
 HP=83; FP=34; Ward=3; SP=45 (skitter) / 25 (cling)
 Att | Dam | Def | Stab: mandibles=+21 | 9 | 34 | 35

Scylla

Scyllii (singular Scylla) are horrible man eating sea monsters that haunt seacoasts near popular sea routes. A sailor spotting a Scylla approaching their boat may, at first glance, mistake the creature for a lovely mermaid surrounded by the frothy sea. However, the terrible truth will be revealed soon enough.

Scyllii have the lovely faces, delicate arms, and shapely breasts of nymph-like women. Their remaining features are monstrous. A dozen tentacles propel a Scylla through the water, and six long serpentine necks sprout from her hips, each of which supports the head of a beast resembling a vicious dog. The savage appetite of these canine heads is tremendous. Working together they can easily rend and devour a man in moments.

Habitat: Scyllii are purely aquatic creatures that prefer the warm water of temperate seas where they take up refuge in underwater caves near shipping lanes. Although their diets consists mainly of dolphins and fish, Scyllii never hesitate in augmenting their meals with passing sailors.

Origin: Scylla is taken from the myths of ancient Greece. She began life as a nymph and was Poseidon's lover. Amphitrite, Poseidon's wife, didn't appreciate Scylla's affections toward her husband so she convinced the sorceress Circe to curse Scylla with a monstrous form.

In despair, Scylla fled and hid herself in an underwater cave. Here, she became a "partner in crime" with another sea monster named Charybdis. Scylla and Charibdis haunted the waterways between the Italian peninsula and the island of Sicily. Scylla patrolled the Italian side of the strait while Charybdis churned the waters of the Sicilian side.

Attack Modes: Tentacle and Carnivorous Bite (x3)

Fun Facts: Scylla spend their entire lives in the water, as they cannot travel across land. Needless to say, they all possess the Gift of [Aquatic Combat](#).

Each serpentine dog head acts independently, and thus each gains its own separate attack every Round of combat.

A Scylla's main (human-like) head controls her tentacles. Treat this as a [Tentacle Attack](#) (as described in the [Special Attack Modes](#) section of [The Rules Reference](#)). A Scylla has a single Grabbing attack every Round, although she can continue restraining up to three previously grabbed creatures while attempting to grab hold of another. Every Round that a sailor is constricted by a tentacle, they sustain the Crushing Damage and Fettering Setback stated in the example.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: aquatic, blooded, canine-like, fish-like, fleshy, humanoid-like, hybrid, living, multi-headed, predator, territorial

Wealth Type: Hoard

Cunning: Brilliant

Move Modes: Swim

Vision: Night Vision

Danger Tier: +3

Epic Scylla Examples

Baseline Attributes

TN= 6; ST= 18; AG= -18; CR= -6; PC= 5; HT= 0; IN= 2

Adequate (Level 12)

TN= 9; ST= 20; AG= -16; CR= -5; PC= 7; HT= 1; IN= 3

HP=395; FP=64; Ward=5; SP=65 (fishtail)

Att | Dam | Def | Stab: tentacle and bite and bite and bite=+20 and +20 and +20 and +20 | 6 (dam) + 7 (setback) and 31 and 31 and 31 | 19 | 42

Decent (Level 14)

TN= 9; ST= 20; AG= -15; CR= -4; PC= 7; HT= 1; IN= 3

HP=395; FP=64; Ward=5; SP=70 (fishtail)

Att | Dam | Def | Stab: tentacle and bite and bite and bite=+23 and +23 and +23 and +23 | 6 (dam) + 7 (setback) and 31 and 31 and 31 | 22 | 44

Fit (Level 16)

TN= 9; ST= 20; AG= -15; CR= -3; PC= 7; HT= 1; IN= 4

HP=395; FP=64; Ward=5; SP=70 (fishtail)

Att | Dam | Def | Stab: tentacle and bite and bite and bite=+25 and +25 and +25 and +25 | 6 (dam) + 7 (setback) and 31 and 31 and 31 | 24 | 46

Laudable (Level 18)

TN= 9; ST= 20; AG= -15; CR= -3; PC= 7; HT= 3; IN= 4

HP=395; FP=76; Ward=5; SP=70 (fishtail)

Att | Dam | Def | Stab: tentacle and bite and bite and bite=+27 and +27 and +27 and +27 | 6 (dam) + 7 (setback) and 31 and 31 and 31 | 26 | 48

Model (Level 20)

TN= 9; ST= 20; AG= -15; CR= -3; PC= 7; HT= 3; IN= 5

HP=395; FP=76; Ward=5; SP=70 (fishtail)

Att | Dam | Def | Stab: tentacle and bite and bite and bite=+29 and +29 and +29 and +29 | 6 (dam) + 7 (setback) and 31 and 31 and 31 | 28 | 50

Outstanding (Level 22)

TN= 9; ST= 20; AG= -15; CR= -3; PC= 7; HT= 4; IN= 5

HP=395; FP=82; Ward=5; SP=70 (fishtail)

Att | Dam | Def | Stab: tentacle and bite and bite and bite=+31 and +31 and +31 and +31 | 6 (dam) + 7 (setback) and 31 and 31 and 31 | 30 | 52

Great Scylla Examples**Baseline Attributes**

TN= 4; ST= 12; AG= -12; CR= -4; PC= 5; HT= 0; IN= 2

Adequate (Level 8)

TN= 6; ST= 14; AG= -10; CR= -3; PC= 6; HT= 0; IN= 2

HP=181; FP=53; Ward=3; SP=65 (fishtail)

Att | Dam | Def | Stab: tentacle and bite and bite and bite=+16 and +16 and +16 and +16 | 5 (dam) + 6 (setback) and 23 and 23 and 23 | 18 | 34

Decent (Level 10)

TN= 7; ST= 14; AG= -10; CR= -3; PC= 7; HT= 0; IN= 2

HP=197; FP=58; Ward=3; SP=65 (fishtail)

Att | Dam | Def | Stab: tentacle and bite and bite and bite=+18 and +18 and +18 and +18 | 5 (dam) + 6 (setback) and 23 and 23 and 23 | 21 | 38

Fit (Level 12)

TN= 7; ST= 14; AG= -10; CR= -3; PC= 7; HT= 1; IN= 3

HP=197; FP=64; Ward=3; SP=65 (fishtail)

Att | Dam | Def | Stab: tentacle and bite and bite and bite=+20 and +20 and +20 and +20 | 5 (dam) + 6 (setback) and 23 and 23 and 23 | 23 | 40

Laudable (Level 14)

TN= 7; ST= 14; AG= -9; CR= -2; PC= 7; HT= 1; IN= 3

HP=197; FP=64; Ward=3; SP=70 (fishtail)

Att | Dam | Def | Stab: tentacle and bite and bite and bite=+23 and +23 and +23 and +23 | 5 (dam) + 6 (setback) and 23 and 23 and 23 | 26 | 42

Model (Level 16)

TN= 7; ST= 14; AG= -9; CR= -1; PC= 7; HT= 1; IN= 4

HP=197; FP=64; Ward=3; SP=70 (fishtail)

Att | Dam | Def | Stab: tentacle and bite and bite and bite=+25 and +25 and +25 and +25 | 5 (dam) + 6 (setback) and 23 and 23 and 23 | 28 | 44

Outstanding (Level 18)

TN= 7; ST= 14; AG= -9; CR= -1; PC= 7; HT= 3; IN= 4

HP=197; FP=76; Ward=3; SP=70 (fishtail)

Att | Dam | Def | Stab: tentacle and bite and bite and bite=+27 and +27 and +27 and +27 | 5 (dam) + 6 (setback) and 23 and 23 and 23 | 30 | 46

Large Scylla Examples**Baseline Attributes**

TN= 2; ST= 6; AG= -6; CR= -2; PC= 5; HT= 0; IN= 2

Adequate (Level 4)

TN= 3; ST= 7; AG= -4; CR= -2; PC= 5; HT= 0; IN= 2

HP=76; FP=49; Ward=1; SP=60 (fishtail)

Att | Dam | Def | Stab: tentacle and bite and bite and bite=+11 and +11 and +11 and +11 | 4 (dam) + 5 (setback) and 14 and 14 and 14 | 17 | 26

Decent (Level 6)

TN= 3; ST= 7; AG= -4; CR= -1; PC= 6; HT= 0; IN= 2

HP=76; FP=53; Ward=1; SP=60 (fishtail)

Att | Dam | Def | Stab: tentacle and bite and bite and bite=+13 and +13 and +13 and +13 | 4 (dam) + 5 (setback) and 14 and 14 and 14 | 19 | 29

Fit (Level 8)

TN= 4; ST= 8; AG= -4; CR= -1; PC= 6; HT= 0; IN= 2

HP=91; FP=53; Ward=2; SP=65 (fishtail)

Att | Dam | Def | Stab: tentacle and bite and bite and bite=+16 and +16 and +16 and +16 | 4 (dam) + 5 (setback) and 15 and 15 and 15 | 22 | 32

Laudable (Level 10)

TN= 5; ST= 8; AG= -4; CR= -1; PC= 7; HT= 0; IN= 2

HP=99; FP=58; Ward=2; SP=65 (fishtail)

Att | Dam | Def | Stab: tentacle and bite and bite and bite=+18 and +18 and +18 and +18 | 4 (dam) + 5 (setback) and 15 and 15 and 15 | 25 | 36

Model (Level 12)

TN= 5; ST= 8; AG= -4; CR= -1; PC= 7; HT= 1; IN= 3

HP=99; FP=64; Ward=2; SP=65 (fishtail)

Att | Dam | Def | Stab: tentacle and bite and bite and bite=+20 and +20 and +20 and +20 | 4 (dam) + 5 (setback) and 15 and 15 and 15 | 27 | 38

Outstanding (Level 14)

TN= 5; ST= 8; AG= -3; CR= 0; PC= 7; HT= 1; IN= 3

HP=99; FP=64; Ward=2; SP=70 (fishtail)

Att | Dam | Def | Stab: tentacle and bite and bite and bite=+23 and +23 and +23 and +23 | 4 (dam) + 5 (setback) and 15 and 15 and 15 | 30 | 40

Serpopard

A Serpopard is essentially a panther, leopard, or lion with a serpentine neck whose reach is often longer than the feline's entire body. While hunting, it uses this long neck to reach into and wind through deep burrows too small to accommodate its whole body. This ability gives the Serpopard a significant advantage in ferreting out fleeing prey. Their colorations vary. Some are tawny, some are pitch black, and others are spotted like leopards.

Serpopards mate for life, and are fiercely loyal to one another. They will defend each other to the death.

Habitat: Serpopards typically roam in arid regions.

Origin: Being a combination of “Serpent” and “Leopard”, the term “Serpopard” is a modern portmanteau for a creature appearing in the art of Egypt and Mesopotamia. The original name and mythology of the creature has been lost.

Keywords: blooded, carnivore, feline, fleshy, living, mammal, nocturnal, predator, territorial

Fun Facts: Because of the Serpopard's unusually long neck, it has a Reach that is double normal for creature's of its Size Category. Thus, Medium Serpopard's have a Reach of 2 and Large Serpopards have a Reach of 4 (10 and 20 feet, respectively).

Anyone surprised by a Serpopard's roar must make an Avoidance Roll with Willpower Adjustments against a Threshold equal to 10 plus the cat's Level. Failure indicates they are affected as the Occult spell Invoke Epic Fell Roar having a spell rank equal to the cat's Level.

The claws and teeth of the feline are remarkably potent. A Serpopard can inflict damage even on creatures that are otherwise immune to non-magical weapons. On creatures that are sensitive to sunlight, Serpopard attacks inflict an additional helping of Margin damage.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Traits: Fearless, Loyal to Mate *Vision:* Night Vision

Wealth Type: Incidental *Cunning:* Bestial

Move Modes: Bounding *Danger Tier:* +1

Attack Modes: Carnivorous Bite

Large Serpopard Examples

Baseline Attributes

TN= 2; ST= 6; AG= -2; CR= 1; PC= 1; HT= -2; IN= -6

Adequate (Level 8)

TN= 2; ST= 8; AG= 0; CR= 3; PC= 2; HT= -1; IN= -6

HP=76; FP=34; Ward=1; SP=75 (bounding)

Att | Dam | Def | Stab: bite=+20 | 15 | 24 | 26

Fit (Level 10)

TN= 3; ST= 8; AG= 0; CR= 3; PC= 3; HT= -1; IN= -6

HP=83; FP=38; Ward=1; SP=75 (bounding)

Att | Dam | Def | Stab: bite=+22 | 15 | 27 | 30

Laudable (Level 12)

TN= 3; ST= 8; AG= 0; CR= 3; PC= 3; HT= -1; IN= -4

HP=83; FP=38; Ward=1; SP=75 (bounding)

Att | Dam | Def | Stab: bite=+24 | 15 | 29 | 32

Outstanding (Level 14)

TN= 3; ST= 9; AG= 1; CR= 3; PC= 3; HT= -1; IN= -4

HP=91; FP=38; Ward=1; SP=85 (bounding)

Att | Dam | Def | Stab: bite=+28 | 16 | 32 | 34

Medium Serpopard Examples

Baseline Attributes

TN= 0; ST= 0; AG= 4; CR= 3; PC= 1; HT= -2; IN= -6

Adequate (Level 6)

TN= 0; ST= 2; AG= 5; CR= 4; PC= 2; HT= -1; IN= -6

HP=38; FP=34; Ward=0; SP=70 (bounding)

Att | Dam | Def | Stab: bite=+17 | 7 | 25 | 22

Fit (Level 8)

TN= 0; ST= 2; AG= 6; CR= 5; PC= 2; HT= -1; IN= -6

HP=38; FP=34; Ward=0; SP=75 (bounding)

Att | Dam | Def | Stab: bite=+20 | 7 | 28 | 24

Laudable (Level 10)

TN= 1; ST= 2; AG= 6; CR= 5; PC= 3; HT= -1; IN= -6

HP=41; FP=38; Ward=1; SP=75 (bounding)

Att | Dam | Def | Stab: bite=+22 | 7 | 31 | 28

Outstanding (Level 12)

TN= 1; ST= 2; AG= 6; CR= 5; PC= 3; HT= -1; IN= -4

HP=41; FP=38; Ward=1; SP=75 (bounding)

Att | Dam | Def | Stab: bite=+24 | 7 | 33 | 30

Shabti

A Shabti is a humanoid Egyptian automaton created to perform household duties, field work, and other menial tasks for its master. Depending on its quality, a Shabti may be constructed from materials ranging from wax to clay to wood to metal. They are often painted with decorative colors and buried with their masters, so they can serve them for eternity in their afterlife.

The name of its master is engraved or painted on its surface, which is how the automaton know who to obey. If the name is altered to that of someone else, the Shabti will immediately switch its loyalty to its new master.

Durabilities: This creature is Immune to Bleeding, Blighting, Dehydrating, Deluding, Dreadful, Enervating, Entrancing, Infernal, Internal, Intoxicating, Maladive, Quieting, Righteous, Sedating, Starving, Suffocating, Sunshining, Tormenting, and Toxic Effects.

Habitat: Shabti are found in the houses, farms, and tombs of wealthy Egyptians.

Origin: Shabti are commonly found in Egyptian tombs, intended to be servants of the deceased in their afterlife.

Keywords: construct, humanoid, simulacrum, tellurian

Attack Modes: Dagger or Punch

Wealth Type: Incidental *Cunning:* Alert

Vision: Astral Vision *Move Modes:* Run

Danger Tier: +1

Small Shabti Examples

Baseline Attributes

TN= 2; ST= -3; AG= 1; CR= 1; PC= 0; HT= -1; IN= 0

Adequate (Level 2)

TN= 2; ST= -2; AG= 1; CR= 2; PC= 0; HT= -1; IN= 0

HP=32; FP=29; Ward=1; SP=30 (run)

Att | Dam | Def | Stab: dagger=+7 | 2 | 17 | 16; or
punch=+5 | 2 | 16 | 15

Decent (Level 4)

TN= 3; ST= -1; AG= 1; CR= 2; PC= 0; HT= -1; IN= 0

HP=38; FP=29; Ward=1; SP=30 (run)

Att | Dam | Def | Stab: dagger=+10 | 2 | 20 | 19; or
punch=+8 | 2 | 19 | 18

Fit (Level 6)

TN= 3; ST= 0; AG= 2; CR= 2; PC= 0; HT= -1; IN= 0

HP=41; FP=29; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: dagger=+14 | 2 | 23 | 21; or
punch=+12 | 2 | 22 | 20

Laudable (Level 8)

TN= 4; ST= 0; AG= 3; CR= 2; PC= 0; HT= -1; IN= 0

HP=45; FP=29; Ward=2; SP=35 (run)

Att | Dam | Def | Stab: dagger=+17 | 2 | 27 | 24; or
punch=+15 | 2 | 26 | 23

Outstanding (Level 10)

TN= 4; ST= 0; AG= 4; CR= 2; PC= 1; HT= -1; IN= 0

HP=45; FP=32; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: dagger=+20 | 2 | 30 | 27; or
punch=+18 | 2 | 29 | 26

Tiny Shabti Examples

Baseline Attributes

TN= 0; ST= -9; AG= 7; CR= 3; PC= 0; HT= -1; IN= 0

Adequate (Level 0)

TN= 0; ST= -9; AG= 7; CR= 3; PC= 0; HT= -1; IN= 0

HP=15; FP=29; Ward=0; SP=25 (run)

Att | Dam | Def | Stab: dagger=+5 | 1 | 18 | 11; or
punch=+2 | 1 | 18 | 11

Fit (Level 2)

TN= 0; ST= -8; AG= 7; CR= 4; PC= 0; HT= -1; IN= 0

HP=16; FP=29; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+8 | 1 | 20 | 13; or
punch=+5 | 1 | 20 | 13

Laudable (Level 4)

TN= 1; ST= -7; AG= 7; CR= 4; PC= 0; HT= -1; IN= 0

HP=19; FP=29; Ward=1; SP=30 (run)

Att | Dam | Def | Stab: dagger=+11 | 1 | 23 | 16; or
punch=+8 | 1 | 23 | 16

Outstanding (Level 6)

TN= 1; ST= -6; AG= 8; CR= 4; PC= 0; HT= -1; IN= 0

HP=21; FP=29; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: dagger=+15 | 1 | 26 | 18; or
punch=+12 | 1 | 26 | 18

Shamaran

A Shamaran is a large serpent with a horned human head, and the fangs of a viper. Their scales form patterns of vibrant red, green, blue, and gold. Most tales speak of beautiful female Shamarans, but there are occasional reports of handsome males as well. They are civilized, well educated, and rule as the kings and queens of snakes, which always accompany them. They are quite polite, and have even been known to fall in love with humans.

Shamaran are extremely reclusive, preferring to live in deep caves with well hidden entrances. Their xenophobic behavior is well founded, as they have been hunted nearly to extinction due to the miraculous medicinal qualities of their flesh, which is used in the brewing of healing potions.

Habitat: Shamarans have a fondness for natural gemstones, and seek out caves whose walls are lined with sparkling gems in which to lair. Once they find an appropriate location, they will often ally with a Queen Bee and invite them to establish a hive in their cavern near the entrance. The Shamaran gains greater secrecy in dwelling beneath the hive and a constant trickle of honey on which to feed. The Queen Bee gains the added protection of a potent spell-caster, as well as the company of a good conversationalist.

Origin: Also known as the Shah-Mar, the Shamaran legend originates from Armenia and Turkey.

Fun Facts: All Shamarans have the ability to communicate with and control any number of snakes.

On any given day, the first 3 bites of a Shamaran injects a Deadly Killing Venom into those bitten. (See [Poisons in The Wicked Workshop](#) for details). Thereafter, their venom will be depleted until the next day.

A Shamaran can grab hold of and restrain its prey as a [Constriction Attack](#) (as described in the [Special Attack Modes](#) section of [The Rules Reference](#)).

Shamarans may use the following skills at a rank equal to their Levels: [Concocting Hallucinogenic Poisons](#), [Concocting Herbal Balms](#), [Concocting Toxic Poisons](#), [Herbal Remedy](#), and [Identifying Concoctions](#).

Further, all Shamarans are either Pagan Priests or Zoroastrian Mystics. In these cases, they forego any Gestural requirements of all spells they cast.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: blooded, fleshy, hybrid, living, poisonous, serpent-like, territorial

Traits: Fond of Bees and the Taste of Honey

Attack Modes: Poisonous Bite or Constriction

Wealth Type: Hoard

Vision: Dark Vision

Move Modes: Slither

Cunning: Bestial

Size: Large

Danger Tier: +2

Large Shamaran Examples

Baseline Attributes

TN= 4; ST= 6; AG= -6; CR= -2; PC= 2; HT= 2; IN= 1

Adequate (Level 4)

TN= 4; ST= 7; AG= -6; CR= -2; PC= 4; HT= 2; IN= 2

HP=83; FP=53; Ward=2; SP=40 (slither)

Att | Dam | Def | Stab: bite=+9 | 11 +poison | 16 | 26; or
constriction=+9 | 4 (dam) + 5 (setback) | 16 | 26

Decent (Level 6)

TN= 4; ST= 8; AG= -6; CR= -2; PC= 5; HT= 2; IN= 2

HP=91; FP=58; Ward=2; SP=45 (slither)

Att | Dam | Def | Stab: bite=+12 | 12 +poison | 18 | 29; or
constriction=+12 | 4 (dam) + 5 (setback) | 18 | 29

Fit (Level 8)

TN= 4; ST= 8; AG= -6; CR= -2; PC= 5; HT= 3; IN= 3

HP=91; FP=64; Ward=2; SP=45 (slither)

Att | Dam | Def | Stab: bite=+14 | 12 +poison | 20 | 31; or
constriction=+14 | 4 (dam) + 5 (setback) | 20 | 31

Laudable (Level 10)

TN= 4; ST= 8; AG= -4; CR= -2; PC= 5; HT= 3; IN= 3

HP=91; FP=64; Ward=2; SP=50 (slither)

Att | Dam | Def | Stab: bite=+18 | 12 +poison | 24 | 33; or
constriction=+18 | 4 (dam) + 5 (setback) | 24 | 33

Model (Level 12)

TN= 5; ST= 8; AG= -4; CR= -1; PC= 5; HT= 3; IN= 3

HP=99; FP=64; Ward=2; SP=50 (slither)

Att | Dam | Def | Stab: bite=+20 | 12 +poison | 27 | 36; or
constriction=+20 | 4 (dam) + 5 (setback) | 27 | 36

Outstanding (Level 14)

TN= 5; ST= 8; AG= -3; CR= -1; PC= 5; HT= 3; IN= 4

HP=99; FP=64; Ward=2; SP=55 (slither)

Att | Dam | Def | Stab: bite=+23 | 12 +poison | 30 | 38; or
constriction=+23 | 4 (dam) + 5 (setback) | 30 | 38

Sheep, Poisonous

Despite the timid natures of their placid cousins, Poisonous Sheep are wild predators that hunt fresh game. Poisonous Sheep are slightly larger than normal sheep. The only characteristic that belies their true natures is their razor sharp teeth, which usually go unnoticed until too late. In addition, the fleeces of exceptional specimens gleam in the sunlight with the glitter of gold. Each such complete fleece can fetch a substantial sum if carefully preserved.

Origin: Poisonous Sheep, or Meloi Khryseoi, are described in Greek mythology in one of the labors of Psyche given to her as punishment by Aphrodite. Psyche had committed the unspeakable crime of being more beautiful than the goddess, so Aphrodite sent her to obtain a bit of fleece from the poisonous sheep. In the story, the sheep have golden fleeces, although they are in no way related to the Golden Fleece that Jason obtained on his adventures.

Fun Facts: Poisonous Sheep are given their name from their poisonous bites, which deliver a Typical Toxin to those bitten (see [Poisons](#) in [The Wicked Workshop](#) for details).

The males of the species have large curved horns that can do significant injury during a charge. If they have a 20-foot straight shot of level ground between themselves and their prey, they will lower their heads and barrel forward with all their might. The head butts deliver double damage during such charges (do not double any Internal Damage).

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Poisoning, Quieting, Righteous, Sedating, Sunshining, and Toxic Effects.

Habitat: Poisonous Sheep hide in tree groves near fresh water where they can ambush animals that come to drink.

Keywords: blooded, carnivore, fleshy, herd, mammal, poisonous, predator

Attack Modes: Head Butt or Herbivorous Bite+Poison

Move Modes: Charge/Trot. A poisonous sheep may charge only in straight lines.

Wealth Type: Incidental

Cunning: Bestial

Vision: Day Vision

Danger Tier: +1

Medium Poisonous Sheep Examples

Baseline Attributes

TN= 0; ST= 0; AG= -2; CR= 2; PC= 0; HT= -1; IN= -6

Adequate (Level 0)

TN= 0; ST= 0; AG= -2; CR= 2; PC= 0; HT= -1; IN= -6

HP=32; FP=29; Ward=0; SP=45 (charge) / 35 (trot)

Att | Dam | Def | Stab: head butt=+2 | 6 | 12 | 14; or
bite=+2 | 3 +poison | 12 | 14

Decent (Level 2)

TN= 1; ST= 0; AG= -2; CR= 2; PC= 0; HT= -1; IN= -5

HP=35; FP=29; Ward=1; SP=45 (charge) / 35 (trot)

Att | Dam | Def | Stab: head butt=+4 | 6 | 15 | 17; or
bite=+4 | 3 +poison | 15 | 17

Fit (Level 4)

TN= 2; ST= 0; AG= -2; CR= 2; PC= 0; HT= -1; IN= -4

HP=38; FP=29; Ward=1; SP=45 (charge) / 35 (trot)

Att | Dam | Def | Stab: head butt=+6 | 6 | 18 | 20; or
bite=+6 | 3 +poison | 18 | 20

Laudable (Level 6)

TN= 3; ST= 0; AG= -2; CR= 2; PC= 0; HT= -1; IN= -3

HP=41; FP=29; Ward=1; SP=45 (charge) / 35 (trot)

Att | Dam | Def | Stab: head butt=+8 | 6 | 21 | 23; or
bite=+8 | 3 +poison | 21 | 23

Model (Level 8)

TN= 3; ST= 0; AG= -1; CR= 3; PC= 0; HT= -1; IN= -3

HP=41; FP=29; Ward=1; SP=50 (charge) / 40 (trot)

Att | Dam | Def | Stab: head butt=+11 | 6 | 24 | 25; or
bite=+11 | 3 +poison | 24 | 25

Outstanding (Level 10)

TN= 3; ST= 0; AG= 0; CR= 4; PC= 0; HT= -1; IN= -3

HP=41; FP=29; Ward=1; SP=50 (charge) / 40 (trot)

Att | Dam | Def | Stab: head butt=+14 | 6 | 27 | 27; or
bite=+14 | 3 +poison | 27 | 27

Shuyet

A Shuyet is an undead ghost that represents one part of the Egyptian soul. Specifically, the Shuyet is the shadow of a deceased person. They appear precisely like the shadows cast by ordinary humans and humanoids on floors and walls. However, the shadow is disembodied. No physical form exists to actually cast the shadow. Their freedom from an encumbering body makes Shuyets remarkably light on their feet and allows them to perform great bounds and acrobatics.

Shuyets are relatively social to one another and enjoy silently dancing and frolicking with any playmates they encounter. If a Shuyet encounters another who still serves a physical body, it will do its best to free the poor shadow from its bondage. To do so, the shade will quietly lurk in dark passages and pounce on the enslaver at its first opportunity.

Habitat: Shuyets are denizens of graveyards, crypts, and dungeons where they lurk about in dark corners and forgotten passageways.

Origin: The Shuyet, also known as a Kaib, Khaibut, or Umbra, arises from Egyptian mythology, where it was believed that a person's shadow was part of their soul (the other parts being the Akh, Ba, Ka, and Ren).

Fun Facts: Shuyets are Undead with the [Shadowy Condition](#). (See the [Creature Conditions](#) section of [The Overlord's Omnibus](#) for details.)

When a Shuyet, or Umbra, attacks its victim, it completely ignores the physical body. Instead, it concentrates on the target's shadow. Every time the target's shadow is touched, the Shuyet drains Fate Points from the target as the Occult spell [Manifest Dire Tormenting Touch](#) (see [The Oculus of Occultism](#) for details). Treat the spell as if cast at a spell rank equal to the shade's Level.

If the target drops to 0 Fate Points as a consequence of a shadow's touch, their spirit flees its body to join its liberators, leaving the body with no shadow. Treat this as if the Shuyet had used the ability [Spawn Undead Ka](#) or [Spawn Undead Ren](#) (See [The Character Compendium](#) for details on [Spawn Undead](#).) From this point onward, the shadowless victim suffers from a [Spiritual Curse](#) (as described in the [Character Conditions](#) section of [The Rules Reference](#)). The curse can be lifted the Pagan Harmony spell [Lift Curse](#) on the victim, which will restore the spirit on the next sunrise. Otherwise, the Curse will last only as long as described in the curse description, based on the victim's Glory Status at the time they were cursed.

Due to their insubstantial nature, Shuyets cannot be physically harmed in any way. However, the shadows of weapons do affect them. Damage delivered in this way is taken as [Torment Setback](#).

Shuyets are remarkably agile and can [Invoke Able Hare's Leap](#) at will (as the Occult spell), which is cast at a spell rank equal to the shade's Level.

Durabilities: This creature is Immune to Bleeding, Blighting, Dehydrating, Deluding, Dreadful, Entrancing, Fatiguing, Fettering, Footing, Freezing, Infernal, Internal, Intoxicating, Maladive, Non-Shady, Petrifying, Rotting, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; and Sensitive to Quieting Effects.

Keywords: humanoid, shadow, undead

Wealth Type: Incidental

Cunning: Alert

Traits: Afraid of Sunlight

Vision: Astral Vision

Attack Modes: Touch

Danger Tier: +1

Move Modes: Run / Cling

Size: Medium

Medium Shuyet Examples

Baseline Attributes

TN= --; ST= --; AG= 0; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 8)

TN= --; ST= --; AG= 4; CR= 0; PC= 0; HT= 1; IN= 0

HP=38; FP=34; Ward=1; SP=40 (run) / 30 (cling)

Att | Dam | Def | Stab: touch==+12 | special | 28 | 24

Decent (Level 10)

TN= --; ST= --; AG= 4; CR= 0; PC= 1; HT= 1; IN= 0

HP=41; FP=38; Ward=1; SP=40 (run) / 30 (cling)

Att | Dam | Def | Stab: touch==+15 | special | 31 | 28

Fit (Level 12)

TN= --; ST= --; AG= 4; CR= 0; PC= 2; HT= 1; IN= 0

HP=45; FP=41; Ward=1; SP=45 (run) / 35 (cling)

Att | Dam | Def | Stab: touch==+18 | special | 33 | 31

Laudable (Level 14)

TN= --; ST= --; AG= 4; CR= 0; PC= 2; HT= 2; IN= 1

HP=45; FP=45; Ward=1; SP=45 (run) / 35 (cling)

Att | Dam | Def | Stab: touch==+20 | special | 35 | 33

Model (Level 16)

TN= --; ST= --; AG= 4; CR= 0; PC= 3; HT= 3; IN= 1

HP=45; FP=53; Ward=1; SP=50 (run) / 40 (cling)

Att | Dam | Def | Stab: touch==+23 | special | 37 | 36

Outstanding (Level 18)

TN= --; ST= --; AG= 4; CR= 0; PC= 3; HT= 3; IN= 2

HP=45; FP=53; Ward=1; SP=50 (run) / 40 (cling)

Att | Dam | Def | Stab: touch==+25 | special | 39 | 38

Siren

Sirens are shape-shifting creatures with beautiful feminine features. They are able to assume four basic forms. The first is that of a fish or dolphin, the second is that of an eagle. The remaining two forms are a mix of a lovely maiden and either an eagle or fish.

The eagle-woman form is ordinarily comprised of a woman's head and the body, wings, and claws of a great eagle. In this form the Siren can hover above her prey and tear it with her deadly talons. Some Sirens are able to assume an eagle-woman form that retains the woman's torso and arms as well. In such cases the Siren will often carry a golden harp that she plays to accompany her enchanting voice. Not surprisingly, Sirens in this form are often mistaken for harpies.

The Siren's fish-woman form looks very much like a Mermaid. In this aspect, she retains her lovely head, arms, and torso but from the waist down the Siren is all fish. Even so, a Siren can be easily distinguished from a Mermaid because she has clawed hands and two fish tails instead of one. Each tail takes the place of a leg. Obviously, a Siren is able to breathe both water and air with equal ease.

Habitat: Sirens populate seacoasts and riverbanks where they perch atop tall cliffs or bathe themselves on the shore. They particularly seek out areas where there are submerged boulders or reefs that are likely to snag any vessels sailing near.

Fun Facts: Sirens have entrancing voices with magical properties. They can evoke the magical power any musical score capable of being sung. They are particularly fond of the Siren's Song musical score. (See The Character Compendium for details.)

A Siren has the ability to assume the forms of an eagle, a fish (or dolphin), and a Harpy, as well as its normal fish-woman form. These transformations work as the skills Shift to Small Common Raptor Form, Shift to Medium Swimming Critter Form, and Shift to Heraldic Harpy Form. The description for Common Raptor and Swimming Critter is found in The Tome of Terrors. The description for Heraldic Harpy is found in Celtic Creatures and Nordic Nightmares.

These creatures possess the Gift of Aquatic Combat.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: avian, avian-like, blooded, carnivore, enthrall, fish, fish-like, fleshy, humanoid-like, hybrid, living, man-eater, narcissist, shape-shifter

Origin: Sirens appear in classical Greek mythology and later in German folklore. One legend relates that the Sirens originated as water Nymphs who refused all suitors in order to retain their virginity. In exasperation, Aphrodite transformed them into birds.

Traits: Lust for the Taste of Human Flesh

Wealth Type: Incidental

Cunning: Alert

Attack Modes: Claw

Move Modes: Fishtail

Vision: Night Vision

Size: Medium

Danger Tier: +1

Medium Siren Examples

Baseline Attributes

TN= -2; ST= 0; AG= 2; CR= 0; PC= 2; HT= -1; IN= -1

Adequate (Level 4)

TN= -2; ST= 1; AG= 3; CR= 2; PC= 2; HT= -1; IN= -1

HP=29; FP=34; Ward=0; SP=50 (fishtail)

Att | Dam | Def | Stab: claw=+12 | 5 | 19 | 18

Decent (Level 6)

TN= -2; ST= 2; AG= 4; CR= 2; PC= 2; HT= -1; IN= -1

HP=32; FP=34; Ward=0; SP=60 (fishtail)

Att | Dam | Def | Stab: claw=+16 | 6 | 22 | 20

Fit (Level 8)

TN= -1; ST= 2; AG= 4; CR= 2; PC= 3; HT= -1; IN= -1

HP=35; FP=38; Ward=0; SP=60 (fishtail)

Att | Dam | Def | Stab: claw=+18 | 6 | 25 | 24

Laudable (Level 10)

TN= -1; ST= 3; AG= 5; CR= 2; PC= 3; HT= -1; IN= -1

HP=38; FP=38; Ward=0; SP=65 (fishtail)

Att | Dam | Def | Stab: claw=+22 | 7 | 28 | 26

Outstanding (Level 12)

TN= 0; ST= 3; AG= 5; CR= 2; PC= 3; HT= 0; IN= -1

HP=41; FP=41; Ward=0; SP=65 (fishtail)

Att | Dam | Def | Stab: claw=+24 | 7 | 31 | 29

Remarkable (Level 14)

TN= 1; ST= 3; AG= 5; CR= 2; PC= 4; HT= 0; IN= -1

HP=45; FP=45; Ward=1; SP=70 (fishtail)

Att | Dam | Def | Stab: claw=+26 | 7 | 34 | 33

Superb (Level 16)

TN= 1; ST= 3; AG= 5; CR= 2; PC= 5; HT= 0; IN= 0

HP=45; FP=49; Ward=1; SP=75 (fishtail)

Att | Dam | Def | Stab: claw=+28 | 7 | 36 | 36

Snail, Nerites

A Nerites Snail is an unusually beautiful snail with a large coiled shell on its back, which sheens like mother-of-pearl and glows with a dim pink or blue pastel light. Its glistening slug-like body is brightly colored, and the tip of its eye stalks sparkle with the brilliance of gemstones.

Despite appearances, these snails are quite intelligent, and are capable of producing eerie musical tones by sending vibrations through their shells. They use their music to charm prey and put it to sleep. This is necessary, because they literally move at a snail's pace.

Habitat: Nerites Snails live on both land and under water. Even when they are on dry ground, you can be sure that there is a pool, stream, or ocean nearby. They cannot survive in arid environments.

Origin: The Nerites Snail comes from the folklore of ancient Greece. Nerites was the brother of 50 Nereids, and was the youngest child and only son of Nereus, a sea god, and Doris, one of the Oceanids. Nerites charmed both Poseidon and Aphrodite with his beauty, but rejected them both. As a consequence, he was cursed to the form of a snail. Further, snails are associated with the cycles of the moon in many cultures, due to their ability to withdraw into and reemerge from their shells.

Fun Facts: Nerites Snails crawl along walls and ceilings with ease. They aren't fast, but they cling to any surface with iron-clad grips. They don't generally attack physically, preferring to assist nearby predators with their music in doing the hard work for them. As such, the snails content themselves with whatever is left over after the predators have had their fill.

These snails continually produce soft haunting melodies that act as one of the following Musical Scores: [Haunting Melody](#), [Lullaby Theme](#), [Lulling Refrain](#), or [Siren's Song](#). These are performed at ranks equal to their Level (see [The Character Compendium](#) for details.). Often, several will perform together to get the Edge benefits of Group Conflict Rolls (see [The Rules Reference](#) for details.).

When they are ready to mate, a Nerites Snail advertises this fact by giving off a faint glow, as the Eldritch ability [Moon Glow](#) (see [The Character Compendium](#) for details.).

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects; and Resistant to Footing Effects.

Keywords: amphibian, blooded, bug-like, fleshy, living

Move Modes: Creep / Cling

Attack Modes: Maw

Danger Tier: +1

Vision: Motion Sensitivity

Cunning: Instinctive

Wealth Type: Incidental

Small Nerites Snail Examples

Baseline Attributes

TN= 4; ST= -6; AG= -6; CR= 2; PC= 3; HT= 3; IN= 0

Adequate

(Level 2)

TN= 4; ST= -6; AG= -6; CR= 2; PC= 4; HT= 3; IN= 1
HP=27; FP=58; Ward=2; SP=5 (creep) / 5 (creep)
Att | Dam | Def | Stab: special=na | special | 10 | 20; or
maw=-6 | 5 | 14 | 24

Decent

(Level 4)

TN= 4; ST= -6; AG= -6; CR= 2; PC= 4; HT= 5; IN= 1
HP=27; FP=69; Ward=2; SP=5 (creep) / 5 (creep)
Att | Dam | Def | Stab: special=na | special | 12 | 22; or
maw=-4 | 5 | 16 | 26

Fit

(Level 6)

TN= 4; ST= -6; AG= -6; CR= 3; PC= 5; HT= 5; IN= 1
HP=27; FP=76; Ward=2; SP=5 (creep) / 5 (creep)
Att | Dam | Def | Stab: special=na | special | 14 | 25; or
maw=-2 | 5 | 18 | 29

Laudable

(Level 8)

TN= 5; ST= -6; AG= -6; CR= 3; PC= 5; HT= 5; IN= 2
HP=29; FP=76; Ward=2; SP=5 (creep) / 5 (creep)
Att | Dam | Def | Stab: special=na | special | 17 | 28; or
maw=+0 | 5 | 21 | 32

Outstanding

(Level 10)

TN= 6; ST= -6; AG= -6; CR= 3; PC= 6; HT= 5; IN= 2
HP=32; FP=82; Ward=3; SP=5 (creep) / 5 (creep)
Att | Dam | Def | Stab: special=na | special | 20 | 32; or
maw=+2 | 5 | 24 | 36

Remarkable

(Level 12)

TN= 6; ST= -6; AG= -5; CR= 3; PC= 6; HT= 5; IN= 3
HP=32; FP=82; Ward=3; SP=5 (creep) / 5 (creep)
Att | Dam | Def | Stab: special=na | special | 23 | 34; or
maw=+5 | 5 | 27 | 38

Superb

(Level 14)

TN= 7; ST= -6; AG= -5; CR= 3; PC= 6; HT= 6; IN= 3
HP=35; FP=90; Ward=3; SP=5 (creep) / 5 (creep)
Att | Dam | Def | Stab: special=na | special | 26 | 37; or
maw=+7 | 5 | 30 | 41

Sobek-Ra

A Sobek-Ra is a hybrid creature having the body of a crocodile and the head of a falcon. Like crocodiles, Sobek-Ras enjoy sprawling out on riverbanks to warm themselves in the sun's light. However, they are Sapient creatures, capable of interacting intelligently with humans.

Habitat: These reptile / raptor hybrids inhabit marshes, bayous, swamps, and the banks of streams and rivers.

Origin: Sobek-Ra is a blending of the Egyptian gods Sobek and Horus. In early Egyptian dynasties, the two gods were viewed as completely separate entities, each with their own distinct temples. In later dynasties, though, Sobek began to be viewed as the military aspect of Horus. As such, the two were blended into one. The synthesis of the two was sometimes depicted as a crocodile with a falcon head.

Fun Facts: Sobek-Ras are quite intelligent and can speak human languages. They also speak fluently with crocodiles (as the Gift Chattering with Crocodiles), which they keep as companions and guards. Some have the spell-casting abilities of Egyptian Pagans that replace any spell's Gestural requirements with Verbal ones.

They are equally comfortable on land as they are in water, and possess the Gift of Aquatic Combat. They cannot breathe water. However, like their crocodile cousins, they can hold their breath for hours when necessary. As such, one common tactic for them is to lurk just beneath the water's surface, and lunge out when prey wanders nearby.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Traits: Affinity for crocodiles

Keywords: amphibious, avian-like, blooded, crocodile, fleshy, living, predator, raptor-like, reptile

Move Modes: Crawl/Lunge/Undulate. Lunging can only be done in a straight line when exiting water onto land.

Attack Modes: Beak/Tail Whip *Vision:* Day Vision

Wealth Type: Incidental *Cunning:* Alert

Danger Tier: 0 *Danger Tier:* +1

Large Sobek-Ra Examples

Baseline Attributes

TN= 5; ST= 9; AG= -9; CR= -3; PC= 2; HT= -2; IN= -2

Adequate (Level 4)

TN= 6; ST= 10; AG= -9; CR= -3; PC= 3; HT= -2; IN= -1
HP=128; FP=34; Ward=3; SP=30 (crawl) / 55 (lunge) / 40 (undulate)

Att | Dam | Def | Stab: beak/tail whip=+9 | 9 (dam) + 5 (setback) | 15 | 27

Decent (Level 6)

TN= 7; ST= 10; AG= -9; CR= -3; PC= 4; HT= -2; IN= -1
HP=140; FP=38; Ward=3; SP=30 (crawl) / 55 (lunge) / 40 (undulate)

Att | Dam | Def | Stab: beak/tail whip=+11 | 9 (dam) + 5 (setback) | 18 | 31

Fit (Level 8)

TN= 7; ST= 11; AG= -9; CR= -3; PC= 4; HT= -2; IN= 0
HP=152; FP=38; Ward=3; SP=30 (crawl) / 55 (lunge) / 40 (undulate)

Att | Dam | Def | Stab: beak/tail whip=+14 | 9 (dam) + 5 (setback) | 20 | 33

Laudable (Level 10)

TN= 7; ST= 11; AG= -7; CR= -3; PC= 4; HT= -2; IN= 0
HP=152; FP=38; Ward=3; SP=40 (crawl) / 65 (lunge) / 50 (undulate)

Att | Dam | Def | Stab: beak/tail whip=+18 | 9 (dam) + 5 (setback) | 24 | 35

Outstanding (Level 12)

TN= 7; ST= 11; AG= -7; CR= -3; PC= 5; HT= -2; IN= 1
HP=152; FP=41; Ward=3; SP=40 (crawl) / 65 (lunge) / 50 (undulate)

Att | Dam | Def | Stab: beak/tail whip=+20 | 9 (dam) + 5 (setback) | 26 | 38

Remarkable (Level 14)

TN= 8; ST= 11; AG= -7; CR= -2; PC= 5; HT= -2; IN= 1
HP=166; FP=41; Ward=4; SP=40 (crawl) / 65 (lunge) / 50 (undulate)

Att | Dam | Def | Stab: beak/tail whip=+22 | 9 (dam) + 5 (setback) | 29 | 41

Superb (Level 16)

TN= 8; ST= 12; AG= -7; CR= -2; PC= 5; HT= -2; IN= 1
HP=181; FP=41; Ward=4; SP=45 (crawl) / 70 (lunge) / 55 (undulate)

Att | Dam | Def | Stab: beak/tail whip=+25 | 9 (dam) + 5 (setback) | 31 | 43

Wondrous (Level 18)

TN= 8; ST= 12; AG= -6; CR= -2; PC= 5; HT= -2; IN= 2
HP=181; FP=41; Ward=4; SP=45 (crawl) / 70 (lunge) / 55 (undulate)

Att | Dam | Def | Stab: beak/tail whip=+28 | 9 (dam) + 5 (setback) | 34 | 45

Sokar

Sokars, also known as Soped and Pataikos, are hardy desert nomads with the heads of falcons and the bodies of men. Although their avian features are those of the golden-feathered raptor, their plumage varies from white to brown to black. To protect themselves from the abrasive dusty wind and the hot desert sun, Sokars wrap themselves in long cloth strips. Sokars are often mistaken for mummies.

Sokars are often encountered under the blazing desert sun sailing across the sandy dunes in rugged barques. Obviously, there is magic at work here that is provided by their many Egyptian priests. Any given boat will be crewed by 6 to 10 Sokars, one of which will be a priest controlling the vessel.

As a race, Sokars are intolerant of anyone trespassing on their hunting grounds, viewing them as thieves robbing their families of sustenance. They are not cruel, however, and will usually deal with outsiders fairly, albeit with a firm hand.

Sokars have a language consisting of a chirps, screeches, and hoots. Most also understand at least some human languages and a very few can even manage a human tongue, even though their voices are high pitched and whistly.

Sokars can learn any profession, although Occultists are rare while Archers and Sailors are common. They often wield short swords or spears in battle and fire short bows from their vessels. Sokar priests worship Horus, Osiris, or Ra.

Habitat: Sokars prefer dry harsh desert climates.

Origin: Sokar is the name of an ancient falcon-headed Egyptian deity which, in later Egyptian epochs, was closely identified with Osiris. He was sometimes depicted as a falcon's head in a boat on top of a sandy dune or earthen mound. Another minor deity with the same basic form was named Qubehsenuf and was most commonly depicted as one of the four canopic jars in which the internal organs of the deceased were placed for burial.

Fun Facts: Sokar priests are relatively common, there being about one religious practitioner out of every ten Sokar. The Sokar culture greatly reveres their priesthood and encourages them to obtain the Harmony spell Osiris's Sandy Sea to aid their never-ending hunts.

Not too surprisingly, Sokars are commonly desert nomads and archers, professions at which they truly excel. Their more unexpected talents, however, lie in the fields of sailing, the disciplines of which are put to good use when they are crashing over the peaks of sand dunes in their boats.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: arid, avian-like, blooded, carnivore, fleshy, humanoid, hybrid, living, raptor-like, tribal

Attack Modes: Khopesh/Beak or Bow or Beak/Punch

Wealth Type: Monetary

Vision: Day Vision

Cunning: Alert

Danger Tier: 0

Move Modes: Run

Size: Medium

Sokar Fighter Examples

Baseline Attributes

TN= -2; ST= -1; AG= 1; CR= 0; PC= 4; HT= 0; IN= -2

Adequate (Level 0)

TN= -2; ST= -1; AG= 1; CR= 0; PC= 4; HT= 0; IN= -2

HP=25; FP=45; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+7 | 5 | 9 | 12; or
khopesh=+4 | 5 | 12 | 15; or spear=+4 | 3 | 13 | 16; or
beak/punch=+4 | 6 | 13 | 16

Decent (Level 2)

TN= -2; ST= 0; AG= 2; CR= 0; PC= 4; HT= 0; IN= -2

HP=27; FP=45; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+9 | 5 | 12 | 14; or
khopesh=+8 | 5 | 15 | 17; or spear=+8 | 3 | 16 | 18; or
beak/punch=+8 | 6 | 16 | 18

Fit (Level 4)

TN= -1; ST= 0; AG= 2; CR= 0; PC= 5; HT= 0; IN= -2

HP=29; FP=49; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: bow=+12 | 5 | 15 | 18; or
khopesh=+10 | 5 | 18 | 21; or spear=+10 | 3 | 19 | 22; or
beak/punch=+10 | 6 | 19 | 22

Hardened (Level 6)

TN= 0; ST= 0; AG= 3; CR= 0; PC= 5; HT= 0; IN= -2

HP=32; FP=49; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: bow=+14 | 5 | 19 | 21; or
khopesh=+13 | 5 | 22 | 24; or spear=+13 | 3 | 23 | 25; or
beak/punch=+13 | 6 | 23 | 25

Laudable (Level 8)

TN= 0; ST= 1; AG= 3; CR= 0; PC= 6; HT= 0; IN= -2

HP=35; FP=53; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: bow=+17 | 5 | 21 | 24; or
khopesh=+16 | 6 | 24 | 27; or spear=+16 | 4 | 25 | 28; or
beak/punch=+16 | 7 | 25 | 28

Model (Level 10)

TN= 0; ST= 2; AG= 4; CR= 0; PC= 6; HT= 0; IN= -2

HP=38; FP=53; Ward=0; SP=60 (run)

Att | Dam | Def | Stab: bow=+19 | 5 | 24 | 26; or
khopesh=+20 | 7 | 27 | 29; or spear=+20 | 5 | 28 | 30; or
beak/punch=+20 | 8 | 28 | 30

Outstanding (Level 12)

TN= 0; ST= 2; AG= 4; CR= 1; PC= 6; HT= 1; IN= -2

HP=38; FP=58; Ward=0; SP=60 (run)

Att | Dam | Def | Stab: bow=+22 | 5 | 26 | 28; or
khopesh=+22 | 7 | 29 | 31; or spear=+22 | 5 | 30 | 32; or
beak/punch=+22 | 8 | 30 | 32**Remarkable** (Level 14)

TN= 1; ST= 2; AG= 4; CR= 1; PC= 7; HT= 1; IN= -2

HP=41; FP=64; Ward=1; SP=65 (run)

Att | Dam | Def | Stab: bow=+25 | 5 | 29 | 32; or
khopesh=+24 | 7 | 32 | 35; or spear=+24 | 5 | 33 | 36; or
beak/punch=+24 | 8 | 33 | 36**Superb** (Level 16)

TN= 1; ST= 3; AG= 4; CR= 1; PC= 7; HT= 1; IN= -2

HP=45; FP=64; Ward=1; SP=65 (run)

Att | Dam | Def | Stab: bow=+27 | 5 | 31 | 34; or
khopesh=+27 | 8 | 34 | 37; or spear=+27 | 6 | 35 | 38; or
beak/punch=+27 | 9 | 35 | 38**Wondrous** (Level 18)

TN= 1; ST= 3; AG= 4; CR= 1; PC= 7; HT= 1; IN= -1

HP=45; FP=64; Ward=1; SP=65 (run)

Att | Dam | Def | Stab: bow=+29 | 5 | 33 | 36; or
khopesh=+29 | 8 | 36 | 39; or spear=+29 | 6 | 37 | 40; or
beak/punch=+29 | 9 | 37 | 40**Sokar Marksman Examples****Baseline Attributes**

TN= -2; ST= -1; AG= 1; CR= 0; PC= 4; HT= 0; IN= -2

Adequate (Level 0)

TN= -2; ST= -1; AG= 1; CR= 0; PC= 4; HT= 0; IN= -2

HP=25; FP=45; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+7 | 5 | 9 | 12; or
khopesh=+4 | 5 | 12 | 15; or spear=+4 | 3 | 13 | 16; or
throwing spear=+7 | 4 | 9 | 12; or beak/punch=+4 | 6 | 13 | 16**Decent** (Level 2)

TN= -2; ST= -1; AG= 1; CR= 1; PC= 5; HT= 0; IN= -2

HP=25; FP=49; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+11 | 5 | 11 | 15; or
khopesh=+6 | 5 | 14 | 18; or spear=+6 | 3 | 15 | 19; or
throwing spear=+11 | 4 | 11 | 15; or beak/punch=+6 | 6 |
15 | 19**Fit** (Level 4)

TN= -2; ST= -1; AG= 1; CR= 2; PC= 6; HT= 0; IN= -2

HP=25; FP=53; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+15 | 5 | 13 | 18; or
khopesh=+8 | 5 | 16 | 21; or spear=+8 | 3 | 17 | 22; or
throwing spear=+15 | 4 | 13 | 18; or beak/punch=+8 | 6 |
17 | 22**Hardened** (Level 6)

TN= -2; ST= 0; AG= 1; CR= 2; PC= 7; HT= 0; IN= -2

HP=27; FP=58; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: bow=+18 | 5 | 15 | 21; or
khopesh=+11 | 5 | 18 | 24; or spear=+11 | 3 | 19 | 25; or
throwing spear=+18 | 4 | 15 | 21; or beak/punch=+11 | 6 |
19 | 25**Laudable** (Level 8)

TN= -2; ST= 0; AG= 1; CR= 3; PC= 7; HT= 0; IN= -1

HP=27; FP=58; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: bow=+21 | 5 | 17 | 23; or
khopesh=+13 | 5 | 20 | 26; or spear=+13 | 3 | 21 | 27; or
throwing spear=+21 | 4 | 17 | 23; or beak/punch=+13 | 6 |
21 | 27**Model** (Level 10)

TN= -2; ST= 0; AG= 1; CR= 4; PC= 7; HT= 0; IN= -1

HP=27; FP=58; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: bow=+24 | 5 | 19 | 25; or
khopesh=+15 | 5 | 22 | 28; or spear=+15 | 3 | 23 | 29; or
throwing spear=+24 | 4 | 19 | 25; or beak/punch=+15 | 6 |
23 | 29**Outstanding** (Level 12)

TN= -1; ST= 0; AG= 1; CR= 4; PC= 7; HT= 0; IN= 0

HP=29; FP=58; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: bow=+26 | 5 | 22 | 28; or
khopesh=+17 | 5 | 25 | 31; or spear=+17 | 3 | 26 | 32; or
throwing spear=+26 | 4 | 22 | 28; or beak/punch=+17 | 6 |
26 | 32**Remarkable** (Level 14)

TN= -1; ST= 0; AG= 1; CR= 4; PC= 8; HT= 0; IN= 0

HP=29; FP=64; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: bow=+29 | 5 | 24 | 31; or
khopesh=+19 | 5 | 27 | 34; or spear=+19 | 3 | 28 | 35; or
throwing spear=+29 | 4 | 24 | 31; or beak/punch=+19 | 6 |
28 | 35

Superb (Level 16)

TN= -1; ST= 1; AG= 2; CR= 4; PC= 8; HT= 0; IN= 0

HP=32; FP=64; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: bow=+31 | 5 | 27 | 33; or khopesh=+23 | 6 | 30 | 36; or spear=+23 | 4 | 31 | 37; or throwing spear=+31 | 4 | 27 | 33; or beak/punch=+23 | 7 | 31 | 37

Wondrous (Level 18)

TN= 1; ST= 1; AG= 2; CR= 4; PC= 8; HT= 0; IN= 0

HP=38; FP=64; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: bow=+33 | 5 | 31 | 37; or khopesh=+25 | 6 | 34 | 40; or spear=+25 | 4 | 35 | 41; or throwing spear=+33 | 4 | 31 | 37; or beak/punch=+25 | 7 | 35 | 41

Sokar Rogue Examples**Baseline Attributes**

TN= -2; ST= -1; AG= 1; CR= 0; PC= 4; HT= 0; IN= -2

Adequate (Level 0)

TN= -2; ST= -1; AG= 1; CR= 0; PC= 4; HT= 0; IN= -2

HP=25; FP=45; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+5 | 3 | 12 | 15; or scimitar=+3 | 6 | 14 | 17; or throwing dagger=+8 | 4 | 9 | 12; or whip=+3 | 2 (dam) + 4 (setback) | 12 | 15; or beak/punch=+4 | 6 | 13 | 16

Decent (Level 2)

TN= -2; ST= -1; AG= 2; CR= 0; PC= 5; HT= 0; IN= -2

HP=25; FP=49; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+8 | 3 | 15 | 18; or scimitar=+6 | 6 | 17 | 20; or throwing dagger=+11 | 4 | 12 | 15; or whip=+6 | 2 (dam) + 4 (setback) | 15 | 18; or beak/punch=+7 | 6 | 16 | 19

Fit (Level 4)

TN= -2; ST= -1; AG= 4; CR= 0; PC= 5; HT= 0; IN= -2

HP=25; FP=49; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: dagger=+12 | 3 | 19 | 20; or scimitar=+10 | 6 | 21 | 22; or throwing dagger=+13 | 4 | 16 | 17; or whip=+10 | 2 (dam) + 4 (setback) | 19 | 20; or beak/punch=+11 | 6 | 20 | 21

Hardened (Level 6)

TN= -1; ST= -1; AG= 4; CR= 0; PC= 6; HT= 0; IN= -2

HP=27; FP=53; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: dagger=+14 | 3 | 22 | 24; or scimitar=+12 | 6 | 24 | 26; or throwing dagger=+16 | 4 | 19 | 21; or whip=+12 | 2 (dam) + 4 (setback) | 22 | 24; or beak/punch=+13 | 6 | 23 | 25

Laudable (Level 8)

TN= -1; ST= -1; AG= 4; CR= 2; PC= 6; HT= 0; IN= -2

HP=27; FP=53; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: dagger=+16 | 3 | 24 | 26; or scimitar=+14 | 6 | 26 | 28; or throwing dagger=+20 | 4 | 21 | 23; or whip=+14 | 2 (dam) + 6 (setback) | 24 | 26; or beak/punch=+15 | 6 | 25 | 27

Model (Level 10)

TN= -1; ST= -1; AG= 4; CR= 3; PC= 7; HT= 0; IN= -2

HP=27; FP=58; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: dagger=+18 | 3 | 26 | 29; or scimitar=+16 | 6 | 28 | 31; or throwing dagger=+24 | 4 | 23 | 26; or whip=+16 | 2 (dam) + 7 (setback) | 26 | 29; or beak/punch=+17 | 6 | 27 | 30

Outstanding (Level 12)

TN= 0; ST= -1; AG= 4; CR= 3; PC= 7; HT= 0; IN= -1

HP=29; FP=58; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: dagger=+20 | 3 | 29 | 32; or scimitar=+18 | 6 | 31 | 34; or throwing dagger=+26 | 4 | 26 | 29; or whip=+18 | 2 (dam) + 7 (setback) | 29 | 32; or beak/punch=+19 | 6 | 30 | 33

Remarkable (Level 14)

TN= 0; ST= -1; AG= 4; CR= 3; PC= 7; HT= 1; IN= 0

HP=29; FP=64; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: dagger=+22 | 3 | 31 | 34; or scimitar=+20 | 6 | 33 | 36; or throwing dagger=+28 | 4 | 28 | 31; or whip=+20 | 2 (dam) + 7 (setback) | 31 | 34; or beak/punch=+21 | 6 | 32 | 35

Superb (Level 16)

TN= 0; ST= -1; AG= 5; CR= 3; PC= 7; HT= 1; IN= 0

HP=29; FP=64; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: dagger=+25 | 3 | 34 | 36; or scimitar=+23 | 6 | 36 | 38; or throwing dagger=+30 | 4 | 31 | 33; or whip=+23 | 2 (dam) + 7 (setback) | 34 | 36; or beak/punch=+24 | 6 | 35 | 37

Wondrous (Level 18)

TN= 0; ST= -1; AG= 5; CR= 4; PC= 7; HT= 1; IN= 0

HP=29; FP=64; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: dagger=+27 | 3 | 36 | 38; or scimitar=+25 | 6 | 38 | 40; or throwing dagger=+33 | 4 | 33 | 35; or whip=+25 | 2 (dam) + 8 (setback) | 36 | 38; or beak/punch=+26 | 6 | 37 | 39

Sokar Sage Examples**Baseline Attributes**

TN= -2; ST= -1; AG= 1; CR= 0; PC= 4; HT= 0; IN= -2

Adequate (Level 0)

TN= -2; ST= -1; AG= 1; CR= 0; PC= 4; HT= 0; IN= -2

HP=25; FP=45; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+5 | 3 | 12 | 15; or
scimitar=+3 | 6 | 14 | 17; or staff=+4 | 4 | 15 | 18; or
beak/punch=+4 | 6 | 13 | 16

Decent (Level 2)

TN= -2; ST= -1; AG= 1; CR= 0; PC= 4; HT= 1; IN= -1

HP=25; FP=49; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+7 | 3 | 14 | 17; or
scimitar=+5 | 6 | 16 | 19; or staff=+6 | 4 | 17 | 20; or
beak/punch=+6 | 6 | 15 | 18

Fit (Level 4)

TN= -2; ST= -1; AG= 1; CR= 0; PC= 4; HT= 3; IN= -1

HP=25; FP=58; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+9 | 3 | 16 | 19; or
scimitar=+7 | 6 | 18 | 21; or staff=+8 | 4 | 19 | 22; or
beak/punch=+8 | 6 | 17 | 20

Hardened (Level 6)

TN= -2; ST= -1; AG= 1; CR= 1; PC= 4; HT= 3; IN= 0

HP=25; FP=58; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+11 | 3 | 18 | 21; or
scimitar=+9 | 6 | 20 | 23; or staff=+10 | 4 | 21 | 24; or
beak/punch=+10 | 6 | 19 | 22

Laudable (Level 8)

TN= -2; ST= -1; AG= 1; CR= 2; PC= 4; HT= 3; IN= 1

HP=25; FP=58; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+13 | 3 | 20 | 23; or
scimitar=+11 | 6 | 22 | 25; or staff=+12 | 4 | 23 | 26; or
beak/punch=+12 | 6 | 21 | 24

Model (Level 10)

TN= -2; ST= -1; AG= 2; CR= 2; PC= 5; HT= 3; IN= 1

HP=25; FP=64; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+16 | 3 | 23 | 26; or
scimitar=+14 | 6 | 25 | 28; or staff=+15 | 4 | 26 | 29; or
beak/punch=+15 | 6 | 24 | 27

Outstanding (Level 12)

TN= -2; ST= 0; AG= 3; CR= 2; PC= 5; HT= 3; IN= 1

HP=27; FP=64; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: dagger=+20 | 3 | 26 | 28; or
scimitar=+18 | 6 | 28 | 30; or staff=+19 | 4 | 29 | 31; or
beak/punch=+19 | 6 | 27 | 29

Remarkable (Level 14)

TN= -2; ST= 1; AG= 3; CR= 2; PC= 6; HT= 3; IN= 1

HP=29; FP=69; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: dagger=+23 | 4 | 28 | 31; or
scimitar=+21 | 7 | 30 | 33; or staff=+22 | 5 | 31 | 34; or
beak/punch=+22 | 7 | 29 | 32

Superb (Level 16)

TN= -2; ST= 1; AG= 3; CR= 2; PC= 7; HT= 3; IN= 1

HP=29; FP=76; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: dagger=+25 | 4 | 30 | 34; or
scimitar=+23 | 7 | 32 | 36; or staff=+24 | 5 | 33 | 37; or
beak/punch=+24 | 7 | 31 | 35

Wondrous (Level 18)

TN= -2; ST= 1; AG= 3; CR= 2; PC= 8; HT= 3; IN= 1

HP=29; FP=82; Ward=0; SP=60 (run)

Att | Dam | Def | Stab: dagger=+27 | 4 | 32 | 37; or
scimitar=+25 | 7 | 34 | 39; or staff=+26 | 5 | 35 | 40; or
beak/punch=+26 | 7 | 33 | 38

Sphinx

Androsphinx / Gynosphinx

The Sphinx is a fabulous beast having the body and legs of a large lion and a human head. An Androsphinx has a man's head, while a Gynosphinx has the head and breasts of a woman. If provoked, an Androsphinx's wrath is awful. However, its wisdom and eloquence can inspire equal awe. One brief conversation with an Androsphinx can supposedly change a man's worldview. Paupers have amassed great wealth and angry men have learned patience after speaking with a sphinx. The difficulty lies in the fact that, in order to converse with a sphinx, one must risk its temper.

Despite their unparalleled knowledge, and perhaps because of it, sphinxes have little patience of their own with dim-witted humans. Even so, they do exhibit a slight tolerance of men since Androsphinxes have a predilection toward being worshiped (which the dull human plebes seem more than willing to provide). Temple or not, the native population inhabiting a sphinx's territory quickly learns to revere their desert neighbor, even if they are a bit testy.

Although a few female specimens have been encountered, the vast majority of these noble creatures are male. This apparent sexual disparity may simply be due to the male's stronger wanderlust (but is more likely attributable to their greater need for ego stroking).

Habitat: Androsphinxes and Gynosphinxes live in desert regions. They require very little water and the wide pads on their paws enable them to easily stride over sandy dunes.

Origin: The sphinx is the offspring of ancient Egyptian culture. They undoubtedly arose from the tremendous fondness the pharaohs exhibited for seeing their own faces on large feline statues. The Egyptian monarchs were evidently truly prideful kings.

Fun Facts: Androsphinxes and Gynosphinxes are commonly Egyptian priests having Fortune, Judgment, and Observance ranks equal to their Levels. Divination spells are favorites among Androsphinxes.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: ageless, blooded, feline-like, fleshy, hybrid, living, pagan, sphinx, territorial

Wealth Type: Hoard

Cunning: Clever

Attack Modes: Claw

Move Modes: Bounding

Vision: Night Vision

Size: Large

Danger Tier: +2

Large Androsphinx Examples

Baseline Attributes

TN= 2; ST= 5; AG= -5; CR= 0; PC= 2; HT= 1; IN= 2

Adequate (Level 4)

TN= 2; ST= 6; AG= -4; CR= 0; PC= 4; HT= 1; IN= 2

HP=64; FP=49; Ward=1; SP=60 (bounding)

Att | Dam | Def | Stab: claw=+10 | 11 | 16 | 24

Decent (Level 6)

TN= 2; ST= 6; AG= -4; CR= 0; PC= 5; HT= 1; IN= 3

HP=64; FP=53; Ward=1; SP=65 (bounding)

Att | Dam | Def | Stab: claw=+12 | 11 | 18 | 27

Fit (Level 8)

TN= 3; ST= 7; AG= -4; CR= 0; PC= 5; HT= 1; IN= 3

HP=76; FP=53; Ward=1; SP=70 (bounding)

Att | Dam | Def | Stab: claw=+15 | 12 | 21 | 30

Laudable (Level 10)

TN= 4; ST= 7; AG= -3; CR= 0; PC= 5; HT= 1; IN= 3

HP=83; FP=53; Ward=2; SP=70 (bounding)

Att | Dam | Def | Stab: claw=+18 | 12 | 25 | 33

Model (Level 12)

TN= 4; ST= 8; AG= -2; CR= 0; PC= 5; HT= 1; IN= 3

HP=91; FP=53; Ward=2; SP=75 (bounding)

Att | Dam | Def | Stab: claw=+22 | 13 | 28 | 35

Outstanding (Level 14)

TN= 4; ST= 8; AG= -1; CR= 0; PC= 5; HT= 1; IN= 3

HP=91; FP=53; Ward=2; SP=80 (bounding)

Att | Dam | Def | Stab: claw=+25 | 13 | 31 | 37

Remarkable (Level 16)

TN= 5; ST= 8; AG= -1; CR= 0; PC= 5; HT= 2; IN= 3

HP=99; FP=58; Ward=2; SP=80 (bounding)

Att | Dam | Def | Stab: claw=+27 | 13 | 34 | 40

Superb (Level 18)

TN= 5; ST= 8; AG= -1; CR= 0; PC= 6; HT= 2; IN= 3

HP=99; FP=64; Ward=2; SP=85 (bounding)

Att | Dam | Def | Stab: claw=+29 | 13 | 36 | 43

Wondrous (Level 20)

TN= 5; ST= 8; AG= -1; CR= 0; PC= 6; HT= 4; IN= 3

HP=99; FP=76; Ward=2; SP=85 (bounding)

Att | Dam | Def | Stab: claw=+31 | 13 | 38 | 45

Criosphinx

The Criosphinx is a fabulous creature with the body and legs of a lion and the head of a ram. They can usually be found in dry, mountainous areas or patrolling the dunes of sandy deserts. Although they supposedly possess all of the wisdom of Androsphinxes, they have never been known to speak. They have backward coiling horns that form circular arcs reaching up to two feet in diameter in the largest specimens.

Criosphinxes have great reverence for the god Amun and always refrain from attacking his priests, allowing them free passage through their domains. Amun's priests, in turn, respect these proud beasts as living symbols of their deity. They will, of course, suffer harsh consequences from Amun if they inadvertently harm one.

Criosphinxes usually charge on the initial attack, foregoing the claws but inflicting double Head Butt damage.

Keywords: ageless, blooded, feline-like, fleshy, herbivore, hybrid, living, ram-like, sphinx, territorial

Move Modes: Charge/Trot. Charging can only be done in straight lines.

Habitat: Criosphinxes live in remote arid regions. They actively avoid areas polluted by the raucous and rowdy noise of human civilization. Even so, they are quite jealous of their own territories and will aggressively defend their homes from any intruders.

Origin: The Criosphinx was associated with the Egyptian ram-headed god Amun and was used by the ancient Egyptians to represent silence.

Fun Facts: Criosphinxes are continuously surrounded by an aura of silence. Treat this as the Occult spell Procure Great Aura of Silence. In addition, Criosphinxes have the ability to silence the speech of others at will as the Occult spell Vex Voice. This power can be used by a Criosphinx at will. Both abilities have spell ranks equal to the Level of the casting sphinx and are fully described in The Oculus of Occultism.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Attack Modes: Head Butt/Claw or Shove

Vision: Night Vision

Cunning: Clever

Wealth Type: Hoard

Danger Tier: 0

Large Criosphinx Examples

Baseline Attributes

TN= 2; ST= 6; AG= -7; CR= -3; PC= 0; HT= 3; IN= -1

Adequate (Level 4)

TN= 3; ST= 7; AG= -7; CR= -3; PC= 2; HT= 3; IN= -1

HP=76; FP=49; Ward=1; SP=55 (charge) / 45 (trot)

Att | Dam | Def | Stab: head butt/claw=+8 | 17 | 14 | 23; or shove=+8 | 0 (setback) | 14 | 23

Decent (Level 6)

TN= 5; ST= 7; AG= -7; CR= -3; PC= 2; HT= 3; IN= -1

HP=91; FP=49; Ward=2; SP=55 (charge) / 45 (trot)

Att | Dam | Def | Stab: head butt/claw=+10 | 17 | 18 | 27; or shove=+10 | 0 (setback) | 18 | 27

Fit (Level 8)

TN= 5; ST= 7; AG= -6; CR= -3; PC= 3; HT= 3; IN= -1

HP=91; FP=53; Ward=2; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: head butt/claw=+13 | 17 | 21 | 30; or shove=+13 | 1 (setback) | 21 | 30

Laudable (Level 10)

TN= 5; ST= 7; AG= -5; CR= -2; PC= 3; HT= 3; IN= -1

HP=91; FP=53; Ward=2; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: head butt/claw=+16 | 17 | 24 | 32; or shove=+16 | 2 (setback) | 24 | 32

Outstanding (Level 12)

TN= 5; ST= 9; AG= -5; CR= -2; PC= 3; HT= 3; IN= -1

HP=108; FP=53; Ward=2; SP=65 (charge) / 55 (trot)

Att | Dam | Def | Stab: head butt/claw=+20 | 19 | 26 | 34; or shove=+20 | 4 (setback) | 26 | 34

Remarkable (Level 14)

TN= 5; ST= 9; AG= -4; CR= -2; PC= 3; HT= 3; IN= 0

HP=108; FP=53; Ward=2; SP=70 (charge) / 60 (trot)

Att | Dam | Def | Stab: head butt/claw=+23 | 19 | 29 | 36; or shove=+23 | 5 (setback) | 29 | 36

Superb (Level 16)

TN= 5; ST= 9; AG= -4; CR= -2; PC= 3; HT= 4; IN= 0

HP=108; FP=58; Ward=2; SP=70 (charge) / 60 (trot)

Att | Dam | Def | Stab: head butt/claw=+25 | 19 | 31 | 38; or shove=+25 | 5 (setback) | 31 | 38

Grecian Sphinx

The Grecian Sphinx is a fabulous composite creature. It has the face and breasts of a beautiful woman, the body and hindquarters of a lion, and the wings of a giant eagle.

Grecian Sphinxes often wear Egyptian paraphernalia to advertise their Nile origins and associate themselves with the land of pyramids. They also endlessly tout their superior intellects to any audiences patient (or bored) enough to listen. Each demonstration consists of a riddle that, if answered improperly, will cost the riddlee their life. Of course, any contestant obstinate enough to provide a correct response will invariably cause the Sphinx to fly into a wild rage and devour the insolent oaf anyway. Calling the Grecian Sphinx a “poor sport” is like calling a Manson groupie a “poor judge of character.”

When attacking, a Grecian Sphinx hovers in the air while slashing with its powerful hind claws.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Origin: The Grecian Sphinx was sent by the goddess Hera to terrorize the city of Thebes in ancient myth. Anyone meeting the beast had to answer its riddle or be killed: “What walks on four legs in the morning, two legs at noon, and three legs in the evening?” Many men braved the beast in vain. The monster devoured one after another until Oediupus, the king of Thebes, answered correctly. “Man”, he replied, “crawls on all fours as a baby, walks upright as an adult, and carries a cane in old age.” In its fury, the outraged (and embarrassed) monster hurled itself into the ocean from a cliff.

Habitat: Grecian Sphinxes are usually encountered in temperate mountainous areas. It is believed that this is not their preferred habitat, but they are driven from the choicer desert climes by the more powerful Egyptian Sphinxes.

Keywords: ageless, avian-like, blooded, carnivore, feline-like, fleshy, humanoid-like, hybrid, living, man-eater, predator, sphinx, territorial, winged

Vision: Day Vision

Danger Tier: 0

Wealth Type: Hoard

Cunning: Brilliant

Move Modes: Hop/Hover

Attack Modes: Claw

Medium Grecian Sphinx Examples

Baseline Attributes

TN= 0; ST= 0; AG= 0; CR= 0; PC= 2; HT= 2; IN= 3

Adequate (Level 2)

TN= 0; ST= 0; AG= 1; CR= 0; PC= 2; HT= 2; IN= 4

HP=32; FP=45; Ward=0; SP=25 (hop) / 45 (hover)

Att | Dam | Def | Stab: claw=+7 | 4 | 17 | 18

Decent (Level 4)

TN= 0; ST= 0; AG= 1; CR= 0; PC= 3; HT= 3; IN= 4

HP=32; FP=53; Ward=0; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: claw=+9 | 4 | 19 | 21

Fit (Level 6)

TN= 0; ST= 0; AG= 1; CR= 0; PC= 5; HT= 3; IN= 4

HP=32; FP=64; Ward=0; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: claw=+11 | 4 | 21 | 25

Laudable (Level 8)

TN= 1; ST= 0; AG= 1; CR= 0; PC= 5; HT= 3; IN= 5

HP=35; FP=64; Ward=1; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: claw=+13 | 4 | 24 | 28

Outstanding (Level 10)

TN= 1; ST= 1; AG= 2; CR= 0; PC= 5; HT= 3; IN= 5

HP=38; FP=64; Ward=1; SP=40 (hop) / 60 (hover)

Att | Dam | Def | Stab: claw=+17 | 5 | 27 | 30

Remarkable (Level 12)

TN= 1; ST= 2; AG= 2; CR= 0; PC= 5; HT= 3; IN= 6

HP=41; FP=64; Ward=1; SP=40 (hop) / 60 (hover)

Att | Dam | Def | Stab: claw=+20 | 6 | 29 | 32

Superb (Level 14)

TN= 1; ST= 3; AG= 2; CR= 0; PC= 5; HT= 4; IN= 6

HP=45; FP=69; Ward=1; SP=45 (hop) / 65 (hover)

Att | Dam | Def | Stab: claw=+23 | 7 | 31 | 34

Wondrous (Level 16)

TN= 2; ST= 3; AG= 2; CR= 0; PC= 5; HT= 4; IN= 6

HP=49; FP=69; Ward=1; SP=45 (hop) / 65 (hover)

Att | Dam | Def | Stab: claw=+25 | 7 | 34 | 37

Hierakosphinx

Hierakosphinxes are impressive desert dwellers having muscular lion bodies and falcon heads. The smooth coat covering the creature's frame is meticulously well groomed, indicative of its proud heritage. The plumage adorning its head, though, gives the Hierakosphinx a distinctive beauty. The feathers have a golden hue which sheens brilliantly in direct sunlight.

Despite their obvious physical resemblance to griffins, Hierakosphinxes have no hereditary relationship to them. They resent any such comparisons, and are fully capable of articulating their displeasure verbally. Anyone implying that a Hierakosphinx's lineage contains griffon blood risks the feline's rage. The offender can only hope that the raptor-headed cat restrains itself to a verbal thrashing.

Keywords: ageless, avian-like, blooded, carnivore, feline-like, fleshy, hybrid, living, predator, sphinx, territorial

Fun Facts: As long as a Hierakosphinx is bathed in sunlight, it regenerates lost Hit Points at a rate of 1 point per minute.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Habitat: Hierakosphinxes dwell in arid regions. Each lays claim to a lush desert oasis and uses the small island of vegetation as the center of its hunting range. Intruders are never welcome.

Origin: The Hierakosphinx was a symbol used by the ancient Egyptians to represent solar power. As such, it possesses the head of a falcon, similar to that of the sun god Ra.

Wealth Type: Incidental

Cunning: Alert

Attack Modes: Beak/Claw

Move Modes: Bounding

Vision: Night Vision

Danger Tier: +1

Large Hierakosphinx Examples**Baseline Attributes**

TN= 2; ST= 7; AG= -2; CR= -2; PC= 2; HT= 0; IN= 0

Adequate (Level 8)

TN= 2; ST= 8; AG= 1; CR= -1; PC= 2; HT= 1; IN= 2
HP=76; FP=41; Ward=1; SP=75 (bounding)
Att | Dam | Def | Stab: beak/claw=+21 | 18 | 25 | 26

Decent (Level 10)

TN= 3; ST= 8; AG= 1; CR= -1; PC= 2; HT= 2; IN= 2
HP=83; FP=45; Ward=1; SP=75 (bounding)
Att | Dam | Def | Stab: beak/claw=+23 | 18 | 28 | 29

Fit (Level 12)

TN= 4; ST= 9; AG= 1; CR= -1; PC= 2; HT= 2; IN= 2
HP=99; FP=45; Ward=2; SP=80 (bounding)
Att | Dam | Def | Stab: beak/claw=+26 | 19 | 31 | 32

Laudable (Level 14)

TN= 4; ST= 10; AG= 1; CR= 0; PC= 2; HT= 2; IN= 2
HP=108; FP=45; Ward=2; SP=85 (bounding)
Att | Dam | Def | Stab: beak/claw=+29 | 20 | 33 | 34

Model (Level 16)

TN= 4; ST= 10; AG= 1; CR= 1; PC= 2; HT= 2; IN= 3
HP=108; FP=45; Ward=2; SP=85 (bounding)
Att | Dam | Def | Stab: beak/claw=+31 | 20 | 35 | 36

Outstanding (Level 18)

TN= 5; ST= 10; AG= 1; CR= 1; PC= 2; HT= 2; IN= 3
HP=117; FP=45; Ward=2; SP=85 (bounding)
Att | Dam | Def | Stab: beak/claw=+33 | 20 | 38 | 39

Medium Hierakosphinx Examples**Baseline Attributes**

TN= 0; ST= 1; AG= 4; CR= 0; PC= 2; HT= 0; IN= 0

Adequate (Level 4)

TN= 0; ST= 1; AG= 6; CR= 0; PC= 2; HT= 1; IN= 1
HP=35; FP=41; Ward=0; SP=70 (bounding)
Att | Dam | Def | Stab: beak/claw=+15 | 8 | 24 | 20

Decent (Level 6)

TN= 0; ST= 1; AG= 7; CR= 0; PC= 2; HT= 1; IN= 2
HP=35; FP=41; Ward=0; SP=75 (bounding)
Att | Dam | Def | Stab: beak/claw=+18 | 8 | 27 | 22

Fit (Level 8)

TN= 0; ST= 2; AG= 7; CR= 1; PC= 2; HT= 1; IN= 2
HP=38; FP=41; Ward=0; SP=75 (bounding)
Att | Dam | Def | Stab: beak/claw=+21 | 9 | 29 | 24

Laudable (Level 10)

TN= 1; ST= 2; AG= 7; CR= 1; PC= 2; HT= 2; IN= 2
HP=41; FP=45; Ward=1; SP=75 (bounding)
Att | Dam | Def | Stab: beak/claw=+23 | 9 | 32 | 27

Outstanding (Level 12)

TN= 2; ST= 3; AG= 7; CR= 1; PC= 2; HT= 2; IN= 2
HP=49; FP=45; Ward=1; SP=80 (bounding)
Att | Dam | Def | Stab: beak/claw=+26 | 10 | 35 | 30

Persian Sphinx

Persian Sphinxes are composite beasts having human heads, lion bodies, and giant bird wings. Males grow long beards and flowing curly hair while the beauty of the females strikes all onlookers. Though generally benevolent towards men, Persian Sphinxes are fiercely territorial and will ferociously attack any trespassers.

Fun Facts: Persian Sphinxes are commonly Mesopotamian Pagans having Fortune, Judgment, and Observance ranks equal to their Levels. Battle spells are favorites among Persian Sphinxes (especially Ishtar's Lion Steed which works to augment their own already impressive combat abilities).

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: ageless, arid, avian-like, blooded, feline-like, fleshy, humanoid-like, hybrid, living, omnivore, pagan, sphinx, territorial, winged

Habitat: Persian Sphinxes are natives of the desert wilderness, but much prefer the surroundings of lavish palaces. (After all, Sphinxes aren't known for their stupidity.) As such, many offer their services as palace guards for the privilege of lounging around nobility and feasting on the rich foods found thereabouts.

Origin: Statues of winged sphinxes guarded the entrances to Near Eastern palaces and temples, proudly standing beside stony lamassu. The ancient Mesopotamians regarded them as symbols of leadership.

Wealth Type: Hoard *Cunning:* Brilliant

Attack Modes: Claw *Vision:* Night Vision

Move Modes: Bounding/Glide

Great Persian Sphinx Examples

Danger Tier: +2

Baseline Attributes

TN= 4; ST= 12; AG= -12; CR= -6; PC= 0; HT= 0; IN= 2

Adequate (Level 10)

TN= 7; ST= 12; AG= -12; CR= -4; PC= 1; HT= 3; IN= 3
HP=166; FP=45; Ward=3; SP=50 (bounding) / 60 (glide)
Att | Dam | Def | Stab: claw=+14 | 18 | 19 | 32

Decent (Level 12)

TN= 7; ST= 13; AG= -12; CR= -4; PC= 2; HT= 3; IN= 3
HP=181; FP=49; Ward=3; SP=55 (bounding) / 65 (glide)
Att | Dam | Def | Stab: claw=+17 | 19 | 21 | 35

Fit (Level 14)

TN= 7; ST= 13; AG= -12; CR= -3; PC= 3; HT= 3; IN= 3
HP=181; FP=53; Ward=3; SP=60 (bounding) / 70 (glide)
Att | Dam | Def | Stab: claw=+19 | 19 | 23 | 38

Laudable (Level 16)

TN= 7; ST= 13; AG= -12; CR= -3; PC= 3; HT= 4; IN= 3
HP=181; FP=58; Ward=3; SP=60 (bounding) / 70 (glide)
Att | Dam | Def | Stab: claw=+21 | 19 | 25 | 40

Outstanding (Level 18)

TN= 7; ST= 13; AG= -12; CR= -3; PC= 3; HT= 4; IN= 5
HP=181; FP=58; Ward=3; SP=60 (bounding) / 70 (glide)
Att | Dam | Def | Stab: claw=+23 | 19 | 27 | 42

Large Persian Sphinx Examples

Danger Tier: +1

Baseline Attributes

TN= 2; ST= 6; AG= -6; CR= -4; PC= 0; HT= 0; IN= 2

Adequate (Level 6)

TN= 3; ST= 6; AG= -6; CR= -3; PC= 1; HT= 3; IN= 2
HP=70; FP=45; Ward=1; SP=50 (bounding) / 60 (glide)
Att | Dam | Def | Stab: claw=+10 | 11 | 17 | 24

Decent (Level 8)

TN= 4; ST= 6; AG= -6; CR= -2; PC= 1; HT= 3; IN= 2
HP=76; FP=45; Ward=2; SP=50 (bounding) / 60 (glide)
Att | Dam | Def | Stab: claw=+12 | 11 | 20 | 27

Fit (Level 10)

TN= 5; ST= 6; AG= -6; CR= -2; PC= 1; HT= 3; IN= 3
HP=83; FP=45; Ward=2; SP=50 (bounding) / 60 (glide)
Att | Dam | Def | Stab: claw=+14 | 11 | 23 | 30

Laudable (Level 12)

TN= 5; ST= 7; AG= -6; CR= -2; PC= 2; HT= 3; IN= 3
HP=91; FP=49; Ward=2; SP=55 (bounding) / 65 (glide)
Att | Dam | Def | Stab: claw=+17 | 12 | 25 | 33

Model (Level 14)

TN= 5; ST= 7; AG= -6; CR= -1; PC= 3; HT= 3; IN= 3
HP=91; FP=53; Ward=2; SP=60 (bounding) / 70 (glide)
Att | Dam | Def | Stab: claw=+19 | 12 | 27 | 36

Outstanding (Level 16)

TN= 5; ST= 7; AG= -6; CR= -1; PC= 3; HT= 4; IN= 3
HP=91; FP=58; Ward=2; SP=60 (bounding) / 70 (glide)
Att | Dam | Def | Stab: claw=+21 | 12 | 29 | 38

Strix

A Strix is a mosquito-like bird. It has a head that is oversized for its body type, and big eyes that are fixed in place such that the bird has to turn its head to shift its field of view. Its body has black feathers while its wings are a light gray. Its claws are hooked, which allows it to rest upside down by hanging from tree branches or cave ceilings. The beak of a Strix is long and thin, which it drives directly into the flesh of its prey to suck blood as if through a straw. For all practical purposes, Strixes are a blending of bats, owls, and mosquitoes.

Habitat: Strixes prefer the dark. They usually nest in caves or dark ruins and hunt at night.

Origin: The Strix is a product of Greek myth, in which Pelyphonte, Agrios, and Oreios were punished for their cannibalistic ways by turning them into vampiric birds.

Fun Facts: The needle-like Strix beak does not deliver much damage on its own. Only the first point of damage of every blow is actually damaging the flesh. However, the Strix can drain blood at a remarkable rate. As such, the remainder of the damage of every blow is delivered as Bleeding Damage. Every Round a character has blood drained in a given Scene, they must make an Avoidance Roll with Toughness Adjustments until their first Failure. From that point until the end of the Scene, they suffer from the Lethargic Condition. (See the Character Conditions section of The Rules Reference.)

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quietening, and Righteous Effects; and Sensitive to Sunshining Effects.

Keywords: avian, blooded, fleshy, living, vampiric, winged

Traits: Affinity for blood, Terrified of sunlight

Vision: Night Vision, Heat Sense *Danger Tier:* 0

Move Modes: Hop/Hover/Cling *Wealth Type:* Incidental

Attack Modes: Blood Drain *Cunning:* Bestial

Small Strix Examples

Baseline Attributes

TN= -5; ST= -8; AG= 6; CR= 6; PC= 2; HT= -2; IN= -6

Adequate (Level 4)

TN= -5; ST= -7; AG= 6; CR= 9; PC= 2; HT= -2; IN= -6

HP=11; FP=32; Ward=0; SP=20 (hop) / 40 (hover) / 20 (cling)

Att | Dam | Def | Stab: beak=+7 | 2 | 19 | 15

Decent (Level 6)

TN= -5; ST= -6; AG= 7; CR= 9; PC= 2; HT= -2; IN= -6

HP=12; FP=32; Ward=0; SP=25 (hop) / 45 (hover) / 25 (cling)

Att | Dam | Def | Stab: beak=+11 | 2 | 22 | 17

Fit (Level 8)

TN= -4; ST= -6; AG= 7; CR= 9; PC= 2; HT= -1; IN= -6

HP=13; FP=34; Ward=0; SP=25 (hop) / 45 (hover) / 25 (cling)

Att | Dam | Def | Stab: beak=+13 | 2 | 25 | 20

Laudable (Level 10)

TN= -4; ST= -5; AG= 8; CR= 9; PC= 2; HT= -1; IN= -6

HP=15; FP=34; Ward=0; SP=30 (hop) / 50 (hover) / 30 (cling)

Att | Dam | Def | Stab: beak=+17 | 2 | 28 | 22

Outstanding (Level 12)

TN= -3; ST= -5; AG= 8; CR= 9; PC= 2; HT= 0; IN= -6

HP=16; FP=38; Ward=0; SP=30 (hop) / 50 (hover) / 30 (cling)

Att | Dam | Def | Stab: beak=+19 | 2 | 31 | 25

Remarkable (Level 14)

TN= -3; ST= -5; AG= 9; CR= 9; PC= 3; HT= 0; IN= -6

HP=16; FP=41; Ward=0; SP=35 (hop) / 55 (hover) / 35 (cling)

Att | Dam | Def | Stab: beak=+22 | 2 | 34 | 28

Superb (Level 16)

TN= -3; ST= -5; AG= 9; CR= 9; PC= 4; HT= 0; IN= -5

HP=16; FP=45; Ward=0; SP=40 (hop) / 60 (hover) / 40 (cling)

Att | Dam | Def | Stab: beak=+24 | 2 | 36 | 31

Tiny Strix Examples

Baseline Attributes

TN= -7; ST= -14; AG=12; CR=8; PC=2; HT= -2; IN= -6

Adequate (Level 2)

TN= -7; ST= -14; AG=12; CR=10; PC=2; HT= -2; IN= -6

HP=5; FP=32; Ward=0; SP=20 (hop) / 40 (hover) / 20 (cling)

Att | Dam | Def | Stab: beak=+4 | 2 | 21 | 11

Decent (Level 4)

TN= -7; ST= -13; AG=12; CR=11; PC=2; HT= -2; IN= -6

HP=6; FP=32; Ward=0; SP=20 (hop) / 40 (hover) / 20 (cling)

Att | Dam | Def | Stab: beak=+7 | 2 | 23 | 13

Fit (Level 6)

TN= -7; ST= -12; AG=13; CR=11; PC=2; HT= -2; IN= -6

HP=6; FP=32; Ward=0; SP=25 (hop) / 45 (hover) / 25 (cling)

Att | Dam | Def | Stab: beak=+11 | 2 | 26 | 15

Laudable (Level 8)

TN= -6; ST= -12; AG=13; CR=11; PC=2; HT= -1; IN= -6

HP=7; FP=34; Ward=0; SP=25 (hop) / 45 (hover) / 25 (cling)

Att | Dam | Def | Stab: beak=+13 | 2 | 29 | 18

Outstanding (Level 10)

TN= -6; ST= -11; AG=14; CR=11; PC=2; HT= -1; IN= -6

HP=7; FP=34; Ward=0; SP=30 (hop) / 50 (hover) / 30 (cling)

Att | Dam | Def | Stab: beak=+17 | 2 | 32 | 20

Remarkable (Level 12)

TN= -5; ST= -11; AG=14; CR=11; PC=2; HT=0; IN= -6

HP=8; FP=38; Ward=0; SP=30 (hop) / 50 (hover) / 30 (cling)

Att | Dam | Def | Stab: beak=+19 | 2 | 35 | 23

Superb (Level 14)

TN= -5; ST= -11; AG=15; CR=11; PC=3; HT=0; IN= -6

HP=8; FP=41; Ward=0; SP=35 (hop) / 55 (hover) / 35 (cling)

Att | Dam | Def | Stab: beak=+22 | 2 | 38 | 26

Strix Swarm Batch Examples

See Handling Swarms in [The Rules Reference](#) for details on how to deal with Swarms in combat.

Baseline Attributes

TN= -3; ST= -2; AG= 0; CR= 4; PC= 2; HT= -2; IN= -6

Adequate (Level 2)

TN= -3; ST= -2; AG= 0; CR= 6; PC= 2; HT= -2; IN= -6

HP=21; FP=32; Ward=0; SP=20 (hop) / 40 (hover) / 20 (cling)

Att | Dam | Def | Stab: beak=+4 | 5 | 13 | 15

Decent (Level 4)

TN= -3; ST= -1; AG= 0; CR= 7; PC= 2; HT= -2; IN= -6

HP=23; FP=32; Ward=0; SP=20 (hop) / 40 (hover) / 20 (cling)

Att | Dam | Def | Stab: beak=+7 | 5 | 15 | 17

Fit (Level 6)

TN= -3; ST= 0; AG= 1; CR= 7; PC= 2; HT= -2; IN= -6

HP=25; FP=32; Ward=0; SP=25 (hop) / 45 (hover) / 25 (cling)

Att | Dam | Def | Stab: beak=+11 | 5 | 18 | 19

Laudable (Level 8)

TN= -2; ST= 0; AG= 1; CR= 7; PC= 2; HT= -1; IN= -6

HP=27; FP=34; Ward=0; SP=25 (hop) / 45 (hover) / 25 (cling)

Att | Dam | Def | Stab: beak=+13 | 5 | 21 | 22

Outstanding (Level 10)

TN= -2; ST= 1; AG= 2; CR= 7; PC= 2; HT= -1; IN= -6

HP=29; FP=34; Ward=0; SP=30 (hop) / 50 (hover) / 30 (cling)

Att | Dam | Def | Stab: beak=+17 | 6 | 24 | 24

Remarkable (Level 12)

TN= -1; ST= 1; AG= 2; CR= 7; PC= 2; HT= 0; IN= -6

HP=32; FP=38; Ward=0; SP=30 (hop) / 50 (hover) / 30 (cling)

Att | Dam | Def | Stab: beak=+19 | 6 | 27 | 27

Superb (Level 14)

TN= -1; ST= 1; AG= 3; CR= 7; PC= 3; HT= 0; IN= -6

HP=32; FP=41; Ward=0; SP=35 (hop) / 55 (hover) / 35 (cling)

Att | Dam | Def | Stab: beak=+22 | 6 | 30 | 30

Stygian Bull

The Stygian Bull is an Eidolon which has the head and fore quarters of a bull, and the hind quarters of a serpent.

Habitat: Stygian bulls generally prefer the comfortably confining walls of the caves of the underworld.

Origin: Also known as the Ophiotaurus and Tauros Ophis, the Stygian Bull comes from Greek mythology. It supposedly existed at the beginning of time, right along with Chaos. Anyone sacrificing the beast and burning its entrails would be granted the ability to overthrow the gods. In their battle with the gods, the Greek Titans captured and slayed the monster. But, before they could burn the entrails, Zeus sent an eagle to steal them and carry them to Olympus. He then placed the Stygian Bull in the heavens as the constellation of Taurus. The whole story was supposedly told in the Titanomachia (War of the Titans). Unfortunately, that epic has been lost to the ages, along with any other mythology about the creature.

Fun Facts: The Stygian Bull has a remarkable resistance to magic. In fact, the creature is completely Immune to Magic of all forms, divine or otherwise.

Durabilities: This creature is Immune to Acidic, Blighting, Dehydrating, Deluding, Entrancing, Fatiguing, Internal, Intoxicating, Maladive, Non-Magical, Quieting, Rotting, Scorching, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; and Sensitive to Bleeding and Petrifying Effects.

Keywords: bovine-like, eidolon, reptile-like, serpent-like

Attack Modes: Gore/Hoof

Wealth Type: Incidental

Cunning: Alert

Move Modes: Slither

Vision: Dark Vision

Colossal Stygian Bull Examples

Danger Tier: +4

Baseline Attributes

TN=12; ST=26; AG= -24; CR= -8; PC=2; HT=1; IN= -2

Adequate (Level 12)

TN= 14; ST= 29; AG= -22; CR= -8; PC= 4; HT= 2; IN= 0
HP=1328; FP=53; Ward=10; SP=55 (slither)

Att | Dam | Def | Stab: gore/hoof=+23 | 50 | 18 | 44

Decent (Level 14)

TN= 14; ST= 29; AG= -22; CR= -8; PC= 4; HT= 3; IN= 1
HP=1328; FP=58; Ward=10; SP=55 (slither)

Att | Dam | Def | Stab: gore/hoof=+25 | 50 | 20 | 46

Fit (Level 16)

TN= 15; ST= 29; AG= -22; CR= -8; PC= 4; HT= 4; IN= 1
HP=1448; FP=64; Ward=11; SP=55 (slither)

Att | Dam | Def | Stab: gore/hoof=+27 | 50 | 23 | 49

Laudable (Level 18)

TN= 15; ST= 29; AG= -21; CR= -7; PC= 4; HT= 4; IN= 1
HP=1448; FP=64; Ward=11; SP=60 (slither)

Att | Dam | Def | Stab: gore/hoof=+30 | 50 | 26 | 51

Model (Level 20)

TN= 15; ST= 29; AG= -21; CR= -6; PC= 5; HT= 4; IN= 1
HP=1448; FP=69; Ward=11; SP=65 (slither)

Att | Dam | Def | Stab: gore/hoof=+32 | 50 | 28 | 54

Outstanding (Level 22)

TN= 15; ST= 29; AG= -21; CR= -6; PC= 5; HT= 4; IN= 2
HP=1448; FP=69; Ward=11; SP=65 (slither)

Att | Dam | Def | Stab: gore/hoof=+34 | 50 | 30 | 56

Epic Stygian Bull Examples

Danger Tier: +4

Baseline Attributes

TN=10; ST=20; AG= -18; CR= -6; PC=2; HT=1; IN= -2

Adequate (Level 12)

TN= 12; ST= 23; AG= -16; CR= -6; PC= 4; HT= 2; IN= 0
HP=664; FP=53; Ward=8; SP=55 (slither)

Att | Dam | Def | Stab: gore/hoof=+23 | 38 | 22 | 42

Decent (Level 14)

TN= 12; ST= 23; AG= -16; CR= -6; PC= 4; HT= 3; IN= 1
HP=664; FP=58; Ward=8; SP=55 (slither)

Att | Dam | Def | Stab: gore/hoof=+25 | 38 | 24 | 44

Fit (Level 16)

TN= 13; ST= 23; AG= -16; CR= -6; PC= 4; HT= 4; IN= 1
HP=724; FP=64; Ward=9; SP=55 (slither)

Att | Dam | Def | Stab: gore/hoof=+27 | 38 | 27 | 47

Laudable (Level 18)

TN= 13; ST= 23; AG= -15; CR= -5; PC= 4; HT= 4; IN= 1
HP=724; FP=64; Ward=9; SP=60 (slither)

Att | Dam | Def | Stab: gore/hoof=+30 | 38 | 30 | 49

Model (Level 20)
 TN= 13; ST= 23; AG= -15; CR= -4; PC= 5; HT= 4; IN= 1
 HP=724; FP=69; Ward=9; SP=65 (slither)
 Att | Dam | Def | Stab: gore/h hoof=+32 | 38 | 32 | 52

Outstanding (Level 22)
 TN= 13; ST= 23; AG= -15; CR= -4; PC= 5; HT= 4; IN= 2
 HP=724; FP=69; Ward=9; SP=65 (slither)
 Att | Dam | Def | Stab: gore/h hoof=+34 | 38 | 34 | 54

Great Stygian Bull Examples

Danger Tier: +3

Baseline Attributes
 TN= 8; ST= 14; AG= -12; CR= -4; PC= 2; HT= 1; IN= -2

Adequate (Level 10)
 TN=10; ST=17; AG= -11; CR= -4; PC=4; HT=2; IN= -1
 HP=332; FP=53; Ward=6; SP=55 (slither)
 Att | Dam | Def | Stab: gore/h hoof=+20 | 29 | 23 | 38

Decent (Level 12)
 TN= 10; ST= 17; AG= -10; CR= -4; PC= 4; HT= 2; IN= 0
 HP=332; FP=53; Ward=6; SP=55 (slither)
 Att | Dam | Def | Stab: gore/h hoof=+23 | 29 | 26 | 40

Fit (Level 14)
 TN= 10; ST= 17; AG= -10; CR= -4; PC= 4; HT= 3; IN= 1
 HP=332; FP=58; Ward=6; SP=55 (slither)
 Att | Dam | Def | Stab: gore/h hoof=+25 | 29 | 28 | 42

Laudable (Level 16)
 TN= 11; ST= 17; AG= -10; CR= -4; PC= 4; HT= 4; IN= 1
 HP=362; FP=64; Ward=7; SP=55 (slither)
 Att | Dam | Def | Stab: gore/h hoof=+27 | 29 | 31 | 45

Model (Level 18)
 TN= 11; ST= 17; AG= -9; CR= -3; PC= 4; HT= 4; IN= 1
 HP=362; FP=64; Ward=7; SP=60 (slither)
 Att | Dam | Def | Stab: gore/h hoof=+30 | 29 | 34 | 47

Outstanding (Level 20)
 TN= 11; ST= 17; AG= -9; CR= -2; PC= 5; HT= 4; IN= 1
 HP=362; FP=69; Ward=7; SP=65 (slither)
 Att | Dam | Def | Stab: gore/h hoof=+32 | 29 | 36 | 50

Large Stygian Bull Examples

Danger Tier: +2

Baseline Attributes
 TN= 6; ST= 8; AG= -6; CR= -2; PC= 2; HT= 1; IN= -2

Adequate (Level 8)
 TN= 8; ST= 11; AG= -5; CR= -2; PC= 3; HT= 1; IN= -1
 HP=166; FP=45; Ward=4; SP=50 (slither)
 Att | Dam | Def | Stab: gore/h hoof=+18 | 22 | 25 | 33

Decent (Level 10)
 TN= 8; ST= 11; AG= -5; CR= -2; PC= 4; HT= 2; IN= -1
 HP=166; FP=53; Ward=4; SP=55 (slither)
 Att | Dam | Def | Stab: gore/h hoof=+20 | 22 | 27 | 36

Fit (Level 12)
 TN= 8; ST= 11; AG= -4; CR= -2; PC= 4; HT= 2; IN= 0
 HP=166; FP=53; Ward=4; SP=55 (slither)
 Att | Dam | Def | Stab: gore/h hoof=+23 | 22 | 30 | 38

Laudable (Level 14)
 TN= 8; ST= 11; AG= -4; CR= -2; PC= 4; HT= 3; IN= 1
 HP=166; FP=58; Ward=4; SP=55 (slither)
 Att | Dam | Def | Stab: gore/h hoof=+25 | 22 | 32 | 40

Model (Level 16)
 TN= 9; ST= 11; AG= -4; CR= -2; PC= 4; HT= 4; IN= 1
 HP=181; FP=64; Ward=5; SP=55 (slither)
 Att | Dam | Def | Stab: gore/h hoof=+27 | 22 | 35 | 43

Outstanding (Level 18)
 TN= 9; ST= 11; AG= -3; CR= -1; PC= 4; HT= 4; IN= 1
 HP=181; FP=64; Ward=5; SP=60 (slither)
 Att | Dam | Def | Stab: gore/h hoof=+30 | 22 | 38 | 45

Stymphalian Bird

Stymphalian Birds have feathers, claws, and beaks made of shining brass. Their gleaming forms reflect the sunlight in dazzling, beautiful displays that cannot fail to delight the viewer. The joy quickly turns to horror, though, when the spectator discovers that the wondrous avians also happen to be voracious man-eating raptors.

The tactics of the Stymphalian Birds are simple. First, dive-bomb any prospective meal and shower them with a deadly rain of metallic feathers. Then, attack any survivors directly with beak and claws.

The Stymphalian Birds' brassy feathers provide armor-like protection against physical blows. In fact, Stymphalian skins are highly prized as they can be fashioned into scale-like armor.

Habitat: Stymphalian Birds nest in high cliff ledges near large fresh water lakes.

Fun Facts: A Stymphalian Bird can swoop down from above and launch metallic feathers at its target that have the force of arrows. Treat this as if it were the Occult spell Invoke Large Cone of Grim Daggers cast at a spell rank equal to the bird's Level.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Freezing, Infernal, Metaphysical, Petrifying, Quieting, Righteous, Rotting, Scorching, and Sunshining Effects; Resistant to Cutting, Puncturing, and Rending Effects; Sensitive to Electrical Effects; and Highly Sensitive to Acidic Effects.

Origin: Heracles' sixth task in Greek mythology was to kill the Stymphalian birds: man-eating monsters with beaks and claws of brass that shot their feathers like arrows.

Keywords: avian, living, man-eater, predator, raptor, tellurian, territorial, winged

Move Modes: Hop/Dive/Hover. Each dive attack must be preceded by a full Round of climbing.

Attack Modes: Beak/Claw or Fling Quills

Wealth Type: Incidental *Cunning:* Bestial

Vision: Day Vision *Danger Tier:* +2

Small Stymphalian Bird Examples

Baseline Attributes

TN= 0; ST= -6; AG= 7; CR= 3; PC= 2; HT= 0; IN= -6

Adequate (Level 4)

TN= 0; ST= -4; AG= 7; CR= 3; PC= 3; HT= 0; IN= -5

HP=23; FP=41; Ward=0; SP=30 (hop) / 100 (dive) / 50 (hover)

Att | Dam | Def | Stab: beak/claw=+11 | 4 | 25 | 21; or fling quills=+14 | 4 | 21 | 17

Decent (Level 6)

TN= 0; ST= -4; AG= 7; CR= 3; PC= 3; HT= 2; IN= -5

HP=23; FP=49; Ward=0; SP=30 (hop) / 100 (dive) / 50 (hover)

Att | Dam | Def | Stab: beak/claw=+13 | 4 | 27 | 23; or fling quills=+16 | 4 | 23 | 19

Fit (Level 8)

TN= 1; ST= -3; AG= 7; CR= 3; PC= 3; HT= 2; IN= -5

HP=27; FP=49; Ward=1; SP=35 (hop) / 105 (dive) / 55 (hover)

Att | Dam | Def | Stab: beak/claw=+16 | 4 | 30 | 26; or fling quills=+18 | 4 | 26 | 22

Laudable (Level 10)

TN= 1; ST= -3; AG= 7; CR= 3; PC= 5; HT= 2; IN= -5

HP=27; FP=58; Ward=1; SP=40 (hop) / 110 (dive) / 60 (hover)

Att | Dam | Def | Stab: beak/claw=+18 | 4 | 32 | 30; or fling quills=+22 | 4 | 28 | 26

Model (Level 12)

TN= 1; ST= -3; AG= 7; CR= 4; PC= 5; HT= 3; IN= -5

HP=27; FP=64; Ward=1; SP=40 (hop) / 110 (dive) / 60 (hover)

Att | Dam | Def | Stab: beak/claw=+20 | 4 | 34 | 32; or fling quills=+25 | 4 | 30 | 28

Outstanding (Level 14)

TN= 2; ST= -3; AG= 8; CR= 4; PC= 5; HT= 3; IN= -5

HP=29; FP=64; Ward=1; SP=45 (hop) / 115 (dive) / 65 (hover)

Att | Dam | Def | Stab: beak/claw=+23 | 4 | 38 | 35; or fling quills=+27 | 4 | 34 | 31

Bestiary ~ T

Ta-Bitjet

Ta-Bitjet are a cross between humans and scorpions. Centaur-like, Ta-Bitjet have the torsos, heads, and arms of ordinary humans and the lower quarters of scorpions, including a carapace branching into eight legs and an upward curving segmented tail tipped with a deadly stinger.

These scorpion-men are quite clever, making a superb warrior race skilled in the use of swords and pole arms. They may profess any class for which an individual meets the minimum requirements and for which their physical makeup is not an insurmountable impediment. Leaders are often Mesopotamian Pagans worshiping Ishtar or Tiamat or are Egyptian Pagans who worship Set.

Habitat: Ta-bitjets are hardy individuals, comfortable in both arid regions and in forested areas. Even so, they require a good bit of sunlight, preferring to sun themselves on warm rocks in leisure hours.

Origin: Ta-bitjet was a minor Egyptian scorpion goddess who was sometimes viewed as the consort of Horus. She is sometimes depicted as a woman wearing a scorpion on her head and sometimes having the head of a full-bodied scorpion. Serket was a similar Egyptian scorpion mortuary goddess who was sometimes depicted with human head, shoulders, and arms, but with a scorpion body, legs, and tail. In Mesopotamian mythology, Tiamat, the dragon goddess of chaos supposedly gave birth to a variety of monster species, one of which was a composite between man and scorpion known as the Aqrabuamelu or Girtablilu.

Fun Facts: Ta-Bitjet stings deliver a Typical Killing Venom. See [Poisons](#) in [The Wicked Workshop](#) for further details.

Ta-Bitjet speak fluently with scorpions, as the [Gift Chattering with Scorpions](#), and often keep them as pets or guards.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Poisoning, Quieting, Righteous, Sedating, Sunshining, and Toxic Effects.

Keywords: arachnid-like, arid, blooded, bug-like, exoskeleton, fleshy, humanoid-like, hybrid, living, poisonous, scorpion-like, territorial

Attack Modes: Short Sword/Sting+Poison or Poleaxe or Bow or Sting+Poison

Vision: Heat Sense, Night Vision

Wealth Type: Monetary *Cunning:* Alert

Move Modes: Skitter / Cling *Size:* Medium

Danger Tier: +1

Ta-Bitjet Fighter Examples

Baseline Attributes

TN= 2; ST= 0; AG= 0; CR= -2; PC= 2; HT= -1; IN= -1

Adequate (Level 0)

TN= 2; ST= 0; AG= 0; CR= -2; PC= 2; HT= -1; IN= -1

HP=38; FP=34; Ward=1; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: bow=+3 | 5 | 12 | 14; or khopesh/sting=+4 | 7 +poison | 16 | 18; or poleaxe=+3 | 7 | 16 | 18; or sting=+4 | 3 +poison | 16 | 18

Decent (Level 2)

TN= 2; ST= 1; AG= 1; CR= -2; PC= 2; HT= -1; IN= -1

HP=41; FP=34; Ward=1; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: bow=+5 | 5 | 15 | 16; or khopesh/sting=+8 | 8 +poison | 19 | 20; or poleaxe=+7 | 8 | 19 | 20; or sting=+8 | 4 +poison | 19 | 20

Fit (Level 4)

TN= 3; ST= 1; AG= 1; CR= -2; PC= 3; HT= -1; IN= -1

HP=45; FP=38; Ward=1; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: bow=+8 | 5 | 18 | 20; or khopesh/sting=+10 | 8 +poison | 22 | 24; or poleaxe=+9 | 8 | 22 | 24; or sting=+10 | 4 +poison | 22 | 24

Hardened (Level 6)

TN= 4; ST= 1; AG= 2; CR= -2; PC= 3; HT= -1; IN= -1

HP=49; FP=38; Ward=2; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: bow=+10 | 5 | 22 | 23; or khopesh/sting=+13 | 8 +poison | 26 | 27; or poleaxe=+12 | 8 | 26 | 27; or sting=+13 | 4 +poison | 26 | 27

Laudable (Level 8)

TN= 4; ST= 2; AG= 2; CR= -2; PC= 4; HT= -1; IN= -1

HP=54; FP=41; Ward=2; SP=60 (skitter) / 40 (cling)

Att | Dam | Def | Stab: bow=+13 | 5 | 24 | 26; or khopesh/sting=+16 | 9 +poison | 28 | 30; or poleaxe=+15 | 9 | 28 | 30; or sting=+16 | 5 +poison | 28 | 30

Model (Level 10)

TN= 4; ST= 3; AG= 3; CR= -2; PC= 4; HT= -1; IN= -1

HP=59; FP=41; Ward=2; SP=65 (skitter) / 45 (cling)

Att | Dam | Def | Stab: bow=+15 | 5 | 27 | 28; or khopesh/sting=+20 | 10 +poison | 31 | 32; or poleaxe=+19 | 10 | 31 | 32; or sting=+20 | 6 +poison | 31 | 32

Outstanding (Level 12)
 TN= 4; ST= 3; AG= 3; CR= -1; PC= 4; HT= 0; IN= -1
 HP=59; FP=45; Ward=2; SP=65 (skitter) / 45 (cling)
 Att | Dam | Def | Stab: bow==+18 | 5 | 29 | 30; or
 khopesh/sting==+22 | 10 +poison | 33 | 34; or
 poleaxe==+21 | 10 | 33 | 34; or sting==+22 | 6 +poison | 33 | 34

Remarkable (Level 14)
 TN= 5; ST= 3; AG= 3; CR= -1; PC= 5; HT= 0; IN= -1
 HP=64; FP=49; Ward=2; SP=65 (skitter) / 45 (cling)
 Att | Dam | Def | Stab: bow==+21 | 5 | 32 | 34; or
 khopesh/sting==+24 | 10 +poison | 36 | 38; or
 poleaxe==+23 | 10 | 36 | 38; or sting==+24 | 6 +poison | 36 | 38

Superb (Level 16)
 TN= 5; ST= 4; AG= 3; CR= -1; PC= 5; HT= 0; IN= -1
 HP=70; FP=49; Ward=2; SP=70 (skitter) / 50 (cling)
 Att | Dam | Def | Stab: bow==+23 | 5 | 34 | 36; or
 khopesh/sting==+27 | 11 +poison | 38 | 40; or
 poleaxe==+26 | 11 | 38 | 40; or sting==+27 | 7 +poison | 38 | 40

Wondrous (Level 18)
 TN= 5; ST= 4; AG= 3; CR= -1; PC= 5; HT= 0; IN= 0
 HP=70; FP=49; Ward=2; SP=70 (skitter) / 50 (cling)
 Att | Dam | Def | Stab: bow==+25 | 5 | 36 | 38; or
 khopesh/sting==+29 | 11 +poison | 40 | 42; or
 poleaxe==+28 | 11 | 40 | 42; or sting==+29 | 7 +poison | 40 | 42

Ta-Bitjet Marksman Examples

Baseline Attributes
 TN= 2; ST= 0; AG= 0; CR= -2; PC= 2; HT= -1; IN= -1

Adequate (Level 0)
 TN= 2; ST= 0; AG= 0; CR= -2; PC= 2; HT= -1; IN= -1
 HP=38; FP=34; Ward=1; SP=45 (skitter) / 25 (cling)
 Att | Dam | Def | Stab: bow==+3 | 5 | 12 | 14; or
 scimitar/sting==+3 | 8 +poison | 17 | 19; or sting==+4 | 3
 +poison | 16 | 18

Decent (Level 2)
 TN= 2; ST= 0; AG= 0; CR= -1; PC= 3; HT= -1; IN= -1
 HP=38; FP=38; Ward=1; SP=45 (skitter) / 25 (cling)
 Att | Dam | Def | Stab: bow==+7 | 5 | 14 | 17; or
 scimitar/sting==+5 | 8 +poison | 19 | 22; or sting==+6 | 3
 +poison | 18 | 21

Fit (Level 4)
 TN= 2; ST= 0; AG= 0; CR= 0; PC= 4; HT= -1; IN= -1
 HP=38; FP=41; Ward=1; SP=50 (skitter) / 30 (cling)
 Att | Dam | Def | Stab: bow==+11 | 5 | 16 | 20; or
 scimitar/sting==+7 | 8 +poison | 21 | 25; or sting==+8 | 3
 +poison | 20 | 24

Hardened (Level 6)
 TN= 2; ST= 1; AG= 0; CR= 0; PC= 5; HT= -1; IN= -1
 HP=41; FP=45; Ward=1; SP=50 (skitter) / 30 (cling)
 Att | Dam | Def | Stab: bow==+14 | 5 | 18 | 23; or
 scimitar/sting==+10 | 9 +poison | 23 | 28; or sting==+11 | 4
 +poison | 22 | 27

Laudable (Level 8)
 TN= 2; ST= 1; AG= 0; CR= 1; PC= 5; HT= -1; IN= 0
 HP=41; FP=45; Ward=1; SP=50 (skitter) / 30 (cling)
 Att | Dam | Def | Stab: bow==+17 | 5 | 20 | 25; or
 scimitar/sting==+12 | 9 +poison | 25 | 30; or sting==+13 | 4
 +poison | 24 | 29

Model (Level 10)
 TN= 2; ST= 1; AG= 0; CR= 2; PC= 5; HT= -1; IN= 0
 HP=41; FP=45; Ward=1; SP=50 (skitter) / 30 (cling)
 Att | Dam | Def | Stab: bow==+20 | 5 | 22 | 27; or
 scimitar/sting==+14 | 9 +poison | 27 | 32; or sting==+15 | 4
 +poison | 26 | 31

Outstanding (Level 12)
 TN= 3; ST= 1; AG= 0; CR= 2; PC= 5; HT= -1; IN= 1
 HP=45; FP=45; Ward=1; SP=50 (skitter) / 30 (cling)
 Att | Dam | Def | Stab: bow==+22 | 5 | 25 | 30; or
 scimitar/sting==+16 | 9 +poison | 30 | 35; or sting==+17 | 4
 +poison | 29 | 34

Remarkable (Level 14)
 TN= 3; ST= 1; AG= 0; CR= 2; PC= 6; HT= -1; IN= 1
 HP=45; FP=49; Ward=1; SP=55 (skitter) / 35 (cling)
 Att | Dam | Def | Stab: bow==+25 | 5 | 27 | 33; or
 scimitar/sting==+18 | 9 +poison | 32 | 38; or sting==+19 | 4
 +poison | 31 | 37

Superb (Level 16)
 TN= 3; ST= 2; AG= 1; CR= 2; PC= 6; HT= -1; IN= 1
 HP=49; FP=49; Ward=1; SP=60 (skitter) / 40 (cling)
 Att | Dam | Def | Stab: bow==+27 | 5 | 30 | 35; or
 scimitar/sting==+22 | 10 +poison | 35 | 40; or sting==+23 | 5
 +poison | 34 | 39

Wondrous (Level 18)

TN= 5; ST= 2; AG= 1; CR= 2; PC= 6; HT= -1; IN= 1
 HP=59; FP=49; Ward=2; SP=60 (skitter) / 40 (cling)
 Att | Dam | Def | Stab: bow=+29 | 5 | 34 | 39; or
 scimitar/sting=+24 | 10 +poison | 39 | 44; or sting=+25 | 5
 +poison | 38 | 43

Ta-Bitjet Sage Examples**Baseline Attributes**

TN= 2; ST= 0; AG= 0; CR= -2; PC= 2; HT= -1; IN= -1

Adequate (Level 0)

TN= 2; ST= 0; AG= 0; CR= -2; PC= 2; HT= -1; IN= -1
 HP=38; FP=34; Ward=1; SP=45 (skitter) / 25 (cling)
 Att | Dam | Def | Stab: dagger/sting=+4 | 5 +poison | 16 | 18;
 or scimitar/sting=+3 | 8 +poison | 17 | 19; or
 staff/sting=+4 | 6 +poison | 18 | 20; or sting=+4 | 3 +poison |
 16 | 18

Decent (Level 2)

TN= 2; ST= 0; AG= 0; CR= -2; PC= 2; HT= 0; IN= 0
 HP=38; FP=38; Ward=1; SP=45 (skitter) / 25 (cling)
 Att | Dam | Def | Stab: dagger/sting=+6 | 5 +poison | 18 | 20;
 or scimitar/sting=+5 | 8 +poison | 19 | 21; or
 staff/sting=+6 | 6 +poison | 20 | 22; or sting=+6 | 3 +poison |
 18 | 20

Fit (Level 4)

TN= 2; ST= 0; AG= 0; CR= -2; PC= 2; HT= 2; IN= 0
 HP=38; FP=45; Ward=1; SP=45 (skitter) / 25 (cling)
 Att | Dam | Def | Stab: dagger/sting=+8 | 5 +poison | 20 | 22;
 or scimitar/sting=+7 | 8 +poison | 21 | 23; or
 staff/sting=+8 | 6 +poison | 22 | 24; or sting=+8 | 3 +poison |
 20 | 22

Hardened (Level 6)

TN= 2; ST= 0; AG= 0; CR= -1; PC= 2; HT= 2; IN= 1
 HP=38; FP=45; Ward=1; SP=45 (skitter) / 25 (cling)
 Att | Dam | Def | Stab: dagger/sting=+10 | 5 +poison |
 22 | 24; or scimitar/sting=+9 | 8 +poison | 23 | 25; or
 staff/sting=+10 | 6 +poison | 24 | 26; or sting=+10 | 3
 +poison | 22 | 24

Laudable (Level 8)

TN= 2; ST= 0; AG= 0; CR= 0; PC= 2; HT= 2; IN= 2
 HP=38; FP=45; Ward=1; SP=45 (skitter) / 25 (cling)
 Att | Dam | Def | Stab: dagger/sting=+12 | 5 +poison |
 24 | 26; or scimitar/sting=+11 | 8 +poison | 25 | 27; or
 staff/sting=+12 | 6 +poison | 26 | 28; or sting=+12 | 3
 +poison | 24 | 26

Model (Level 10)

TN= 2; ST= 0; AG= 1; CR= 0; PC= 3; HT= 2; IN= 2
 HP=38; FP=49; Ward=1; SP=50 (skitter) / 30 (cling)
 Att | Dam | Def | Stab: dagger/sting=+15 | 5 +poison |
 27 | 29; or scimitar/sting=+14 | 8 +poison | 28 | 30; or
 staff/sting=+15 | 6 +poison | 29 | 31; or sting=+15 | 3
 +poison | 27 | 29

Outstanding (Level 12)

TN= 2; ST= 1; AG= 2; CR= 0; PC= 3; HT= 2; IN= 2
 HP=41; FP=49; Ward=1; SP=50 (skitter) / 30 (cling)
 Att | Dam | Def | Stab: dagger/sting=+19 | 6 +poison |
 30 | 31; or scimitar/sting=+18 | 9 +poison | 31 | 32; or
 staff/sting=+19 | 7 +poison | 32 | 33; or sting=+19 | 4
 +poison | 30 | 31

Remarkable (Level 14)

TN= 2; ST= 2; AG= 2; CR= 0; PC= 4; HT= 2; IN= 2
 HP=45; FP=53; Ward=1; SP=60 (skitter) / 40 (cling)
 Att | Dam | Def | Stab: dagger/sting=+22 | 7 +poison |
 32 | 34; or scimitar/sting=+21 | 10 +poison | 33 | 35; or
 staff/sting=+22 | 8 +poison | 34 | 36; or sting=+22 | 5
 +poison | 32 | 34

Superb (Level 16)

TN= 2; ST= 2; AG= 2; CR= 0; PC= 5; HT= 2; IN= 2
 HP=45; FP=58; Ward=1; SP=60 (skitter) / 40 (cling)
 Att | Dam | Def | Stab: dagger/sting=+24 | 7 +poison |
 34 | 37; or scimitar/sting=+23 | 10 +poison | 35 | 38; or
 staff/sting=+24 | 8 +poison | 36 | 39; or sting=+24 | 5
 +poison | 34 | 37

Wondrous (Level 18)

TN= 2; ST= 2; AG= 2; CR= 0; PC= 6; HT= 2; IN= 2
 HP=45; FP=64; Ward=1; SP=65 (skitter) / 45 (cling)
 Att | Dam | Def | Stab: dagger/sting=+26 | 7 +poison |
 36 | 40; or scimitar/sting=+25 | 10 +poison | 37 | 41; or
 staff/sting=+26 | 8 +poison | 38 | 42; or sting=+26 | 5
 +poison | 36 | 40

Tafner

Tafners are desert dwelling humanoids, who are always female, with an unusual understanding and connection to Vultures. They have the ability to transform themselves into the scavengers as well as women with the heads of vultures. A Tafner's humanoid figure is far from attractive, though. Their skins are saggy and wrinkled, seeming to hang on the underlying bones like crumpled garments, and their breasts are pendulous. Their eating habits are equally vile. They often scavenge for rotting carrion and will engorge themselves on a bloated corpse right alongside their buzzard companions. During these feasts, Tafners rarely wear clothing as the dark gore would quickly ruin any garment.

Despite their somewhat uncultured ways, Tafners have powerful maternal instincts. Any lost youth or immature creature encountered by a Tafner will be fed and nurtured until it can be returned to its proper parents or until it grows to adulthood.

Tafners are quite intelligent and are capable of learning any skill practiced by humans. Their priestesses ordinarily worship Isis or Nekhbet.

Tafners avoid combat when possible and if pressed into combat will usually assume the form of a Medium-size Vulture. However, some of these avian females acquire a preference for human fighting styles and acquire the necessary warrior skills to wield weapons in combat.

Habitat: Tafners are most comfortable in arid regions, but are more than willing to relocate to wherever the dead and dying are readily found.

Origin: Both Tafner and Nekhbet were Egyptian goddesses associated with vultures, although little is known about either. However, Nekhbet was also closely associated with motherhood and maternity who was eventually incorporated into Isis. She took on many aspects including that of a vulture and a vulture-headed woman with pendulous breasts. This unusual link between vultures and women was very strong and the belief that all vultures were female persisted into Christian times.

Fun Facts: Tafners are able to assume the forms of Vultures and vulture-headed women. When faced with threatening situations, Tafners often transform themselves entirely into medium-sized Vultures. (In such cases, use the examples given under Vulture for details.)

Tafners can communicate with and control any number of vultures. Their flocks usually contain up to a dozen or so birds, only a few of which will be large-sized (at the Overlord's discretion).

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: arid, avian-like, blooded, fleshy, humanoid, hybrid, living, scavenger, shape-shifter, winged

Attack Modes: Dagger or Throwing Dagger or Beak/Punch

Traits: Strong Affection for Vultures.

Wealth Type: Monetary

Cunning: Alert

Move Modes: Run/Glide

Size: Medium

Vision: Day Vision

Danger Tier: +1

Medium Tafner Examples

Baseline Attributes

TN= -2; ST= -2; AG= 2; CR= 3; PC= 3; HT= 2; IN= 1

Adequate (Level 6)

TN= -1; ST= -1; AG= 2; CR= 5; PC= 3; HT= 2; IN= 3

HP=27; FP=49; Ward=0; SP=40 (run) / 70 (glide)

Att | Dam | Def | Stab: dagger=+12 | 3 | 20 | 21; or throwing dagger=+18 | 4 | 17 | 18; or beak/punch=+11 | 6 | 21 | 22

Decent (Level 8)

TN= -1; ST= 0; AG= 2; CR= 5; PC= 3; HT= 3; IN= 3

HP=29; FP=53; Ward=0; SP=40 (run) / 70 (glide)

Att | Dam | Def | Stab: dagger=+15 | 3 | 22 | 23; or throwing dagger=+20 | 4 | 19 | 20; or beak/punch=+14 | 6 | 23 | 24

Fit (Level 10)

TN= -1; ST= 0; AG= 2; CR= 5; PC= 4; HT= 4; IN= 3

HP=29; FP=64; Ward=0; SP=40 (run) / 70 (glide)

Att | Dam | Def | Stab: dagger=+17 | 3 | 24 | 26; or throwing dagger=+23 | 4 | 21 | 23; or beak/punch=+16 | 6 | 25 | 27

Laudable (Level 12)

TN= -1; ST= 0; AG= 2; CR= 6; PC= 5; HT= 4; IN= 3

HP=29; FP=69; Ward=0; SP=45 (run) / 75 (glide)

Att | Dam | Def | Stab: dagger=+19 | 3 | 26 | 29; or throwing dagger=+27 | 4 | 23 | 26; or beak/punch=+18 | 6 | 27 | 30

Model (Level 14)

TN= -1; ST= 0; AG= 2; CR= 6; PC= 6; HT= 4; IN= 4

HP=29; FP=76; Ward=0; SP=50 (run) / 80 (glide)

Att | Dam | Def | Stab: dagger=+21 | 3 | 28 | 32; or throwing dagger=+30 | 4 | 25 | 29; or beak/punch=+20 | 6 | 29 | 33

Outstanding (Level 16)

TN= -1; ST= 0; AG= 2; CR= 6; PC= 6; HT= 4; IN= 5

HP=29; FP=76; Ward=0; SP=50 (run) / 80 (glide)

Att | Dam | Def | Stab: dagger=+23 | 3 | 30 | 34; or throwing dagger=+32 | 4 | 27 | 31; or beak/punch=+22 | 6 | 31 | 35

Taurine

Taurines are large humanoid with bull heads. Taurine bulls stand six to eight feet tall while the females are, on average, about one foot shorter. The largest bulls have horns that span distances greater than a man's reach. The horns of the cows are significantly less impressive. Their bodies, while obviously human, are definitely on the hairy side.

Taurines have a reputation for being bestial and savage. But, this widely-held viewpoint was shaped by tales of a few brutally mistreated individuals. The reality is that Taurines are quite civilized and rational, although their intellects are more on the loitering side of slow. Further, they have unusually strong libidos that cause the males to be overly aggressive at times. The females, on the other hand, are quite thoughtful and maternal.

Taurines have low-pitched bovine voices. They make excellent warriors and priests who commonly worship the Egyptian goddess Hathor.

Habitat: Taurines seek out countrysides with lush grass and ample vegetation.

Origin: The Egyptian goddess Hathor, along with other Egyptian deities, was often depicted as a woman with the head of a cow. Hathor was a fertility goddess of love, motherhood, and joy. As such, she represented the very foundations of the family and civilization. In contrast, the Minotaur originated in ancient Grecian mythology. The Minotaur was the offspring of a sacred bull sent to Crete by Poseidon and Queen Pasiphae, the wife of King Minos. After Minos refused to sacrifice the magnificent bull, Poseidon cursed Pasiphae to desire and mate with it. Taking care not to offend Poseidon further, Minos trapped the resulting monster within a great labyrinth. He periodically fed it with youths received as tribute from Athens until Theseus slew it.

Fun Facts: Taurines have the following gifts: Charge, Rapid Mending, Regeneration, and Chattering with Bovines.

They also have the following skills, which they use at a skill rank equal to their Levels: Embroidery, Gardening, Harvesting, Husbandry, Tailoring, Weaving. Further, Taurines are Easily Enraged (as the Flaw). See The Character Compendium for details.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Traits: Delights in Flirting, Revels in Laughter, Desires Romantic Trysts, Embarrassed by Libido, Favors Bronze, Hates Thieves, Adores Sunlight, Loathes Losing Self Control, Respects Duty and Honor, Scorns Quitters

Wealth Type: Hoard

Cunning: Simpleminded

Move Modes: Run

Size: Large

Vision: Day Vision

Danger Tier: 0

Keywords: bovine-like, fleshy, herbivore, humanoid,

territorial

Attack Modes: Axe or Throwing Axe or Gore/Punch/Kick

Taurine Fighter Examples

Baseline Attributes

TN= 5; ST= 8; AG= -6; CR= -3; PC= 0; HT= 0; IN= -4

Adequate (Level 0)

TN= 5; ST= 8; AG= -6; CR= -3; PC= 0; HT= 0; IN= -4

HP=99; FP=32; Ward=2; SP=35 (run)

Att | Dam | Def | Stab: axe=+4 | 18 | 13 | 19; or throwing axe=+0 | 7 | 9 | 15; or gore/punch/kick=+6 | 20 | 13 | 19

Decent (Level 2)

TN= 5; ST= 9; AG= -5; CR= -3; PC= 0; HT= 0; IN= -4

HP=108; FP=32; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: axe=+8 | 19 | 16 | 21; or throwing axe=+2 | 7 | 12 | 17; or gore/punch/kick=+10 | 21 | 16 | 21

Fit (Level 4)

TN= 6; ST= 9; AG= -5; CR= -3; PC= 1; HT= 0; IN= -4

HP=117; FP=34; Ward=3; SP=40 (run)

Att | Dam | Def | Stab: axe=+10 | 19 | 19 | 25; or throwing axe=+5 | 7 | 15 | 21; or gore/punch/kick=+12 | 21 | 19 | 25

Hardened (Level 6)

TN= 7; ST= 9; AG= -4; CR= -3; PC= 1; HT= 0; IN= -4

HP=128; FP=34; Ward=3; SP=40 (run)

Att | Dam | Def | Stab: axe=+13 | 19 | 23 | 28; or throwing axe=+7 | 7 | 19 | 24; or gore/punch/kick=+15 | 21 | 23 | 28

Laudable (Level 8)

TN= 7; ST= 10; AG= -4; CR= -3; PC= 2; HT= 0; IN= -4

HP=140; FP=38; Ward=3; SP=50 (run)

Att | Dam | Def | Stab: axe=+16 | 20 | 25 | 31; or throwing axe=+10 | 7 | 21 | 27; or gore/punch/kick=+18 | 22 | 25 | 31

Model (Level 10)

TN= 7; ST= 11; AG= -3; CR= -3; PC= 2; HT= 0; IN= -4

HP=152; FP=38; Ward=3; SP=55 (run)

Att | Dam | Def | Stab: axe=+20 | 21 | 28 | 33; or throwing axe=+12 | 7 | 24 | 29; or gore/punch/kick=+22 | 23 | 28 | 33

Outstanding (Level 12)

TN= 7; ST= 11; AG= -3; CR= -2; PC= 2; HT= 1; IN= -4

HP=152; FP=41; Ward=3; SP=55 (run)

Att | Dam | Def | Stab: axe=+22 | 21 | 30 | 35; or throwing axe=+15 | 7 | 26 | 31; or gore/punch/kick=+24 | 23 | 30 | 35

Remarkable (Level 14)

TN= 8; ST= 11; AG= -3; CR= -2; PC= 3; HT= 1; IN= -4
HP=166; FP=45; Ward=4; SP=55 (run)

Att | Dam | Def | Stab: axe=+24 | 21 | 33 | 39; or throwing
axe=+18 | 7 | 29 | 35; or gore/punch/kick=+26 | 23 | 33 | 39

Superb (Level 16)

TN= 8; ST= 12; AG= -3; CR= -2; PC= 3; HT= 1; IN= -4
HP=181; FP=45; Ward=4; SP=60 (run)

Att | Dam | Def | Stab: axe=+27 | 22 | 35 | 41; or throwing
axe=+20 | 7 | 31 | 37; or gore/punch/kick=+29 | 24 | 35 | 41

Wondrous (Level 18)

TN= 8; ST= 12; AG= -3; CR= -2; PC= 3; HT= 1; IN= -3
HP=181; FP=45; Ward=4; SP=60 (run)

Att | Dam | Def | Stab: axe=+29 | 22 | 37 | 43; or throwing
axe=+22 | 7 | 33 | 39; or gore/punch/kick=+31 | 24 | 37 | 43

Taurine Sage Examples**Baseline Attributes**

TN= 5; ST= 8; AG= -6; CR= -3; PC= 0; HT= 0; IN= -4

Adequate (Level 0)

TN= 5; ST= 8; AG= -6; CR= -3; PC= 0; HT= 0; IN= -4
HP=99; FP=32; Ward=2; SP=35 (run)

Att | Dam | Def | Stab: dagger=+6 | 12 | 13 | 19; or
scimitar=+4 | 15 | 15 | 21; or staff=+5 | 13 | 16 | 22; or
gore/punch/kick=+6 | 20 | 13 | 19

Decent (Level 2)

TN= 5; ST= 8; AG= -6; CR= -3; PC= 0; HT= 1; IN= -3
HP=99; FP=34; Ward=2; SP=35 (run)

Att | Dam | Def | Stab: dagger=+8 | 12 | 15 | 21; or
scimitar=+6 | 15 | 17 | 23; or staff=+7 | 13 | 18 | 24; or
gore/punch/kick=+8 | 20 | 15 | 21

Fit (Level 4)

TN= 5; ST= 8; AG= -6; CR= -3; PC= 0; HT= 3; IN= -3
HP=99; FP=41; Ward=2; SP=35 (run)

Att | Dam | Def | Stab: dagger=+10 | 12 | 17 | 23; or
scimitar=+8 | 15 | 19 | 25; or staff=+9 | 13 | 20 | 26; or
gore/punch/kick=+10 | 20 | 17 | 23

Hardened (Level 6)

TN= 5; ST= 8; AG= -6; CR= -2; PC= 0; HT= 3; IN= -2
HP=99; FP=41; Ward=2; SP=35 (run)

Att | Dam | Def | Stab: dagger=+12 | 12 | 19 | 25; or
scimitar=+10 | 15 | 21 | 27; or staff=+11 | 13 | 22 | 28; or
gore/punch/kick=+12 | 20 | 19 | 25

Laudable (Level 8)

TN= 5; ST= 8; AG= -6; CR= -1; PC= 0; HT= 3; IN= -1
HP=99; FP=41; Ward=2; SP=35 (run)

Att | Dam | Def | Stab: dagger=+14 | 12 | 21 | 27; or
scimitar=+12 | 15 | 23 | 29; or staff=+13 | 13 | 24 | 30; or
gore/punch/kick=+14 | 20 | 21 | 27

Model (Level 10)

TN= 5; ST= 8; AG= -5; CR= -1; PC= 1; HT= 3; IN= -1
HP=99; FP=45; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: dagger=+17 | 12 | 24 | 30; or
scimitar=+15 | 15 | 26 | 32; or staff=+16 | 13 | 27 | 33; or
gore/punch/kick=+17 | 20 | 24 | 30

Outstanding (Level 12)

TN= 5; ST= 9; AG= -4; CR= -1; PC= 1; HT= 3; IN= -1
HP=108; FP=45; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: dagger=+21 | 13 | 27 | 32; or
scimitar=+19 | 16 | 29 | 34; or staff=+20 | 14 | 30 | 35; or
gore/punch/kick=+21 | 21 | 27 | 32

Remarkable (Level 14)

TN= 5; ST= 10; AG= -4; CR= -1; PC= 2; HT= 3; IN= -1
HP=117; FP=49; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: dagger=+24 | 14 | 29 | 35; or
scimitar=+22 | 17 | 31 | 37; or staff=+23 | 15 | 32 | 38; or
gore/punch/kick=+24 | 22 | 29 | 35

Superb (Level 16)

TN= 5; ST= 10; AG= -4; CR= -1; PC= 3; HT= 3; IN= -1
HP=117; FP=53; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: dagger=+26 | 14 | 31 | 38; or
scimitar=+24 | 17 | 33 | 40; or staff=+25 | 15 | 34 | 41; or
gore/punch/kick=+26 | 22 | 31 | 38

Wondrous (Level 18)

TN= 5; ST= 10; AG= -4; CR= -1; PC= 4; HT= 3; IN= -1
HP=117; FP=58; Ward=2; SP=55 (run)

Att | Dam | Def | Stab: dagger=+28 | 14 | 33 | 41; or
scimitar=+26 | 17 | 35 | 43; or staff=+27 | 15 | 36 | 44; or
gore/punch/kick=+28 | 22 | 33 | 41

Tawaret

Tawarets are large humanoid creatures with the heads of hippos, the backs and tails of crocodiles, and the arms and legs of lions. They usually stand upright like men, although they can drop down on all fours when speed is of the essence. Although their arms are distinctively lion-like, Tawarets do have opposable thumbs like men and are capable of wielding weapons. Even so, the poor dexterity of their fingers does not allow their race the honor of being known as great craftsmen in any field.

Tawarets spend most of their lives simply lounging in cool pools lazily floating with only their eyes, nostrils, and the slight bulge of their reptilian backs breaking the surface. Many of these pools are created by the Tawarets themselves, as they have the ability to evoke fresh-water springs from the driest of deserts. This ability is often used to create desert oases which sustain the wildlife of the nearby region.

Tawarets enjoy the company of the crocodilian Neb-Heteps, and share a language with them consisting of growls, jaw snaps, and hisses. A few Tarawets have been known to speak human tongues, but such occurrences are rare. Tarawet priests worship the Egyptian gods Set and Sebek.

Tawarets are relatively unconcerned about trespassers to their territories, as long as they don't come too near and don't present a threat. However, if a fellow Neb-Hetep is engaged in combat, a Tawaret will usually join the fray to protect their comrade.

Tawarets occasionally wield spears in battle. More commonly, however, they will attack with their crushing bites and razor sharp claws.

Habitat: Tawarets spend a great deal of their time bathing in fresh water pools. Consequently, they demand plentiful water sources as well as access to land. Rivers and lakes are their favorite hangouts.

Origin: Tawaret was a minor Egyptian goddess whose form was a combination of hippopotamus, crocodile, and lion. She began her career as a destructive deity and as the concubine of the evil Set (who was evidently not a very good judge of beauty). Eventually, however, she became more benevolent in the eyes of the Egyptian populous and was eventually adopted as the protector of women during childbirth and the bringing of the yearly inundation of the Nile. Her career didn't stop there, though. She was imported to the island of Crete and absorbed into the Minoan mythology where she was transformed into the "Genius" spirit of Greek and Roman lore. This, in turn, finally evolved into the modern day genii.

Fun Facts: All Tawarets have the Gifts of [Swimming](#) and [Aquatic Combat](#).

In addition, they can cast the pagan Harmony spell [Evoke Spring](#) at spell ranks equal to their Levels. (See [The Codex of Cultures](#) for details.)

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Traits: Affinity toward Crocodiles, Lions, and Hippos, Fond of Neb-Heteps

Keywords: amphibious, blooded, crocodile-like, feline-like, fleshy, humanoid, hybrid, living, reptile-like, tribal

Move Modes: Plod/Trot. Trotting can only be done if a Tawaret drops down on all fours.

Attack Modes: Omnivorous Bite/Punch

Wealth Type: Monetary *Cunning:* Simpleminded

Vision: Dark Vision *Size:* Large

Danger Tier: +2

Large Tawaret Examples

Baseline Attributes

TN= 5; ST= 9; AG= -8; CR= 1; PC= 2; HT= 2; IN= -4

Adequate (Level 4)

TN= 6; ST= 10; AG= -8; CR= 1; PC= 3; HT= 2; IN= -3

HP=128; FP=49; Ward=3; SP=30 (plod) / 50 (trot)

Att | Dam | Def | Stab: bite/punch=+10 | 17 | 16 | 27

Decent (Level 6)

TN= 6; ST= 11; AG= -8; CR= 2; PC= 3; HT= 2; IN= -3

HP=140; FP=49; Ward=3; SP=30 (plod) / 50 (trot)

Att | Dam | Def | Stab: bite/punch=+13 | 18 | 18 | 29

Fit (Level 8)

TN= 8; ST= 11; AG= -8; CR= 2; PC= 3; HT= 2; IN= -3

HP=166; FP=49; Ward=4; SP=30 (plod) / 50 (trot)

Att | Dam | Def | Stab: bite/punch=+15 | 18 | 22 | 33

Laudable (Level 10)

TN= 8; ST= 12; AG= -7; CR= 2; PC= 3; HT= 2; IN= -3

HP=181; FP=49; Ward=4; SP=40 (plod) / 60 (trot)

Att | Dam | Def | Stab: bite/punch=+19 | 19 | 25 | 35

Model (Level 12)

TN= 8; ST= 12; AG= -7; CR= 2; PC= 3; HT= 4; IN= -3

HP=181; FP=58; Ward=4; SP=40 (plod) / 60 (trot)

Att | Dam | Def | Stab: bite/punch=+21 | 19 | 27 | 37

Outstanding (Level 14)

TN= 8; ST= 12; AG= -5; CR= 2; PC= 3; HT= 4; IN= -3

HP=181; FP=58; Ward=4; SP=45 (plod) / 65 (trot)

Att | Dam | Def | Stab: bite/punch=+25 | 19 | 31 | 39

Tiger, Bengal

Tigers are the largest cats in the world. They often reach weights of 400 to 500 pounds and have lengths of up to 10 feet from the tip of their noses to the ends of their tails. Their coats are tawny or rusty-reddish in color and are covered with numerous transverse black stripes although their undercoats are white. The largest of these cats are occasionally captured and trained as war steeds.

Males and females come together only long enough to mate. Thereafter, it is the female's responsibility to birth, feed, and train the young cubs in life's many lessons. Any encountered female has a 25% chance of having a few cubs nearby. (Treat cubs as Small Scampering Critters – see [The Tome of Terrors](#) for details.)

Habitat: Tigers are comfortable in forest areas and on grassy plains, where their stripes provide excellent camouflage. They are also known to inhabit rocky, craggy mountainous regions. Oddly enough, Tigers are extremely poor climbers and so will never be encountered waiting to pounce on prey from lofty tree branches.

Origin: Tigers were once common predators throughout the Middle East and Southern Asia. In the cultures of these regions, the tiger usurps the lion's position as the king of beasts and represents ferocity and strength. In Japan, the tiger is a purely mythological creature, since the big cats are not native to the island, and are believed to live to an age of 1,000 years.

Fun Facts: A tiger's roar works as the Occult spell [Invoke Epic Fell Roar](#).

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: blooded, carnivore, feline, fleshy, living, mammal, natural, predator, territorial

Attack Modes: Carnivorous Bite/Claw

Wealth Type: Incidental *Cunning:* Bestial

Move Modes: Bounding *Vision:* Night Vision

Traits: Afraid of Fire *Size:* Large

Danger Tier: +1

Large Bengal Tiger Examples

Baseline Attributes

TN= 0; ST= 6; AG= -4; CR= -1; PC= 1; HT= -3; IN= -6

Adequate (Level 8)

TN= 3; ST= 7; AG= -4; CR= 1; PC= 2; HT= -3; IN= -5

HP=76; FP=29; Ward=1; SP=60 (bounding)

Att | Dam | Def | Stab: bite/claw=+15 | 17 | 21 | 27

Decent (Level 10)

TN= 3; ST= 7; AG= -3; CR= 2; PC= 2; HT= -3; IN= -5

HP=76; FP=29; Ward=1; SP=60 (bounding)

Att | Dam | Def | Stab: bite/claw=+18 | 17 | 24 | 29

Fit (Level 12)

TN= 3; ST= 7; AG= -2; CR= 2; PC= 2; HT= -2; IN= -5

HP=76; FP=32; Ward=1; SP=65 (bounding)

Att | Dam | Def | Stab: bite/claw=+21 | 17 | 27 | 31

Laudable (Level 14)

TN= 3; ST= 7; AG= -1; CR= 2; PC= 2; HT= -2; IN= -4

HP=76; FP=32; Ward=1; SP=70 (bounding)

Att | Dam | Def | Stab: bite/claw=+24 | 17 | 30 | 33

Model (Level 16)

TN= 3; ST= 8; AG= -1; CR= 2; PC= 2; HT= -1; IN= -4

HP=83; FP=34; Ward=1; SP=70 (bounding)

Att | Dam | Def | Stab: bite/claw=+27 | 18 | 32 | 35

Outstanding (Level 18)

TN= 3; ST= 9; AG= -1; CR= 2; PC= 3; HT= -1; IN= -4

HP=91; FP=38; Ward=1; SP=75 (bounding)

Att | Dam | Def | Stab: bite/claw=+30 | 19 | 34 | 38

Medium Bengal Tiger Examples

Baseline Attributes

TN= -2; ST= 0; AG= 2; CR= 1; PC= 1; HT= -3; IN= -6

Adequate (Level 4)

TN= 0; ST= 0; AG= 2; CR= 2; PC= 1; HT= -3; IN= -5

HP=32; FP=26; Ward=0; SP=55 (bounding)

Att | Dam | Def | Stab: bite/claw=+10 | 7 | 20 | 19

Fit (Level 6)

TN= 0; ST= 1; AG= 2; CR= 2; PC= 2; HT= -3; IN= -5

HP=35; FP=29; Ward=0; SP=60 (bounding)

Att | Dam | Def | Stab: bite/claw=+13 | 8 | 22 | 22

Laudable (Level 8)

TN= 1; ST= 1; AG= 2; CR= 3; PC= 2; HT= -3; IN= -5

HP=38; FP=29; Ward=1; SP=60 (bounding)

Att | Dam | Def | Stab: bite/claw=+15 | 8 | 25 | 25

Outstanding (Level 10)

TN= 1; ST= 1; AG= 3; CR= 4; PC= 2; HT= -3; IN= -5

HP=38; FP=29; Ward=1; SP=60 (bounding)

Att | Dam | Def | Stab: bite/claw=+18 | 8 | 28 | 27

Triton

Tritons are an ancient variety of aquatic faery akin to mermaids, having great fish tails in common with their fair cousins. Even so, Tritons are far uglier. They have pointed fish-like teeth and hands that are both clawed and webbed. They have fish gills behind their ears, fins along their spines, and scales that cover them from head to tail.

Tritons are highly skilled in the use of tridents and are rarely caught unarmed. They also usually carry large conch shells slung over their shoulders that they commonly sound when they break the ocean's surface. They can be both a bane and a blessing to sailors, who placate them by tossing offerings into the sea.

Tritons love wanton merrymaking and will occasionally form small bands to raid fishing ports. Their uncontrolled whoopla inevitably results in great property damage and sometimes even loss of life. Tritons are not by nature malicious, however, and will return quietly to their ocean dwellings after they have slept it off.

Tritons almost always wield tridents.

Habitat: Tritons are aquatic beings that usually dwell deep beneath the ocean's surface. They have been known to invade coastal towns, however, where their revelry and boorish behavior is said to put sailors to shame. When encountered swimming on the surface, they often carry large conch shells, which they blow to control sea storms.

Origin: Tritons originated in Greek lore where they accompanied Poseidon on his chariot rides across the ocean. Originally, there was only a single such creature, named Triton, who was the offspring of Amphitrite and Poseidon. Later classical literature multiplied the number of these sea creatures greatly into an entire race.

Fun Facts: Tritons have a minor shape shifting ability that enables them to transform their fish tails into legs. The same mutation enables them to alter their physiologies from those of water breathers to those of air breathers. Even so, Tritons are easily recognizable since their humanoid forms remain covered with fish scales. They can change their forms from one to the other and back again at will. Each transformation requires one full Round to complete.

Tritons carry with them large conch shells. The notes sounded when the Tritons blow on these shells can either create or calm ocean storms as the priest Nature spells Evoked Tempest and Calm Storm. Both spells are cast at a spell rank equal to the sounding Triton's Level.

When a Triton needs to board a ship, they will swim down about 20 or 30 feet below the ocean's surface and propel themselves upward with all the might they can muster. With this technique, they can leap onto decks 10 feet above the waves.

These creatures possess the Gift of Aquatic Combat.

Durabilities: This creature is Immune to Blighting.

Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: amphibious, blooded, fish-like, fleshy, humanoid-like, living, merfolk, shape-shifter, tribal

Wealth Type: mineral (shells, pearls, coral, etc.)

Attack Modes: Trident or Throwing Trident or Punch

Vision: Night Vision

Cunning: Alert

Move Modes: Run/Fishtail

Size: Medium

Danger Tier: 0

Medium Triton Examples

Baseline Attributes

TN= 0; ST= 0; AG= 1; CR= 0; PC= 1; HT= 0; IN= -2

Adequate (Level 6)

TN= 3; ST= 0; AG= 3; CR= 1; PC= 1; HT= 0; IN= -2

HP=41; FP=34; Ward=1; SP=40 (run) / 50 (fishtail)

Att | Dam | Def | Stab: trident=+11 | 4 | 27 | 25; or throwing trident=+12 | 5 | 22 | 20; or punch=+13 | 2 | 23 | 21

Decent (Level 8)

TN= 3; ST= 0; AG= 3; CR= 2; PC= 1; HT= 0; IN= -1

HP=41; FP=34; Ward=1; SP=40 (run) / 50 (fishtail)

Att | Dam | Def | Stab: trident=+13 | 4 | 29 | 27; or throwing trident=+15 | 5 | 24 | 22; or punch=+15 | 2 | 25 | 23

Fit (Level 10)

TN= 3; ST= 1; AG= 3; CR= 3; PC= 1; HT= 0; IN= -1

HP=45; FP=34; Ward=1; SP=40 (run) / 50 (fishtail)

Att | Dam | Def | Stab: trident=+16 | 5 | 31 | 29; or throwing trident=+18 | 5 | 26 | 24; or punch=+18 | 3 | 27 | 25

Laudable (Level 12)

TN= 3; ST= 2; AG= 3; CR= 3; PC= 1; HT= 1; IN= -1

HP=49; FP=38; Ward=1; SP=40 (run) / 50 (fishtail)

Att | Dam | Def | Stab: trident=+19 | 6 | 33 | 31; or throwing trident=+20 | 5 | 28 | 26; or punch=+21 | 4 | 29 | 27

Model (Level 14)

TN= 3; ST= 2; AG= 3; CR= 3; PC= 1; HT= 2; IN= 0

HP=49; FP=41; Ward=1; SP=40 (run) / 50 (fishtail)

Att | Dam | Def | Stab: trident=+21 | 6 | 35 | 33; or throwing trident=+22 | 5 | 30 | 28; or punch=+23 | 4 | 31 | 29

Outstanding (Level 16)

TN= 3; ST= 3; AG= 3; CR= 3; PC= 2; HT= 2; IN= 0

HP=54; FP=45; Ward=1; SP=50 (run) / 60 (fishtail)

Att | Dam | Def | Stab: trident=+24 | 7 | 37 | 36; or throwing trident=+25 | 5 | 32 | 31; or punch=+26 | 5 | 33 | 32

Tuchulcha

A Tuchulcha is a humanoid Eidolon, an Astral Being, with pale pink skin, the ears of a donkey, beard and hair comprised of writhing vipers, and a vulture's beak. They have the clawed feet of raptors and female breasts. Often, Tuchulchas are dressed in loose-fitting tunics and wield weapons iconic to the Greco-Roman culture.

Habitat: Tuchulchas originate from the Astral Realm of Tartarus, in the region of Aita. In the mortal realm, they are only encountered in deep caves or when specifically conjured.

Origin: Tuchulcha is a chthonic daemon of ancient Roman folklore.

Fun Facts: When a Tuchulcha attacks with its beak, the vipers making up its hair and beard simultaneously strike with poisonous bites delivering a Typical Toxin. (See [Poisons](#) in [The Wicked Workshop](#) for details.)

Durabilities: This creature is Immune to Acidic, Blighting, Dehydrating, Deluding, Entrancing, Fatiguing, Infernal, Internal, Intoxicating, Maladive, Non-Magical, Quieting, Rotting, Scorching, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; Sensitive to Bleeding and Petrifying Effects; and Highly Sensitive to Righteous Effects.

Keywords: daemon, eidolon, fiend, hybrid, man-eater

Traits: Passion for games and gambling.

Attack Modes: Beak/Poisonous Bite or Short Sword or Spear or Bow

Wealth Type: Hoard

Cunning: Alert

Move Modes: Run

Danger Tier: +2

Vision: Astral Vision

Medium Tuchulcha Examples

Baseline Attributes

TN= 1; ST= 2; AG= -1; CR= -1; PC= 2; HT= -2; IN= -1

Adequate (Level 4)

TN= 1; ST= 3; AG= -1; CR= -1; PC= 3; HT= -1; IN= 0

HP=45; FP=38; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: beak/bite=+10 | 10 +poison | 18 | 22;
or short sword=+10 | 8 | 18 | 22; or spear=+10 | 6 | 18 | 22; or
bow=+9 | 5 | 14 | 18

Decent (Level 6)

TN= 1; ST= 3; AG= 0; CR= -1; PC= 4; HT= -1; IN= 0

HP=45; FP=41; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: beak/bite=+13 | 10 +poison | 21 | 25;
or short sword=+13 | 8 | 21 | 25; or spear=+13 | 6 | 21 | 25; or
bow=+12 | 5 | 17 | 21

Fit (Level 8)

TN= 2; ST= 3; AG= 0; CR= -1; PC= 4; HT= -1; IN= 1

HP=49; FP=41; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: beak/bite=+15 | 10 +poison | 24 | 28;
or short sword=+15 | 8 | 24 | 28; or spear=+15 | 6 | 24 | 28; or
bow=+14 | 5 | 20 | 24

Laudable (Level 10)

TN= 3; ST= 3; AG= 0; CR= -1; PC= 5; HT= -1; IN= 1

HP=54; FP=45; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: beak/bite=+17 | 10 +poison | 27 | 32;
or short sword=+17 | 8 | 27 | 32; or spear=+17 | 6 | 27 | 32; or
bow=+17 | 5 | 23 | 28

Outstanding (Level 12)

TN= 3; ST= 4; AG= 0; CR= -1; PC= 5; HT= -1; IN= 2

HP=59; FP=45; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: beak/bite=+20 | 11 +poison | 29 | 34;
or short sword=+20 | 9 | 29 | 34; or spear=+20 | 7 | 29 | 34; or
bow=+19 | 5 | 25 | 30

Remarkable (Level 14)

TN= 4; ST= 5; AG= 0; CR= -1; PC= 5; HT= -1; IN= 2

HP=70; FP=45; Ward=2; SP=55 (run)

Att | Dam | Def | Stab: beak/bite=+23 | 12 +poison | 32 | 37;
or short sword=+23 | 10 | 32 | 37; or spear=+23 | 8 | 32 | 37;
or bow=+21 | 5 | 28 | 33

Superb (Level 16)

TN= 4; ST= 5; AG= 1; CR= -1; PC= 5; HT= 0; IN= 2

HP=70; FP=49; Ward=2; SP=55 (run)

Att | Dam | Def | Stab: beak/bite=+26 | 12 +poison | 35 | 39;
or short sword=+26 | 10 | 35 | 39; or spear=+26 | 8 | 35 | 39;
or bow=+23 | 5 | 31 | 35

Bestiary ~ U

Ubasti

Ubastis are hunter-warriors with the heads of lions and the bodies of men. They are fiercely aggressive, with a harsh worldview asserting only the strongest should survive. An ubasti will refrain from immediate attack only if its opponent has previously shown combative prowess. In such cases, the Ubasti will greet the stranger civilly and continue to show their respect. A befriended Ubasti makes a loyal companion.

The Ubastis language consists of growls, purrs, and roars. In addition, most can understand and speak some human languages, albeit in a rough rumbling voice.

Ubastis can perform any tasks practiced by men. Their instincts make them skilled hunter-gatherers. Ubasti Pagans usually focus their worship on feline gods, such as Bastet, Maahes, Pakhet, Sekhmet, and Tefnut. The race lacks Occultists, but this is probably due to cultural stigmas and taboos rather than any innate limitation.

Habitat: Ubastis are comfortable in desert environments but prefer the vast expanses of grassy plains. Most of these feline warriors house themselves in huts made from sticks and grass and occupy themselves with lounging on the Savannah in and under trees waiting for prey to wander near.

Origin: Egyptian mythology has no shortage of cat-headed deities. Apedemak is the name of an Egyptian lion-headed war deity worshiped to the east of the Nile River in Sudan. At one point Apedemak had a respectable following and was even associated with Egyptian deities, including Amun, Isis, and Horus. Ubasti is an alternate name for Bastet, which was an Egyptian fertility goddess. Other Egyptian cat headed deities include Maahes, Pakhet, Sekhmet, and Tefnut.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Fun Facts: Ubastis are a basic character race. Please see [The Character Compendium](#) for full details on their unique characteristics.

Keywords: arid, blooded, feline-like, fleshy, humanoid, hybrid, living, territorial, tribal

Vision: Night Vision, Motion Sensitivity

Traits: See [The Character Compendium](#).

Attack Modes: Melee Weapon or Range Weapon or Spear or Throwing Spear or Carnivorous Bite/Claw/Kick

Move Modes: Run *Size:* Medium

Wealth Type: Monetary *Cunning:* Alert

Danger Tier: 0

Ubasti Fighter Examples

Baseline Attributes

TN= 0; ST= 0; AG= 3; CR= -2; PC= 1; HT= 0; IN= -2

Adequate (Level 0)

TN= 0; ST= 0; AG= 3; CR= -2; PC= 1; HT= 0; IN= -2

HP=32; FP=34; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: spear=+7 | 3 | 17 | 15; or throwing spear=+2 | 4 | 13 | 11; or whip=+6 | 2 (dam) + 4 (setback) | 16 | 14; or bite/claw/kick=+7 | 8 | 17 | 15

Decent (Level 2)

TN= 0; ST= 1; AG= 4; CR= -2; PC= 1; HT= 0; IN= -2

HP=35; FP=34; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: spear=+11 | 4 | 20 | 17; or throwing spear=+4 | 4 | 16 | 13; or whip=+10 | 2 (dam) + 4 (setback) | 19 | 16; or bite/claw/kick=+11 | 9 | 20 | 17

Fit (Level 4)

TN= 1; ST= 1; AG= 4; CR= -2; PC= 2; HT= 0; IN= -2

HP=38; FP=38; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: spear=+13 | 4 | 23 | 21; or throwing spear=+7 | 4 | 19 | 17; or whip=+12 | 2 (dam) + 4 (setback) | 22 | 20; or bite/claw/kick=+13 | 9 | 23 | 21

Hardened (Level 6)

TN= 2; ST= 1; AG= 5; CR= -2; PC= 2; HT= 0; IN= -2

HP=41; FP=38; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: spear=+16 | 4 | 27 | 24; or throwing spear=+9 | 4 | 23 | 20; or whip=+15 | 2 (dam) + 4 (setback) | 26 | 23; or bite/claw/kick=+16 | 9 | 27 | 24

Laudable (Level 8)

TN= 2; ST= 2; AG= 5; CR= -2; PC= 3; HT= 0; IN= -2

HP=45; FP=41; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: spear=+19 | 5 | 29 | 27; or throwing spear=+12 | 4 | 25 | 23; or whip=+18 | 2 (dam) + 4 (setback) | 28 | 26; or bite/claw/kick=+19 | 10 | 29 | 27

Model (Level 10)

TN= 2; ST= 3; AG= 6; CR= -2; PC= 3; HT= 0; IN= -2

HP=49; FP=41; Ward=1; SP=60 (run)

Att | Dam | Def | Stab: spear=+23 | 6 | 32 | 29; or throwing spear=+14 | 4 | 28 | 25; or whip=+22 | 2 (dam) + 4 (setback) | 31 | 28; or bite/claw/kick=+23 | 11 | 32 | 29

Outstanding (Level 12)

TN= 2; ST= 3; AG= 6; CR= -1; PC= 3; HT= 1; IN= -2
 HP=49; FP=45; Ward=1; SP=60 (run)
 Att | Dam | Def | Stab: spear=+25 | 6 | 34 | 31; or throwing
 spear=+17 | 4 | 30 | 27; or whip=+24 | 2 (dam) + 4 (setback) |
 33 | 30; or bite/claw/kick=+25 | 11 | 34 | 31

Remarkable (Level 14)

TN= 3; ST= 3; AG= 6; CR= -1; PC= 4; HT= 1; IN= -2
 HP=54; FP=49; Ward=1; SP=65 (run)
 Att | Dam | Def | Stab: spear=+27 | 6 | 37 | 35; or throwing
 spear=+20 | 4 | 33 | 31; or whip=+26 | 2 (dam) + 4 (setback) |
 36 | 34; or bite/claw/kick=+27 | 11 | 37 | 35

Superb (Level 16)

TN= 3; ST= 4; AG= 6; CR= -1; PC= 4; HT= 1; IN= -2
 HP=59; FP=49; Ward=1; SP=65 (run)
 Att | Dam | Def | Stab: spear=+30 | 7 | 39 | 37; or throwing
 spear=+22 | 4 | 35 | 33; or whip=+29 | 2 (dam) + 4 (setback) |
 38 | 36; or bite/claw/kick=+30 | 12 | 39 | 37

Wondrous (Level 18)

TN= 3; ST= 4; AG= 6; CR= -1; PC= 4; HT= 1; IN= -1
 HP=59; FP=49; Ward=1; SP=65 (run)
 Att | Dam | Def | Stab: spear=+32 | 7 | 41 | 39; or throwing
 spear=+24 | 4 | 37 | 35; or whip=+31 | 2 (dam) + 4 (setback) |
 40 | 38; or bite/claw/kick=+32 | 12 | 41 | 39

Ubasti Marksman Examples**Baseline Attributes**

TN= 0; ST= 0; AG= 3; CR= -2; PC= 1; HT= 0; IN= -2

Adequate (Level 0)

TN= 0; ST= 0; AG= 3; CR= -2; PC= 1; HT= 0; IN= -2
 HP=32; FP=34; Ward=0; SP=40 (run)
 Att | Dam | Def | Stab: bow=+2 | 5 | 13 | 11; or
 scimitar=+6 | 6 | 18 | 16; or bite/claw/kick=+7 | 8 | 17 | 15

Decent (Level 2)

TN= 0; ST= 0; AG= 3; CR= -1; PC= 2; HT= 0; IN= -2
 HP=32; FP=38; Ward=0; SP=40 (run)
 Att | Dam | Def | Stab: bow=+6 | 5 | 15 | 14; or
 scimitar=+8 | 6 | 20 | 19; or bite/claw/kick=+9 | 8 | 19 | 18

Fit (Level 4)

TN= 0; ST= 0; AG= 3; CR= 0; PC= 3; HT= 0; IN= -2
 HP=32; FP=41; Ward=0; SP=40 (run)
 Att | Dam | Def | Stab: bow=+10 | 5 | 17 | 17; or
 scimitar=+10 | 6 | 22 | 22; or bite/claw/kick=+11 | 8 | 21 | 21

Hardened (Level 6)

TN= 0; ST= 1; AG= 3; CR= 0; PC= 4; HT= 0; IN= -2
 HP=35; FP=45; Ward=0; SP=50 (run)
 Att | Dam | Def | Stab: bow=+13 | 5 | 19 | 20; or
 scimitar=+13 | 7 | 24 | 25; or bite/claw/kick=+14 | 9 | 23 | 24

Laudable (Level 8)

TN= 0; ST= 1; AG= 3; CR= 1; PC= 4; HT= 0; IN= -1
 HP=35; FP=45; Ward=0; SP=50 (run)
 Att | Dam | Def | Stab: bow=+16 | 5 | 21 | 22; or
 scimitar=+15 | 7 | 26 | 27; or bite/claw/kick=+16 | 9 | 25 | 26

Model (Level 10)

TN= 0; ST= 1; AG= 3; CR= 2; PC= 4; HT= 0; IN= -1
 HP=35; FP=45; Ward=0; SP=50 (run)
 Att | Dam | Def | Stab: bow=+19 | 5 | 23 | 24; or
 scimitar=+17 | 7 | 28 | 29; or bite/claw/kick=+18 | 9 | 27 | 28

Outstanding (Level 12)

TN= 1; ST= 1; AG= 3; CR= 2; PC= 4; HT= 0; IN= 0
 HP=38; FP=45; Ward=1; SP=50 (run)
 Att | Dam | Def | Stab: bow=+21 | 5 | 26 | 27; or
 scimitar=+19 | 7 | 31 | 32; or bite/claw/kick=+20 | 9 | 30 | 31

Remarkable (Level 14)

TN= 1; ST= 1; AG= 3; CR= 2; PC= 5; HT= 0; IN= 0
 HP=38; FP=49; Ward=1; SP=50 (run)
 Att | Dam | Def | Stab: bow=+24 | 5 | 28 | 30; or
 scimitar=+21 | 7 | 33 | 35; or bite/claw/kick=+22 | 9 | 32 | 34

Superb (Level 16)

TN= 1; ST= 2; AG= 4; CR= 2; PC= 5; HT= 0; IN= 0
 HP=41; FP=49; Ward=1; SP=55 (run)
 Att | Dam | Def | Stab: bow=+26 | 5 | 31 | 32; or
 scimitar=+25 | 8 | 36 | 37; or bite/claw/kick=+26 | 10 | 35 | 36

Wondrous (Level 18)

TN= 3; ST= 2; AG= 4; CR= 2; PC= 5; HT= 0; IN= 0
 HP=49; FP=49; Ward=1; SP=55 (run)
 Att | Dam | Def | Stab: bow=+28 | 5 | 35 | 36; or
 scimitar=+27 | 8 | 40 | 41; or bite/claw/kick=+28 | 10 | 39 | 40

Ubasti Rogue Examples**Baseline Attributes**

TN= 0; ST= 0; AG= 3; CR= -2; PC= 1; HT= 0; IN= -2

Adequate (Level 0)

TN= 0; ST= 0; AG= 3; CR= -2; PC= 1; HT= 0; IN= -2

HP=32; FP=34; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+8 | 3 | 16 | 14; or scimitar=+6 | 6 | 18 | 16; or whip=+6 | 2 (dam) + 4 (setback) | 16 | 14; or bite/claw/kick=+7 | 8 | 17 | 15

Decent (Level 2)

TN= 0; ST= 0; AG= 4; CR= -2; PC= 2; HT= 0; IN= -2

HP=32; FP=38; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+11 | 3 | 19 | 17; or scimitar=+9 | 6 | 21 | 19; or whip=+9 | 2 (dam) + 4 (setback) | 19 | 17; or bite/claw/kick=+10 | 8 | 20 | 18

Fit (Level 4)

TN= 0; ST= 0; AG= 6; CR= -2; PC= 2; HT= 0; IN= -2

HP=32; FP=38; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: dagger=+15 | 3 | 23 | 19; or scimitar=+13 | 6 | 25 | 21; or whip=+13 | 2 (dam) + 4 (setback) | 23 | 19; or bite/claw/kick=+14 | 8 | 24 | 20

Hardened (Level 6)

TN= 1; ST= 0; AG= 6; CR= -2; PC= 3; HT= 0; IN= -2

HP=35; FP=41; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: dagger=+17 | 3 | 26 | 23; or scimitar=+15 | 6 | 28 | 25; or whip=+15 | 2 (dam) + 4 (setback) | 26 | 23; or bite/claw/kick=+16 | 8 | 27 | 24

Laudable (Level 8)

TN= 1; ST= 0; AG= 6; CR= 0; PC= 3; HT= 0; IN= -2

HP=35; FP=41; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: dagger=+19 | 3 | 28 | 25; or scimitar=+17 | 6 | 30 | 27; or whip=+17 | 2 (dam) + 4 (setback) | 28 | 25; or bite/claw/kick=+18 | 8 | 29 | 26

Model (Level 10)

TN= 1; ST= 0; AG= 6; CR= 1; PC= 4; HT= 0; IN= -2

HP=35; FP=45; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: dagger=+21 | 3 | 30 | 28; or scimitar=+19 | 6 | 32 | 30; or whip=+19 | 2 (dam) + 5 (setback) | 30 | 28; or bite/claw/kick=+20 | 8 | 31 | 29

Outstanding (Level 12)

TN= 2; ST= 0; AG= 6; CR= 1; PC= 4; HT= 0; IN= -1

HP=38; FP=45; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: dagger=+23 | 3 | 33 | 31; or scimitar=+21 | 6 | 35 | 33; or whip=+21 | 2 (dam) + 5 (setback) | 33 | 31; or bite/claw/kick=+22 | 8 | 34 | 32

Remarkable (Level 14)

TN= 2; ST= 0; AG= 6; CR= 1; PC= 4; HT= 1; IN= 0

HP=38; FP=49; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: dagger=+25 | 3 | 35 | 33; or scimitar=+23 | 6 | 37 | 35; or whip=+23 | 2 (dam) + 5 (setback) | 35 | 33; or bite/claw/kick=+24 | 8 | 36 | 34

Superb (Level 16)

TN= 2; ST= 0; AG= 7; CR= 1; PC= 4; HT= 1; IN= 0

HP=38; FP=49; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: dagger=+28 | 3 | 38 | 35; or scimitar=+26 | 6 | 40 | 37; or whip=+26 | 2 (dam) + 5 (setback) | 38 | 35; or bite/claw/kick=+27 | 8 | 39 | 36

Wondrous (Level 18)

TN= 2; ST= 0; AG= 7; CR= 2; PC= 4; HT= 1; IN= 0

HP=38; FP=49; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: dagger=+30 | 3 | 40 | 37; or scimitar=+28 | 6 | 42 | 39; or whip=+28 | 2 (dam) + 6 (setback) | 40 | 37; or bite/claw/kick=+29 | 8 | 41 | 38

Ubasti Sage Examples**Baseline Attributes**

TN= 0; ST= 0; AG= 3; CR= -2; PC= 1; HT= 0; IN= -2

Adequate (Level 0)

TN= 0; ST= 0; AG= 3; CR= -2; PC= 1; HT= 0; IN= -2

HP=32; FP=34; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+8 | 3 | 16 | 14; or
scimitar=+6 | 6 | 18 | 16; or staff=+7 | 4 | 19 | 17; or
bite/claw/kick=+7 | 8 | 17 | 15

Decent (Level 2)

TN= 0; ST= 0; AG= 3; CR= -2; PC= 1; HT= 1; IN= -1

HP=32; FP=38; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+10 | 3 | 18 | 16; or
scimitar=+8 | 6 | 20 | 18; or staff=+9 | 4 | 21 | 19; or
bite/claw/kick=+9 | 8 | 19 | 17

Fit (Level 4)

TN= 0; ST= 0; AG= 3; CR= -2; PC= 1; HT= 3; IN= -1

HP=32; FP=45; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+12 | 3 | 20 | 18; or
scimitar=+10 | 6 | 22 | 20; or staff=+11 | 4 | 23 | 21; or
bite/claw/kick=+11 | 8 | 21 | 19

Hardened (Level 6)

TN= 0; ST= 0; AG= 3; CR= -1; PC= 1; HT= 3; IN= 0

HP=32; FP=45; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+14 | 3 | 22 | 20; or
scimitar=+12 | 6 | 24 | 22; or staff=+13 | 4 | 25 | 23; or
bite/claw/kick=+13 | 8 | 23 | 21

Laudable (Level 8)

TN= 0; ST= 0; AG= 3; CR= 0; PC= 1; HT= 3; IN= 1

HP=32; FP=45; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+16 | 3 | 24 | 22; or
scimitar=+14 | 6 | 26 | 24; or staff=+15 | 4 | 27 | 25; or
bite/claw/kick=+15 | 8 | 25 | 23

Model (Level 10)

TN= 0; ST= 0; AG= 4; CR= 0; PC= 2; HT= 3; IN= 1

HP=32; FP=49; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+19 | 3 | 27 | 25; or
scimitar=+17 | 6 | 29 | 27; or staff=+18 | 4 | 30 | 28; or
bite/claw/kick=+18 | 8 | 28 | 26

Outstanding (Level 12)

TN= 0; ST= 1; AG= 5; CR= 0; PC= 2; HT= 3; IN= 1

HP=35; FP=49; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: dagger=+23 | 4 | 30 | 27; or
scimitar=+21 | 7 | 32 | 29; or staff=+22 | 5 | 33 | 30; or
bite/claw/kick=+22 | 9 | 31 | 28

Remarkable (Level 14)

TN= 0; ST= 2; AG= 5; CR= 0; PC= 3; HT= 3; IN= 1

HP=38; FP=53; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: dagger=+26 | 5 | 32 | 30; or
scimitar=+24 | 8 | 34 | 32; or staff=+25 | 6 | 35 | 33; or
bite/claw/kick=+25 | 10 | 33 | 31

Superb (Level 16)

TN= 0; ST= 2; AG= 5; CR= 0; PC= 4; HT= 3; IN= 1

HP=38; FP=58; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: dagger=+28 | 5 | 34 | 33; or
scimitar=+26 | 8 | 36 | 35; or staff=+27 | 6 | 37 | 36; or
bite/claw/kick=+27 | 10 | 35 | 34

Wondrous (Level 18)

TN= 0; ST= 2; AG= 5; CR= 0; PC= 5; HT= 3; IN= 1

HP=38; FP=64; Ward=0; SP=60 (run)

Att | Dam | Def | Stab: dagger=+30 | 5 | 36 | 36; or
scimitar=+28 | 8 | 38 | 38; or staff=+29 | 6 | 39 | 39; or
bite/claw/kick=+29 | 10 | 37 | 37

Uraeus

The Uraeus (plural Uraeusi) has the appearance of a normal snake with feathered wings. The skins of these serpents come in an almost unlimited variety of lively colors. Terrified desert travelers have spotted vivid reds, brilliant yellows, and garish greens. If it were not for the snake's deadly nature, there would undoubtedly be quite a market for winged snakeskin belts.

Every spring, flocks of these terrible reptiles migrate toward oases in desert areas. Fortunately, the cranes and ibis birds that also inhabit these areas gorge themselves to such a degree on the poisonous serpents that few of the snakes ever threaten the other desert inhabitants.

Despite their diminutive natures, Uraeusi are often mistaken for Amphiptere, a similarly formed species of dragon.

Habitat: These aerial serpents live in arid regions along the banks of rivers (such as Egypt's Nile) and in desert island oases. Here they burrow into the sand or clay to form cozy quarters for themselves and their offspring. They are especially attracted to the trees that produce the gummy aromatic resin frankincense. Large clusters of these reptiles will swarm around any such tree that is oozing sap.

Origin: Many Egyptian tombs have paintings of winged serpents lining the walls in homage to Mertseger, the serpentine Egyptian guardian of desert tombs, and Buto, a snake goddess who protects the Pharaoh.

Herodotus, a Greek historian living in the 5th century B.C., also wrote of the throngs of aerial snakes inhabiting the Middle East.

Fun Facts: The Uraeus is not a very skilled creature in direct combat, but is quite formidable when it flits about and attacks with its poisonous spittle from above. The winged snake's favorite tactic is to ascend above any threatening intruders and bombard them with a rain of poison. The venom contains a special toxin that is absorbed through the target's skin but otherwise behaves as a Deadly Toxin. This works as the Occult spell Invoke Medium Cone of Deadly Toxin. Treat the spray as if cast at a spell rank equal to the creature's Level. A given serpent may spit in this manner up to 5 times per day.

Some legends indicate that it is the serpent's urine which is so highly toxic and which is used as a weapon.

Durabilities: This creature is Immune to Blighting, Captivating, Deluding, Enervating, Infernal, Metaphysical, Poisoning, Quieting, Righteous, Sedating, Sunshining, and Toxic Effects.

Traits: Lust for Frankincense (a precious resin found in arid regions)

Keywords: arid, avian-like, blooded, fleshy, hybrid, living, poisonous, reptile-like, serpent-like, winged

Vision: Heat Sense, Night Vision

Attack Modes: Poisonous Bite

Wealth Type: Incidental

Cunning: Instinctive

Move Modes: Slither/Hover

Size: Tiny

Danger Tier: +2

Tiny Uraeus Examples

Baseline Attributes

TN= 1; ST= -12; AG= 12; CR= 4; PC= 3; HT= 0; IN= -8

Adequate (Level 4)

TN= 2; ST= -11; AG= 13; CR= 4; PC= 3; HT= 0; IN= -7

HP=15; FP=41; Ward=1; SP=40 (slither) / 50 (hover)

Att | Dam | Def | Stab: bite=+10 | 1 +poison | 33 | 23

Decent (Level 6)

TN= 3; ST= -11; AG= 13; CR= 4; PC= 4; HT= 0; IN= -7

HP=16; FP=45; Ward=1; SP=40 (slither) / 50 (hover)

Att | Dam | Def | Stab: bite=+12 | 1 +poison | 36 | 27

Fit (Level 8)

TN= 4; ST= -10; AG= 13; CR= 4; PC= 4; HT= 0; IN= -7

HP=19; FP=45; Ward=2; SP=45 (slither) / 55 (hover)

Att | Dam | Def | Stab: bite=+15 | 1 +poison | 39 | 30

Laudable (Level 10)

TN= 4; ST= -10; AG= 14; CR= 4; PC= 4; HT= 1; IN= -7

HP=19; FP=49; Ward=2; SP=50 (slither) / 60 (hover)

Att | Dam | Def | Stab: bite=+18 | 1 +poison | 42 | 32

Model (Level 12)

TN= 4; ST= -10; AG= 14; CR= 4; PC= 5; HT= 1; IN= -6

HP=19; FP=53; Ward=2; SP=50 (slither) / 60 (hover)

Att | Dam | Def | Stab: bite=+20 | 1 +poison | 44 | 35

Outstanding (Level 14)

TN= 4; ST= -10; AG= 14; CR= 6; PC= 5; HT= 1; IN= -6

HP=19; FP=53; Ward=2; SP=50 (slither) / 60 (hover)

Att | Dam | Def | Stab: bite=+22 | 1 +poison | 46 | 37

Uruku

An Uruku is a slimy blood-covered demon resembling a giant leech. They usually lurk beneath the surfaces of rancid pools, waiting to spring out and attach themselves with rasping mouths to any potential host that comes along. If successful, they will suck the host dry of blood.

Origin: The Uruku comes from Babylonian mythology. It was described in cuneiform writings as a vampiric demon, and its name literally means “larva”. Some references even describe it as gigantic in size. This description makes the interpretation that a vampiric larva is essentially a leech.

Habitat: Urukus prefer lounging around in pools of blood. These are particularly difficult to come by outside of the regions of Hell in which they normally dwell, though. So, when visiting the material realm Urukus usually take up residence in whatever rancid pools they can find. Sewers and stagnant swamps are their most common hideouts.

Fun Facts: Once an Uruku bites, it latches on and begins sucking blood (as described under [Blood Drain Attack](#) in the [Special Attack Modes](#) section of [The Rules Reference](#)). It must be Overcome to detach it from its host, and drains blood from the victim's body at the stated rate every Round.

When well fed in the physical realm, an Uruku will seemingly give birth to demonic Larvae, imbue them with curses to satisfy its current infernal goals, and send them out to carry out its wishes. When in the mortal realm, this plague of Larvae will often infest creeks and waterways. (In reality, the Uruku can't give birth, as it is not a living creature. However, its presence on the physical realm enables it to periodically summon Larvae to serve its needs from the countless multitude existing in the hellish astral realms.)

Uruku demons have the ability to possess objects and creatures as the Pagan Pandemonium spells [Possess Living Creature](#) and [Possess Object](#). They cast these spells at ranks equal to their Levels. (See [The Codex of Cultures](#) for details.) If they are forcibly driven out of their host, they cannot possess another one for 13 days.

Durabilities: This creature is Immune to Acidic, Blighting, Deluding, Entrancing, Fatiguing, Infernal, Internal, Intoxicating, Maladive, Non-Magical, Quieting, Rotting, Scorching, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; Resistant to Footing Effects; Sensitive to Bleeding, Dehydrating, Petrifying, and Slippery Effects; and Highly Sensitive to Righteous Effects.

Keywords: aquatic, blooded, bug-like, demon, eidolon, fiend, vampiric, worm

Vision: Astral Vision

Traits: Lusts for the Taste of Human Blood

Move Modes: Squirm/Undulate *Cunning:* Alert

Attack Modes: Blood Drain *Wealth Type:* Incidental

Danger Tier: +1

Large Uruku Examples

Baseline Attributes

TN= 5; ST= 8; AG= -7; CR= 2; PC= 1; HT= 0; IN= -2

Adequate (Level 8)

TN= 7; ST= 8; AG= -7; CR= 4; PC= 3; HT= 1; IN= -1
HP=117; FP=45; Ward=3; SP=30 (squirm) / 40 (undulate)
Att | Dam | Def | Stab: blood drain=+13 | 13 | 22 | 32

Decent (Level 10)

TN= 7; ST= 8; AG= -7; CR= 5; PC= 3; HT= 1; IN= 0
HP=117; FP=45; Ward=3; SP=30 (squirm) / 40 (undulate)
Att | Dam | Def | Stab: blood drain=+15 | 13 | 24 | 34

Fit (Level 12)

TN= 7; ST= 9; AG= -7; CR= 5; PC= 4; HT= 1; IN= 0
HP=128; FP=49; Ward=3; SP=30 (squirm) / 40 (undulate)
Att | Dam | Def | Stab: blood drain=+18 | 14 | 26 | 37

Laudable (Level 14)

TN= 8; ST= 9; AG= -7; CR= 5; PC= 4; HT= 2; IN= 0
HP=140; FP=53; Ward=4; SP=30 (squirm) / 40 (undulate)
Att | Dam | Def | Stab: blood drain=+20 | 14 | 29 | 40

Model (Level 16)

TN= 8; ST= 10; AG= -7; CR= 5; PC= 4; HT= 2; IN= 1
HP=152; FP=53; Ward=4; SP=35 (squirm) / 45 (undulate)
Att | Dam | Def | Stab: blood drain=+23 | 15 | 31 | 42

Outstanding (Level 18)

TN= 8; ST= 10; AG= -6; CR= 5; PC= 4; HT= 3; IN= 1
HP=152; FP=58; Ward=4; SP=40 (squirm) / 50 (undulate)
Att | Dam | Def | Stab: blood drain=+26 | 15 | 34 | 44

Medium Uruku Examples

Baseline Attributes

TN= 3; ST= 2; AG= -1; CR= 4; PC= 1; HT= 0; IN= -2

Adequate (Level 8)

TN= 5; ST= 2; AG= -1; CR= 6; PC= 3; HT= 1; IN= -1
HP=59; FP=45; Ward=2; SP=30 (squirm) / 40 (undulate)
Att | Dam | Def | Stab: blood drain=+13 | 6 | 26 | 30

Decent (Level 10)

TN= 5; ST= 2; AG= -1; CR= 7; PC= 3; HT= 1; IN= 0
HP=59; FP=45; Ward=2; SP=30 (squirm) / 40 (undulate)
Att | Dam | Def | Stab: blood drain=+15 | 6 | 28 | 32

Fit (Level 12)

TN= 5; ST= 3; AG= -1; CR= 7; PC= 4; HT= 1; IN= 0
 HP=64; FP=49; Ward=2; SP=30 (squirm) / 40 (undulate)
 Att | Dam | Def | Stab: blood drain=+18 | 7 | 30 | 35

Laudable (Level 14)

TN= 6; ST= 3; AG= -1; CR= 7; PC= 4; HT= 2; IN= 0
 HP=70; FP=53; Ward=3; SP=30 (squirm) / 40 (undulate)
 Att | Dam | Def | Stab: blood drain=+20 | 7 | 33 | 38

Model (Level 16)

TN= 6; ST= 4; AG= -1; CR= 7; PC= 4; HT= 2; IN= 1
 HP=76; FP=53; Ward=3; SP=35 (squirm) / 45 (undulate)
 Att | Dam | Def | Stab: blood drain=+23 | 8 | 35 | 40

Outstanding (Level 18)

TN= 6; ST= 4; AG= 0; CR= 7; PC= 4; HT= 3; IN= 1
 HP=76; FP=58; Ward=3; SP=40 (squirm) / 50 (undulate)
 Att | Dam | Def | Stab: blood drain=+26 | 8 | 38 | 42

Small Uruku Examples**Baseline Attributes**

TN= 1; ST= -4; AG= 5; CR= 6; PC= 1; HT= 0; IN= -2

Adequate (Level 8)

TN= 3; ST= -4; AG= 5; CR= 8; PC= 3; HT= 1; IN= -1
 HP=29; FP=45; Ward=1; SP=30 (squirm) / 40 (undulate)
 Att | Dam | Def | Stab: blood drain=+13 | 3 | 30 | 28

Decent (Level 10)

TN= 3; ST= -4; AG= 5; CR= 9; PC= 3; HT= 1; IN= 0
 HP=29; FP=45; Ward=1; SP=30 (squirm) / 40 (undulate)
 Att | Dam | Def | Stab: blood drain=+15 | 3 | 32 | 30

Fit (Level 12)

TN= 3; ST= -3; AG= 5; CR= 9; PC= 4; HT= 1; IN= 0
 HP=32; FP=49; Ward=1; SP=30 (squirm) / 40 (undulate)
 Att | Dam | Def | Stab: blood drain=+18 | 3 | 34 | 33

Laudable (Level 14)

TN= 4; ST= -3; AG= 5; CR= 9; PC= 4; HT= 2; IN= 0
 HP=35; FP=53; Ward=2; SP=30 (squirm) / 40 (undulate)
 Att | Dam | Def | Stab: blood drain=+20 | 3 | 37 | 36

Model (Level 16)

TN= 4; ST= -2; AG= 5; CR= 9; PC= 4; HT= 2; IN= 1
 HP=38; FP=53; Ward=2; SP=35 (squirm) / 45 (undulate)
 Att | Dam | Def | Stab: blood drain=+23 | 3 | 39 | 38

Outstanding (Level 18)

TN= 4; ST= -2; AG= 6; CR= 9; PC= 4; HT= 3; IN= 1
 HP=38; FP=58; Ward=2; SP=40 (squirm) / 50 (undulate)
 Att | Dam | Def | Stab: blood drain=+26 | 3 | 42 | 40

Tiny Uruku Examples**Baseline Attributes**

TN= -1; ST= -10; AG= 11; CR= 8; PC= 1; HT= 0; IN= -2

Adequate (Level 8)

TN= 1; ST= -10; AG= 11; CR= 10; PC= 3; HT= 1; IN= -1
 HP=15; FP=45; Ward=1; SP=30 (squirm) / 40 (undulate)
 Att | Dam | Def | Stab: blood drain=+13 | 1 | 34 | 26

Decent (Level 10)

TN= 1; ST= -10; AG= 11; CR= 11; PC= 3; HT= 1; IN= 0
 HP=15; FP=45; Ward=1; SP=30 (squirm) / 40 (undulate)
 Att | Dam | Def | Stab: blood drain=+15 | 1 | 36 | 28

Fit (Level 12)

TN= 1; ST= -9; AG= 11; CR= 11; PC= 4; HT= 1; IN= 0
 HP=16; FP=49; Ward=1; SP=30 (squirm) / 40 (undulate)
 Att | Dam | Def | Stab: blood drain=+18 | 1 | 38 | 31

Laudable (Level 14)

TN= 2; ST= -9; AG= 11; CR= 11; PC= 4; HT= 2; IN= 0
 HP=17; FP=53; Ward=1; SP=30 (squirm) / 40 (undulate)
 Att | Dam | Def | Stab: blood drain=+20 | 1 | 41 | 34

Model (Level 16)

TN= 2; ST= -8; AG= 11; CR= 11; PC= 4; HT= 2; IN= 1
 HP=19; FP=53; Ward=1; SP=35 (squirm) / 45 (undulate)
 Att | Dam | Def | Stab: blood drain=+23 | 1 | 43 | 36

Outstanding (Level 18)

TN= 2; ST= -8; AG= 12; CR= 11; PC= 4; HT= 3; IN= 1
 HP=19; FP=58; Ward=1; SP=40 (squirm) / 50 (undulate)
 Att | Dam | Def | Stab: blood drain=+26 | 1 | 46 | 38

Bestiary ~ V

Vulture

Vultures are among the ugliest of birds, clothed completely in tattered dark feathers except for their heads and necks, which are completely bald. The Vulture's lack of cranial feathers allows it to plunge its head deep into the body cavities of bloody carrion in search of the choicest morsels.

Oddly enough, all Vultures are female and are believed to mate either with hawks or have their eggs magically fertilized by the winds themselves. Vultures are extremely protective of their offspring and will even suckle their young on their own blood in times of scarcity.

Though formidable looking, the claws of a Vulture are not suited for battle but are designed more for running and hopping. This is an important adaptation, for a gorged Vulture often has difficulty in regaining the air. Often one will need to run twenty or more yards before its wings can once again take it aloft.

Once airborne, the Vulture's large wingspan enables it to effortlessly soar on the wind for hours, circling endlessly until its quarry drops from starvation or exhaustion. Nevertheless, great hunger occasionally forces a Vulture to attack its prey before it is completely spent. Such meals are not so easily won, but they are every bit as filling.

Because Vultures have no aversion to death and decay, powerful Undead sometimes recruit the larger specimens as war steeds. Large Vultures are only big enough to carry a single human-sized rider. Needless to say, the testy temperaments of these birds make them difficult to train.

Habitat: Vultures are prevalent wherever there is plenty of dead or dying prey. As such, they are a common sight hovering over battlefields awaiting the final spoils of war.

Origin: The Vulture has a truly schizophrenic career in mythology. The ancient Egyptians believed the vulture to be holy, associating the bird with purification and motherhood and used it as a symbol of the goddess Isis. According to Egyptian legend, all vultures are female and their eggs are fertilized by the south wind during their lofty looping flights.

The ancient Greeks, on the other hand, linked the scavenger with death and war and used it as a symbol for the war god Ares. Cronos, the titanic father of the gods, employed a giant vulture as his mount.

Because vultures were associated with the stench of death, they were believed to despise the aroma of perfume. Myrrh was especially anathema since its fumes would supposedly kill the birds.

Fun Facts: Vultures are viewed as omens of death, since they will circle overhead when they spot an injured creature struggling for its life. Many predators have learned to

recognize this behavior as a sign of where to find easy prey. Consequently, most predators tend to leave Vultures alone, and even leave meaty scraps on the bones after they have gorged themselves, in appreciation for the vultures being such friendly neighbors.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Traits: Strong Aversion to Perfumes of all forms, Affinity toward Predators

Keywords: avian, blooded, fleshy, living, natural, raptor, scavenger, winged

Wealth Type: Incidental

Cunning: Bestial

Attack Modes: Beak

Move Modes: Hop/Glide

Vision: Day Vision

Danger Tier: 0

Large Vulture Examples

Baseline Attributes

TN= 3; ST= 7; AG= -8; CR= -3; PC= 2; HT= -2; IN= -6

Adequate (Level 8)

TN= 5; ST= 7; AG= -5; CR= -2; PC= 3; HT= -1; IN= -6

HP=91; FP=38; Ward=2; SP=30 (hop) / 70 (glide)

Att | Dam | Def | Stab: beak=+14 | 14 | 22 | 30

Decent (Level 10)

TN= 6; ST= 7; AG= -5; CR= -2; PC= 4; HT= -1; IN= -6

HP=99; FP=41; Ward=3; SP=30 (hop) / 70 (glide)

Att | Dam | Def | Stab: beak=+16 | 14 | 25 | 34

Fit (Level 12)

TN= 6; ST= 7; AG= -5; CR= -2; PC= 5; HT= -1; IN= -6

HP=99; FP=45; Ward=3; SP=35 (hop) / 75 (glide)

Att | Dam | Def | Stab: beak=+18 | 14 | 27 | 37

Laudable (Level 14)

TN= 6; ST= 8; AG= -5; CR= -2; PC= 6; HT= -1; IN= -6

HP=108; FP=49; Ward=3; SP=40 (hop) / 80 (glide)

Att | Dam | Def | Stab: beak=+21 | 15 | 29 | 40

Outstanding (Level 16)

TN= 6; ST= 9; AG= -5; CR= -1; PC= 6; HT= -1; IN= -6

HP=117; FP=49; Ward=3; SP=45 (hop) / 85 (glide)

Att | Dam | Def | Stab: beak=+24 | 16 | 31 | 42

Medium Vulture Examples**Baseline Attributes**

TN= 1; ST= 1; AG= -2; CR= -1; PC= 2; HT= -2; IN= -6

Adequate (Level 2)

TN= 1; ST= 1; AG= -1; CR= 0; PC= 2; HT= -2; IN= -6

HP=38; FP=32; Ward=1; SP=25 (hop) / 65 (glide)

Att | Dam | Def | Stab: beak=+6 | 6 | 16 | 19

Decent (Level 4)

TN= 2; ST= 1; AG= -1; CR= 0; PC= 2; HT= -1; IN= -6

HP=41; FP=34; Ward=1; SP=25 (hop) / 65 (glide)

Att | Dam | Def | Stab: beak=+8 | 6 | 19 | 22

Fit (Level 6)

TN= 3; ST= 1; AG= 0; CR= 0; PC= 2; HT= -1; IN= -6

HP=45; FP=34; Ward=1; SP=25 (hop) / 65 (glide)

Att | Dam | Def | Stab: beak=+11 | 6 | 23 | 25

Laudable (Level 8)

TN= 3; ST= 1; AG= 1; CR= 0; PC= 3; HT= -1; IN= -6

HP=45; FP=38; Ward=1; SP=30 (hop) / 70 (glide)

Att | Dam | Def | Stab: beak=+14 | 6 | 26 | 28

Outstanding (Level 10)

TN= 4; ST= 1; AG= 1; CR= 0; PC= 4; HT= -1; IN= -6

HP=49; FP=41; Ward=2; SP=30 (hop) / 70 (glide)

Att | Dam | Def | Stab: beak=+16 | 6 | 29 | 32

Remarkable (Level 12)

TN= 4; ST= 1; AG= 1; CR= 0; PC= 5; HT= -1; IN= -6

HP=49; FP=45; Ward=2; SP=35 (hop) / 75 (glide)

Att | Dam | Def | Stab: beak=+18 | 6 | 31 | 35

Superb (Level 14)

TN= 4; ST= 2; AG= 1; CR= 0; PC= 6; HT= -1; IN= -6

HP=54; FP=49; Ward=2; SP=40 (hop) / 80 (glide)

Att | Dam | Def | Stab: beak=+21 | 7 | 33 | 38

Wondrous (Level 16)

TN= 4; ST= 3; AG= 1; CR= 1; PC= 6; HT= -1; IN= -6

HP=59; FP=49; Ward=2; SP=45 (hop) / 85 (glide)

Att | Dam | Def | Stab: beak=+24 | 8 | 35 | 40

Small Vulture Examples**Baseline Attributes**

TN= -1; ST= -5; AG= 4; CR= 1; PC= 2; HT= -2; IN= -6

Adequate (Level 0)

TN= -1; ST= -5; AG= 4; CR= 1; PC= 2; HT= -2; IN= -6

HP=19; FP=32; Ward=0; SP=20 (hop) / 60 (glide)

Att | Dam | Def | Stab: beak=+3 | 2 | 17 | 15

Decent (Level 2)

TN= -1; ST= -5; AG= 5; CR= 2; PC= 2; HT= -2; IN= -6

HP=19; FP=32; Ward=0; SP=25 (hop) / 65 (glide)

Att | Dam | Def | Stab: beak=+6 | 2 | 20 | 17

Fit (Level 4)

TN= 0; ST= -5; AG= 5; CR= 2; PC= 2; HT= -1; IN= -6

HP=21; FP=34; Ward=0; SP=25 (hop) / 65 (glide)

Att | Dam | Def | Stab: beak=+8 | 2 | 23 | 20

Laudable (Level 6)

TN= 1; ST= -5; AG= 6; CR= 2; PC= 2; HT= -1; IN= -6

HP=23; FP=34; Ward=1; SP=25 (hop) / 65 (glide)

Att | Dam | Def | Stab: beak=+11 | 2 | 27 | 23

Outstanding (Level 8)

TN= 1; ST= -5; AG= 7; CR= 2; PC= 3; HT= -1; IN= -6

HP=23; FP=38; Ward=1; SP=30 (hop) / 70 (glide)

Att | Dam | Def | Stab: beak=+14 | 2 | 30 | 26

Remarkable (Level 10)

TN= 2; ST= -5; AG= 7; CR= 2; PC= 4; HT= -1; IN= -6

HP=25; FP=41; Ward=1; SP=30 (hop) / 70 (glide)

Att | Dam | Def | Stab: beak=+16 | 2 | 33 | 30

Superb (Level 12)

TN= 2; ST= -5; AG= 7; CR= 2; PC= 5; HT= -1; IN= -6

HP=25; FP=45; Ward=1; SP=35 (hop) / 75 (glide)

Att | Dam | Def | Stab: beak=+18 | 2 | 35 | 33

Wondrous (Level 14)

TN= 2; ST= -4; AG= 7; CR= 2; PC= 6; HT= -1; IN= -6

HP=27; FP=49; Ward=1; SP=40 (hop) / 80 (glide)

Att | Dam | Def | Stab: beak=+21 | 2 | 37 | 36

Bestiary ~ W

Wadjyt

The Wadjyt is a large snake having a lion's head. It is often associated with royalty, since its cranium is that of the king of beasts and its scales are patterned after the king of snakes, the king cobra. Even though the Wadjyt's roar matches that of the large cat and its bite is every bit as dangerous, its large canine teeth actually do the job of the cobra's fangs. When preparing for attack, the Wadjyt rears up and flares out its bushy mane like the hood of its reptilian cousin. When its target is ripe for attack, the Wadjyt delivers a lightning-fast strike, injecting its painful venom. Although the Wadjyt is often mistaken for a dragon, it does not really belong in the draco phylum, actually being closer to other composite creatures such as the sphinx.

Habitat: The Wadjyt is comfortable in both arid deserts and in watery river deltas. Even so, they they are cold-blooded and require warm temperatures year-round.

Origin: Wadjyt was a minor Egyptian goddess who served as the tutelary deity of Lower Egypt. She was associated with Nekhbet, Upper Egypt's counterpart. Like Nekhbet, Wadjyt usually took the form of a giant cobra but was also represented as a woman with the head of a lion. On occasion, Wadjyt's serpent and feline aspects were combined as a cobra with a lion's head. In Rome, Wadjyt was known as Chnubis.

Fun Facts: The bite of a Wadjyt delivers a Typical Killing Venom to those bitten. (See [Poisons](#) in [The Wicked Workshop](#) for details).

If a group attacks a Wadjyt, it roars to frighten off some of its attackers. Any creature hearing this roar must make an Avoidance Roll with Willpower adjustments. Those failing are affected as the Occult spell [Invoke Epic Fell Roar](#).

Durabilities: This creature is Immune to Blighting, Captivating, Dreadful, Enervating, Infernal, Metaphysical, Poisoning, Quieting, Righteous, Sedating, Sunshining, and Toxic Effects.

Keywords: blooded, carnivore, feline-like, fleshy, hybrid, living, poisonous, predator, serpent-like, territorial

Attack Modes: Carnivorous Bite+Poison

Move Modes: Slither

Wealth Type: Hoard

Cunning: Bestial

Vision: Dark Vision

Size: Large

Danger Tier: +3

Large Wadjyt Examples

Baseline Attributes

TN= 4; ST= 6; AG= -2; CR= 1; PC= 2; HT= 2; IN= -6

Adequate (Level 4)

TN= 5; ST= 6; AG= 0; CR= 1; PC= 2; HT= 3; IN= -6

HP=83; FP=49; Ward=2; SP=50 (slither)

Att | Dam | Def | Stab: bite=+14 | 13 +poison | 23 | 25

Decent (Level 6)

TN= 6; ST= 6; AG= 1; CR= 1; PC= 2; HT= 3; IN= -6

HP=91; FP=49; Ward=3; SP=50 (slither)

Att | Dam | Def | Stab: bite=+17 | 13 +poison | 27 | 28

Fit (Level 8)

TN= 6; ST= 6; AG= 1; CR= 1; PC= 3; HT= 4; IN= -6

HP=91; FP=58; Ward=3; SP=55 (slither)

Att | Dam | Def | Stab: bite=+19 | 13 +poison | 29 | 31

Laudable (Level 10)

TN= 6; ST= 8; AG= 1; CR= 1; PC= 3; HT= 4; IN= -6

HP=108; FP=58; Ward=3; SP=60 (slither)

Att | Dam | Def | Stab: bite=+23 | 15 +poison | 31 | 33

Outstanding (Level 12)

TN= 7; ST= 8; AG= 1; CR= 2; PC= 3; HT= 4; IN= -6

HP=117; FP=58; Ward=3; SP=60 (slither)

Att | Dam | Def | Stab: bite=+25 | 15 +poison | 34 | 36

Remarkable (Level 14)

TN= 7; ST= 8; AG= 1; CR= 3; PC= 3; HT= 4; IN= -5

HP=117; FP=58; Ward=3; SP=60 (slither)

Att | Dam | Def | Stab: bite=+27 | 15 +poison | 36 | 38

Superb (Level 16)

TN= 7; ST= 9; AG= 1; CR= 4; PC= 3; HT= 4; IN= -5

HP=128; FP=58; Ward=3; SP=65 (slither)

Att | Dam | Def | Stab: bite=+30 | 16 +poison | 38 | 40

Wondrous (Level 18)

TN= 7; ST= 9; AG= 1; CR= 5; PC= 3; HT= 4; IN= -5

HP=128; FP=58; Ward=3; SP=65 (slither)

Att | Dam | Def | Stab: bite=+32 | 16 +poison | 40 | 42

Bestiary ~ Y

Yeti

The Yeti is a large, shaggy humanoid covered with brown or reddish-grey hair having hands and feet resembling those of an oversize human. It has stooped shoulders, a narrow chest, and arms that extend down to its calloused knees. These gangly arms swing wide as the creature runs sure footedly across the alpine snow with its long loping gait, an amazing feat considering the fact that the Yeti's legs are bowed and bent. Its footprint is about twice the size of a normal man's.

The Yeti has a low forehead and a heavy brow that gives the creature an almost ape-like appearance. Its massive jaw and almost total lack of any discernible chin add to this impression. However, its skull also has a pronounced ridge running front to back down its middle enabling the beast to be easily distinguished from the common gorilla.

Despite its impressive stature and harsh living conditions, the Yeti is a shy creature. One will not generally attack humans unless it is starving or its territory is threatened. Even so, its preferred method of ejecting trespassers is to simply frighten them off. The scream of an angered Yeti can be heard for miles.

Habitat: The Yeti lives high up on mountain slopes on the border region of the snowline. During the hot summer months, these cold dwelling creatures nestle themselves in cool caves and hibernate until autumn.

Origin: The ancient legend of the Yeti originates in the Himalaya Mountains in Tibet and Nepal and has survived to modern day as the abominable snowman. Also known as the wildman in China and the Alma in Russia, the yeti is rarely seen itself, but indications of its presence are periodically reported. The most common of these are large four-toed humanoid footprints found in the mountain snow. Some Tibetan monasteries supposedly owned the preserved scalps of these beasts, but modern scientists have determined that these relics are nothing more than ancient hats fashioned from the skins of rare mountain goats.

Fun Facts: Yetis possess the skill of Grappling at a rank equal to their Levels.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Freezing, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: arctic, blooded, carnivore, fleshy, humanoid, living, predator

Wealth Type: Incidental

Cunning: Simpleminded

Attack Modes: Claw

Move Modes: Run

Vision: Night Vision

Danger Tier: 0

Large Yeti Examples

Baseline Attributes

TN= 2; ST= 8; AG= -4; CR= -2; PC= 0; HT= 0; IN= -4

Adequate (Level 4)

TN= 2; ST= 9; AG= -4; CR= -1; PC= 1; HT= 1; IN= -4

HP=83; FP=38; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: claw=+13 | 14 | 16 | 21

Decent (Level 6)

TN= 3; ST= 9; AG= -4; CR= -1; PC= 1; HT= 1; IN= -3

HP=91; FP=38; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: claw=+15 | 14 | 19 | 24

Fit (Level 8)

TN= 3; ST= 9; AG= -3; CR= 0; PC= 1; HT= 1; IN= -3

HP=91; FP=38; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: claw=+18 | 14 | 22 | 26

Laudable (Level 10)

TN= 3; ST= 9; AG= -3; CR= 1; PC= 1; HT= 1; IN= -2

HP=91; FP=38; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: claw=+20 | 14 | 24 | 28

Outstanding (Level 12)

TN= 3; ST= 10; AG= -2; CR= 1; PC= 1; HT= 1; IN= -2

HP=99; FP=38; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: claw=+24 | 15 | 27 | 30

Remarkable (Level 14)

TN= 3; ST= 10; AG= -1; CR= 1; PC= 1; HT= 2; IN= -2

HP=99; FP=41; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: claw=+27 | 15 | 30 | 32

Superb (Level 16)

TN= 3; ST= 10; AG= -1; CR= 2; PC= 1; HT= 2; IN= -2

HP=99; FP=41; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: claw=+29 | 15 | 32 | 34

Bestiary Index

This section gives a variety of lists that group monsters in some interesting ways to aid you in setting up your adventures. We hope they provide you with some interesting ideas.

Complete Bestiary List

- | | | |
|--|--|---------------------------------------|
| 1. Ahl-Al-Trab | 34. Chthonic Horse | 81. Ker |
| 2. Ahti | 35. Cyclops, Arabian | 82. Khepri-Atum |
| 3. Akh | 36. Cyclops, Grecian | 83. Lamassu |
| 4. Ammut | 37. Daemon (Agathodaemon) | 84. Lar |
| 5. Amphisbaena | 38. Daemon (Cacodaemon) | 85. Larva |
| 6. Ant, Indian | 39. Daeva, Major (Djinni) | 86. Lemures |
| 7. Arachnida | 40. Daeva, Major (Efriti) | 87. Leucrocota |
| 8. Arimaspian | 41. Daeva, Major (Marid) | 88. Limos |
| 9. Automaton, Bronze Bull | 42. Daeva, Major (Shaitan) | 89. Lion, African |
| 10. Automaton, Bronze Eagle | 43. Daeva, Minor (Afriti) | 90. Lion, Nemean |
| 11. Automaton, Bronze Horse | 44. Daeva, Minor (Jinni) | 91. Lion, Venetian |
| 12. Automaton, Bronze Humanoid | 45. Dracaena | 92. Locust, Indian |
| 13. Automaton, Golden Maiden | 46. Dragon, Babylonian | 93. Manes |
| 14. Ba | 47. Dragon, Ethiopian | 94. Manticore |
| 15. Babi | 48. Drako | 95. Mongoose |
| 16. Baboon | 49. Ekimmu | 96. Monoceros |
| 17. Ba-Neb-Tettu | 50. Elephant | 97. Moura, Pedra |
| 18. Bantam | 51. Empusa | 98. Moura, Serpente |
| 19. Bashmu | 52. Fury, Grecian | 99. Mummy, Common |
| 20. Beetle, Honey | 53. Ghoul, Initiate | 100. Mummy, Desert |
| 21. Blemmyes | 54. Ghoul, Common | 101. Mummy, Royal |
| 22. Boar, Calydonian | 55. Ghoul, Elder | 102. Mummy, Venerated |
| 23. Bonnacon | 56. Ghoul, Ancient | 103. Neb-Hetep |
| 24. Bucentaur | 57. Giant, Argus | 104. Nisroch |
| 25. Bultungin | 58. Giant, Cacus | 105. Nymph (Dryad) |
| 26. Camel | 59. Giant, Gegenees | 106. Nymph (Naiad) |
| 27. Camel, Sogdian | 60. Giant, Geryon | 107. Nymph (Nereid) |
| 28. Catoblepas | 61. Giant, Tapagoz | 108. Nymph (Oread) |
| 29. Centaur | 62. Gigante | 109. Nymph (Vila) |
| 30. Centauro-Triton | 63. Golem, Clay | 110. Orobon |
| 31. Cerberus | 64. Gorgon, Grecian | 111. Orthrus |
| 32. Chimera, Grecian | 65. Gryphon | 112. Pan (Faun) |
| 33. Cobra | 66. Harpy, Grecian | 113. Pan (Leshy) |
| | 67. Harpyiai | 114. Pan (Satyr) |
| | 68. Hermanubis | 115. Pan (Urisk) |
| | 69. Hippocampus | 116. Pazuzu |
| | 70. Hippogriff | 117. Penates |
| | 71. Hippopotamus | 118. Phoenix |
| | 72. Horse of Diomedes | 119. Putto |
| | 73. Humbaba | 120. Rakshasa |
| | 74. Hydra, Lernaean | 121. Ren |
| | 75. Hyena, Common | 122. Renenutet |
| | 76. Imdugud | 123. Rhinoceros |
| | 77. Jackal | 124. Roc |
| | 78. Jidra | 125. Scarab |
| | 79. Ka | 126. Scylla |
| | 80. Kampe | 127. Serpopard |

- 128. Shamaran
- 129. Sheep, Poisonous
- 130. Shuyet
- 131. Siren
- 132. Snail, Nerites
- 133. Sobek-Ra
- 134. Sokar
- 135. Sphinx (Androsphinx / Gynosphinx)
- 136. Sphinx (Criosphinx)
- 137. Sphinx (Grecian Sphinx)
- 138. Sphinx (Hierakosphinx)
- 139. Sphinx (Persian Sphinx)
- 140. Strix
- 141. Stygian Bull
- 142. Stymphalian Bird
- 143. Ta-Bitjet
- 144. Tafner
- 145. Taurine
- 146. Tawaret
- 147. Tiger, Bengal
- 148. Triton
- 149. Tuchulcha
- 150. Ubasti
- 151. Uraeus
- 152. Uruku
- 153. Vulture
- 154. Wadjyt
- 155. Yeti

Aerial Creatures

- 1. Ahti (Drone)
- 2. Automaton, Bronze Eagle
- 3. Bashmu
- 4. Camel, Sogdian
- 5. Daemon (Agathodaemon)
- 6. Daeva, Major (Djinni)
- 7. Daeva, Minor (Jinni)
- 8. Fury, Grecian
- 9. Gorgon, Grecian
- 10. Gryphon
- 11. Harpy, Grecian
- 12. Harpyiai
- 13. Hippogriff
- 14. Imdugud
- 15. Kampe
- 16. Ker
- 17. Lamassu

- 18. Lion, Venetian
- 19. Locust, Indian
- 20. Marid
- 21. Nisroch
- 22. Pazuzu
- 23. Phoenix
- 24. Putto
- 25. Roc
- 26. Siren
- 27. Sphinx (Grecian Sphinx)
- 28. Sphinx (Hierakosphinx)
- 29. Sphinx (Persian Sphinx)
- 30. Strix
- 31. Stymphalian Bird
- 32. Tafner
- 33. Uraeus
- 34. Vulture

Amphibian / Reptilian

- 1. Ammut
- 2. Amphisbaena
- 3. Catoblepas
- 4. Chimera, Grecian
- 5. Cobra
- 6. Dracaena
- 7. Dragon, Babylonian
- 8. Dragon, Ethiopian
- 9. Drako
- 10. Empusa
- 11. Gorgon, Grecian
- 12. Hydra, Lernaean
- 13. Moura, Serpente
- 14. Neb-Hetep
- 15. Orobon
- 16. Renenutet
- 17. Shamaran
- 18. Snail, Nerites
- 19. Sobek-Ra
- 20. Tawaret
- 21. Uruku
- 22. Wadjyt

Animals

- 1. Baboon
- 2. Camel
- 3. Elephant
- 4. Hippopotamus
- 5. Hyena, Common
- 6. Jackal
- 7. Lion, African
- 8. Rhinoceros
- 9. Tiger, Bengal

Arabian / Persian

- * Distinctive to area
- 1. *Ahl-Al-Trab
- 2. Ant, Indian
- 3. *Automaton, Bronze Humanoid
- 4. *Bantam
- 5. Camel
- 6. Camel, Sogdian
- 7. Cobra
- 8. *Cyclops, Arabian
- 9. *Daeva, Major (Djinni)
- 10. *Daeva, Major (Efriti)
- 11. *Daeva, Major (Marid)
- 12. *Daeva, Major (Shaitan)
- 13. *Daeva, Minor (Afriti)
- 14. *Daeva, Minor (Jinni)
- 15. *Dragon, Ethiopian
- 16. Elephant
- 17. Ghoul, Initiate
- 18. Ghoul, Common
- 19. Ghoul, Elder
- 20. Ghoul, Ancient
- 21. *Giant, Tapagoz
- 22. Gryphon
- 23. Hippopotamus
- 24. Humbaba
- 25. Hyena, Common
- 26. Jackal
- 27. Jidra
- 28. Lamassu
- 29. Lion, African
- 30. Manticore
- 31. Mongoose
- 32. Monoceros

33. [Moura, Pedra](#)
34. [Moura, Serpente](#)
35. [Mummy, Desert](#)
36. [Orobon](#)
37. [Phoenix](#)
38. [*Rakshasa](#)
39. [Renenutet](#)
40. [Rhinoceros](#)
41. [Roc](#)
42. [*Shamaran](#)
43. [*Sphinx, Persian](#)
44. [Ta-Bitjet](#)
45. [*Tiger, Bengal](#)
46. [Were-Hyena Overlay:
CC&NN](#)
47. [Vulture](#)

Beautiful Humanoids

1. [Automaton, Golden Maiden](#)
2. [Ghoul, Initiate](#)
3. [Moura, Pedra](#)
4. [Moura, Serpente](#)
5. [Nymph \(Dryad\)](#)
6. [Nymph \(Naiad\)](#)
7. [Nymph \(Nereid\)](#)
8. [Nymph \(Oread\)](#)
9. [Nymph \(Vila\)](#)
10. [Penates](#)
11. [Putto](#)

Bug or Bug-Like (Arachnids/ Insects/ Worms)

1. [Ahti](#)
2. [Ant, Indian](#)
3. [Arachnida](#)
4. [Beetle, Honey](#)
5. [Khepri-Atum](#)
6. [Larva](#)
7. [Locust, Indian](#)
8. [Scarab](#)
9. [Snail, Nerites](#)
10. [Ta-Bitjet](#)
11. [Uruku](#)

Bovine-Like

1. [Automaton, Bronze Bull](#)
2. [Bonnacon](#)
3. [Bucentaur](#)
4. [Humbaba](#)
5. [Lamassu](#)
6. [Stygian Bull](#)
7. [Taurine](#)

Canine-Like

1. [Bultungin](#)
2. [Cerberus](#)
3. [Fury, Grecian](#)
4. [Hermanubis](#)
5. [Hyena, Common](#)
6. [Jackal](#)
7. [Orthrus](#)
8. [Were-Hyena Overlay :
CC&NN](#)

City Dwellers

1. [Babi](#)
2. [Ba-Neb-Tettu](#)
3. [Dracaena](#)
4. [Ghoul, Initiate](#)
5. [Ghoul, Common](#)
6. [Hermanubis](#)
7. [Lar](#)
8. [Lemures](#)
9. [Manes](#)
10. [Neb-Hetep](#)
11. [Pan \(Satyr\)](#)
12. [Penates](#)
13. [Renenutet](#)
14. [Sokar](#)
15. [Taurine](#)
16. [Ubasti](#)
17. [Were-Hyena Overlay :
CC&NN](#)

Cloud Dwellers

- * Distinctive to area
1. [Automaton, Bronze Eagle](#)
 2. [Bashmu](#)
 3. [Camel, Sogdian](#)
 4. [*Daeva, Major \(Djinni\)](#)

5. [*Daeva, Minor \(Jinni\)](#)
6. [Gorgon, Grecian](#)
7. [*Gryphon](#)
8. [*Harpyiai](#)
9. [Hippogriff](#)
10. [Imdugud](#)
11. [Kampe](#)
12. [Lamassu](#)
13. [Lion, Venetian](#)
14. [Marid](#)
15. [Moura, Pedra](#)
16. [Nisroch](#)
17. [Pazuzu](#)
18. [Putto](#)
19. [Sphinx \(Hierakosphinx\)](#)
20. [Sphinx \(Persian Sphinx\)](#)
21. [Stymphalian Bird](#)
22. [Tafner](#)
23. [Vulture](#)

Desert Dwellers

1. [Ahl-Al-Trab](#)
2. [Ahti](#)
3. [Akh](#)
4. [Amphisbaena](#)
5. [Ant, Indian](#)
6. [Arachnida](#)
7. [Ba](#)
8. [Babi](#)
9. [Ba-Neb-Tettu](#)
10. [Bashmu](#)
11. [Blemmyes](#)
12. [Bultungin](#)
13. [Camel](#)
14. [Camel, Sogdian](#)
15. [Chthonic Horse](#)
16. [Cobra](#)
17. [Daeva, Major \(Djinni\)](#)
18. [Daeva, Major \(Efriti\)](#)
19. [Daeva, Major \(Marid\)](#)
20. [Daeva, Major \(Shaitan\)](#)
21. [Daeva, Minor \(Afriti\)](#)
22. [Daeva, Minor \(Jinni\)](#)
23. [Ekimmu](#)
24. [Dracaena](#)
25. [Ghoul, Initiate](#)
26. [Ghoul, Common](#)

- 27. Ghoul, Elder
- 28. Ghoul, Ancient
- 29. Golem, Clay
- 30. Gryphon
- 31. Hermanubis
- 32. Imdugud
- 33. Jackal
- 34. Jidra
- 35. Ka
- 36. Khepri-Atum
- 37. Lamassu
- 38. Manticore
- 39. Moura, Pedra
- 40. Mummy, Common
- 41. Mummy, Desert
- 42. Mummy, Royal
- 43. Mummy, Venerated
- 44. Neb-Hetep
- 45. Pazuzu
- 46. Phoenix
- 47. Rakshasa
- 48. Ren
- 49. Renenetet
- 50. Scarab
- 51. Serpopard
- 52. Shuyet
- 53. Sokar
- 54. Sphinx (Androsphinx / Gynosphinx)
- 55. Sphinx (Criosphinx)
- 56. Sphinx (Grecian Sphinx)
- 57. Sphinx (Hierakosphinx)
- 58. Sphinx (Persian Sphinx)
- 59. Ta-Bitjet
- 60. Tafner
- 61. Ubasti
- 62. Uraeus
- 63. Vulture
- 64. Wadjyt
- 65. Were-Hyena Overlay : CC&NN

Dragons

- 1. Amphisbaena
- 2. Bashmu
- 3. Dracaena
- 4. Dragon, Babylonian
- 5. Dragon, Ethiopian

- 6. Drako
- 7. Hydra, Lernaean

Egyptian Creatures

- * Distinctive to area
- 1. Ahl-Al-Trab
- 2. Ahti
- 3. *Akh
- 4. *Ammut
- 5. *Babi
- 6. *Ba
- 7. Baboon
- 8. *Ba-Neb-Tettu
- 9. Blemmyes
- 10. Bultungin
- 11. Camel
- 12. Catoblepas
- 13. Cobra
- 14. Dracaena
- 15. Dragon, Ethiopian
- 16. Elephant
- 17. *Griffon, Axex:ToT
- 18. *Hermanubis
- 19. Hippopotamus
- 20. Hyena, Common
- 21. Jackal
- 22. *Ka
- 23. *Khepri-Atum
- 24. Leucrocota
- 25. Lion, African
- 26. Mongoose
- 27. *Mummy, Common
- 28. *Mummy, Desert
- 29. *Mummy, Royal
- 30. *Mummy, Venerated
- 31. *Neb-Hetep
- 32. *Ren
- 33. *Renenetet
- 34. Rhinoceros
- 35. *Scarab
- 36. *Serpopard
- 37. *Shuyet
- 38. *Sobek-Ra
- 39. *Sokar
- 40. *Sphinx (Androsphinx / Gynosphinx)
- 41. *Sphinx (Criosphinx)
- 42. *Sphinx (Hierakosphinx)

- 43. *Ta-Bitjet
- 44. *Tafner
- 45. Taurine
- 46. *Tawaret
- 47. *Ubasti
- 48. *Uraeus
- 49. Vulture
- 50. *Wadjyt

Eidolons

- 1. Daemon (Agathodaemon)
- 2. Daemon (Cacodaemon)
- 3. Daeva, Major (Shaitan)
- 4. Fury, Grecian
- 5. Ker
- 6. Lamassu
- 7. Larva
- 8. Limos
- 9. Lion, Venetian
- 10. Nisroch
- 11. Pazuzu
- 12. Penates
- 13. Putto
- 14. Rakshasa
- 15. Stygian Bull
- 16. Uruku
- 17. Tuchulcha

Elementals

- 1. Ahl-Al-Trab
- 2. Daeva, Major (Djinni)
- 3. Daeva, Major (Efriti)
- 4. Daeva, Major (Marid)
- 5. Daeva, Minor (Afriti)
- 6. Daeva, Minor (Jinni)
- 7. Harpyiai
- 8. Moura, Pedra
- 9. Moura, Serpente
- 10. Nymph (Dryad)
- 11. Nymph (Naiad)
- 12. Nymph (Nereid)
- 13. Nymph (Oread)
- 14. Phoenix

Enchanted Forest

- * Distinctive to area
 - 1. Gryphon
 - 2. Lar
 - 3. Monoceros
 - 4. Moura, Pedra
 - 5. Moura, Serpente
 - 6. *Nymph (Dryad)
 - 7. *Nymph (Naiad)
 - 8. Nymph (Oread)
 - 9. *Pan (Faun)
 - 10. *Pan (Urisk)
 - 11. Penates
-

Equines

- 1. Automaton, Bronze Horse
 - 2. Centaur
 - 3. Centauro-Triton
 - 4. Chthonic Horse
 - 5. Hippocampus
 - 6. Hippogriff
 - 7. Horse of Diomedes
-

Feline-Like

- 1. Ammut
- 2. Chimera, Grecian
- 3. Gryphon
- 4. Humbaba
- 5. Imdugud
- 6. Lion, African
- 7. Lion, Nemean
- 8. Lion, Venetian
- 9. Manticore
- 10. Serpopard
- 11. Sphinx (Androsphinx / Gynosphinx)
- 12. Sphinx (Criosphinx)
- 13. Sphinx (Grecian Sphinx)
- 14. Sphinx (Hierakosphinx)
- 15. Sphinx (Persian Sphinx)
- 16. Tawaret
- 17. Tiger, Bengal
- 18. Ubasti
- 19. Wadjyt
- 20. Were-Tiger Overlay : CC&NN

Fiery Creatures

- 1. Automaton, Bronze Bull
 - 2. Chimera, Grecian
 - 3. Daeva, Major (Efriti)
 - 4. Daeva, Major (Marid)
 - 5. Daeva, Minor (Afriti)
 - 6. Giant, Cacus
 - 7. Humbaba
 - 8. Phoenix
-

Forest Dwellers

- 1. Arachnida
- 2. Baboon
- 3. Bantam
- 4. Blemmyes
- 5. Boar, Calydonian
- 6. Bucentaur
- 7. Centaur
- 8. Cerberus
- 9. Chimera, Grecian
- 10. Cyclops, Grecian
- 11. Dracaena
- 12. Drako
- 13. Gorgon, Grecian
- 14. Harpy, Grecian
- 15. Hippogriff
- 16. Humbaba
- 17. Leucrocota
- 18. Manticore
- 19. Mongoose
- 20. Monoceros
- 21. Nymph (Dryad)
- 22. Nymph (Naiad)
- 23. Nymph (Vila)
- 24. Pan (Faun)
- 25. Pan (Leshy)
- 26. Pan (Satyr)
- 27. Pan (Urisk)
- 28. Sheep, Poisonous
- 29. Siren
- 30. Sphinx, Grecian
- 31. Ta-Bitjet
- 32. Tiger, Bengal
- 33. Ubasti

Fresh Water Creatures

- 1. Ammut
 - 2. Dragon, Babylonian
 - 3. Hippopotamus
 - 4. Hydra, Lernaean
 - 5. Moura, Serpente
 - 6. Neb-Hetep
 - 7. Nymph (Naiad)
 - 8. Nymph (Vila)
 - 9. Orobon
 - 10. Pan (Urisk)
 - 11. Siren
 - 12. Snail, Nerites
 - 13. Sobek-Ra
 - 14. Tawaret
-

Giants

- 1. Cyclops, Arabian
 - 2. Cyclops, Grecian
 - 3. Giant, Argus
 - 4. Giant, Cacus
 - 5. Giant, Gegenees
 - 6. Giant, Geryon
 - 7. Giant, Tapagoz
 - 8. Gigante
-

Good Creatures

- 1. Daemon (Agathodaemon)
- 2. Gryphon
- 3. Lamassu
- 4. Lar
- 5. Lion, Venetian
- 6. Penates
- 7. Phoenix
- 8. Putto
- 9. Shamaran
- 10. Sphinx (Androsphinx / Gynosphinx)

Greco-Roman Creatures

* Distinctive to area

1. Amphisbaena
2. Ant, Indian
3. * Arachnida
4. Arimaspian
5. * Automaton, Bronze Bull
6. * Automaton, Bronze Eagle
7. * Automaton, Bronze Horse
8. * Automaton, Bronze Humanoid
9. * Automaton, Golden Maiden
10. Beetle, Honey
11. Blemmyes
12. * Boar, Calydonian
13. * Bonnacon
14. * Bucentaur
15. * Catoblepas
16. * Centaur
17. * Centauro-Triton
18. * Cerberus
19. * Chimera, Grecian
20. Chthonic Horse
21. * Cyclops, Grecian
22. Daemon (Agathodaemon)
23. Daemon (Cacodaemon)
24. * Dracaena
25. Dragon, Ethiopian
26. * Drako
27. Elephant
28. * Fury, Grecian
29. * Giant, Argus
30. * Giant, Cacus
31. * Giant, Gegenees
32. * Giant, Geryon
33. * Gigante
34. * Gorgon, Grecian
35. Griffin, Minoan:ToT
36. Gryphon
37. * Harpy, Grecian
38. * Harpyiai
39. * Hippocampus
40. * Hippogriff
41. * Horse of Diomedes
42. * Hydra, Lernaean

43. * Kampe
44. * Ker
45. * Lar
46. * Larva
47. * Lemures
48. * Leucrocota
49. * Limos
50. Lion, African
51. * Lion, Nemean
52. Lion, Venetian
53. Locust, Indian
54. * Manes
55. * Monoceros
56. * Nymph (Dryad)
57. * Nymph (Naiad)
58. * Nymph (Nereid)
59. * Nymph (Oread)
60. * Orthrus
61. * Pan (Faun)
62. * Pan (Satyr)
63. * Penates
64. Phoenix
65. Putto
66. * Scylla
67. * Sheep, Poisonous
68. * Siren
69. * Snail, Nerites
70. * Sphinx, Grecian
71. Strix
72. * Stygian Bull
73. * Stymphalian Bird
74. * Taurine (Minotaur)
75. * Triton
76. Tuchulcha
77. Vulture

11. Centaur
12. Centauro-Triton
13. Chimera, Grecian
14. Daemon (Agathodaemon)
15. Dragon, Babylonian
16. Dracaena
17. Fury, Grecian
18. Gigante
19. Gorgon, Grecian
20. Gryphon
21. Harpy, Grecian
22. Harpyiai
23. Hermanubis
24. Hippocampus
25. Hippogriff
26. Humbaba
27. Indugud
28. Kampe
29. Khepri-Atum
30. Lamassu
31. Larva
32. Leucrocota
33. Lion, Venetian
34. Manticore
35. Marid
36. Nisroch
37. Orobon
38. Taurine
39. Monoceros
40. Neb-Hetep
41. Pan (Faun)
42. Pan (Leshy)
43. Pan (Satyr)
44. Pan (Urisk)
45. Pazuzu
46. Putto
47. Renenutet
48. Scylla
49. Serpopard
50. Shamaran
51. Siren
52. Sobek-Ra
53. Sokar
54. Sphinx (Androsphinx / Gynosphinx)
55. Sphinx (Criosphinx)
56. Sphinx (Grecian Sphinx)
57. Sphinx (Hierakosphinx)
58. Sphinx (Persian Sphinx)

Hybrids

1. Ahti
2. Ammut
3. Arachnida
4. Ba
5. Babi
6. Ba-Neb-Tettu
7. Bucentaur
8. Bultungin
9. Camel, Sogdian
10. Catoblepas

59. Stygian Bull
60. Ta-Bitjet
61. Tawaret
62. Tuchulcha
63. Ubasti
64. Uraeus
65. Wadjyt

Mesopotamian Creatures

* Distinctive to area

1. Ant, Indian
2. Bashmu
3. Camel
4. Centaur
5. Cobra
6. Dragon, Babylonian
7. *Ekimmu
8. Elephant
9. *Golem, Clay
10. Gryphon
11. Hippopotamus
12. *Humbaba
13. Hyena, Common
14. *Imdugud
15. Jackal
16. *Lamassu
17. Lion, African
18. Manticore
19. Mongoose
20. Monoceros
21. Mummy, Desert
22. Nisroch
23. Pazuzu
24. Phoenix
25. Renenuet
26. Rhinoceros
27. *Serpopard
28. *Sphinx, Persian
29. *Ta-Bitjet
30. *Tiger, Bengal
31. Uraeus
32. Uruku
33. Vulture

Mountain Dwellers

1. Arimaspian
2. Automaton, Bronze Eagle
3. Camel, Sogdian
4. Chimera, Grecian
5. Cyclops, Arabian
6. Cyclops, Grecian
7. Giant, Cacus
8. Giant, Gegenees
9. Gigante
10. Gryphon
11. Harpy, Grecian
12. Hippogriff
13. Imdugud
14. Kampe
15. Manticore
16. Monoceros
17. Nymph (Oread)
18. Pan (Satyr)
19. Roc
20. Siren
21. Sphinx, Grecian
22. Ta-Bitjet
23. Tafner
24. Vulture
25. Yeti

Multi-Headed

1. Amphisbaena
2. Bashmu
3. Cerberus
4. Chimera, Grecian
5. Drako
6. Giant, Cacus
7. Giant, Tapagoz
8. Gigante
9. Humbaba
10. Hydra, Lernaean
11. Kampe
12. Orthrus
13. Scylla

Nocturnal Creatures

1. Beetle, Honey
2. Boar, Calydonian
3. Ekimmu
4. Ghoul, Initiate
5. Ghoul, Common
6. Ghoul, Elder
7. Ghoul, Ancient
8. Humbaba
9. Ka
10. Lemures
11. Lion, African
12. Lion, Nemean
13. Manes
14. Neb-Hetep
15. Ren
16. Serpopard
17. Shuyet
18. Strix
19. Tiger, Bengal
20. Were-Hyena Overlay :
CC&NN
21. Zombie

Ocean Dwellers

1. Centauro-Triton
2. Dragon, Babylonian
3. Fury, Grecian
4. Hippocampus
5. Nymph (Nereid)
6. Scylla
7. Siren
8. Snail, Nerites
9. Triton

Overlays

1. Automaton Overlay

Plains / Savannah Dwellers

1. Ahl-Al-Trab
2. Ahti
3. Ammut
4. Babi
5. Baboon
6. Ba-Neb-Tettu
7. Blemmyes
8. Bonnacon
9. Bucentaur
10. Bultungin
11. Catoblepas
12. Centaur
13. Chimera, Grecian
14. Dragon, Ethiopian
15. Elephant
16. Giant, Argus
17. Giant, Geryon
18. Harpy, Grecian
19. Hermanubis
20. Hippogriff
21. Hyena, Common
22. Jackal
23. Jidra
24. Leucrocota
25. Lion, African
26. Lion, Nemean
27. Locust, Indian
28. Manticore
29. Mongoose
30. Monoceros
31. Nymph (Dryad)
32. Nymph (Naiad)
33. Nymph (Vila)
34. Orthrus
35. Pan (Faun)
36. Pan (Leshy)
37. Pan (Satyr)
38. Pan (Urisk)
39. Rhinoceros
40. Scarab
41. Sokar
42. Tafner
43. Taurine
44. Tiger, Bengal
45. Ubasti
46. Vulture

47. Wadjyt
48. Were-Hyena Overlay : CC&NN

Poisonous Creatures

1. Ahti (Drones)
2. Amphisbaena
3. Bashmu
4. Beetle, Honey
5. Catoblepas
6. Chimera, Grecian
7. Cobra
8. Dragon, Babylonian
9. Fury, Grecian
10. Gigante
11. Gorgon, Grecian
12. Humbaba
13. Hydra, Lernaean
14. Manticore
15. Pazuzu
16. Renenutet
17. Shamaran
18. Sheep, Poisonous
19. Ta-Bitjet
20. Tuchulcha
21. Uraeus
22. Wadjyt

Powerful Spell-Casters

- * Selected individuals
1. Daeva, Major (Djinni)
 2. Daeva, Major (Efriti)
 3. Daeva, Major (Marid)
 4. Daeva, Major (Shaitan)
 5. *Dracaena
 6. Dragon, Babylonian
 7. Giant, Tapagoz
 8. *Hermanubis
 9. Lamassu
 10. Lion, Venetian
 11. Neb-Hetep
 12. Nisroch
 13. Nymph (Vila)
 14. *Pan
 15. Penates
 16. Putto

17. *Renenutet
18. Shamaran
19. Sobek-Ra
20. *Sokar
21. Sphinx (Criosphinx)
22. Sphinx (Persian Sphinx)
23. *Ta-Bitjet
24. *Tawaret

Repulsive Creatures

1. Ahti
2. Bonnacon
3. Catoblepas
4. Ghoul, Common
5. Ghoul, Elder
6. Ghoul, Ancient
7. Giant, Argus
8. Gorgon, Grecian
9. Harpy, Grecian
10. Kampe
11. Ker
12. Larva
13. Limos
14. Pazuzu
15. Rakshasa
16. Scylla
17. Tafner
18. Tuchulcha
19. Uruku

Sewer Dwellers

1. Beetle, Honey
2. Ghoul, Initiate
3. Ghoul, Common
4. Ghoul, Elder
5. Ghoul, Ancient
6. Larva
7. Manes
8. Orobon
9. Strix
10. Uruku

Shape Changers

* Shape change is illusory

1. Ba
2. Bultungin
3. Daemon (Cacodaemon)
4. *Empusa
5. Fury, Grecian
6. Nymph (Dryad)
7. Siren
8. Tafner
9. Triton
10. Were-Hyena Overlay :
CC&NN
11. Were-Tiger Overlay :
CC&NN

Swamp Dwellers

1. Ahti
2. Ammut
3. Beetle, Honey
4. Empusa
5. Gorgon, Grecian
6. Kampe
7. Harpy, Grecian
8. Hippopotamus
9. Hydra, Lernaean
10. Neb-Hetep
11. Nymph (Dryad)
12. Nymph (Naiad)
13. Nymph (Vila)
14. Orobon
15. Pan (Urisk)
16. Siren
17. Sobek-Ra
18. Snail, Nerites
19. Tawaret
20. Uruku

Undead Creatures

1. Akh
2. Ba
3. Ekimmu
4. Ghoul, Initiate
5. Ghoul, Common
6. Ghoul, Elder
7. Ghoul, Ancient
8. Ka
9. Lar
10. Lemures
11. Manes
12. Mummy, Common
13. Mummy, Desert
14. Mummy, Royal
15. Mummy, Venerated
16. Ren
17. Shuyet

Underworld Dwellers

1. Ahl-Al-Trab
2. Ahti
3. Ant, Indian
4. Arachnida
5. Beetle, Honey
6. Cerberus
7. Dracaena
8. Giant, Cacus
9. Gorgon, Grecian
10. Lar
11. Larva
12. Lemures
13. Manes
14. Moura, Pedra
15. Mummy, Common
16. Mummy, Royal
17. Mummy, Venerated
18. Neb-Hetep
19. Nymph (Oread)
20. Orobon
21. Renenutet
22. Scarab
23. Shamaran
24. Snail, Nerites
25. Strix
26. Stygian Bull
27. Ta-Bitjet
28. Tuchulcha
29. Uruku
30. Wadjyt

Vegetal Creatures

1. Pan (Leshy)
2. Jidra