

MYTHMAGICA™



The Tome of Terrors

by Whitson John Kirk III

A Bestiary of the Mythmagica RPG



Mythmagica

The Tome of Terrors

Beta 11c

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The Tome of Terrors

Introduction

The entirety of this book is reference material for the game of Mythmagica™. This book assumes that you already have a copy of [The Rules Reference](#) and [The Character Compendium](#). [The Rules Reference](#) contains all of the basic rules governing combat, while [The Character Compendium](#) guides you through character creation. This book, [The Tome of Terrors](#), augments these books with descriptions of the various hazards and beasts the Avatars will encounter on their campaigns.

You hold in your hands a work representing a tremendous amount of research and play-testing. To me, Mythmagica™ is more a work of art than a potential source of revenue. The game's first incarnation was created in 1983. Since that time, I've kept plugging away at my hobby over the course of 37 years on a pretty much continuous basis. That has entailed researching the nooks and crannies of folklore and mythology, studying the designs of many RPGs, trying out countless ideas, and putting the whole work through the fiery crucible of play-testing again and again.

Despite all the research, Mythmagica™ is not a history-based war-gaming system designed to re-enact the wars of the middle ages. It has nothing to do with the accuracy of historical events. Rather, it is a game built around historical *beliefs*. I gave an especially critical eye to the game's bestiary, since monsters are, arguably, the most visible and commonly experienced aspect of the game. To keep myself honest, I added an "Origin" section to each monster description that details where the creature fits into ancient belief.

In figuring out how monsters would be structured, I made an important decision: whenever possible, any magical powers possessed by a monster would be implemented as full-blown spells to further augment the magic system. Since the monsters themselves were strictly folklore-based, the powers they possessed had equally firm origins.

The result is the game you see before you. I believe the effort was worth it. I hope you do too.

The Bestiary

In this section you will find descriptions of one of the most important aspects of the game: monsters. Many of the beasts presented here are either taken directly from nature or are re-sized versions of natural creatures. The vast majority, however, were lifted lovingly from folklore, mythology, and fairy tales to populate your fantasy world. We restricted ourselves to these areas in order to maintain the level of folklore authenticity prevalent in the rest of the game.

Our belief is that the master works of fantasy fiction earned their status because the authors had a deep understanding of human foibles and beliefs and that they faithfully incorporated the legends and tales of our ancestors with as few alterations as possible. We cannot tell you how many hidden nuggets of Celtic and Nordic folklore J. R. R. Tolkien incorporated into his series *The Lord of the Rings*. The pages of Tolkein's series are simply brimming with mythology and ancient legend.

Constraining ourselves to folklore and mythology in this fashion wasn't easy, though. You cannot imagine the number of discussions that arose concerning some nifty new monster type that someone dreamed up (a Bubble-Gum elemental springs to mind). Fortunately, we were able to resist our urges so we could provide you with a fresh view on fantasy role-playing. We hope the discipline was worth it.

Bestiary ~ A

Aitvaras

An Aitvaras is a type of Fire Elemental in the form of a black rooster with fiery eyes and a blazing tail like that of a meteor. It has a fondness for gold, and will make a nest of any gold coins it can collect.

Habitat: The Aitvaras is a natural denizen of caves, clouds, and forests, but is equally comfortable setting up residence in a house cellar or castle dungeon. Unfortunately, if an Aitvaras makes a nest in any dwelling, and is thereafter driven from the edifice, the vengeful bird will set the building ablaze in retribution.

Origin: The Aitvaras comes from Latvian folklore, and is a cousin to the Fiery Serpent.

Fun Facts: Its peck acts as the Occult spell Manifest Dire Scorching Touch. Further, the Aitvaras can cause its tail to emit a burst of flame as the Occult spell Invoke Medium Cone of Grim Fire. When desired, it can also radiate an aura of searing heat as the Occult spell Manifest Large Aura of Dire Heat. All of these abilities are used at spell ranks equal to its Level.

Its favorite tactic is to take wing and strafe any foes from above, blasting them with its fiery tail as it passes overhead.

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: Hoard

Cunning: Alert

Attack Modes: Beak/Claw

Vision: Thermal Vision

Move Modes: Hop/Hover

Danger Tier: +2

Tiny Aitvaras Examples

Baseline Attributes

TN= 1; ST= -12; AG= 14; CR= 4; PC= 2; HT= 2; IN= -4

Adequate (Level 4)

TN= 1; ST= -12; AG= 15; CR= 4; PC= 3; HT= 4; IN= -4

HP=12; FP=58; Ward=1; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: beak/claw=+11 | 3 | 34 | 22

Decent (Level 6)

TN= 2; ST= -12; AG= 16; CR= 4; PC= 3; HT= 4; IN= -4

HP=13; FP=58; Ward=1; SP=35 (hop) / 55 (hover)

Att | Dam | Def | Stab: beak/claw=+14 | 3 | 38 | 25

Fit (Level 8)

TN= 2; ST= -12; AG= 16; CR= 4; PC= 3; HT= 5; IN= -3

HP=13; FP=64; Ward=1; SP=35 (hop) / 55 (hover)

Att | Dam | Def | Stab: beak/claw=+16 | 3 | 40 | 27

Laudable (Level 10)

TN= 2; ST= -11; AG= 16; CR= 5; PC= 3; HT= 5; IN= -3

HP=15; FP=64; Ward=1; SP=40 (hop) / 60 (hover)

Att | Dam | Def | Stab: beak/claw=+19 | 3 | 42 | 29

Outstanding (Level 12)

TN= 2; ST= -11; AG= 17; CR= 6; PC= 3; HT= 5; IN= -3

HP=15; FP=64; Ward=1; SP=40 (hop) / 60 (hover)

Att | Dam | Def | Stab: beak/claw=+22 | 3 | 45 | 31

Remarkable (Level 14)

TN= 2; ST= -11; AG= 17; CR= 6; PC= 5; HT= 5; IN= -3

HP=15; FP=76; Ward=1; SP=45 (hop) / 65 (hover)

Att | Dam | Def | Stab: beak/claw=+24 | 3 | 47 | 35

Superb (Level 16)

TN= 2; ST= -11; AG= 17; CR= 7; PC= 5; HT= 5; IN= -2

HP=15; FP=76; Ward=1; SP=45 (hop) / 65 (hover)

Att | Dam | Def | Stab: beak/claw=+26 | 3 | 49 | 37

Wondrous (Level 18)

TN= 4; ST= -11; AG= 17; CR= 7; PC= 5; HT= 5; IN= -2

HP=17; FP=76; Ward=2; SP=45 (hop) / 65 (hover)

Att | Dam | Def | Stab: beak/claw=+28 | 3 | 53 | 41

Ancient Mariner

An ancient mariner is a specter who was a sailor in life, but who disrespected the sea and the creatures associated with it. They are cursed to sail the seas until they fulfill some task enhancing the sea's health and stature in the world. The mariner appears as an ordinary, albeit ethereal, sailor with a token of their shameful life hanging from a cord around their neck, such as a dead albatross.

Origin: Ghostly sailors have been a part of folklore ever since there were sailors that drowned at sea. This particular description of a ghostly sailor takes its inspiration from Samuel Taylor Coleridge's The Rime of the Ancient Mariner, written in 1798.

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

The touch of an Ancient Mariner causes muscle spasms, producing the effect of the Occult spell Manifest Dire Tormenting Touch. They are also surrounded by an aura of fear as the spell Manifest Large Aura of Dire Fear.

If an Ancient Mariner 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.

Ancient mariners may cast the following Occult spells: Invoke Fell Mesmerizing, Pitch Epic Fog, Procure Animal Tongues, Procure Great Aura of Nixie's Breath, and Produce Epic Winds of Apt Sailing. All of their magical abilities are cast at a spell rank equal to their Levels.

These specters also have great reverence for the creatures of the ocean. They have the ability to befriend and train sea creatures as the skill Training Natural Sea Creatures. Ancient mariners are usually accompanied by a number of creatures such as seals, crabs, lobsters, and the like. Their opinions of anyone encountered will be strongly influenced by how the visitors react to their sea creature friends. Although the specter cannot physically attack directly, they will order their pets to attack if they are disrespected.

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.

Habitat: Unlike most undead, ancient mariners have no fear of sunlight. They either sail the seas haunting some ship, or hang around the beaches or islands they defiled while living.

Traits: Adores Sea Creatures *Wealth Type:* Incidental

Keywords: specter, undead *Cunning:* Alert

Attack Modes: Touch *Move Modes:* Run/Swim

Danger Tier: +1 *Size:* Medium

Medium Ancient Mariner Examples

Baseline Attributes

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

Adequate (Level 4)

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

HP=32; FP=38; Ward=0; SP=30 (run) / 20 (swim)

Att | Dam | Def | Stab: touch=+8 | special | 18 | 18

Decent (Level 6)

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

HP=32; FP=38; Ward=0; SP=35 (run) / 25 (swim)

Att | Dam | Def | Stab: touch=+10 | special | 22 | 20

Fit (Level 8)

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

HP=32; FP=45; Ward=0; SP=35 (run) / 25 (swim)

Att | Dam | Def | Stab: touch=+13 | special | 24 | 23

Laudable (Level 10)

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

HP=32; FP=49; Ward=0; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: touch=+16 | special | 26 | 26

Outstanding (Level 12)

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

HP=32; FP=53; Ward=0; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: touch=+19 | special | 29 | 29

Remarkable (Level 14)

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

HP=32; FP=53; Ward=0; SP=45 (run) / 35 (swim)

Att | Dam | Def | Stab: touch=+21 | special | 32 | 31

Superb (Level 16)

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

HP=32; FP=53; Ward=0; SP=45 (run) / 35 (swim)

Att | Dam | Def | Stab: touch=+24 | special | 34 | 33

Wondrous (Level 18)

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

HP=32; FP=58; Ward=0; SP=45 (run) / 35 (swim)

Att | Dam | Def | Stab: touch=+27 | special | 36 | 35

Angel, Guardian

Guardian Angels are Eidolons having the appearance of beautiful human youths with feathered wings. They often wear simple white robes, and are sometimes armed with straight, double-edged swords (longs words or short swords). To mortal man, the appearance of a Guardian Angel is a truly dazzling sight. The manifestations are undoubtedly augmented by the angels' impressive magical abilities.

Guardian Angels have among the most common of all angel-kind. Each is assigned a ward to defend, whether it be a specific person, family, place, or item. Their levels of power are appropriate to the magnitude of their responsibilities. So, a Guardian Angel that is assigned to defend an individual is likely to be far less powerful than one assigned to defend a nation. In any case, a Guardian Angel is not aggressive unless their ward is threatened.

Habitat: Guardian Angels are only encountered when dutifully guarding their wards.

Origin: Guardian Angels are first mentioned in the Hebrew Bible, and are common features of Christianity, Islam, and Judaism. Zoroastrianism refers to them as Arda Fravas (Holy Guardian Angels).

Fun Facts: Guardian Angels may cast the following Mystical Powers at will: Boost Reach, Enervating Halo, Mental Blast, Precognition, Pyrokinesis, and Spiritual Injection. All spells are cast at spell ranks equal to the Guardian Angel's Level. See The Codex of Cultures for details.

Although they are capable of using any weapon, Guardian Angels almost always use Longswords or Spears.

Guardian Angels can assume either an ethereal or corporeal form at will. When in its ghostly state, a Guardian Angel 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 Guardian Angel can elect to remain invisible to mortal eyes.

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: Longsword or Spear or Punch/Kick

Keywords: angel, eidolon, exalted, paragon

Wealth Type: Incidental

Cunning: Clever

Move Modes: Run/Hover

Vision: Astral Vision

Size: Medium

Danger Tier: +3

Medium Guardian Angel Examples

Baseline Attributes

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

Adequate (Level 8)

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

HP=45; FP=45; Ward=1; SP=40 (run) / 50 (hover)

Att | Dam | Def | Stab: longsword=+15 | 7 | 27 | 27; or spear=+15 | 4 | 27 | 27; or punch/kick=+15 | 6 | 24 | 24

Decent (Level 10)

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

HP=45; FP=53; Ward=1; SP=40 (run) / 50 (hover)

Att | Dam | Def | Stab: longsword=+17 | 7 | 29 | 29; or spear=+17 | 4 | 29 | 29; or punch/kick=+17 | 6 | 26 | 26

Fit (Level 12)

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

HP=45; FP=53; Ward=1; SP=40 (run) / 50 (hover)

Att | Dam | Def | Stab: longsword=+19 | 7 | 31 | 31; or spear=+19 | 4 | 31 | 31; or punch/kick=+19 | 6 | 28 | 28

Laudable (Level 14)

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

HP=54; FP=53; Ward=2; SP=40 (run) / 50 (hover)

Att | Dam | Def | Stab: longsword=+22 | 8 | 34 | 34; or spear=+22 | 5 | 34 | 34; or punch/kick=+22 | 7 | 31 | 31

Outstanding (Level 16)

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

HP=54; FP=53; Ward=2; SP=45 (run) / 55 (hover)

Att | Dam | Def | Stab: longsword=+25 | 8 | 37 | 36; or spear=+25 | 5 | 37 | 36; or punch/kick=+25 | 7 | 34 | 33

Remarkable (Level 18)

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

HP=64; FP=53; Ward=2; SP=50 (run) / 60 (hover)

Att | Dam | Def | Stab: longsword=+29 | 10 | 39 | 38; or spear=+29 | 7 | 39 | 38; or punch/kick=+29 | 9 | 36 | 35

Superb (Level 20)

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

HP=64; FP=53; Ward=2; SP=50 (run) / 60 (hover)

Att | Dam | Def | Stab: longsword=+31 | 10 | 41 | 40; or spear=+31 | 7 | 41 | 40; or punch/kick=+31 | 9 | 38 | 37

Ant, Common

Common ants are insects that live in large colonies consisting of a single queen, many warriors, and a host of workers. All of these insects have hard exoskeletons that act like sturdy plate armor. The overall colony behaves like a finely tuned living ant-manufacturing machine. The population of most ant colonies are made up of 20% warriors and 80% workers.

An ant's total concern is for the hive's queen ant, which lays all of the eggs for the colony. Ants fight to the death when danger threatens the queen or the colony. Even the worker ants will eagerly lay down their lives if the warriors fall.

The warriors have enlarged razor-sharp mandibles that are used to rend intruders. On the other hand, most of the workers have blunt mandibles suited to the labor-intensive work that is their responsibility. A few of the workers have engorged, nearly spherical, abdomens that are filled with a thin honey-like liquid. These ants are nearly crippled from their heavy load and hang on the ceiling of the underground passages serving as the colony's water storage facilities.

The queen rules over the entire colony. Her abdomen is an huge soft mass of pulsating flesh that constantly excretes eggs. As soon as an egg is laid, the workers carry it off to the nearby nursery.

Habitat: Ants live anywhere there is living material to eat. The ants' underground tunnel system consists of a number of intertwining passages that lead to several chambers. Most of the chambers act as simple storage facilities holding dew-pot ants and various foodstuffs. One or two chambers will be used as nurseries where the workers are continuously tending eggs. Finally, one of the lowest chambers holds the queen herself ten ded by her devoted subjects.

Wealth Type: mineral. While giant ants do not actively hoard treasure, they sometimes dig their colony in ground rich with copper or silver.

Origin: The giant ants described herein are merely enlarged versions of the mundane insect.

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, hive, insect, instinctive, living

Vision: Motion Sensitivity *Cunning:* Instinctive

Attack Modes: Mandibles *Danger Tier:* -1

Move Modes: Skitter / Cling

Medium Common Ant Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=54; FP=29; Ward=1; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+3 | 8 | 13 | 17

Decent (Level 2)

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

HP=54; FP=34; Ward=1; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+5 | 8 | 15 | 20

Fit (Level 4)

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

HP=59; FP=34; Ward=1; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+9 | 9 | 18 | 22

Laudable (Level 6)

TN= 5; ST= 4; AG= -3; CR= 0; PC= 1; HT= 0; IN= -8

HP=70; FP=34; Ward=2; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+11 | 9 | 22 | 26

Model (Level 8)

TN= 5; ST= 5; AG= -3; CR= 1; PC= 1; HT= 0; IN= -8

HP=76; FP=34; Ward=2; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+14 | 10 | 24 | 28

Outstanding (Level 10)

TN= 5; ST= 6; AG= -3; CR= 1; PC= 2; HT= 0; IN= -8

HP=83; FP=38; Ward=2; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: mandibles=+17 | 11 | 26 | 31

Small Common Ant Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=27; FP=29; Ward=1; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+3 | 3 | 17 | 15

Decent (Level 2)

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

HP=27; FP=34; Ward=1; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+5 | 3 | 19 | 18

Fit (Level 4)

TN= 1; ST= -2; AG= 3; CR= 2; PC= 1; HT= 0; IN= -8
 HP=29; FP=34; Ward=1; SP=45 (skitter) / 25 (cling)
 Att | Dam | Def | Stab: mandibles=+9 | 3 | 22 | 20

Laudable (Level 6)

TN= 3; ST= -2; AG= 3; CR= 2; PC= 1; HT= 0; IN= -8
 HP=35; FP=34; Ward=1; SP=45 (skitter) / 25 (cling)
 Att | Dam | Def | Stab: mandibles=+11 | 3 | 26 | 24

Model (Level 8)

TN= 3; ST= -1; AG= 3; CR= 3; PC= 1; HT= 0; IN= -8
 HP=38; FP=34; Ward=1; SP=45 (skitter) / 25 (cling)
 Att | Dam | Def | Stab: mandibles=+14 | 3 | 28 | 26

Outstanding (Level 10)

TN= 3; ST= 0; AG= 3; CR= 3; PC= 2; HT= 0; IN= -8
 HP=41; FP=38; Ward=1; SP=50 (skitter) / 30 (cling)
 Att | Dam | Def | Stab: mandibles=+17 | 3 | 30 | 29

Tiny Common Ant Examples**Baseline Attributes**

TN= -1; ST= -9; AG= 8; CR= 4; PC= 0; HT= -1; IN= -8

Adequate (Level 0)

TN= -1; ST= -9; AG= 8; CR= 4; PC= 0; HT= -1; IN= -8
 HP=13; FP=29; Ward=0; SP=40 (skitter) / 20 (cling)
 Att | Dam | Def | Stab: mandibles=+3 | 2 | 21 | 13

Decent (Level 2)

TN= -1; ST= -9; AG= 8; CR= 4; PC= 1; HT= 0; IN= -8
 HP=13; FP=34; Ward=0; SP=40 (skitter) / 20 (cling)
 Att | Dam | Def | Stab: mandibles=+5 | 2 | 23 | 16

Fit (Level 4)

TN= -1; ST= -8; AG= 9; CR= 4; PC= 1; HT= 0; IN= -8
 HP=15; FP=34; Ward=0; SP=45 (skitter) / 25 (cling)
 Att | Dam | Def | Stab: mandibles=+9 | 2 | 26 | 18

Laudable (Level 6)

TN= 1; ST= -8; AG= 9; CR= 4; PC= 1; HT= 0; IN= -8
 HP=17; FP=34; Ward=1; SP=45 (skitter) / 25 (cling)
 Att | Dam | Def | Stab: mandibles=+11 | 2 | 30 | 22

Model (Level 8)

TN= 1; ST= -7; AG= 9; CR= 5; PC= 1; HT= 0; IN= -8
 HP=19; FP=34; Ward=1; SP=45 (skitter) / 25 (cling)
 Att | Dam | Def | Stab: mandibles=+14 | 2 | 32 | 24

Outstanding (Level 10)

TN= 1; ST= -6; AG= 9; CR= 5; PC= 2; HT= 0; IN= -8
 HP=21; FP=38; Ward=1; SP=50 (skitter) / 30 (cling)
 Att | Dam | Def | Stab: mandibles=+17 | 2 | 34 | 27

Common Ant 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= 3; AG= -4; CR= 0; PC= 0; HT= -1; IN= -8

Adequate (Level 0)

TN= 3; ST= 3; AG= -4; CR= 0; PC= 0; HT= -1; IN= -8
 HP=54; FP=29; Ward=1; SP=40 (skitter) / 20 (cling)
 Att | Dam | Def | Stab: mandibles=+3 | 8 | 13 | 17

Decent (Level 2)

TN= 3; ST= 3; AG= -4; CR= 0; PC= 1; HT= 0; IN= -8
 HP=54; FP=34; Ward=1; SP=40 (skitter) / 20 (cling)
 Att | Dam | Def | Stab: mandibles=+5 | 8 | 15 | 20

Fit (Level 4)

TN= 3; ST= 4; AG= -3; CR= 0; PC= 1; HT= 0; IN= -8
 HP=59; FP=34; Ward=1; SP=45 (skitter) / 25 (cling)
 Att | Dam | Def | Stab: mandibles=+9 | 9 | 18 | 22

Laudable (Level 6)

TN= 5; ST= 4; AG= -3; CR= 0; PC= 1; HT= 0; IN= -8
 HP=70; FP=34; Ward=2; SP=45 (skitter) / 25 (cling)
 Att | Dam | Def | Stab: mandibles=+11 | 9 | 22 | 26

Model (Level 8)

TN= 5; ST= 5; AG= -3; CR= 1; PC= 1; HT= 0; IN= -8
 HP=76; FP=34; Ward=2; SP=45 (skitter) / 25 (cling)
 Att | Dam | Def | Stab: mandibles=+14 | 10 | 24 | 28

Outstanding (Level 10)

TN= 5; ST= 6; AG= -3; CR= 1; PC= 2; HT= 0; IN= -8
 HP=83; FP=38; Ward=2; SP=50 (skitter) / 30 (cling)
 Att | Dam | Def | Stab: mandibles=+17 | 11 | 26 | 31

Anthropomorph

An Anthropomorph is an object or creature to which human characteristics have been given. The number of human characteristics a given Anthropomorph possesses is highly variable. Feel free to give them as many or few as desired. Some have hands, other do not. However, all Anthropomorphs have human-level intelligence.

Origin: Just about everything has been anthropomorphized in folklore at one time or another. Faces are often seen in the knotholes of old gnarly trees, for example. And, who can forget that “the Fork ran away with the Spoon”, in Mother Goose’s Melody printed in 1765? Far more ancient Celtic myths tell of the Fomorian king Tethra, who possessed a magnificent sword named Orna. This sword would speak when unsheathed, and relate the tales of all the heroic deeds that had been done with it. Further, many of the early Celtic swords had hilts fashioned in the form of men (with shapes reminiscent of classic gingerbread man cookies). These “anthropomorphic swords” had pommels shaped like human heads and arms, hand guards formed like human legs, and grips functioning as human torsos.

Folklore is brimming with tales of anthropomorphic animals having the intelligence of humans and the ability to speak. The Reynardian Fox and Jackdaw are such examples. Germanic folklore also includes Baldwin the ass, Bruin the bear, Isengrim the wolf, and Tybalt the cat. The English fairy tale of Puss in Boots, which is a story about a swash-buckling cat, is another famous instance of anthropomorphism in folk literature.

Hills having silhouettes resembling faces are frequently described as sleeping giants in folklore. One example of an anthropomorphic mountain named Geiwont is found in the Tatra Mountains of Poland. Folklore describes Giewont as a sleeping knight that will waken when Poland is in dire need. In Aesop’s Fable Hermes and the Dog, a dog declares that he is going to lift its leg and mark its territory on a statue of Hermes, which was used as a boundary marker on a road. However, the statue begs the dog to dissuade in doing so, as Hermes needs no such honors from the canine.

Finally, the ancient Greeks had a rhetorical technique called Prosopopoeia, in which a lecturer or writer speaks as if they were some animal or inanimate object, helping the audience gain a fresh perspective on the topic at hand by anthropomorphizing both animals and objects.

Anthropomorph Overlay, Bestial

A Bestial Anthropomorph is a creature that has been given the human characteristics of intelligence, speech, and the ability to hold and use tools like a human. Rather than undertake the hopeless task of creating an anthropomorphic version of every creature in the monster supplements, we provide you here with a system for quickly creating your own anthropomorphic beasts based on the other creatures in the game’s bestiary. That way, you can take just about any other living creature from any of the monster supplements and quickly transform it into a Bestial Anthropomorph.

In folklore, most Bestial Anthropomorph are intelligent versions of naturally occurring animals. So, bears, foxes, cats, dogs, owls, horses, cows, ravens, donkeys, and the like are all likely candidates for anthropomorphizing. There’s no reason you can’t anthropomorphize a griffin or chimera, though, if that strikes your fancy.

Habitat: An Anthropomorphic Beast of a given creature type can be found anywhere the non-anthropomorph on which it is based can be encountered. So, an anthropomorphic donkey would most likely be found in a stable or farm. An anthropomorphic bear would be found in the forest, etc.

Fun Facts: The primary distinction of anthropomorphism is that of human intelligence. If a creature *already* has human intelligence or better (which essentially means it has a Cunning of Simpleminded or smarter), all you really need to do is give them human voices, if they have none, and possibly give them the abilities to pick up and use tools and practice human classes.

For other creatures you want to give this treatment, subtract the creature’s Baseline Intelligence value from the creature’s stated Intelligence. The resulting Intelligence should be approximately human-level. For example, suppose a Wombatoid (not a real creature) has a Baseline Intelligence of -6, and an Exceptional Wombatoid has a -4 Intelligence. To transform the Exceptional Wombatoid into a Bestial Anthropomorph, subtract -6 from -4. This has the effect of adding 6 to -4, for a result of +2. As such, an Exceptional Anthropomorphic Wombatoid has an Intelligence of 2.

Next, give the creature opposable thumbs. Anthropomorphic Beasts have a minor shape-shifting ability that gives them serviceable fingers and thumbs on their forelimbs whenever they want. So, they can pick up and use tools and weapons. This generally means the creature is also able to stand and walk upright when it needs to do so.

Finally, give the creature the ability to speak. At a minimum, it will speak the human language common to the area in which it lives. Depending on how widely traveled the creature is, it may speak several languages. If it is well educated, it may understand an ancient language or two, and may even be able to cast spells.

This brings us to the final point: Anthropomorphic Beasts have the ability to learn and practice any craft, skill, or profession that humans can. As such, feel free to give them

classes as you would a human character.

All other characteristics of the creature on which the Bestial Anthropomorph is based upon remain the same.

Keywords: anthropomorphic (plus all of the keywords the Bestial Anthropomorph is based upon)

Traits: Variable

Wealth Type: Variable *Cunning:* Alert

Attack Modes: Variable *Vision:* Variable

Move Modes: Variable *Size:* Variable

Danger Tier: Variable

Anthropomorph, Fragile

A Fragile Anthropomorph is an animated construct with human characteristics made of delicate glass, ceramic, or other such delicate material. So, ceramic teapots, china dolls, and glass vases with faces, voices, and the ability to move are examples of Fragile Anthropomorphs.

Habitat: Fragile Anthropomorphs are most often found in the houses of the wealthy. Often, they will take up residence in the china cabinet.

Fun Facts: Virtually all Fragile Anthropomorphs have the ability to speak. At a minimum, they speak the human language common to the area in which they dwell. Depending on how widely traveled the creature is, it may speak several languages. If it is well educated, it may understand an ancient language or two, and may even be able to cast spells.

Anthropomorphs have the mental capacity to learn and practice any craft, skill, or profession that humans can. Of course, any Anthropomorph lacking hands is going to have a hard time practicing most skills.

When a Fragile Anthropomorphs wields a weapon, it is almost always a dagger or broken shard of glass or ceramic.

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

Keywords: anthropomorphic, fragile, construct, tellurian

Attack Modes: Dagger or Bash

Move Modes: Ambulate/Crawl/Hop

Wealth Type: Incidental *Cunning:* Alert

Vision: Astral Vision *Danger Tier:* 0

Small Fragile Anthropomorph Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=11; FP=32; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: dagger=+10 | 2 | 16 | 6; or
bash=+8 | 3 | 18 | 8

Decent (Level 2)

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

HP=11; FP=38; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: dagger=+12 | 2 | 18 | 10; or
bash=+10 | 3 | 20 | 12

Fit (Level 4)

TN= -5; ST= -6; AG= 10; CR= 2; PC= 3; HT= 0; IN= 0

HP=12; FP=41; Ward=0; SP=35 (ambulate) / 35 (crawl) / 35 (hop)

Att | Dam | Def | Stab: dagger=+14 | 2 | 21 | 14; or
bash=+12 | 3 | 23 | 16

Laudable (Level 6)

TN= -5; ST= -5; AG= 10; CR= 3; PC= 3; HT= 0; IN= 0

HP=13; FP=41; Ward=0; SP=40 (ambulate) / 40 (crawl) / 40 (hop)

Att | Dam | Def | Stab: dagger=+17 | 2 | 23 | 16; or
bash=+15 | 3 | 25 | 18

Model (Level 8)

TN= -5; ST= -5; AG= 10; CR= 3; PC= 3; HT= 0; IN= 2

HP=13; FP=41; Ward=0; SP=40 (ambulate) / 40 (crawl) / 40 (hop)

Att | Dam | Def | Stab: dagger=+19 | 2 | 25 | 18; or
bash=+17 | 3 | 27 | 20

Outstanding (Level 10)

TN= -4; ST= -5; AG= 10; CR= 3; PC= 3; HT= 1; IN= 2

HP=15; FP=45; Ward=0; SP=40 (ambulate) / 40 (crawl) / 40 (hop)

Att | Dam | Def | Stab: dagger=+21 | 2 | 28 | 21; or
bash=+19 | 3 | 30 | 23

Remarkable (Level 12)

TN= -4; ST= -5; AG= 10; CR= 4; PC= 3; HT= 1; IN= 3
 HP=15; FP=45; Ward=0; SP=40 (ambulate) / 40 (crawl) / 40 (hop)

Att | Dam | Def | Stab: dagger=+23 | 2 | 30 | 23; or
 bash=+21 | 3 | 32 | 25

Superb (Level 14)

TN= -3; ST= -5; AG= 10; CR= 4; PC= 3; HT= 2; IN= 3
 HP=16; FP=49; Ward=0; SP=40 (ambulate) / 40 (crawl) / 40 (hop)

Att | Dam | Def | Stab: dagger=+25 | 2 | 33 | 26; or
 bash=+23 | 3 | 35 | 28

Wondrous (Level 16)

TN= -3; ST= -5; AG= 11; CR= 4; PC= 3; HT= 3; IN= 3
 HP=16; FP=53; Ward=0; SP=40 (ambulate) / 40 (crawl) / 40 (hop)

Att | Dam | Def | Stab: dagger=+28 | 2 | 36 | 28; or
 bash=+26 | 3 | 38 | 30

Tiny Fragile Anthropomorph Examples**Baseline Attributes**

TN= -8; ST= -12; AG= 16; CR= 4; PC= 0; HT= 0; IN= 0

Adequate (Level 0)

TN= -8; ST= -12; AG= 16; CR= 4; PC= 0; HT= 0; IN= 0
 HP=6; FP=32; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: dagger=+11 | 1 | 19 | 3; or
 bash=+8 | 2 | 22 | 6

Decent (Level 2)

TN= -8; ST= -12; AG= 16; CR= 4; PC= 2; HT= 0; IN= 0
 HP=6; FP=38; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: dagger=+13 | 1 | 21 | 7; or
 bash=+10 | 2 | 24 | 10

Fit (Level 4)

TN= -7; ST= -12; AG= 16; CR= 4; PC= 3; HT= 0; IN= 0
 HP=6; FP=41; Ward=0; SP=35 (ambulate) / 35 (crawl) / 35 (hop)

Att | Dam | Def | Stab: dagger=+15 | 1 | 24 | 11; or
 bash=+12 | 2 | 27 | 14

Laudable (Level 6)

TN= -7; ST= -11; AG= 16; CR= 5; PC= 3; HT= 0; IN= 0
 HP=7; FP=41; Ward=0; SP=40 (ambulate) / 40 (crawl) / 40 (hop)

Att | Dam | Def | Stab: dagger=+18 | 1 | 26 | 13; or
 bash=+15 | 2 | 29 | 16

Model (Level 8)

TN= -7; ST= -11; AG= 16; CR= 5; PC= 3; HT= 0; IN= 2
 HP=7; FP=41; Ward=0; SP=40 (ambulate) / 40 (crawl) / 40 (hop)

Att | Dam | Def | Stab: dagger=+20 | 1 | 28 | 15; or
 bash=+17 | 2 | 31 | 18

Outstanding (Level 10)

TN= -6; ST= -11; AG= 16; CR= 5; PC= 3; HT= 1; IN= 2
 HP=7; FP=45; Ward=0; SP=40 (ambulate) / 40 (crawl) / 40 (hop)

Att | Dam | Def | Stab: dagger=+22 | 1 | 31 | 18; or
 bash=+19 | 2 | 34 | 21

Remarkable (Level 12)

TN= -6; ST= -11; AG= 16; CR= 6; PC= 3; HT= 1; IN= 3
 HP=7; FP=45; Ward=0; SP=40 (ambulate) / 40 (crawl) / 40 (hop)

Att | Dam | Def | Stab: dagger=+24 | 1 | 33 | 20; or
 bash=+21 | 2 | 36 | 23

Superb (Level 14)

TN= -5; ST= -11; AG= 16; CR= 6; PC= 3; HT= 2; IN= 3
 HP=8; FP=49; Ward=0; SP=40 (ambulate) / 40 (crawl) / 40 (hop)

Att | Dam | Def | Stab: dagger=+26 | 1 | 36 | 23; or
 bash=+23 | 2 | 39 | 26

Wondrous (Level 16)

TN= -5; ST= -11; AG= 17; CR= 6; PC= 3; HT= 3; IN= 3
 HP=8; FP=53; Ward=0; SP=40 (ambulate) / 40 (crawl) / 40 (hop)

Att | Dam | Def | Stab: dagger=+29 | 1 | 39 | 25; or
 bash=+26 | 2 | 42 | 28

Fragile Anthropomorph Swarm

Batch Examples

See [Handling Swarms](#) in [The Rules Reference](#) for details on how to deal with Swarms in combat.

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=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: dagger=+9 | 3 | 13 | 9; or bash=+8 | 4 | 14 | 10

Decent (Level 2)

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

HP=23; FP=38; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: dagger=+11 | 3 | 15 | 13; or bash=+10 | 4 | 16 | 14

Fit (Level 4)

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

HP=25; FP=41; Ward=0; SP=35 (ambulate) / 35 (crawl) / 35 (hop)

Att | Dam | Def | Stab: dagger=+13 | 3 | 18 | 17; or bash=+12 | 4 | 19 | 18

Laudable (Level 6)

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

HP=27; FP=41; Ward=0; SP=40 (ambulate) / 40 (crawl) / 40 (hop)

Att | Dam | Def | Stab: dagger=+16 | 4 | 20 | 19; or bash=+15 | 5 | 21 | 20

Model (Level 8)

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

HP=27; FP=41; Ward=0; SP=40 (ambulate) / 40 (crawl) / 40 (hop)

Att | Dam | Def | Stab: dagger=+18 | 4 | 22 | 21; or bash=+17 | 5 | 23 | 22

Outstanding (Level 10)

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

HP=29; FP=45; Ward=0; SP=40 (ambulate) / 40 (crawl) / 40 (hop)

Att | Dam | Def | Stab: dagger=+20 | 4 | 25 | 24; or bash=+19 | 5 | 26 | 25

Remarkable (Level 12)

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

HP=29; FP=45; Ward=0; SP=40 (ambulate) / 40 (crawl) / 40 (hop)

Att | Dam | Def | Stab: dagger=+22 | 4 | 27 | 26; or bash=+21 | 5 | 28 | 27

Superb (Level 14)

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

HP=32; FP=49; Ward=0; SP=40 (ambulate) / 40 (crawl) / 40 (hop)

Att | Dam | Def | Stab: dagger=+24 | 4 | 30 | 29; or bash=+23 | 5 | 31 | 30

Wondrous (Level 16)

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

HP=32; FP=53; Ward=0; SP=40 (ambulate) / 40 (crawl) / 40 (hop)

Att | Dam | Def | Stab: dagger=+27 | 4 | 33 | 31; or bash=+26 | 5 | 34 | 32

Anthropomorph, Leathery

A Leathery Anthropomorph is an animated construct with human characteristics made of leather or similar material. So, leather boots, hats, or saddles with human faces, voices, and the ability to move are examples of Leathery Anthropomorphs.

Habitat: Leathery Anthropomorphs are most in human abodes, dwelling among the non-anthropomorphic specimens of their kind.

Fun Facts: Virtually all Leathery Anthropomorphs have the ability to speak. At a minimum, they speak the human language common to the area in which they dwell. Depending on how widely traveled the creature is, it may speak several languages. If it is well educated, it may understand an ancient language or two, and may even be able to cast spells.

Anthropomorphs have the mental capacity to learn and practice any craft, skill, or profession that humans can. Of course, any Anthropomorph lacking hands is going to have a hard time practicing most skills.

The major attack mode of a Leather Anthropomorph depends on its form. Leather boots are likely to bludgeon their foes, while a cloak will more likely try to entangle them.

Durabilities: This creature is Immune to Bleeding, Blighting, Blunt, Crushing, Dehydrating, Deluding, Dreadful, Enervating, Entrancing, Freezing, Infernal, Internal, Intoxicating, Maladive, Quieting, Righteous, Sedating, Starving, Suffocating, Sunshining, Tormenting, and Toxic Effects; and Highly Sensitive to Flaying Effects.

Keywords: anthropomorphic, construct, leathery, tellurian

Attack Modes: Bash or Tangle

Move Modes: Ambulate/Crawl/Hop

Wealth Type: Incidental

Cunning: Alert

Vision: Astral Vision

Danger Tier: +1

Medium Leathery Anthropomorph Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=27; FP=32; Ward=0; SP=20 (ambulate) / 20 (crawl) / 20 (hop)

Att | Dam | Def | Stab: bash=+4 | 4 | 16 | 14; or
tangle=+4 | 4 (setback) | 16 | 14

Decent (Level 2)

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

HP=27; FP=38; Ward=0; SP=25 (ambulate) / 25 (crawl) / 25 (hop)

Att | Dam | Def | Stab: bash=+6 | 4 | 18 | 18; or
tangle=+6 | 4 (setback) | 18 | 18

Fit (Level 4)

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

HP=29; FP=41; Ward=1; SP=25 (ambulate) / 25 (crawl) / 25 (hop)

Att | Dam | Def | Stab: bash=+8 | 4 | 21 | 22; or
tangle=+8 | 4 (setback) | 21 | 22

Laudable (Level 6)

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

HP=32; FP=41; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: bash=+11 | 4 | 23 | 24; or
tangle=+11 | 5 (setback) | 23 | 24

Model (Level 8)

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

HP=32; FP=41; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: bash=+13 | 4 | 25 | 26; or
tangle=+13 | 5 (setback) | 25 | 26

Outstanding (Level 10)

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

HP=35; FP=45; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: bash=+15 | 4 | 28 | 29; or
tangle=+15 | 5 (setback) | 28 | 29

Remarkable (Level 12)

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

HP=35; FP=45; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: bash=+17 | 4 | 30 | 31; or
tangle=+17 | 6 (setback) | 30 | 31

Superb (Level 14)

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

HP=38; FP=49; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: bash=+19 | 4 | 33 | 34; or
tangle=+19 | 6 (setback) | 33 | 34

Wondrous (Level 16)

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

HP=38; FP=53; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: bash=+22 | 4 | 36 | 36; or
tangle=+22 | 6 (setback) | 36 | 36

Small Leathery Anthropomorph Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=13; FP=32; Ward=0; SP=20 (ambulate) / 20 (crawl) / 20 (hop)

Att | Dam | Def | Stab: bash=+4 | 3 | 20 | 12; or
tangle=+4 | 5 (setback) | 20 | 12

Decent (Level 2)

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

HP=13; FP=38; Ward=0; SP=25 (ambulate) / 25 (crawl) / 25 (hop)

Att | Dam | Def | Stab: bash=+6 | 3 | 22 | 16; or
tangle=+6 | 5 (setback) | 22 | 16

Fit (Level 4)

TN= -1; ST= -8; AG= 8; CR= 2; PC= 3; HT= 0; IN= 0
 HP=15; FP=41; Ward=0; SP=25 (ambulate) / 25 (crawl) / 25 (hop)
 Att | Dam | Def | Stab: bash=+8 | 3 | 25 | 20; or
 tangle=+8 | 5 (setback) | 25 | 20

Laudable (Level 6)

TN= -1; ST= -7; AG= 8; CR= 3; PC= 3; HT= 0; IN= 0
 HP=16; FP=41; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+11 | 3 | 27 | 22; or
 tangle=+11 | 6 (setback) | 27 | 22

Model (Level 8)

TN= -1; ST= -7; AG= 8; CR= 3; PC= 3; HT= 0; IN= 2
 HP=16; FP=41; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+13 | 3 | 29 | 24; or
 tangle=+13 | 6 (setback) | 29 | 24

Outstanding (Level 10)

TN= 0; ST= -7; AG= 8; CR= 3; PC= 3; HT= 1; IN= 2
 HP=17; FP=45; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+15 | 3 | 32 | 27; or
 tangle=+15 | 6 (setback) | 32 | 27

Remarkable (Level 12)

TN= 0; ST= -7; AG= 8; CR= 4; PC= 3; HT= 1; IN= 3
 HP=17; FP=45; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+17 | 3 | 34 | 29; or
 tangle=+17 | 7 (setback) | 34 | 29

Superb (Level 14)

TN= 1; ST= -7; AG= 8; CR= 4; PC= 3; HT= 2; IN= 3
 HP=19; FP=49; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+19 | 3 | 37 | 32; or
 tangle=+19 | 7 (setback) | 37 | 32

Wondrous (Level 16)

TN= 1; ST= -7; AG= 9; CR= 4; PC= 3; HT= 3; IN= 3
 HP=19; FP=53; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+22 | 3 | 40 | 34; or
 tangle=+22 | 7 (setback) | 40 | 34

Tiny Leathery Anthropomorph 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=20 (ambulate) / 20 (crawl) / 20 (hop)
 Att | Dam | Def | Stab: bash=+4 | 2 | 24 | 10; or
 tangle=+4 | 6 (setback) | 24 | 10

Decent (Level 2)

TN= -4; ST= -14; AG= 14; CR= 4; PC= 2; HT= 0; IN= 0
 HP=7; FP=38; Ward=0; SP=25 (ambulate) / 25 (crawl) / 25 (hop)
 Att | Dam | Def | Stab: bash=+6 | 2 | 26 | 14; or
 tangle=+6 | 6 (setback) | 26 | 14

Fit (Level 4)

TN= -3; ST= -14; AG= 14; CR= 4; PC= 3; HT= 0; IN= 0
 HP=7; FP=41; Ward=0; SP=25 (ambulate) / 25 (crawl) / 25 (hop)
 Att | Dam | Def | Stab: bash=+8 | 2 | 29 | 18; or
 tangle=+8 | 6 (setback) | 29 | 18

Laudable (Level 6)

TN= -3; ST= -13; AG= 14; CR= 5; PC= 3; HT= 0; IN= 0
 HP=8; FP=41; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+11 | 2 | 31 | 20; or
 tangle=+11 | 7 (setback) | 31 | 20

Model (Level 8)

TN= -3; ST= -13; AG= 14; CR= 5; PC= 3; HT= 0; IN= 2
 HP=8; FP=41; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+13 | 2 | 33 | 22; or
 tangle=+13 | 7 (setback) | 33 | 22

Outstanding (Level 10)

TN= -2; ST= -13; AG= 14; CR= 5; PC= 3; HT= 1; IN= 2
 HP=9; FP=45; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+15 | 2 | 36 | 25; or
 tangle=+15 | 7 (setback) | 36 | 25

Remarkable (Level 12)

TN= -2; ST= -13; AG= 14; CR= 6; PC= 3; HT= 1; IN= 3
 HP=9; FP=45; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: bash=+17 | 2 | 38 | 27; or
 tangle=+17 | 8 (setback) | 38 | 27

Superb (Level 14)

TN= -1; ST= -13; AG= 14; CR= 6; PC= 3; HT= 2; IN= 3
 HP=10; FP=49; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: bash=+19 | 2 | 41 | 30; or
 tangle=+19 | 8 (setback) | 41 | 30

Wondrous (Level 16)

TN= -1; ST= -13; AG= 15; CR= 6; PC= 3; HT= 3; IN= 3
 HP=10; FP=53; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: bash=+22 | 2 | 44 | 32; or
 tangle=+22 | 8 (setback) | 44 | 32

Leathery Anthropomorph 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= -2; AG= 2; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 0)

TN= 0; ST= -2; AG= 2; CR= 0; PC= 0; HT= 0; IN= 0
 HP=27; FP=32; Ward=0; SP=20 (ambulate) / 20 (crawl) / 20 (hop)

Att | Dam | Def | Stab: bash=+4 | 4 | 16 | 14; or
 tangle=+4 | 4 (setback) | 16 | 14

Decent (Level 2)

TN= 0; ST= -2; AG= 2; CR= 0; PC= 2; HT= 0; IN= 0
 HP=27; FP=38; Ward=0; SP=25 (ambulate) / 25 (crawl) / 25 (hop)

Att | Dam | Def | Stab: bash=+6 | 4 | 18 | 18; or
 tangle=+6 | 4 (setback) | 18 | 18

Fit (Level 4)

TN= 1; ST= -2; AG= 2; CR= 0; PC= 3; HT= 0; IN= 0
 HP=29; FP=41; Ward=1; SP=25 (ambulate) / 25 (crawl) / 25 (hop)

Att | Dam | Def | Stab: bash=+8 | 4 | 21 | 22; or
 tangle=+8 | 4 (setback) | 21 | 22

Laudable (Level 6)

TN= 1; ST= -1; AG= 2; CR= 1; PC= 3; HT= 0; IN= 0
 HP=32; FP=41; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: bash=+11 | 4 | 23 | 24; or
 tangle=+11 | 5 (setback) | 23 | 24

Model (Level 8)

TN= 1; ST= -1; AG= 2; CR= 1; PC= 3; HT= 0; IN= 2
 HP=32; FP=41; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: bash=+13 | 4 | 25 | 26; or
 tangle=+13 | 5 (setback) | 25 | 26

Outstanding (Level 10)

TN= 2; ST= -1; AG= 2; CR= 1; PC= 3; HT= 1; IN= 2
 HP=35; FP=45; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: bash=+15 | 4 | 28 | 29; or
 tangle=+15 | 5 (setback) | 28 | 29

Remarkable (Level 12)

TN= 2; ST= -1; AG= 2; CR= 2; PC= 3; HT= 1; IN= 3
 HP=35; FP=45; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: bash=+17 | 4 | 30 | 31; or
 tangle=+17 | 6 (setback) | 30 | 31

Superb (Level 14)

TN= 3; ST= -1; AG= 2; CR= 2; PC= 3; HT= 2; IN= 3
 HP=38; FP=49; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: bash=+19 | 4 | 33 | 34; or
 tangle=+19 | 6 (setback) | 33 | 34

Wondrous (Level 16)

TN= 3; ST= -1; AG= 3; CR= 2; PC= 3; HT= 3; IN= 3
 HP=38; FP=53; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: bash=+22 | 4 | 36 | 36; or
 tangle=+22 | 6 (setback) | 36 | 36

Anthropomorph, Metallic

A Metallic Anthropomorph an animated construct with human characteristics made of metal, durable glass, or similar durable material. So, bronze statuettes, door knockers, and silver spoons with human faces, voices, and the ability to move are examples of Metallic Anthropomorphs.

Habitat: Metallic Anthropomorphs are usually found in human abodes, dwelling among the non-anthropomorphic specimens of their kind.

Fun Facts: Virtually all Metallic Anthropomorphs have the ability to speak. At a minimum, they speak the human language common to the area in which they dwell. Depending on how widely traveled the creature is, it may speak several languages. If it is well educated, it may understand an ancient language or two, and may even be able to cast spells.

Anthropomorphs have the mental capacity to learn and practice any craft, skill, or profession that humans can. Of course, any Anthropomorph lacking hands is going to have a hard time practicing most skills.

Durabilities: This creature is Immune to Bleeding, Blighting, Dehydrating, Deluding, Dreadful, Enervating, Entrancing, Freezing, Infernal, Internal, 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: anthropomorphic, construct, metallic, tellurian

Attack Modes: Hammer Fist

Move Modes: Ambulate/Crawl/Hop

Wealth Type: Incidental

Cunning: Alert

Vision: Astral Vision

Danger Tier: +1

Medium Metallic Anthropomorph Examples**Baseline Attributes**

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

Adequate (Level 0)

TN= 4; ST= 4; AG= -4; CR= -4; PC= 0; HT= 0; IN= 0
HP=64; FP=32; Ward=2; SP=20 (ambulate) / 20 (crawl) / 20 (hop)

Att | Dam | Def | Stab: hammer fist=+4 | 9 | 14 | 18

Decent (Level 2)

TN= 4; ST= 4; AG= -4; CR= -4; PC= 2; HT= 0; IN= 0
HP=64; FP=38; Ward=2; SP=25 (ambulate) / 25 (crawl) / 25 (hop)

Att | Dam | Def | Stab: hammer fist=+6 | 9 | 16 | 22

Fit (Level 4)

TN= 5; ST= 4; AG= -4; CR= -4; PC= 3; HT= 0; IN= 0
HP=70; FP=41; Ward=2; SP=25 (ambulate) / 25 (crawl) / 25 (hop)

Att | Dam | Def | Stab: hammer fist=+8 | 9 | 19 | 26

Laudable (Level 6)

TN= 5; ST= 5; AG= -4; CR= -3; PC= 3; HT= 0; IN= 0
HP=76; FP=41; Ward=2; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: hammer fist=+11 | 10 | 21 | 28

Model (Level 8)

TN= 5; ST= 5; AG= -4; CR= -3; PC= 3; HT= 0; IN= 2
HP=76; FP=41; Ward=2; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: hammer fist=+13 | 10 | 23 | 30

Outstanding (Level 10)

TN= 6; ST= 5; AG= -4; CR= -3; PC= 3; HT= 1; IN= 2
HP=83; FP=45; Ward=3; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: hammer fist=+15 | 10 | 26 | 33

Remarkable (Level 12)

TN= 6; ST= 5; AG= -4; CR= -2; PC= 3; HT= 1; IN= 3
HP=83; FP=45; Ward=3; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: hammer fist=+17 | 10 | 28 | 35

Superb (Level 14)

TN= 7; ST= 5; AG= -4; CR= -2; PC= 3; HT= 2; IN= 3
HP=91; FP=49; Ward=3; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: hammer fist=+19 | 10 | 31 | 38

Wondrous (Level 16)

TN= 7; ST= 5; AG= -3; CR= -2; PC= 3; HT= 3; IN= 3
HP=91; FP=53; Ward=3; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: hammer fist=+22 | 10 | 34 | 40

Small Metallic Anthropomorph Examples

Baseline Attributes

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

Adequate (Level 0)

TN= 2; ST= -2; AG= 2; CR= -2; PC= 0; HT= 0; IN= 0
HP=32; FP=32; Ward=1; SP=20 (ambulate) / 20 (crawl) / 20 (hop)

Att | Dam | Def | Stab: hammer fist=+4 | 4 | 18 | 16

Decent (Level 2)

TN= 2; ST= -2; AG= 2; CR= -2; PC= 2; HT= 0; IN= 0
HP=32; FP=38; Ward=1; SP=25 (ambulate) / 25 (crawl) / 25 (hop)

Att | Dam | Def | Stab: hammer fist=+6 | 4 | 20 | 20

Fit (Level 4)

TN= 3; ST= -2; AG= 2; CR= -2; PC= 3; HT= 0; IN= 0
HP=35; FP=41; Ward=1; SP=25 (ambulate) / 25 (crawl) / 25 (hop)

Att | Dam | Def | Stab: hammer fist=+8 | 4 | 23 | 24

Laudable (Level 6)

TN= 3; ST= -1; AG= 2; CR= -1; PC= 3; HT= 0; IN= 0
HP=38; FP=41; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: hammer fist=+11 | 4 | 25 | 26

Model (Level 8)

TN= 3; ST= -1; AG= 2; CR= -1; PC= 3; HT= 0; IN= 2
HP=38; FP=41; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: hammer fist=+13 | 4 | 27 | 28

Outstanding (Level 10)

TN= 4; ST= -1; AG= 2; CR= -1; PC= 3; HT= 1; IN= 2
HP=41; FP=45; Ward=2; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: hammer fist=+15 | 4 | 30 | 31

Remarkable (Level 12)

TN= 4; ST= -1; AG= 2; CR= 0; PC= 3; HT= 1; IN= 3
HP=41; FP=45; Ward=2; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: hammer fist=+17 | 4 | 32 | 33

Superb (Level 14)

TN= 5; ST= -1; AG= 2; CR= 0; PC= 3; HT= 2; IN= 3
HP=45; FP=49; Ward=2; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: hammer fist=+19 | 4 | 35 | 36

Wondrous (Level 16)

TN= 5; ST= -1; AG= 3; CR= 0; PC= 3; HT= 3; IN= 3
HP=45; FP=53; Ward=2; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: hammer fist=+22 | 4 | 38 | 38

Tiny Metallic Anthropomorph Examples

Baseline Attributes

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

Adequate (Level 0)

TN= 0; ST= -8; AG= 8; CR= 0; PC= 0; HT= 0; IN= 0
HP=16; FP=32; Ward=0; SP=20 (ambulate) / 20 (crawl) / 20 (hop)

Att | Dam | Def | Stab: hammer fist=+4 | 3 | 22 | 14

Decent (Level 2)

TN= 0; ST= -8; AG= 8; CR= 0; PC= 2; HT= 0; IN= 0
HP=16; FP=38; Ward=0; SP=25 (ambulate) / 25 (crawl) / 25 (hop)

Att | Dam | Def | Stab: hammer fist=+6 | 3 | 24 | 18

Fit (Level 4)

TN= 1; ST= -8; AG= 8; CR= 0; PC= 3; HT= 0; IN= 0
HP=17; FP=41; Ward=1; SP=25 (ambulate) / 25 (crawl) / 25 (hop)

Att | Dam | Def | Stab: hammer fist=+8 | 3 | 27 | 22

Laudable (Level 6)

TN= 1; ST= -7; AG= 8; CR= 1; PC= 3; HT= 0; IN= 0
HP=19; FP=41; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: hammer fist=+11 | 3 | 29 | 24

Model (Level 8)

TN= 1; ST= -7; AG= 8; CR= 1; PC= 3; HT= 0; IN= 2
HP=19; FP=41; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: hammer fist=+13 | 3 | 31 | 26

Outstanding (Level 10)

TN= 2; ST= -7; AG= 8; CR= 1; PC= 3; HT= 1; IN= 2
 HP=21; FP=45; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: hammer fist=+15 | 3 | 34 | 29

Remarkable (Level 12)

TN= 2; ST= -7; AG= 8; CR= 2; PC= 3; HT= 1; IN= 3
 HP=21; FP=45; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: hammer fist=+17 | 3 | 36 | 31

Superb (Level 14)

TN= 3; ST= -7; AG= 8; CR= 2; PC= 3; HT= 2; IN= 3
 HP=23; FP=49; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: hammer fist=+19 | 3 | 39 | 34

Wondrous (Level 16)

TN= 3; ST= -7; AG= 9; CR= 2; PC= 3; HT= 3; IN= 3
 HP=23; FP=53; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: hammer fist=+22 | 3 | 42 | 36

Metallic Anthropomorph Swarm Batch Examples

See [Handling Swarms](#) in [The Rules Reference](#) for details on how to deal with Swarms in combat.

Baseline Attributes

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

Adequate (Level 0)

TN= 4; ST= 4; AG= -4; CR= -4; PC= 0; HT= 0; IN= 0
 HP=64; FP=32; Ward=2; SP=20 (ambulate) / 20 (crawl) / 20 (hop)
 Att | Dam | Def | Stab: hammer fist=+4 | 9 | 14 | 18

Decent (Level 2)

TN= 4; ST= 4; AG= -4; CR= -4; PC= 2; HT= 0; IN= 0
 HP=64; FP=38; Ward=2; SP=25 (ambulate) / 25 (crawl) / 25 (hop)
 Att | Dam | Def | Stab: hammer fist=+6 | 9 | 16 | 22

Fit (Level 4)

TN= 5; ST= 4; AG= -4; CR= -4; PC= 3; HT= 0; IN= 0
 HP=70; FP=41; Ward=2; SP=25 (ambulate) / 25 (crawl) / 25 (hop)
 Att | Dam | Def | Stab: hammer fist=+8 | 9 | 19 | 26

Laudable (Level 6)

TN= 5; ST= 5; AG= -4; CR= -3; PC= 3; HT= 0; IN= 0
 HP=76; FP=41; Ward=2; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: hammer fist=+11 | 10 | 21 | 28

Model (Level 8)

TN= 5; ST= 5; AG= -4; CR= -3; PC= 3; HT= 0; IN= 2
 HP=76; FP=41; Ward=2; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: hammer fist=+13 | 10 | 23 | 30

Outstanding (Level 10)

TN= 6; ST= 5; AG= -4; CR= -3; PC= 3; HT= 1; IN= 2
 HP=83; FP=45; Ward=3; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: hammer fist=+15 | 10 | 26 | 33

Remarkable (Level 12)

TN= 6; ST= 5; AG= -4; CR= -2; PC= 3; HT= 1; IN= 3
 HP=83; FP=45; Ward=3; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: hammer fist=+17 | 10 | 28 | 35

Superb (Level 14)

TN= 7; ST= 5; AG= -4; CR= -2; PC= 3; HT= 2; IN= 3
 HP=91; FP=49; Ward=3; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: hammer fist=+19 | 10 | 31 | 38

Wondrous (Level 16)

TN= 7; ST= 5; AG= -3; CR= -2; PC= 3; HT= 3; IN= 3
 HP=91; FP=53; Ward=3; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: hammer fist=+22 | 10 | 34 | 40

Anthropomorph, Stony

A Stony Anthropomorph is an animated construct with human characteristics made of rock, chunks of thick glass, or similar durable material. So, gravestones, grinding wheels, paper weights, and marble park benches with human faces, voices, and the ability to move are examples of Stony Anthropomorphs.

Habitat: Stony Anthropomorphs are found wherever chunks of rock congregate. Cemeteries are particularly favored haunts.

Fun Facts: Virtually all Stony Anthropomorphs have the ability to speak. At a minimum, they speak the human language common to the area in which they dwell. Depending on how widely traveled the creature is, it may speak several languages. If it is well educated, it may understand an ancient language or two, and may even be able to cast spells.

Anthropomorphs have the mental capacity to learn and practice any craft, skill, or profession that humans can. Of course, any Anthropomorph lacking hands is going to have a hard time practicing most skills.

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

Keywords: anthropomorphic, construct, stony, tellurian

Attack Modes: Hammer Fist

Move Modes: Ambulate/Crawl/Hop *Cunning:* Alert

Wealth Type: Incidental *Danger Tier:* +1

Vision: Astral Vision

Medium Stony Anthropomorph Examples**Baseline Attributes**

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

Adequate (Level 0)

TN= 4; ST= 4; AG= -4; CR= -4; PC= 0; HT= 0; IN= 0
HP=64; FP=32; Ward=2; SP=20 (ambulate) / 20 (crawl) / 20 (hop)

Att | Dam | Def | Stab: hammer fist=+4 | 9 | 14 | 18

Decent (Level 2)

TN= 4; ST= 4; AG= -4; CR= -4; PC= 2; HT= 0; IN= 0
HP=64; FP=38; Ward=2; SP=25 (ambulate) / 25 (crawl) / 25 (hop)

Att | Dam | Def | Stab: hammer fist=+6 | 9 | 16 | 22

Fit (Level 4)

TN= 5; ST= 4; AG= -4; CR= -4; PC= 3; HT= 0; IN= 0
HP=70; FP=41; Ward=2; SP=25 (ambulate) / 25 (crawl) / 25 (hop)

Att | Dam | Def | Stab: hammer fist=+8 | 9 | 19 | 26

Laudable (Level 6)

TN= 5; ST= 5; AG= -4; CR= -3; PC= 3; HT= 0; IN= 0
HP=76; FP=41; Ward=2; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: hammer fist=+11 | 10 | 21 | 28

Model (Level 8)

TN= 5; ST= 5; AG= -4; CR= -3; PC= 3; HT= 0; IN= 2
HP=76; FP=41; Ward=2; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: hammer fist=+13 | 10 | 23 | 30

Outstanding (Level 10)

TN= 6; ST= 5; AG= -4; CR= -3; PC= 3; HT= 1; IN= 2
HP=83; FP=45; Ward=3; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: hammer fist=+15 | 10 | 26 | 33

Remarkable (Level 12)

TN= 6; ST= 5; AG= -4; CR= -2; PC= 3; HT= 1; IN= 3
HP=83; FP=45; Ward=3; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: hammer fist=+17 | 10 | 28 | 35

Superb (Level 14)

TN= 7; ST= 5; AG= -4; CR= -2; PC= 3; HT= 2; IN= 3
HP=91; FP=49; Ward=3; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: hammer fist=+19 | 10 | 31 | 38

Wondrous (Level 16)

TN= 7; ST= 5; AG= -3; CR= -2; PC= 3; HT= 3; IN= 3
HP=91; FP=53; Ward=3; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: hammer fist=+22 | 10 | 34 | 40

Small Stony Anthropomorph Examples

Baseline Attributes

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

Adequate (Level 0)

TN= 2; ST= -2; AG= 2; CR= -2; PC= 0; HT= 0; IN= 0
 HP=32; FP=32; Ward=1; SP=20 (ambulate) / 20 (crawl) / 20 (hop)
 Att | Dam | Def | Stab: hammer fist=+4 | 4 | 18 | 16

Decent (Level 2)

TN= 2; ST= -2; AG= 2; CR= -2; PC= 2; HT= 0; IN= 0
 HP=32; FP=38; Ward=1; SP=25 (ambulate) / 25 (crawl) / 25 (hop)
 Att | Dam | Def | Stab: hammer fist=+6 | 4 | 20 | 20

Fit (Level 4)

TN= 3; ST= -2; AG= 2; CR= -2; PC= 3; HT= 0; IN= 0
 HP=35; FP=41; Ward=1; SP=25 (ambulate) / 25 (crawl) / 25 (hop)
 Att | Dam | Def | Stab: hammer fist=+8 | 4 | 23 | 24

Laudable (Level 6)

TN= 3; ST= -1; AG= 2; CR= -1; PC= 3; HT= 0; IN= 0
 HP=38; FP=41; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: hammer fist=+11 | 4 | 25 | 26

Model (Level 8)

TN= 3; ST= -1; AG= 2; CR= -1; PC= 3; HT= 0; IN= 2
 HP=38; FP=41; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: hammer fist=+13 | 4 | 27 | 28

Outstanding (Level 10)

TN= 4; ST= -1; AG= 2; CR= -1; PC= 3; HT= 1; IN= 2
 HP=41; FP=45; Ward=2; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: hammer fist=+15 | 4 | 30 | 31

Remarkable (Level 12)

TN= 4; ST= -1; AG= 2; CR= 0; PC= 3; HT= 1; IN= 3
 HP=41; FP=45; Ward=2; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: hammer fist=+17 | 4 | 32 | 33

Superb (Level 14)

TN= 5; ST= -1; AG= 2; CR= 0; PC= 3; HT= 2; IN= 3
 HP=45; FP=49; Ward=2; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: hammer fist=+19 | 4 | 35 | 36

Wondrous (Level 16)

TN= 5; ST= -1; AG= 3; CR= 0; PC= 3; HT= 3; IN= 3
 HP=45; FP=53; Ward=2; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: hammer fist=+22 | 4 | 38 | 38

Tiny Stony Anthropomorph Examples

Baseline Attributes

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

Adequate (Level 0)

TN= 0; ST= -8; AG= 8; CR= 0; PC= 0; HT= 0; IN= 0
 HP=16; FP=32; Ward=0; SP=20 (ambulate) / 20 (crawl) / 20 (hop)
 Att | Dam | Def | Stab: hammer fist=+4 | 3 | 22 | 14

Decent (Level 2)

TN= 0; ST= -8; AG= 8; CR= 0; PC= 2; HT= 0; IN= 0
 HP=16; FP=38; Ward=0; SP=25 (ambulate) / 25 (crawl) / 25 (hop)
 Att | Dam | Def | Stab: hammer fist=+6 | 3 | 24 | 18

Fit (Level 4)

TN= 1; ST= -8; AG= 8; CR= 0; PC= 3; HT= 0; IN= 0
 HP=17; FP=41; Ward=1; SP=25 (ambulate) / 25 (crawl) / 25 (hop)
 Att | Dam | Def | Stab: hammer fist=+8 | 3 | 27 | 22

Laudable (Level 6)

TN= 1; ST= -7; AG= 8; CR= 1; PC= 3; HT= 0; IN= 0
 HP=19; FP=41; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: hammer fist=+11 | 3 | 29 | 24

Model (Level 8)

TN= 1; ST= -7; AG= 8; CR= 1; PC= 3; HT= 0; IN= 2
 HP=19; FP=41; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: hammer fist=+13 | 3 | 31 | 26

Outstanding (Level 10)

TN= 2; ST= -7; AG= 8; CR= 1; PC= 3; HT= 1; IN= 2
 HP=21; FP=45; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: hammer fist=+15 | 3 | 34 | 29

Remarkable (Level 12)

TN= 2; ST= -7; AG= 8; CR= 2; PC= 3; HT= 1; IN= 3
 HP=21; FP=45; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: hammer fist=+17 | 3 | 36 | 31

Superb (Level 14)

TN= 3; ST= -7; AG= 8; CR= 2; PC= 3; HT= 2; IN= 3
 HP=23; FP=49; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: hammer fist=+19 | 3 | 39 | 34

Wondrous (Level 16)

TN= 3; ST= -7; AG= 9; CR= 2; PC= 3; HT= 3; IN= 3
 HP=23; FP=53; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: hammer fist=+22 | 3 | 42 | 36

Stony Anthropomorph Swarm Batch Examples

See [Handling Swarms](#) in [The Rules Reference](#) for details on how to deal with Swarms in combat.

Baseline Attributes

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

Adequate (Level 0)

TN= 4; ST= 4; AG= -4; CR= -4; PC= 0; HT= 0; IN= 0
 HP=64; FP=32; Ward=2; SP=20 (ambulate) / 20 (crawl) / 20 (hop)
 Att | Dam | Def | Stab: hammer fist=+4 | 9 | 14 | 18

Decent (Level 2)

TN= 4; ST= 4; AG= -4; CR= -4; PC= 2; HT= 0; IN= 0
 HP=64; FP=38; Ward=2; SP=25 (ambulate) / 25 (crawl) / 25 (hop)
 Att | Dam | Def | Stab: hammer fist=+6 | 9 | 16 | 22

Fit (Level 4)

TN= 5; ST= 4; AG= -4; CR= -4; PC= 3; HT= 0; IN= 0
 HP=70; FP=41; Ward=2; SP=25 (ambulate) / 25 (crawl) / 25 (hop)
 Att | Dam | Def | Stab: hammer fist=+8 | 9 | 19 | 26

Laudable (Level 6)

TN= 5; ST= 5; AG= -4; CR= -3; PC= 3; HT= 0; IN= 0
 HP=76; FP=41; Ward=2; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: hammer fist=+11 | 10 | 21 | 28

Model (Level 8)

TN= 5; ST= 5; AG= -4; CR= -3; PC= 3; HT= 0; IN= 2
 HP=76; FP=41; Ward=2; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: hammer fist=+13 | 10 | 23 | 30

Outstanding (Level 10)

TN= 6; ST= 5; AG= -4; CR= -3; PC= 3; HT= 1; IN= 2
 HP=83; FP=45; Ward=3; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: hammer fist=+15 | 10 | 26 | 33

Remarkable (Level 12)

TN= 6; ST= 5; AG= -4; CR= -2; PC= 3; HT= 1; IN= 3
 HP=83; FP=45; Ward=3; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: hammer fist=+17 | 10 | 28 | 35

Superb (Level 14)

TN= 7; ST= 5; AG= -4; CR= -2; PC= 3; HT= 2; IN= 3
 HP=91; FP=49; Ward=3; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: hammer fist=+19 | 10 | 31 | 38

Wondrous (Level 16)

TN= 7; ST= 5; AG= -3; CR= -2; PC= 3; HT= 3; IN= 3
 HP=91; FP=53; Ward=3; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: hammer fist=+22 | 10 | 34 | 40

Anthropomorph, Textile

A Textile Anthropomorph is an animated construct with human characteristics made of wool, linen, yarn, or similar material. So, teddy bears, blankets, and pillows with human faces, voices, and the ability to move are examples of Textile Anthropomorphs.

The number of human characteristics a given Anthropomorph possesses is highly variable. Feel free to give them as many or few as desired. Some have hands, other do not. However, all Anthropomorphs have human-level intelligence.

Habitat: Textile Anthropomorphs are usually found in cloak rooms, linen closets, and in the bedrooms of little boys and girls.

Fun Facts: Virtually all Textile Anthropomorphs have the ability to speak. At a minimum, they speak the human language common to the area in which they dwell. Depending on how widely traveled the creature is, it may speak several languages. If it is well educated, it may understand an ancient language or two, and may even be able to cast spells.

Anthropomorphs have the mental capacity to learn and practice any craft, skill, or profession that humans can. Of course, any Anthropomorph lacking hands is going to have a hard time practicing most skills.

The major attack mode of a Textile Anthropomorph depends on its form. A teddy bear is likely to shove their foes, while a rug will more likely try to entangle them.

Durabilities: This creature is Immune to Bleeding, Blighting, Blunt, Crushing, Dehydrating, Deluding, Dreadful, Enervating, Entrancing, Freezing, Infernal, Internal, Intoxicating, Maladive, Quieting, Righteous, Sedating, Sonic, Starving, Suffocating, Sunshining, Tormenting, and Toxic Effects; Sensitive to Cutting Effects; and Highly Sensitive to Flaying and Scorching Effects.

Keywords: anthropomorphic, construct, tellurian, textile

Attack Modes: Dagger or Tangle or Shove

Move Modes: Ambulate/Crawl/Hop

Wealth Type: Incidental *Cunning:* Alert

Vision: Astral Vision *Danger Tier:* 0

Medium Textile Anthropomorph Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=21; FP=32; Ward=0; SP=20 (ambulate) / 20 (crawl) / 20 (hop)

Att | Dam | Def | Stab: tangle=+5 | 6 (setback) | 14 | 11; or shove=+5 | 1 (setback) | 14 | 11

Decent (Level 2)

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

HP=21; FP=38; Ward=0; SP=25 (ambulate) / 25 (crawl) / 25 (hop)

Att | Dam | Def | Stab: tangle=+7 | 6 (setback) | 16 | 15; or shove=+7 | 1 (setback) | 16 | 15

Fit (Level 4)

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

HP=23; FP=41; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: tangle=+9 | 6 (setback) | 19 | 19; or shove=+9 | 1 (setback) | 19 | 19

Laudable (Level 6)

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

HP=25; FP=41; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: tangle=+12 | 7 (setback) | 21 | 21; or shove=+12 | 2 (setback) | 21 | 21

Model (Level 8)

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

HP=25; FP=41; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: tangle=+14 | 7 (setback) | 23 | 23; or shove=+14 | 2 (setback) | 23 | 23

Outstanding (Level 10)

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

HP=27; FP=45; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: tangle=+16 | 7 (setback) | 26 | 26; or shove=+16 | 2 (setback) | 26 | 26

Remarkable (Level 12)

TN= -1; ST= -1; AG= 3; CR= 4; PC= 3; HT= 1; IN= 3
 HP=27; FP=45; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: tangle=+18 | 8 (setback) | 28 | 28; or shove=+18 | 2 (setback) | 28 | 28

Superb (Level 14)

TN= 0; ST= -1; AG= 3; CR= 4; PC= 3; HT= 2; IN= 3
 HP=29; FP=49; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: tangle=+20 | 8 (setback) | 31 | 31; or shove=+20 | 2 (setback) | 31 | 31

Wondrous (Level 16)

TN= 0; ST= -1; AG= 4; CR= 4; PC= 3; HT= 3; IN= 3
 HP=29; FP=53; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: tangle=+23 | 8 (setback) | 34 | 33; or shove=+23 | 3 (setback) | 34 | 33

Small Textile Anthropomorph Examples**Baseline Attributes**

TN= -5; ST= -8; AG= 9; CR= 4; PC= 0; HT= 0; IN= 0

Adequate (Level 0)

TN= -5; ST= -8; AG= 9; CR= 4; PC= 0; HT= 0; IN= 0
 HP=10; FP=32; Ward=0; SP=20 (ambulate) / 20 (crawl) / 20 (hop)
 Att | Dam | Def | Stab: tangle=+5 | 7 (setback) | 18 | 9; or shove=+5 | 1 (setback) | 18 | 9

Decent (Level 2)

TN= -5; ST= -8; AG= 9; CR= 4; PC= 2; HT= 0; IN= 0
 HP=10; FP=38; Ward=0; SP=25 (ambulate) / 25 (crawl) / 25 (hop)
 Att | Dam | Def | Stab: tangle=+7 | 7 (setback) | 20 | 13; or shove=+7 | 1 (setback) | 20 | 13

Fit (Level 4)

TN= -4; ST= -8; AG= 9; CR= 4; PC= 3; HT= 0; IN= 0
 HP=11; FP=41; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: tangle=+9 | 7 (setback) | 23 | 17; or shove=+9 | 1 (setback) | 23 | 17

Laudable (Level 6)

TN= -4; ST= -7; AG= 9; CR= 5; PC= 3; HT= 0; IN= 0
 HP=12; FP=41; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: tangle=+12 | 8 (setback) | 25 | 19; or shove=+12 | 2 (setback) | 25 | 19

Model (Level 8)

TN= -4; ST= -7; AG= 9; CR= 5; PC= 3; HT= 0; IN= 2
 HP=12; FP=41; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: tangle=+14 | 8 (setback) | 27 | 21; or shove=+14 | 2 (setback) | 27 | 21

Outstanding (Level 10)

TN= -3; ST= -7; AG= 9; CR= 5; PC= 3; HT= 1; IN= 2
 HP=13; FP=45; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: tangle=+16 | 8 (setback) | 30 | 24; or shove=+16 | 2 (setback) | 30 | 24

Remarkable (Level 12)

TN= -3; ST= -7; AG= 9; CR= 6; PC= 3; HT= 1; IN= 3
 HP=13; FP=45; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: tangle=+18 | 9 (setback) | 32 | 26; or shove=+18 | 2 (setback) | 32 | 26

Superb (Level 14)

TN= -2; ST= -7; AG= 9; CR= 6; PC= 3; HT= 2; IN= 3
 HP=15; FP=49; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: tangle=+20 | 9 (setback) | 35 | 29; or shove=+20 | 2 (setback) | 35 | 29

Wondrous (Level 16)

TN= -2; ST= -7; AG= 10; CR= 6; PC= 3; HT= 3; IN= 3
 HP=15; FP=53; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: tangle=+23 | 9 (setback) | 38 | 31; or shove=+23 | 3 (setback) | 38 | 31

Tiny Textile Anthropomorph Examples

Baseline Attributes

TN= -7; ST= -14; AG= 15; CR= 6; PC= 0; HT= 0; IN= 0

Adequate (Level 0)

TN= -7; ST= -14; AG= 15; CR= 6; PC= 0; HT= 0; IN= 0

HP=5; FP=32; Ward=0; SP=20 (ambulate) / 20 (crawl) / 20 (hop)

Att | Dam | Def | Stab: tangle=+5 | 8 (setback) | 22 | 7; or shove=+5 | 1 (setback) | 22 | 7

Decent (Level 2)

TN= -7; ST= -14; AG= 15; CR= 6; PC= 2; HT= 0; IN= 0

HP=5; FP=38; Ward=0; SP=25 (ambulate) / 25 (crawl) / 25 (hop)

Att | Dam | Def | Stab: tangle=+7 | 8 (setback) | 24 | 11; or shove=+7 | 1 (setback) | 24 | 11

Fit (Level 4)

TN= -6; ST= -14; AG= 15; CR= 6; PC= 3; HT= 0; IN= 0

HP=6; FP=41; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: tangle=+9 | 8 (setback) | 27 | 15; or shove=+9 | 1 (setback) | 27 | 15

Laudable (Level 6)

TN= -6; ST= -13; AG= 15; CR= 7; PC= 3; HT= 0; IN= 0

HP=6; FP=41; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: tangle=+12 | 9 (setback) | 29 | 17; or shove=+12 | 2 (setback) | 29 | 17

Model (Level 8)

TN= -6; ST= -13; AG= 15; CR= 7; PC= 3; HT= 0; IN= 2

HP=6; FP=41; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: tangle=+14 | 9 (setback) | 31 | 19; or shove=+14 | 2 (setback) | 31 | 19

Outstanding (Level 10)

TN= -5; ST= -13; AG= 15; CR= 7; PC= 3; HT= 1; IN= 2

HP=7; FP=45; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: tangle=+16 | 9 (setback) | 34 | 22; or shove=+16 | 2 (setback) | 34 | 22

Remarkable (Level 12)

TN= -5; ST= -13; AG= 15; CR= 8; PC= 3; HT= 1; IN= 3

HP=7; FP=45; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: tangle=+18 | 10 (setback) | 36 | 24; or shove=+18 | 2 (setback) | 36 | 24

Superb (Level 14)

TN= -4; ST= -13; AG= 15; CR= 8; PC= 3; HT= 2; IN= 3

HP=7; FP=49; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: tangle=+20 | 10 (setback) | 39 | 27; or shove=+20 | 2 (setback) | 39 | 27

Wondrous (Level 16)

TN= -4; ST= -13; AG= 16; CR= 8; PC= 3; HT= 3; IN= 3

HP=7; FP=53; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: tangle=+23 | 10 (setback) | 42 | 29; or shove=+23 | 3 (setback) | 42 | 29

Textile Anthropomorph 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= 3; CR= 2; PC= 0; HT= 0; IN= 0

Adequate (Level 0)

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

HP=21; FP=32; Ward=0; SP=20 (ambulate) / 20 (crawl) / 20 (hop)

Att | Dam | Def | Stab: tangle=+5 | 6 (setback) | 14 | 11; or shove=+5 | 1 (setback) | 14 | 11

Decent (Level 2)

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

HP=21; FP=38; Ward=0; SP=25 (ambulate) / 25 (crawl) / 25 (hop)

Att | Dam | Def | Stab: tangle=+7 | 6 (setback) | 16 | 15; or shove=+7 | 1 (setback) | 16 | 15

Fit (Level 4)

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

HP=23; FP=41; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: tangle=+9 | 6 (setback) | 19 | 19; or shove=+9 | 1 (setback) | 19 | 19

Laudable (Level 6)

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

HP=25; FP=41; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: tangle=+12 | 7 (setback) | 21 | 21; or shove=+12 | 2 (setback) | 21 | 21

Model (Level 8)

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

HP=25; FP=41; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: tangle=+14 | 7 (setback) | 23 | 23; or shove=+14 | 2 (setback) | 23 | 23

Outstanding (Level 10)

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

HP=27; FP=45; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: tangle=+16 | 7 (setback) | 26 | 26; or shove=+16 | 2 (setback) | 26 | 26

Remarkable (Level 12)

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

HP=27; FP=45; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: tangle=+18 | 8 (setback) | 28 | 28; or shove=+18 | 2 (setback) | 28 | 28

Superb (Level 14)

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

HP=29; FP=49; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: tangle=+20 | 8 (setback) | 31 | 31; or shove=+20 | 2 (setback) | 31 | 31

Wondrous (Level 16)

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

HP=29; FP=53; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)

Att | Dam | Def | Stab: tangle=+23 | 8 (setback) | 34 | 33; or shove=+23 | 3 (setback) | 34 | 33

Anthropomorph, Wooden

A Wooden Anthropomorph is an animated construct with human characteristics made of wood, or similar durable material. So, totem poles, ship figureheads, chests, and tables with human faces, voices, and the ability to move are examples of Wooden Anthropomorphs.

The number of human characteristics a given Anthropomorph possesses is highly variable. Feel free to give them as many or few as desired. Some have hands, other do not. However, all Anthropomorphs have human-level intelligence.

Habitat: Wooden Anthropomorphs are found wherever finely crafted wooden articles congregate. Antique stores are a good place to start.

Fun Facts: Virtually all Wooden Anthropomorphs have the ability to speak. At a minimum, they speak the human language common to the area in which they dwell. Depending on how widely traveled the creature is, it may speak several languages. If it is well educated, it may understand an ancient language or two, and may even be able to cast spells.

Anthropomorphs have the mental capacity to learn and practice any craft, skill, or profession that humans can. Of course, any Anthropomorph lacking hands is going to have a hard time practicing most skills.

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.

Keywords: anthropomorphic, construct, tellurian, wooden

Attack Modes: Bash

Move Modes: Ambulate/Crawl/Hop

Wealth Type: Incidental

Cunning: Alert

Vision: Astral Vision

Danger Tier: 0

Large Wooden Anthropomorph Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=91; FP=32; Ward=2; SP=20 (ambulate) / 20 (crawl) / 20 (hop)

Att | Dam | Def | Stab: bash=+4 | 14 | 10 | 18

Decent (Level 2)

TN= 4; ST= 8; AG= -8; CR= -4; PC= 2; HT= 0; IN= 0
 HP=91; FP=38; Ward=2; SP=25 (ambulate) / 25 (crawl) / 25 (hop)
 Att | Dam | Def | Stab: bash=+6 | 14 | 12 | 22

Fit (Level 4)

TN= 5; ST= 8; AG= -8; CR= -4; PC= 3; HT= 0; IN= 0
 HP=99; FP=41; Ward=2; SP=25 (ambulate) / 25 (crawl) / 25 (hop)
 Att | Dam | Def | Stab: bash=+8 | 14 | 15 | 26

Laudable (Level 6)

TN= 5; ST= 9; AG= -8; CR= -3; PC= 3; HT= 0; IN= 0
 HP=108; FP=41; Ward=2; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+11 | 15 | 17 | 28

Model (Level 8)

TN= 5; ST= 9; AG= -8; CR= -3; PC= 3; HT= 0; IN= 2
 HP=108; FP=41; Ward=2; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+13 | 15 | 19 | 30

Outstanding (Level 10)

TN= 6; ST= 9; AG= -8; CR= -3; PC= 3; HT= 1; IN= 2
 HP=117; FP=45; Ward=3; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+15 | 15 | 22 | 33

Remarkable (Level 12)

TN= 6; ST= 9; AG= -8; CR= -2; PC= 3; HT= 1; IN= 3
 HP=117; FP=45; Ward=3; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+17 | 15 | 24 | 35

Superb (Level 14)

TN= 7; ST= 9; AG= -8; CR= -2; PC= 3; HT= 2; IN= 3
 HP=128; FP=49; Ward=3; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+19 | 15 | 27 | 38

Wondrous (Level 16)

TN= 7; ST= 9; AG= -7; CR= -2; PC= 3; HT= 3; IN= 3
 HP=128; FP=53; Ward=3; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+22 | 15 | 30 | 40

Medium Wooden Anthropomorph Examples**Baseline Attributes**

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

Adequate (Level 0)

TN= 2; ST= 2; AG= -2; CR= -2; PC= 0; HT= 0; IN= 0
 HP=45; FP=32; Ward=1; SP=20 (ambulate) / 20 (crawl) / 20 (hop)
 Att | Dam | Def | Stab: bash=+4 | 6 | 14 | 16

Decent (Level 2)

TN= 2; ST= 2; AG= -2; CR= -2; PC= 2; HT= 0; IN= 0
 HP=45; FP=38; Ward=1; SP=25 (ambulate) / 25 (crawl) / 25 (hop)
 Att | Dam | Def | Stab: bash=+6 | 6 | 16 | 20

Fit (Level 4)

TN= 3; ST= 2; AG= -2; CR= -2; PC= 3; HT= 0; IN= 0
 HP=49; FP=41; Ward=1; SP=25 (ambulate) / 25 (crawl) / 25 (hop)
 Att | Dam | Def | Stab: bash=+8 | 6 | 19 | 24

Laudable (Level 6)

TN= 3; ST= 3; AG= -2; CR= -1; PC= 3; HT= 0; IN= 0
 HP=54; FP=41; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+11 | 7 | 21 | 26

Model (Level 8)

TN= 3; ST= 3; AG= -2; CR= -1; PC= 3; HT= 0; IN= 2
 HP=54; FP=41; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+13 | 7 | 23 | 28

Outstanding (Level 10)

TN= 4; ST= 3; AG= -2; CR= -1; PC= 3; HT= 1; IN= 2
 HP=59; FP=45; Ward=2; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+15 | 7 | 26 | 31

Remarkable (Level 12)

TN= 4; ST= 3; AG= -2; CR= 0; PC= 3; HT= 1; IN= 3
 HP=59; FP=45; Ward=2; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+17 | 7 | 28 | 33

Superb (Level 14)

TN= 5; ST= 3; AG= -2; CR= 0; PC= 3; HT= 2; IN= 3
 HP=64; FP=49; Ward=2; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+19 | 7 | 31 | 36

Wondrous (Level 16)

TN= 5; ST= 3; AG= -1; CR= 0; PC= 3; HT= 3; IN= 3
 HP=64; FP=53; Ward=2; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+22 | 7 | 34 | 38

Small Wooden Anthropomorph Examples**Baseline Attributes**

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

Adequate (Level 0)

TN= 0; ST= -4; AG= 4; CR= 0; PC= 0; HT= 0; IN= 0
 HP=23; FP=32; Ward=0; SP=20 (ambulate) / 20 (crawl) / 20 (hop)
 Att | Dam | Def | Stab: bash=+4 | 3 | 18 | 14

Decent (Level 2)

TN= 0; ST= -4; AG= 4; CR= 0; PC= 2; HT= 0; IN= 0
 HP=23; FP=38; Ward=0; SP=25 (ambulate) / 25 (crawl) / 25 (hop)
 Att | Dam | Def | Stab: bash=+6 | 3 | 20 | 18

Fit (Level 4)

TN= 1; ST= -4; AG= 4; CR= 0; PC= 3; HT= 0; IN= 0
 HP=25; FP=41; Ward=1; SP=25 (ambulate) / 25 (crawl) / 25 (hop)
 Att | Dam | Def | Stab: bash=+8 | 3 | 23 | 22

Laudable (Level 6)

TN= 1; ST= -3; AG= 4; CR= 1; PC= 3; HT= 0; IN= 0
 HP=27; FP=41; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+11 | 3 | 25 | 24

Model (Level 8)

TN= 1; ST= -3; AG= 4; CR= 1; PC= 3; HT= 0; IN= 2
 HP=27; FP=41; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+13 | 3 | 27 | 26

Outstanding (Level 10)

TN= 2; ST= -3; AG= 4; CR= 1; PC= 3; HT= 1; IN= 2
 HP=29; FP=45; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+15 | 3 | 30 | 29

Remarkable (Level 12)

TN= 2; ST= -3; AG= 4; CR= 2; PC= 3; HT= 1; IN= 3
 HP=29; FP=45; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+17 | 3 | 32 | 31

Superb (Level 14)

TN= 3; ST= -3; AG= 4; CR= 2; PC= 3; HT= 2; IN= 3
 HP=32; FP=49; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+19 | 3 | 35 | 34

Wondrous (Level 16)

TN= 3; ST= -3; AG= 5; CR= 2; PC= 3; HT= 3; IN= 3
 HP=32; FP=53; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+22 | 3 | 38 | 36

Tiny Wooden Anthropomorph Examples**Baseline Attributes**

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

Adequate (Level 0)

TN= -2; ST= -10; AG= 10; CR= 2; PC= 0; HT= 0; IN= 0
 HP=11; FP=32; Ward=0; SP=20 (ambulate) / 20 (crawl) / 20 (hop)
 Att | Dam | Def | Stab: bash=+4 | 2 | 22 | 12

Decent (Level 2)

TN= -2; ST= -10; AG= 10; CR= 2; PC= 2; HT= 0; IN= 0
 HP=11; FP=38; Ward=0; SP=25 (ambulate) / 25 (crawl) / 25 (hop)
 Att | Dam | Def | Stab: bash=+6 | 2 | 24 | 16

Fit (Level 4)

TN= -1; ST= -10; AG= 10; CR= 2; PC= 3; HT= 0; IN= 0
 HP=12; FP=41; Ward=0; SP=25 (ambulate) / 25 (crawl) / 25 (hop)
 Att | Dam | Def | Stab: bash=+8 | 2 | 27 | 20

Laudable (Level 6)

TN= -1; ST= -9; AG= 10; CR= 3; PC= 3; HT= 0; IN= 0
 HP=13; FP=41; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+11 | 2 | 29 | 22

Model (Level 8)

TN= -1; ST= -9; AG= 10; CR= 3; PC= 3; HT= 0; IN= 2
 HP=13; FP=41; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+13 | 2 | 31 | 24

Outstanding (Level 10)

TN= 0; ST= -9; AG= 10; CR= 3; PC= 3; HT= 1; IN= 2
 HP=15; FP=45; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+15 | 2 | 34 | 27

Remarkable (Level 12)

TN= 0; ST= -9; AG= 10; CR= 4; PC= 3; HT= 1; IN= 3
 HP=15; FP=45; Ward=0; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+17 | 2 | 36 | 29

Superb (Level 14)

TN= 1; ST= -9; AG= 10; CR= 4; PC= 3; HT= 2; IN= 3
 HP=16; FP=49; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+19 | 2 | 39 | 32

Wondrous (Level 16)

TN= 1; ST= -9; AG= 11; CR= 4; PC= 3; HT= 3; IN= 3
 HP=16; FP=53; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+22 | 2 | 42 | 34

Wooden Anthropomorph Swarm Batch Examples

See [Handling Swarms](#) in [The Rules Reference](#) for details on how to deal with Swarms in combat.

Baseline Attributes

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

Adequate (Level 0)

TN= 2; ST= 2; AG= -2; CR= -2; PC= 0; HT= 0; IN= 0
 HP=45; FP=32; Ward=1; SP=20 (ambulate) / 20 (crawl) / 20 (hop)
 Att | Dam | Def | Stab: bash=+4 | 6 | 14 | 16

Decent (Level 2)

TN= 2; ST= 2; AG= -2; CR= -2; PC= 2; HT= 0; IN= 0
 HP=45; FP=38; Ward=1; SP=25 (ambulate) / 25 (crawl) / 25 (hop)
 Att | Dam | Def | Stab: bash=+6 | 6 | 16 | 20

Fit (Level 4)

TN= 3; ST= 2; AG= -2; CR= -2; PC= 3; HT= 0; IN= 0
 HP=49; FP=41; Ward=1; SP=25 (ambulate) / 25 (crawl) / 25 (hop)
 Att | Dam | Def | Stab: bash=+8 | 6 | 19 | 24

Laudable (Level 6)

TN= 3; ST= 3; AG= -2; CR= -1; PC= 3; HT= 0; IN= 0
 HP=54; FP=41; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+11 | 7 | 21 | 26

Model (Level 8)

TN= 3; ST= 3; AG= -2; CR= -1; PC= 3; HT= 0; IN= 2
 HP=54; FP=41; Ward=1; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+13 | 7 | 23 | 28

Outstanding (Level 10)

TN= 4; ST= 3; AG= -2; CR= -1; PC= 3; HT= 1; IN= 2
 HP=59; FP=45; Ward=2; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+15 | 7 | 26 | 31

Remarkable (Level 12)

TN= 4; ST= 3; AG= -2; CR= 0; PC= 3; HT= 1; IN= 3
 HP=59; FP=45; Ward=2; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+17 | 7 | 28 | 33

Superb (Level 14)

TN= 5; ST= 3; AG= -2; CR= 0; PC= 3; HT= 2; IN= 3
 HP=64; FP=49; Ward=2; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+19 | 7 | 31 | 36

Wondrous (Level 16)

TN= 5; ST= 3; AG= -1; CR= 0; PC= 3; HT= 3; IN= 3
 HP=64; FP=53; Ward=2; SP=30 (ambulate) / 30 (crawl) / 30 (hop)
 Att | Dam | Def | Stab: bash=+22 | 7 | 34 | 38

Antlion

Despite the fact that an Antlion's head is decidedly buggy, with bulbous multifaceted eyes and huge mandibles, it does not look particularly ant-like. Nor does it resemble a lion in any way. Like all insects, it has six legs, antennae, and a hard exoskeleton. The main characteristic that distinguishes it from other giant bugs, other than its unusual hunting style, is its huge abdominal section making up the bulk of its body.

The Antlion's name actually derives from its diet. Antlions eat anything they manage to capture using their clever funnel-like traps. It just so happens that ants fall prey to the antlion's tricks more often than anything else. This is probably because, where there is one ant there are invariably more; a fact not lost on a hungry antlion.

Origin: The creature described here is merely an enlarged version of the Antlion, or rather the larval stage of the Antlion (the adult stage looks like a dragonfly). In North America, Antlions are commonly known as doodlebugs. Medieval bestiaries gave a fantastic ant/lion hybrid the name of Myrmecoleon.

Fun Facts: Antlions can dig through sand as the Occult spell Foray through Dirt. In addition, they dig out small sub-surface cavities in which they wait for a meal to wander by. They are extremely sensitive to vibrations in the sand and can sense prey passing within 10 feet of its hiding place. At this point, it will quickly draw the surrounding sand into the air pocket hoping that the prey will become trapped in the shifting sand. Treat this exactly as a Sand Trap as described in the Natural Hazards section of The Overlord's Omnibus.

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

Habitat: Antlions live in sandy deserts where they burrow into the loose dunes to await dinner.

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

Wealth Type: Incidental *Cunning:* Instinctive

Attack Modes: Mandibles *Danger Tier:* 0

Move Modes: Skitter / Cling

Vision: Motion Sensitivity

Large Antlion Examples

Baseline Attributes

TN= 4; ST= 8; AG= -6; CR= 0; PC= -2; HT= -3; IN= -8

Adequate (Level 6)

TN= 7; ST= 10; AG= -5; CR= 0; PC= -2; HT= -3; IN= -8
HP=140; FP=20; Ward=3; SP=45 (skitter) / 25 (cling)
Att | Dam | Def | Stab: mandibles=+15 | 18 | 22 | 25

Decent (Level 8)

TN= 7; ST= 10; AG= -5; CR= 0; PC= -2; HT= -3; IN= -6
HP=140; FP=20; Ward=3; SP=45 (skitter) / 25 (cling)
Att | Dam | Def | Stab: mandibles=+17 | 18 | 24 | 27

Fit (Level 10)

TN= 7; ST= 11; AG= -5; CR= 1; PC= -2; HT= -3; IN= -6
HP=152; FP=20; Ward=3; SP=50 (skitter) / 30 (cling)
Att | Dam | Def | Stab: mandibles=+20 | 19 | 26 | 29

Laudable (Level 12)

TN= 7; ST= 11; AG= -4; CR= 1; PC= -2; HT= -3; IN= -5
HP=152; FP=20; Ward=3; SP=50 (skitter) / 30 (cling)
Att | Dam | Def | Stab: mandibles=+23 | 19 | 29 | 31

Outstanding (Level 14)

TN= 7; ST= 11; AG= -4; CR= 1; PC= -1; HT= -3; IN= -5
HP=152; FP=22; Ward=3; SP=50 (skitter) / 30 (cling)
Att | Dam | Def | Stab: mandibles=+25 | 19 | 31 | 34

Medium Antlion Examples

Baseline Attributes

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

Adequate (Level 2)

TN= 4; ST= 2; AG= 0; CR= 2; PC= -2; HT= -3; IN= -8
HP=54; FP=20; Ward=2; SP=40 (skitter) / 20 (cling)
Att | Dam | Def | Stab: mandibles=+8 | 7 | 20 | 18

Decent (Level 4)

TN= 5; ST= 2; AG= 1; CR= 2; PC= -2; HT= -3; IN= -8
HP=59; FP=20; Ward=2; SP=40 (skitter) / 20 (cling)
Att | Dam | Def | Stab: mandibles=+11 | 7 | 24 | 21

Fit (Level 6)

TN= 5; ST= 4; AG= 1; CR= 2; PC= -2; HT= -3; IN= -8
HP=70; FP=20; Ward=2; SP=45 (skitter) / 25 (cling)
Att | Dam | Def | Stab: mandibles=+15 | 9 | 26 | 23

Laudable (Level 8)

TN= 5; ST= 4; AG= 1; CR= 2; PC= -2; HT= -3; IN= -6
HP=70; FP=20; Ward=2; SP=45 (skitter) / 25 (cling)
Att | Dam | Def | Stab: mandibles=+17 | 9 | 28 | 25

Outstanding (Level 10)

TN= 5; ST= 5; AG= 1; CR= 3; PC= -2; HT= -3; IN= -6
HP=76; FP=20; Ward=2; SP=50 (skitter) / 30 (cling)
Att | Dam | Def | Stab: mandibles=+20 | 10 | 30 | 27

Armor, Animated

Animated armor is nothing more than what it seems: an empty suit of armament that is animated by magic to fight or otherwise serve the animator's bidding. Armor suits are often used to decorate castles and palaces

There is no reason in a magical world that a few of these seemingly innocuous decorations should not provide their owners with more than pleasing scenery, however. In fact, many adventurers would justly feel cheated if a suit of armor didn't occasionally provide them with a good fight. Suits of animated armor will serve as reliable guards, diligently standing in out of the way in alcoves waiting for intruders. Once a trespassers wanders within their field of view, the suit will draw its weapon and attack.

Habitat: Animated armor is a construct. As such, it will patiently wait wherever its creator instructs it to do so.

Origin: Armies consisting of suits of empty armor, enchanted by powerful magic, have been traced back as far as ancient Persia, in Firdusi, and in the ancient Indian Sanscrit epic of Mahabharata.

Fun Facts: Since armor does not breathe, it may submerge itself in water indefinitely and is unaffected by toxic gases.

Durabilities: This creature is Immune to Bleeding, Blighting, Dehydrating, Deluding, Dreadful, Enervating, Entrancing, Freezing, Infernal, Internal, 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, tellurian

Attack Modes: Melee Weapon or Punch

Wealth Type: Incidental *Cunning:* Simpleminded

Vision: Astral Vision *Move Modes:* Plod

Danger Tier: +1

Large Animated Armor Examples

Baseline Attributes

TN=12; ST=8; AG= -10; CR= -2; PC=0; HT= -4; IN= -4

Adequate (Level 8)

TN=15; ST=10; AG= -9; CR= -2; PC=1; HT= -3; IN= -4

HP=279; FP=26; Ward=11; SP=25 (plod)

Att | Dam | Def | Stab: melee=+9 +tempo | weapon+10 | 24+parry | 34+parry; or punch=+13 | 14 | 25 | 35

Decent (Level 10)

TN=15; ST=11; AG= -8; CR= -2; PC=1; HT= -3; IN= -4

HP=304; FP=26; Ward=11; SP=30 (plod)

Att | Dam | Def | Stab: melee=+13 +tempo | weapon+11 | 27+parry | 36+parry; or punch=+17 | 15 | 28 | 37

Fit (Level 12)

TN=15; ST=11; AG= -8; CR= -1; PC=2; HT= -3; IN= -4

HP=304; FP=29; Ward=11; SP=30 (plod)

Att | Dam | Def | Stab: melee=+15 +tempo | weapon+11 | 29+parry | 39+parry; or punch=+19 | 15 | 30 | 40

Laudable (Level 14)

TN=15; ST=11; AG= -8; CR= -1; PC=3; HT= -3; IN= -4

HP=304; FP=32; Ward=11; SP=30 (plod)

Att | Dam | Def | Stab: melee=+17 +tempo | weapon+11 | 31+parry | 42+parry; or punch=+21 | 15 | 32 | 43

Model (Level 16)

TN=16; ST=11; AG= -8; CR= -1; PC=3; HT= -3; IN= -4

HP=332; FP=32; Ward=12; SP=30 (plod)

Att | Dam | Def | Stab: melee=+19 +tempo | weapon+11 | 34+parry | 45+parry; or punch=+23 | 15 | 35 | 46

Outstanding (Level 18)

TN=16; ST=12; AG= -8; CR= -1; PC=3; HT= -3; IN= -3

HP=362; FP=32; Ward=12; SP=35 (plod)

Att | Dam | Def | Stab: melee=+22 +tempo | weapon+12 | 36+parry | 47+parry; or punch=+26 | 16 | 37 | 48

Medium Animated Armor Examples**Baseline Attributes**

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

Adequate (Level 8)

TN= 13; ST= 4; AG= -3; CR= 0; PC= 1; HT= -3; IN= -4

HP=140; FP=26; Ward=9; SP=25 (plod)

Att | Dam | Def | Stab: melee=+9 +tempo | weapon+4 |
28+parry | 32+parry; or punch=+13 | 6 | 29 | 33**Decent (Level 10)**

TN= 13; ST= 5; AG= -2; CR= 0; PC= 1; HT= -3; IN= -4

HP=152; FP=26; Ward=9; SP=30 (plod)

Att | Dam | Def | Stab: melee=+13 +tempo | weapon+5 |
31+parry | 34+parry; or punch=+17 | 7 | 32 | 35**Fit (Level 12)**

TN= 13; ST= 5; AG= -2; CR= 1; PC= 2; HT= -3; IN= -4

HP=152; FP=29; Ward=9; SP=30 (plod)

Att | Dam | Def | Stab: melee=+15 +tempo | weapon+5 |
33+parry | 37+parry; or punch=+19 | 7 | 34 | 38**Laudable (Level 14)**

TN= 13; ST= 5; AG= -2; CR= 1; PC= 3; HT= -3; IN= -4

HP=152; FP=32; Ward=9; SP=30 (plod)

Att | Dam | Def | Stab: melee=+17 +tempo | weapon+5 |
35+parry | 40+parry; or punch=+21 | 7 | 36 | 41**Model (Level 16)**

TN= 14; ST= 5; AG= -2; CR= 1; PC= 3; HT= -3; IN= -4

HP=166; FP=32; Ward=10; SP=30 (plod)

Att | Dam | Def | Stab: melee=+19 +tempo | weapon+5 |
38+parry | 43+parry; or punch=+23 | 7 | 39 | 44**Outstanding (Level 18)**

TN= 14; ST= 6; AG= -2; CR= 1; PC= 3; HT= -3; IN= -3

HP=181; FP=32; Ward=10; SP=35 (plod)

Att | Dam | Def | Stab: melee=+22 +tempo | weapon+6 |
40+parry | 45+parry; or punch=+26 | 8 | 41 | 46**Small Animated Armor Examples****Baseline Attributes**

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

Adequate (Level 8)

TN= 11; ST= -2; AG= 3; CR= 2; PC= 1; HT= -3; IN= -4

HP=70; FP=26; Ward=7; SP=25 (plod)

Att | Dam | Def | Stab: melee=+9 +tempo | weapon |
32+parry | 30+parry; or punch=+13 | 2 | 33 | 31**Decent (Level 10)**

TN= 11; ST= -1; AG= 4; CR= 2; PC= 1; HT= -3; IN= -4

HP=76; FP=26; Ward=7; SP=30 (plod)

Att | Dam | Def | Stab: melee=+13 +tempo | weapon |
35+parry | 32+parry; or punch=+17 | 2 | 36 | 33**Fit (Level 12)**

TN= 11; ST= -1; AG= 4; CR= 3; PC= 2; HT= -3; IN= -4

HP=76; FP=29; Ward=7; SP=30 (plod)

Att | Dam | Def | Stab: melee=+15 +tempo | weapon |
37+parry | 35+parry; or punch=+19 | 2 | 38 | 36**Laudable (Level 14)**

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

HP=76; FP=32; Ward=7; SP=30 (plod)

Att | Dam | Def | Stab: melee=+17 +tempo | weapon |
39+parry | 38+parry; or punch=+21 | 2 | 40 | 39**Model (Level 16)**

TN= 12; ST= -1; AG= 4; CR= 3; PC= 3; HT= -3; IN= -4

HP=83; FP=32; Ward=8; SP=30 (plod)

Att | Dam | Def | Stab: melee=+19 +tempo | weapon |
42+parry | 41+parry; or punch=+23 | 2 | 43 | 42**Outstanding (Level 18)**

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

HP=91; FP=32; Ward=8; SP=35 (plod)

Att | Dam | Def | Stab: melee=+22 +tempo | weapon |
44+parry | 43+parry; or punch=+26 | 2 | 45 | 44

Bestiary ~ B

Baka

A Baka is a ghoulish undead creature that devours the flesh of living humans to retain its undead state. They have the appearance of ordinary humans but are surrounded by a slight smell of rotting flesh. A close examination of a Baka's hands will reveal that their fingernails have grown into razor claws. Their teeth are likewise sharpened but are rarely seen since a Baka only smiles when they are about to feast.

Bakas willingly embrace this horrific lifestyle as a way to achieve immortality. To attain the status of a Baka, a man must gain entry into a secret cult that instructs them in dark rituals and chants. Upon their death, the cult initiate will rise in this ghoulish state.

Unlike ghouls, a Baka retains all of the skills they previously possessed in life. In addition, the Baka can actually gain ranks in their skills. The human flesh they eat gives them visions of the life trials experienced by their meal. In effect, the Baka gains 1 XP per Level of its consumed victim.

Habitat: Baka prefer to dwell on idyllic tropic islands but are capable of surviving almost anywhere.

Origin: The Baka originally arose on the Haitian islands of North America.

Fun Facts: All Bakas are surrounded by an aroma of stench that is overpowering in close proximity. This works as if it were the Occult spell Manifest Great Halo of Deft Nauseous Fumes cast at a spell rank equal to the Baka's Level.

The leader of any Baka group is capable of creating new Bakas as the Gift Spawn Undead Baka and gains the class Cult Leader.

All Bakas have attained the class Sorcerer's Apprentice and many of the more powerful ones earn the rank of full Sorcerer. A few even become full-blown Necromancers.

Durabilities: This creature is Immune to Bleeding, Blighting, Dehydrating, Entrancing, Fatiguing, Freezing, Infernal, Internal, Intoxicating, Maladive, Rotting, Sedating, Starving, Suffocating, and Toxic Effects; Resistant to Enervating Effects; and Sensitive to Sunshining Effects.

Keywords: fleshy, man-eater, revenant, tribal, undead

Attack Modes: Carnivorous Bite/Claw/Claw

Traits: Afraid of Sunlight. *Vision:* Astral Vision

Wealth Type: Hoard *Cunning:* Alert

Move Modes: Run *Danger Tier:* +1

Medium Baka Examples

Baseline Attributes

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

Adequate (Level 4)

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

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

Att | Dam | Def | Stab: bite/claw=+10 | 9 | 18 | 19

Decent (Level 6)

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

HP=41; FP=38; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+13 | 10 | 20 | 21

Fit (Level 8)

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

HP=41; FP=38; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+16 | 10 | 23 | 23

Laudable (Level 10)

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

HP=41; FP=38; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+18 | 10 | 25 | 25

Model (Level 12)

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

HP=41; FP=45; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+20 | 10 | 27 | 28

Outstanding (Level 14)

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

HP=45; FP=49; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+22 | 10 | 30 | 31

Remarkable (Level 16)

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

HP=49; FP=49; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+24 | 10 | 33 | 34

Superb (Level 18)

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

HP=54; FP=49; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+26 | 10 | 36 | 37

Wondrous (Level 20)

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

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

Att | Dam | Def | Stab: bite/claw=+29 | 10 | 39 | 40

Bat, Vampire

The bat resembles a tailless rat with leathery wings and large ears. A thick soft fur, feeling for all the world like a mink coat, covers the bat's body. This luxurious fur provides the creature with ample warmth in the cold, damp caves where it normally dwells during the day.

All bats can slowly crawl "on all fours." Although clumsy when used as legs, the bat's wings are easily strong enough to support the bat's weight. A bat can even take flight from a grounded position, albeit with difficulty.

Despite their awkward gait when crawling, bats are graceful in flight. Due to their great airborne mobility and nocturnal habits, those with similarly dark preferences occasionally use Vampire Bats as mounts. Although bats are far from having Herculean strengths for their size, they are generally capable of carrying a single passenger aloft, provided they are at least one Size Category smaller than the bat, and they do not bring along much baggage.

Despite the fact that a bat can be trained to obey a rider's commands with painstaking effort, its nocturnal instincts are quite powerful. Only the most capable riders can keep a bat from returning to its roost at daybreak.

Habitat: All bats, vampiric or otherwise, are strictly nocturnal creatures. During the day they hang upside down and sleep in any cool dark hole they can find. Caves are an ideal environment for bats, although the large varieties must be particular in their roosting sites. Only the biggest caverns can provide a large bat an adequate "drop distance" for the leathery mammal to easily catch the air and take flight.

Origin: Beliefs about bats have many threads throughout folklore. In Egypt bat heads were worn as protective amulets. Its nighttime lifestyle earned bats a dark reputation in Europe where they played a role akin to the incubus who supposedly fed on the blood of sleeping children. Even so, the close link to vampires did not arise until blood-sucking bats were discovered in Central and South America (the European varieties only feed on fruits). These were dubbed "vampire bats," which forever sealed the fate of these nocturnal creatures in modern day horror movies.

Fun Facts: Bats have poor eyesight but can sense their environments through Echolocation (see The Character Compendium for details). Keep in mind, however, that if the surrounding area is lit, the bat will still be able to see normally, even though its eyes are nothing to brag about.

When it so desires, a bat can emit an audible high-pitched squeal that acts as the Occult spell Manifest Large Aura of Dire Fear cast at a spell rank equal to its Level. It cannot use this ability and attack with its bite in the same Round, though.

Bats avoid combat if possible. If forced to fight, a bat will dive on its foes from above, once per Round. If somehow forced to the ground, a bat has a Drawback.

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

Keywords: bat, blooded, fleshy, living, mammal, natural, nocturnal, vampiric, winged

Traits: Averse to Sunlight, Fond of the Taste of Blood.

Wealth Type: Incidental *Cunning:* Bestial

Attack Modes: Carnivorous Bite *Vision:* Echolocation

Move Modes: Cling / Hover *Danger Tier:* 0

Large Vampire Bat Examples

Baseline Attributes

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

Adequate (Level 6)

TN= 2; ST= 5; AG= -3; CR= -1; PC= 4; HT= -2; IN= -6
HP=59; FP=38; Ward=1; SP=5 (creep) / 50 (hover)
Att | Dam | Def | Stab: bite=+12 | 12 | 19 | 26

Decent (Level 8)

TN= 2; ST= 5; AG= -2; CR= -1; PC= 4; HT= -2; IN= -5
HP=59; FP=38; Ward=1; SP=5 (creep) / 55 (hover)
Att | Dam | Def | Stab: bite=+15 | 12 | 22 | 28

Fit (Level 10)

TN= 3; ST= 5; AG= -2; CR= -1; PC= 5; HT= -2; IN= -5
HP=64; FP=41; Ward=1; SP=5 (creep) / 60 (hover)
Att | Dam | Def | Stab: bite=+17 | 12 | 25 | 32

Laudable (Level 12)

TN= 4; ST= 6; AG= -2; CR= -1; PC= 5; HT= -2; IN= -5
HP=76; FP=41; Ward=2; SP=5 (creep) / 60 (hover)
Att | Dam | Def | Stab: bite=+20 | 13 | 28 | 35

Model (Level 14)

TN= 4; ST= 6; AG= -1; CR= -1; PC= 5; HT= -2; IN= -5
HP=76; FP=41; Ward=2; SP=5 (creep) / 65 (hover)
Att | Dam | Def | Stab: bite=+23 | 13 | 31 | 37

Outstanding (Level 16)

TN= 4; ST= 6; AG= -1; CR= -1; PC= 5; HT= -1; IN= -4
HP=76; FP=45; Ward=2; SP=5 (creep) / 65 (hover)
Att | Dam | Def | Stab: bite=+25 | 13 | 33 | 39

Medium Vampire Bat Examples

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

Adequate (Level 4)
TN= 0; ST= -1; AG= 2; CR= 1; PC= 3; HT= -2; IN= -6
HP=29; FP=34; Ward=0; SP=5 (creep) / 50 (hover)
Att | Dam | Def | Stab: bite=+9 | 5 | 20 | 21

Decent (Level 6)
TN= 0; ST= -1; AG= 3; CR= 1; PC= 4; HT= -2; IN= -6
HP=29; FP=38; Ward=0; SP=5 (creep) / 50 (hover)
Att | Dam | Def | Stab: bite=+12 | 5 | 23 | 24

Fit (Level 8)
TN= 0; ST= -1; AG= 4; CR= 1; PC= 4; HT= -2; IN= -5
HP=29; FP=38; Ward=0; SP=5 (creep) / 55 (hover)
Att | Dam | Def | Stab: bite=+15 | 5 | 26 | 26

Laudable (Level 10)
TN= 1; ST= -1; AG= 4; CR= 1; PC= 5; HT= -2; IN= -5
HP=32; FP=41; Ward=1; SP=5 (creep) / 60 (hover)
Att | Dam | Def | Stab: bite=+17 | 5 | 29 | 30

Model (Level 12)
TN= 2; ST= 0; AG= 4; CR= 1; PC= 5; HT= -2; IN= -5
HP=38; FP=41; Ward=1; SP=5 (creep) / 60 (hover)
Att | Dam | Def | Stab: bite=+20 | 5 | 32 | 33

Outstanding (Level 14)
TN= 2; ST= 0; AG= 5; CR= 1; PC= 5; HT= -2; IN= -5
HP=38; FP=41; Ward=1; SP=5 (creep) / 65 (hover)
Att | Dam | Def | Stab: bite=+23 | 5 | 35 | 35

Small Vampire Bat Examples

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

Adequate (Level 2)
TN= -2; ST= -7; AG= 7; CR= 3; PC= 2; HT= -2; IN= -6
HP=15; FP=32; Ward=0; SP=5 (creep) / 45 (hover)
Att | Dam | Def | Stab: bite=+6 | 3 | 21 | 16

Decent (Level 4)
TN= -2; ST= -7; AG= 8; CR= 3; PC= 3; HT= -2; IN= -6
HP=15; FP=34; Ward=0; SP=5 (creep) / 50 (hover)
Att | Dam | Def | Stab: bite=+9 | 3 | 24 | 19

Fit (Level 6)
TN= -2; ST= -7; AG= 9; CR= 3; PC= 4; HT= -2; IN= -6
HP=15; FP=38; Ward=0; SP=5 (creep) / 50 (hover)
Att | Dam | Def | Stab: bite=+12 | 3 | 27 | 22

Laudable (Level 8)
TN= -2; ST= -7; AG= 10; CR= 3; PC= 4; HT= -2; IN= -5
HP=15; FP=38; Ward=0; SP=5 (creep) / 55 (hover)
Att | Dam | Def | Stab: bite=+15 | 3 | 30 | 24

Model (Level 10)
TN= -1; ST= -7; AG= 10; CR= 3; PC= 5; HT= -2; IN= -5
HP=16; FP=41; Ward=0; SP=5 (creep) / 60 (hover)
Att | Dam | Def | Stab: bite=+17 | 3 | 33 | 28

Outstanding (Level 12)
TN= 0; ST= -6; AG= 10; CR= 3; PC= 5; HT= -2; IN= -5
HP=19; FP=41; Ward=0; SP=5 (creep) / 60 (hover)
Att | Dam | Def | Stab: bite=+20 | 3 | 36 | 31

Tiny Vampire Bat Examples

Baseline Attributes

TN= -4; ST= -15; AG=13; CR=5; PC=2; HT= -2; IN= -6

Adequate (Level 0)

TN= -4; ST= -15; AG=13; CR=5; PC=2; HT= -2; IN= -6

HP=6; FP=32; Ward=0; SP=5 (creep) / 40 (hover)

Att | Dam | Def | Stab: bite=+2 | 2 | 23 | 12

Decent (Level 2)

TN= -4; ST= -13; AG=13; CR=5; PC=2; HT= -2; IN= -6

HP=7; FP=32; Ward=0; SP=5 (creep) / 45 (hover)

Att | Dam | Def | Stab: bite=+6 | 2 | 25 | 14

Fit (Level 4)

TN= -4; ST= -13; AG=14; CR=5; PC=3; HT= -2; IN= -6

HP=7; FP=34; Ward=0; SP=5 (creep) / 50 (hover)

Att | Dam | Def | Stab: bite=+9 | 2 | 28 | 17

Laudable (Level 6)

TN= -4; ST= -13; AG=15; CR=5; PC=4; HT= -2; IN= -6

HP=7; FP=38; Ward=0; SP=5 (creep) / 50 (hover)

Att | Dam | Def | Stab: bite=+12 | 2 | 31 | 20

Model (Level 8)

TN= -4; ST= -13; AG=16; CR=5; PC=4; HT= -2; IN= -5

HP=7; FP=38; Ward=0; SP=5 (creep) / 55 (hover)

Att | Dam | Def | Stab: bite=+15 | 2 | 34 | 22

Outstanding (Level 10)

TN= -3; ST= -13; AG=16; CR=5; PC=5; HT= -2; IN= -5

HP=8; FP=41; Ward=0; SP=5 (creep) / 60 (hover)

Att | Dam | Def | Stab: bite=+17 | 2 | 37 | 26

Vampire Bat 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= -3; AG= 1; CR= 1; PC= 2; HT= -2; IN= -6

Adequate (Level 0)

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

HP=25; FP=32; Ward=0; SP=5 (creep) / 40 (hover)

Att | Dam | Def | Stab: bite=+2 | 5 | 15 | 16

Decent (Level 2)

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

HP=29; FP=32; Ward=0; SP=5 (creep) / 45 (hover)

Att | Dam | Def | Stab: bite=+6 | 5 | 17 | 18

Fit (Level 4)

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

HP=29; FP=34; Ward=0; SP=5 (creep) / 50 (hover)

Att | Dam | Def | Stab: bite=+9 | 5 | 20 | 21

Laudable (Level 6)

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

HP=29; FP=38; Ward=0; SP=5 (creep) / 50 (hover)

Att | Dam | Def | Stab: bite=+12 | 5 | 23 | 24

Model (Level 8)

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

HP=29; FP=38; Ward=0; SP=5 (creep) / 55 (hover)

Att | Dam | Def | Stab: bite=+15 | 5 | 26 | 26

Outstanding (Level 10)

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

HP=32; FP=41; Ward=1; SP=5 (creep) / 60 (hover)

Att | Dam | Def | Stab: bite=+17 | 5 | 29 | 30

Baykok

Baykoks resemble skeletons with dry translucent skins stretched over their gaunt forms. A Baykok's eyes glow a sinister red allowing them to see perfectly in total darkness. Although a Baykok uses their two-handed club in hand-to-hand combat, they prefer to use their bow. Interestingly enough, Baykoks hunt only fighters. They will not attack a non-fighter type even if provoked. (Of course, any opponent who directly enters hand-to-hand combat will thereafter be considered a fighter.)

The bones of the Baykok creak loudly when they move, so its approach is usually noted. This raucous gait gives the creature one more reason to attack their quarry from afar.

If it has the chance, a Baykok will use its initial attack to fire their bow on the most powerful looking fighter in their enemy's camp using its talent of deadly aiming.

Habitat: As an undead creature, the Baykok is capable of trekking through any terrain and weather.

Origin: The Baykok an evil spirit reported by the Chippewa of North America.

Fun Facts: All Baykoks are excellent archers. As such, they have the Gift of Deadly Aiming with Bows (as described in The Character Compendium).

Baykoks are surrounded by an aura of fear that is overpowering in close proximity. This works as if it were the Occult spell Manifest Great Aura of Dire Fear. Further, they have the ability to fire nearly invisible shimmering arrows as the Occult spell Charm Bow with Many Fell Sonic Bolts. Both are cast at spell ranks equal to their Level.

Durabilities: This creature is Immune to Bleeding, Blighting, Dehydrating, Dreadful, Entrancing, Fatiguing, Freezing, Infernal, Internal, Intoxicating, Maladive, Rotting, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; and Resistant to Enervating Effects.

Keywords: fleshy, humanoid, nocturnal, revenant, undead

Attack Modes: Club or Bow or Punch/Kick

Wealth Type: Incidental *Cunning:* Alert

Traits: Afraid of Sunlight. *Vision:* Astral Vision

Move Modes: Run *Size:* Medium

Danger Tier: +1

Medium Baykok Examples

Baseline Attributes

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

Adequate (Level 2)

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

HP=32; FP=34; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: club=+5 | 2 | 16 | 16; or bow=+6 | 5 | 12 | 12; or punch/kick=+6 | 5 | 13 | 13

Decent (Level 4)

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

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

Att | Dam | Def | Stab: club=+8 | 3 | 18 | 19; or bow=+9 | 5 | 14 | 15; or punch/kick=+9 | 6 | 15 | 16

Fit (Level 6)

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

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

Att | Dam | Def | Stab: club=+10 | 3 | 20 | 22; or bow=+13 | 5 | 16 | 18; or punch/kick=+11 | 6 | 17 | 19

Laudable (Level 8)

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

HP=38; FP=41; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: club=+12 | 3 | 23 | 25; or bow=+15 | 5 | 19 | 21; or punch/kick=+13 | 6 | 20 | 22

Outstanding (Level 10)

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

HP=38; FP=49; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: club=+14 | 3 | 25 | 27; or bow=+17 | 5 | 21 | 23; or punch/kick=+15 | 6 | 22 | 24

Remarkable (Level 12)

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

HP=38; FP=49; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: club=+16 | 3 | 27 | 29; or bow=+20 | 5 | 23 | 25; or punch/kick=+17 | 6 | 24 | 26

Superb (Level 14)

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

HP=38; FP=49; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: club=+18 | 3 | 29 | 31; or bow=+23 | 5 | 25 | 27; or punch/kick=+19 | 6 | 26 | 28

Wondrous (Level 16)

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

HP=41; FP=49; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: club=+21 | 4 | 31 | 33; or bow=+25 | 5 | 27 | 29; or punch/kick=+22 | 7 | 28 | 30

Bear, Common

Common Bears are brawny, stocky mammals with thick fur and hefty appetites. They eat a variety of foods, including berries, nuts, and the occasional adventurer. Their favorite delicacy is honey. If a bear encounters a bee-hive, it tenaciously tears away at whatever protects it to extract the sweet nectar. The bear will ignore the swarm of stinging bees until it has its fill.

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

Keywords: blooded, fleshy, living, mammal, natural, territorial

Attack Modes: Carnivorous Bite/Claw/Claw

Traits: Aversion to Fire. *Vision:* Night Vision

Wealth Type: Incidental *Cunning:* Bestial

Move Modes: Lope *Danger Tier:* +1

Black or Brown Bear

These entertaining creatures often ride bicycles or dance in pink tutus in traveling circuses. Of course, the Union of Dignified Animal Behavior (U.D.A.B.) strongly protests such inane actions from its members. These bears are usually docile but can be angered into attacking humans.

Habitat: Black and brown bears inhabit temperate climates where they tromp through the woods in the spring, summer, and fall eating berries, nuts, honey, and the occasional salmon, rabbit, or squirrel. During the winter months the bear hibernates, sustaining himself on the great quantity of fat gained in the warmer months.

Origin: Black bears are found in the temperate zones of continental Europe, Asia and America.

Grizzly Bear

A grizzly bear has all of the features expected of any bear: four legs, sharp claws, a fierce set of teeth, and a dense coat of brown fur. The main difference between the grizzly and its cousin, the brown bear, is its impressive stature. When standing, grizzlies can reach a height of 12 feet.

Adventurers are warned not to feed these behemoths snacks. Although they will happily accept a marshmallow or two, a grizzly's appetite rarely stops at the bottom of a backpack.

Habitat: Grizzly bears live in temperate zones where they virtually rule the countryside. They commonly inhabit mountainsides and pine forests of sufficient bounty to support their huge appetites for meat, honey, and berries. Like all bears, grizzlies sleep through in the winter months in the protection of natural caves.

Origin: The grizzly bear is native to North America.

Fun Facts: If a grizzly attacks and hits with an automatic hit, it crushes its victim in a powerful hug that delivers an additional 7 points of damage.

Polar Bear

The polar bear is perhaps the most unique member of the bear family. It is perfectly adapted to the frigid environment in the Arctic and thrives in that environment. Like other bears, the polar bear has a frightening allotment of claws and teeth and a beautiful white coat.

Like the grizzly bear, the polar bear has a highly impressive build. When standing, polar bears can reach a height of 12 feet.

Habitat: Polar bears live exclusively in the frozen expanses of the arctic. They commonly roam next to the sea in search of food to support their huge appetite for seals.

Origin: The polar bear is a native of the Arctic. It is found in the northern expanses of Scandinavia (Europe), Asia, and North America.

Fun Facts: Due to its layer of fat, thick fur, and superb adaptation to the arctic life, polar bears are actually Immune to Freezing effects (although they do seek shelter in harsh blizzards) and can run across the slickest ice with impunity.

If a polar bear attacks and hits with an automatic hit, it crushes its victim in a powerful hug that delivers an additional 7 points of damage.

Polar bears are Sensitive to Heat and Flame.

Large Common Bear Examples

Baseline Attributes

TN= 4; ST= 7; AG= -7; CR= -5; PC= 1; HT= -1; IN= -6

Adequate (Level 4)

TN= 5; ST= 9; AG= -6; CR= -5; PC= 1; HT= -1; IN= -6

HP=108; FP=32; Ward=2; SP=40 (lope)

Att | Dam | Def | Stab: bite/claw=+11 | 17 | 17 | 24

Decent (Level 6)

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

HP=117; FP=32; Ward=2; SP=40 (lope)

Att | Dam | Def | Stab: bite/claw=+15 | 18 | 20 | 26

Fit (Level 8)

TN= 5; ST= 10; AG= -4; CR= -5; PC= 1; HT= -1; IN= -5

HP=117; FP=32; Ward=2; SP=45 (lope)

Att | Dam | Def | Stab: bite/claw=+18 | 18 | 23 | 28

Laudable (Level 10)

TN= 6; ST= 10; AG= -4; CR= -5; PC= 2; HT= -1; IN= -5
 HP=128; FP=34; Ward=3; SP=50 (lope)
 Att | Dam | Def | Stab: bite/claw=+20 | 18 | 26 | 32

Model (Level 12)

TN= 7; ST= 10; AG= -4; CR= -5; PC= 2; HT= -1; IN= -5
 HP=140; FP=34; Ward=3; SP=50 (lope)
 Att | Dam | Def | Stab: bite/claw=+22 | 18 | 29 | 35

Outstanding (Level 14)

TN= 7; ST= 10; AG= -3; CR= -4; PC= 2; HT= -1; IN= -5
 HP=140; FP=34; Ward=3; SP=50 (lope)
 Att | Dam | Def | Stab: bite/claw=+25 | 18 | 32 | 37

Medium Common Bear Examples**Baseline Attributes**

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

Adequate (Level 4)

TN= 3; ST= 3; AG= 0; CR= -3; PC= 1; HT= -1; IN= -6
 HP=54; FP=32; Ward=1; SP=40 (lope)
 Att | Dam | Def | Stab: bite/claw=+11 | 9 | 21 | 22

Decent (Level 6)

TN= 3; ST= 4; AG= 1; CR= -3; PC= 1; HT= -1; IN= -6
 HP=59; FP=32; Ward=1; SP=40 (lope)
 Att | Dam | Def | Stab: bite/claw=+15 | 10 | 24 | 24

Fit (Level 8)

TN= 3; ST= 4; AG= 2; CR= -3; PC= 1; HT= -1; IN= -5
 HP=59; FP=32; Ward=1; SP=45 (lope)
 Att | Dam | Def | Stab: bite/claw=+18 | 10 | 27 | 26

Laudable (Level 10)

TN= 4; ST= 4; AG= 2; CR= -3; PC= 2; HT= -1; IN= -5
 HP=64; FP=34; Ward=2; SP=50 (lope)
 Att | Dam | Def | Stab: bite/claw=+20 | 10 | 30 | 30

Model (Level 12)

TN= 5; ST= 4; AG= 2; CR= -3; PC= 2; HT= -1; IN= -5
 HP=70; FP=34; Ward=2; SP=50 (lope)
 Att | Dam | Def | Stab: bite/claw=+22 | 10 | 33 | 33

Outstanding (Level 14)

TN= 5; ST= 4; AG= 3; CR= -2; PC= 2; HT= -1; IN= -5
 HP=70; FP=34; Ward=2; SP=50 (lope)
 Att | Dam | Def | Stab: bite/claw=+25 | 10 | 36 | 35

Bear, Ghastly

A Ghastly Bear is related to the Common Bear, but is far more monstrous and physically imposing. It has an exceptionally bad temper, and is surrounded by an aura of fear.

Origin: Bears are found in the folklore of Europe, Asia, and America. This description is intended to fill the need for bears that are supernaturally potent, far above those of their more common kindred.

Fun Facts: A Ghastly Bear's roar instills fear in its foes as the Occult spell Invoke Epic Fell Roar. Further, when desired, it can radiate an aura of fear as the Occult spell Manifest Large Aura of Dire Fear. These are used at spell ranks equal to the beast's Level.

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

Keywords: blooded, fleshy, living, mammal, natural, territorial

Attack Modes: Carnivorous Bite/Claw/Claw

Traits: Aversion to Fire. *Vision:* Night Vision

Wealth Type: Incidental *Cunning:* Bestial

Move Modes: Lope *Danger Tier:* +2

Habitat: Ghastly Bears inhabit the same regions as Common Bears, and often commingle with them.

Great Ghastly Bear Examples**Baseline Attributes**

TN= 8; ST= 15; AG= -11; CR= -7; PC= 1; HT= 0; IN= -6

Adequate (Level 8)

TN= 9; ST= 18; AG= -8; CR= -7; PC= 1; HT= 0; IN= -5
 HP=332; FP=34; Ward=5; SP=55 (lope)
 Att | Dam | Def | Stab: bite/claw=+22 | 28 | 23 | 32

Decent (Level 10)

TN= 10; ST= 18; AG= -8; CR= -7; PC= 2; HT= 0; IN= -5
 HP=362; FP=38; Ward=6; SP=60 (lope)
 Att | Dam | Def | Stab: bite/claw=+24 | 28 | 26 | 36

Fit (Level 12)

TN= 11; ST= 18; AG= -8; CR= -7; PC= 2; HT= 0; IN= -5
 HP=395; FP=38; Ward=7; SP=60 (lope)
 Att | Dam | Def | Stab: bite/claw=+26 | 28 | 29 | 39

Laudable (Level 14)
 TN= 11; ST= 18; AG= -7; CR= -6; PC= 2; HT= 0; IN= -5
 HP=395; FP=38; Ward=7; SP=65 (lope)
 Att | Dam | Def | Stab: bite/claw=+29 | 28 | 32 | 41

Model (Level 16)
 TN= 11; ST= 18; AG= -7; CR= -6; PC= 3; HT= 0; IN= -4
 HP=395; FP=41; Ward=7; SP=65 (lope)
 Att | Dam | Def | Stab: bite/claw=+31 | 28 | 34 | 44

Outstanding (Level 18)
 TN= 11; ST= 18; AG= -7; CR= -6; PC= 4; HT= 0; IN= -4
 HP=395; FP=45; Ward=7; SP=70 (lope)
 Att | Dam | Def | Stab: bite/claw=+33 | 28 | 36 | 47

Large Ghastly Bear Examples

Baseline Attributes
 TN= 6; ST= 9; AG= -5; CR= -5; PC= 1; HT= 0; IN= -6

Adequate (Level 4)
 TN= 7; ST= 11; AG= -4; CR= -5; PC= 1; HT= 0; IN= -6
 HP=152; FP=34; Ward=3; SP=50 (lope)
 Att | Dam | Def | Stab: bite/claw=+15 | 19 | 21 | 26

Decent (Level 6)
 TN= 7; ST= 12; AG= -3; CR= -5; PC= 1; HT= 0; IN= -6
 HP=166; FP=34; Ward=3; SP=55 (lope)
 Att | Dam | Def | Stab: bite/claw=+19 | 20 | 24 | 28

Fit (Level 8)
 TN= 7; ST= 12; AG= -2; CR= -5; PC= 1; HT= 0; IN= -5
 HP=166; FP=34; Ward=3; SP=55 (lope)
 Att | Dam | Def | Stab: bite/claw=+22 | 20 | 27 | 30

Laudable (Level 10)
 TN= 8; ST= 12; AG= -2; CR= -5; PC= 2; HT= 0; IN= -5
 HP=181; FP=38; Ward=4; SP=60 (lope)
 Att | Dam | Def | Stab: bite/claw=+24 | 20 | 30 | 34

Model (Level 12)
 TN= 9; ST= 12; AG= -2; CR= -5; PC= 2; HT= 0; IN= -5
 HP=197; FP=38; Ward=5; SP=60 (lope)
 Att | Dam | Def | Stab: bite/claw=+26 | 20 | 33 | 37

Outstanding (Level 14)
 TN= 9; ST= 12; AG= -1; CR= -4; PC= 2; HT= 0; IN= -5
 HP=197; FP=38; Ward=5; SP=65 (lope)
 Att | Dam | Def | Stab: bite/claw=+29 | 20 | 36 | 39

Medium Ghastly Bear Examples

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

Adequate (Level 0)
 TN= 4; ST= 3; AG= 1; CR= -3; PC= 1; HT= 0; IN= -6
 HP=59; FP=34; Ward=2; SP=40 (lope)
 Att | Dam | Def | Stab: bite/claw=+8 | 9 | 19 | 19

Decent (Level 2)
 TN= 5; ST= 4; AG= 1; CR= -3; PC= 1; HT= 0; IN= -6
 HP=70; FP=34; Ward=2; SP=40 (lope)
 Att | Dam | Def | Stab: bite/claw=+11 | 10 | 22 | 22

Fit (Level 4)
 TN= 5; ST= 5; AG= 2; CR= -3; PC= 1; HT= 0; IN= -6
 HP=76; FP=34; Ward=2; SP=50 (lope)
 Att | Dam | Def | Stab: bite/claw=+15 | 11 | 25 | 24

Laudable (Level 6)
 TN= 5; ST= 6; AG= 3; CR= -3; PC= 1; HT= 0; IN= -6
 HP=83; FP=34; Ward=2; SP=55 (lope)
 Att | Dam | Def | Stab: bite/claw=+19 | 12 | 28 | 26

Model (Level 8)
 TN= 5; ST= 6; AG= 4; CR= -3; PC= 1; HT= 0; IN= -5
 HP=83; FP=34; Ward=2; SP=55 (lope)
 Att | Dam | Def | Stab: bite/claw=+22 | 12 | 31 | 28

Outstanding (Level 10)
 TN= 6; ST= 6; AG= 4; CR= -3; PC= 2; HT= 0; IN= -5
 HP=91; FP=38; Ward=3; SP=60 (lope)
 Att | Dam | Def | Stab: bite/claw=+24 | 12 | 34 | 32

Remarkable (Level 12)
 TN= 7; ST= 6; AG= 4; CR= -3; PC= 2; HT= 0; IN= -5
 HP=99; FP=38; Ward=3; SP=60 (lope)
 Att | Dam | Def | Stab: bite/claw=+26 | 12 | 37 | 35

Superb (Level 14)
 TN= 7; ST= 6; AG= 5; CR= -2; PC= 2; HT= 0; IN= -5
 HP=99; FP=38; Ward=3; SP=65 (lope)
 Att | Dam | Def | Stab: bite/claw=+29 | 12 | 40 | 37

Wondrous (Level 16)
 TN= 7; ST= 6; AG= 5; CR= -2; PC= 3; HT= 0; IN= -4
 HP=99; FP=41; Ward=3; SP=65 (lope)
 Att | Dam | Def | Stab: bite/claw=+31 | 12 | 42 | 40

Bee, Honey

Honey Bees are the delightful pollen gathering insects that produce sweet, golden nectar we call honey. Individually, they aren't much of a threat. However, beehive populations can be quite large. Each hive has a single queen. She lays all of the eggs for the entire collective and is valued above all others. She rules over the other bees with absolute authority (and efficiency). Any other bee will immediately sacrifice its own life to defend her.

The worker and drone bees have the insect form you would expect of any bee. The queen, however, is unique. She has the upper torso, head, and arms of a human woman, and the lower thorax, wings, and legs of a bee. The queen is by far the most intelligent member of the colony and will, on occasion, admit visitors provided they behave and leave their weapons outside. During these audiences, the queen will speak with a high-pitched buzzing voice and may provide healing to those seeking the counsel and aid of the gods.

Fun Facts: Each bee has a sting that injects a Weak Killing Venom, which can be used any number of times.

Queen bees are remarkably wise. In fact, they may cast each of the following Pagan spells once per day: (Divination) Atoning Guidance, Augury, Empathy, (Healing) Neutralize Poison, Panacea, and (Harmony) Lift Curse. The queen may also summon a Fell Stinging Swarm (as the priest Nature spell) at will as long as her hive has sufficient numbers (the Setback expenditure of the spell limits how many she can summon). See The Codex of Cultures for details on these spells. Finally, the queen may cast a spell similar to Concoct Grand Healing Elixir to create royal jelly, a honey-like liquid that has the same healing effect as a healing elixir. (See The Oculus of Occultism for details.) All spells are cast at spell ranks equal to the queen's Level.

The queen won't sting except in the most extreme circumstances. However, she can still deliver damage by summoning a Stinging Swarm to surround and defend her.

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 bee is a symbol of wisdom and was viewed throughout Europe as a winged messenger between people and their gods. Ancient Egyptians believed bees were formed from the tears of Ra and were the symbol of the pharaohs of Lower Egypt. Overall, the bee represents industry, royalty, and chastity. The queen bee's form is taken from that of Thriae nymphs of Greek myth, who were given the gift of prophesy by Apollo.

In Greek myth, the nymph who discovered honey's sweet taste was named Melissa. Consequently the priestesses of Demeter, who had the title of "the Pure Mother Bee," was known as the Melissae, or "the bees." The term Melissa was eventually adopted to refer to bee nymphs (full-grown bee larvae). As a child, mighty Zeus himself was supposedly

born in a cave of bees where they were raised on honey. This earned them the title of Melissaos, or "Bee-Man."¹

On the other hand, the Romans insisted that beekeepers must practice abstinence or their bees would simply fly away.²

Habitat: Honeybees live in temperate climates within large hives, which they construct in caves, and in deep narrow cracks. Each hive contains countless hexagonal cells fashioned from bee's wax and filled with honey. Individual bees are often encountered as they flit from flower to flower gathering the pollen their colony needs to survive.

Keywords: *blooded, bug, exoskeleton, hive, insect, instinctive, living, poisonous, winged*

Wealth Type: Hoard. A bee's treasure comes in the form of honey, beeswax, and royal jelly.

Cunning: Instinctive (worker), Clever (queen)

Attack Modes: Sting *Danger Tier:* 0

Vision: Day Vision

Move Modes: Skitter / Hover / Cling

1 All of this information concerning a common name might seem out of place. However, if my wife were to ever discover the omission of a full accounting of the origins of her name, my life could take a dramatic turn toward the unpleasant side. Yes, it's self-serving. So sue me.

2 My own honeybee assures me that abstinence is not a requirement, but monogamy damned well is.

Medium Queen Honey Bee Examples

Baseline Attributes

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

Adequate (Level 4)

TN= 2; ST= 1; AG= 3; CR= 0; PC= 3; HT= 1; IN= 1
HP=41; FP=45; Ward=1; SP=55 (skitter) / 55 (hover) / 35 (cling)

Att | Dam | Def | Stab: spear=+12 | 4 | 23 | 23; or
bow=+10 | 5 | 19 | 19; or sting=+12 | 4 +poison | 23 | 23

Decent (Level 6)

TN= 2; ST= 1; AG= 3; CR= 0; PC= 4; HT= 2; IN= 1
HP=41; FP=53; Ward=1; SP=60 (skitter) / 60 (hover) / 40 (cling)

Att | Dam | Def | Stab: spear=+14 | 4 | 25 | 26; or
bow=+13 | 5 | 21 | 22; or sting=+14 | 4 +poison | 25 | 26

Fit (Level 8)

TN= 2; ST= 1; AG= 3; CR= 1; PC= 4; HT= 2; IN= 2
HP=41; FP=53; Ward=1; SP=60 (skitter) / 60 (hover) / 40 (cling)

Att | Dam | Def | Stab: spear=+16 | 4 | 27 | 28; or
bow=+16 | 5 | 23 | 24; or sting=+16 | 4 +poison | 27 | 28

Laudable (Level 10)

TN= 2; ST= 2; AG= 3; CR= 1; PC= 4; HT= 3; IN= 2
HP=45; FP=58; Ward=1; SP=60 (skitter) / 60 (hover) / 40 (cling)

Att | Dam | Def | Stab: spear=+19 | 5 | 29 | 30; or
bow=+18 | 5 | 25 | 26; or sting=+19 | 5 +poison | 29 | 30

Model (Level 12)

TN= 3; ST= 2; AG= 4; CR= 1; PC= 4; HT= 3; IN= 2
HP=49; FP=58; Ward=1; SP=65 (skitter) / 65 (hover) / 45 (cling)

Att | Dam | Def | Stab: spear=+22 | 5 | 33 | 33; or
bow=+20 | 5 | 29 | 29; or sting=+22 | 5 +poison | 33 | 33

Outstanding (Level 14)

TN= 3; ST= 2; AG= 4; CR= 2; PC= 4; HT= 3; IN= 3
HP=49; FP=58; Ward=1; SP=65 (skitter) / 65 (hover) / 45 (cling)

Att | Dam | Def | Stab: spear=+24 | 5 | 35 | 35; or
bow=+23 | 5 | 31 | 31; or sting=+24 | 5 +poison | 35 | 35

Small Drone Honey Bee Examples

Baseline Attributes

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

Adequate (Level 2)

TN= 3; ST= -1; AG= 4; CR= -2; PC= 0; HT= -1; IN= -8
HP=38; FP=29; Ward=1; SP=45 (skitter) / 45 (hover) / 25 (cling)

Att | Dam | Def | Stab: sting=+9 | 1 +poison | 23 | 19

Decent (Level 4)

TN= 3; ST= 1; AG= 4; CR= -2; PC= 0; HT= -1; IN= -8
HP=45; FP=29; Ward=1; SP=50 (skitter) / 50 (hover) / 30 (cling)

Att | Dam | Def | Stab: sting=+13 | 2 +poison | 25 | 21

Fit (Level 6)

TN= 3; ST= 1; AG= 5; CR= -2; PC= 1; HT= -1; IN= -8
HP=45; FP=32; Ward=1; SP=55 (skitter) / 55 (hover) / 35 (cling)

Att | Dam | Def | Stab: sting=+16 | 2 +poison | 28 | 24

Laudable (Level 8)

TN= 3; ST= 2; AG= 5; CR= -2; PC= 1; HT= -1; IN= -8
HP=49; FP=32; Ward=1; SP=60 (skitter) / 60 (hover) / 40 (cling)

Att | Dam | Def | Stab: sting=+19 | 3 +poison | 30 | 26

Model (Level 10)

TN= 4; ST= 2; AG= 5; CR= -2; PC= 1; HT= -1; IN= -7
HP=54; FP=32; Ward=2; SP=60 (skitter) / 60 (hover) / 40 (cling)

Att | Dam | Def | Stab: sting=+21 | 3 +poison | 33 | 29

Outstanding (Level 12)

TN= 5; ST= 2; AG= 5; CR= -2; PC= 2; HT= -1; IN= -7
HP=59; FP=34; Ward=2; SP=60 (skitter) / 60 (hover) / 40 (cling)

Att | Dam | Def | Stab: sting=+23 | 3 +poison | 36 | 33

Tiny Worker Honey Bee Examples

Baseline Attributes

TN= -4; ST= -12; AG= 10; CR= 4; PC= 2; HT= 1; IN= -8

Adequate (Level 0)

TN= -4; ST= -12; AG= 10; CR= 4; PC= 2; HT= 1; IN= -8

HP=8; FP=41; Ward=0; SP=40 (skitter) / 40 (hover) / 20 (cling)

Att | Dam | Def | Stab: sting=+2 | 1 +poison | 20 | 12

Decent (Level 2)

TN= -3; ST= -11; AG= 10; CR= 4; PC= 2; HT= 1; IN= -8

HP=10; FP=41; Ward=0; SP=40 (skitter) / 40 (hover) / 20 (cling)

Att | Dam | Def | Stab: sting=+5 | 1 +poison | 23 | 15

Fit (Level 4)

TN= -3; ST= -9; AG= 10; CR= 4; PC= 2; HT= 1; IN= -8

HP=11; FP=41; Ward=0; SP=45 (skitter) / 45 (hover) / 25 (cling)

Att | Dam | Def | Stab: sting=+9 | 1 +poison | 25 | 17

Laudable (Level 6)

TN= -3; ST= -9; AG= 11; CR= 4; PC= 3; HT= 1; IN= -8

HP=11; FP=45; Ward=0; SP=50 (skitter) / 50 (hover) / 30 (cling)

Att | Dam | Def | Stab: sting=+12 | 1 +poison | 28 | 20

Model (Level 8)

TN= -3; ST= -8; AG= 11; CR= 4; PC= 3; HT= 1; IN= -8

HP=12; FP=45; Ward=0; SP=50 (skitter) / 50 (hover) / 30 (cling)

Att | Dam | Def | Stab: sting=+15 | 1 +poison | 30 | 22

Outstanding (Level 10)

TN= -2; ST= -8; AG= 11; CR= 4; PC= 3; HT= 1; IN= -7

HP=13; FP=45; Ward=0; SP=50 (skitter) / 50 (hover) / 30 (cling)

Att | Dam | Def | Stab: sting=+17 | 1 +poison | 33 | 25

Honey Bee Swarm Batch Examples

See [Handling Swarms](#) in [The Rules Reference](#) for details on how to deal with Swarms in combat.

Baseline Attributes

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

Adequate (Level 0)

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

HP=64; FP=29; Ward=2; SP=45 (skitter) / 45 (hover) / 25 (cling)

Att | Dam | Def | Stab: sting=+6 | 7 +poison | 16 | 18

Decent (Level 2)

TN= 5; ST= 5; AG= -2; CR= -4; PC= 0; HT= -1; IN= -8

HP=76; FP=29; Ward=2; SP=45 (skitter) / 45 (hover) / 25 (cling)

Att | Dam | Def | Stab: sting=+9 | 8 +poison | 19 | 21

Fit (Level 4)

TN= 5; ST= 7; AG= -2; CR= -4; PC= 0; HT= -1; IN= -8

HP=91; FP=29; Ward=2; SP=50 (skitter) / 50 (hover) / 30 (cling)

Att | Dam | Def | Stab: sting=+13 | 10 +poison | 21 | 23

Laudable (Level 6)

TN= 5; ST= 7; AG= -1; CR= -4; PC= 1; HT= -1; IN= -8

HP=91; FP=32; Ward=2; SP=55 (skitter) / 55 (hover) / 35 (cling)

Att | Dam | Def | Stab: sting=+16 | 10 +poison | 24 | 26

Model (Level 8)

TN= 5; ST= 8; AG= -1; CR= -4; PC= 1; HT= -1; IN= -8

HP=99; FP=32; Ward=2; SP=60 (skitter) / 60 (hover) / 40 (cling)

Att | Dam | Def | Stab: sting=+19 | 11 +poison | 26 | 28

Outstanding (Level 10)

TN= 6; ST= 8; AG= -1; CR= -4; PC= 1; HT= -1; IN= -7

HP=108; FP=32; Ward=3; SP=60 (skitter) / 60 (hover) / 40 (cling)

Att | Dam | Def | Stab: sting=+21 | 11 +poison | 29 | 31

Boar, Ghastly

A Ghastly Boar is a swine that is closely related to the more common Wild Boar, but which is far more monstrous and physically imposing. It has an exceptionally bad temper, and is surrounded by an aura of fear.

Origin: The wild boar is found in the folklore of Europe, Asia, and Africa. This description is intended to fill the need for boars that are supernaturally potent, far above those of their more common kindred.

Fun Facts: Ghastly Boars are among the most tenacious and dangerous of hunted animals. When confronted aggressively, its combative abilities are enhanced as the Pagan Battle spell Battle Rage. Further, when desired, it can radiate an aura of fear as the Occult spell Manifest Large Aura of Dire Fear. These are used at spell ranks equal to the beast's Level.

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

Keywords: blooded, fleshy, living, mammal, natural, swine, territorial

Traits: Afraid of Fire, Short Temper

Wealth Type: Incidental *Cunning:* Bestial

Move Modes: Charge/Trot *Attack Modes:* Gore

Vision: Day Vision *Danger Tier:* +1

Habitat: Ghastly Boars inhabit the same regions as Wild Boars, and often commingle with them.

Large Ghastly Boar Examples

Baseline Attributes

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

Adequate (Level 6)

TN= 9; ST= 11; AG= -5; CR= -4; PC= -1; HT= 2; IN= -6

HP=181; FP=34; Ward=5; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: gore=+16 | 19 | 24 | 28

Decent (Level 8)

TN= 9; ST= 12; AG= -5; CR= -4; PC= -1; HT= 2; IN= -5

HP=197; FP=34; Ward=5; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: gore=+19 | 20 | 26 | 30

Fit (Level 10)

TN= 9; ST= 13; AG= -4; CR= -4; PC= -1; HT= 2; IN= -5

HP=215; FP=34; Ward=5; SP=70 (charge) / 60 (trot)

Att | Dam | Def | Stab: gore=+23 | 21 | 29 | 32

Laudable (Level 12)

TN= 9; ST= 13; AG= -4; CR= -3; PC= -1; HT= 3; IN= -5

HP=215; FP=38; Ward=5; SP=70 (charge) / 60 (trot)

Att | Dam | Def | Stab: gore=+25 | 21 | 31 | 34

Model (Level 14)

TN= 10; ST= 13; AG= -4; CR= -3; PC= 0; HT= 3; IN= -5

HP=235; FP=41; Ward=6; SP=70 (charge) / 60 (trot)

Att | Dam | Def | Stab: gore=+27 | 21 | 34 | 38

Outstanding (Level 16)

TN= 10; ST= 14; AG= -4; CR= -3; PC= 0; HT= 3; IN= -5

HP=256; FP=41; Ward=6; SP=75 (charge) / 65 (trot)

Att | Dam | Def | Stab: gore=+30 | 22 | 36 | 40

Medium Ghastly Boar Examples

Baseline Attributes

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

Adequate (Level 2)

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

HP=76; FP=32; Ward=2; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: gore=+11 | 11 | 21 | 20

Decent (Level 4)

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

HP=83; FP=34; Ward=3; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: gore=+13 | 11 | 24 | 23

Fit (Level 6)

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

HP=91; FP=34; Ward=3; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: gore=+16 | 11 | 28 | 26

Laudable (Level 8)

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

HP=99; FP=34; Ward=3; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: gore=+19 | 12 | 30 | 28

Model (Level 10)

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

HP=108; FP=34; Ward=3; SP=70 (charge) / 60 (trot)

Att | Dam | Def | Stab: gore=+23 | 13 | 33 | 30

Outstanding (Level 12)

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

HP=108; FP=38; Ward=3; SP=70 (charge) / 60 (trot)

Att | Dam | Def | Stab: gore=+25 | 13 | 35 | 32

Boar, Wild

The wild boar is a mean tempered, bristly swine and is the ancestor of the modern day pig. Their coats are grey, brown, or black and are made up of wiry hairs growing in sporadic clumps. Some wild boars have distinctive patches of longer bristles on their cheeks or necks, giving the appearance of short manes. This coarse hair provides excellent protection against the scrapes and cuts that would otherwise plague any animal rooting through the underbrush that this creature finds so appealing.

Although they are not carnivores, wild boars are fiercely territorial and will defend their ranges with great courage. They are strong and resilient, able to withstand tremendous harm before succumbing to an adversary. Consequently, wild boars have earned a reputation as the most challenging prey a hunter can stalk. Their long upward curving tusks, which act as deadly weapons, are as sharp as daggers and can approach one foot in length.

Habitat: Boars are hardy creatures, comfortable in both field and forest where they live in the dense underbrush. They are happiest when rooting in the dirt for their food, which consists of roots and grubs. They ordinarily live in small groups having a dominant boar, one or two sows, and a few offspring. Older males lead solitary lives and are every bit as cantankerous as their younger counterparts. Despite the fact that these beasts prefer to keep their distances from one another, congregations of several dozen individuals are occasionally encountered.

Origin: The wild boar is a highly respected animal in Europe, Asia, and Africa. The Egyptians and Greeks considered it a symbol of fertility and it was sacred to Isis and Demeter. All civilizations that include the boar in their mythologies treat its combative abilities with some respect. The Greek hero Adonis was even slain in a boar hunt. The Norse revered the swine as a food fit for the gods and Thor even had a pair of golden boars which drew his chariot.

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

Keywords: blooded, fleshy, living, mammal, natural, swine

Traits: Afraid of Fire, Short Temper

Wealth Type: Incidental

Cunning: Bestial

Move Modes: Charge/Trot

Attack Modes: Gore

Vision: Day Vision

Danger Tier: 0

Medium Wild Boar Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=49; FP=29; Ward=1; SP=50 (charge) / 40 (trot)

Att | Dam | Def | Stab: gore=+4 | 8 | 15 | 16

Decent (Level 2)

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

HP=54; FP=29; Ward=1; SP=50 (charge) / 40 (trot)

Att | Dam | Def | Stab: gore=+7 | 9 | 17 | 18

Fit (Level 4)

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

HP=59; FP=32; Ward=2; SP=50 (charge) / 40 (trot)

Att | Dam | Def | Stab: gore=+9 | 9 | 20 | 21

Laudable (Level 6)

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

HP=64; FP=32; Ward=2; SP=50 (charge) / 40 (trot)

Att | Dam | Def | Stab: gore=+12 | 9 | 24 | 24

Outstanding (Level 8)

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

HP=70; FP=32; Ward=2; SP=55 (charge) / 45 (trot)

Att | Dam | Def | Stab: gore=+15 | 10 | 26 | 26

Remarkable (Level 10)

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

HP=76; FP=32; Ward=2; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: gore=+19 | 11 | 29 | 28

Superb (Level 12)

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

HP=76; FP=34; Ward=2; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: gore=+21 | 11 | 31 | 30

Wondrous (Level 14)

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

HP=83; FP=38; Ward=3; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: gore=+23 | 11 | 34 | 34

Bovine

Bovines are your basic cattle. The cows are generally placid creatures, content to mill about on green fields all day munching on grass. Bulls have quite a bit more of a bad attitude, though. They will aggressively defend their herd against any intruder daring to come too near. When irritated, a bull will charge at anything moving, as any matador will tell you.

Ordinary, domesticated cattle are generally comparable to the accompanying Outstanding example for Large Bovines and below. Anything more exceptional than that can only be found in the realm of the fey, or in some other exotic land.

Habitat: Domesticated bovines are usually kept pinned up within a grazing pasture. Wild cattle inhabit grassy fields near ready water sources.

Origin: One of the earliest and all-encompassing examples of bullishness occurred in ancient Greece where Minos, in a ploy to become king of Crete, promised Poseidon that any bull walking directly out of the ocean would be sacrificed to glorify the sea god. Poseidon produced a magnificent white bull according to the request and, in the process, provided Minos the Cretan throne. However, Minos forgot his promise and kept the beast for himself. Although Poseidon's divine creature was undoubtedly bullish, it turned out that Minos' oath was an even larger load of bovine patties.

Fun Facts: If a bull strikes on its initial charge, 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. If the bull misses on its initial charge, it continues, turns around, and charges again, requiring a full Round to do so. Once the bull hits, it stays in combat using its horns to gore.

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

Keywords: blooded, bovine, fleshy, herd, living, mammal, natural

Wealth Type: Incidental

Cunning: Bestial

Traits: Afraid of Fire.

Vision: Day Vision

Move Modes: Charge/Trot

Attack Modes: Gore

Danger Tier: 0

Great Bovine Examples

Baseline Attributes

TN=7; ST=15; AG= -15; CR= -7; PC= -1; HT=0; IN= -6

Adequate (Level 8)

TN= 9; ST= 17; AG= -13; CR= -7; PC= 0; HT= 1; IN= -6

HP=304; FP=34; Ward=5; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: gore=+16 | 26 | 18 | 31

Decent (Level 10)

TN= 9; ST= 17; AG= -13; CR= -7; PC= 2; HT= 1; IN= -6

HP=304; FP=41; Ward=5; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: gore=+18 | 26 | 20 | 35

Fit (Level 12)

TN= 9; ST= 18; AG= -13; CR= -7; PC= 2; HT= 2; IN= -6

HP=332; FP=45; Ward=5; SP=65 (charge) / 55 (trot)

Att | Dam | Def | Stab: gore=+21 | 27 | 22 | 37

Laudable (Level 14)

TN=10; ST=18; AG= -12; CR= -7; PC=2; HT=2; IN= -6

HP=362; FP=45; Ward=6; SP=70 (charge) / 60 (trot)

Att | Dam | Def | Stab: gore=+24 | 27 | 26 | 40

Model (Level 16)

TN=10; ST=18; AG= -12; CR= -6; PC=2; HT=2; IN= -5

HP=362; FP=45; Ward=6; SP=70 (charge) / 60 (trot)

Att | Dam | Def | Stab: gore=+26 | 27 | 28 | 42

Outstanding (Level 18)

TN=10; ST=18; AG= -12; CR= -6; PC=2; HT=3; IN= -5

HP=362; FP=49; Ward=6; SP=70 (charge) / 60 (trot)

Att | Dam | Def | Stab: gore=+28 | 27 | 30 | 44

Large Bovine Examples

Baseline Attributes

TN= 5; ST= 9; AG= -9; CR= -5; PC= -1; HT= 0; IN= -6

Adequate (Level 0)

TN= 5; ST= 9; AG= -9; CR= -5; PC= -1; HT= 0; IN= -6

HP=108; FP=29; Ward=2; SP=50 (charge) / 40 (trot)

Att | Dam | Def | Stab: gore=+4 | 17 | 10 | 18

Decent (Level 2)

TN= 5; ST= 10; AG= -9; CR= -5; PC= 0; HT= 0; IN= -6

HP=117; FP=32; Ward=2; SP=50 (charge) / 40 (trot)

Att | Dam | Def | Stab: gore=+7 | 18 | 12 | 21

Fit (Level 4)

TN= 6; ST= 10; AG= -8; CR= -5; PC= 0; HT= 0; IN= -6

HP=128; FP=32; Ward=3; SP=55 (charge) / 45 (trot)

Att | Dam | Def | Stab: gore=+10 | 18 | 16 | 24

Laudable (Level 6)

TN= 6; ST= 11; AG= -7; CR= -5; PC= 0; HT= 0; IN= -6

HP=140; FP=32; Ward=3; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: gore=+14 | 19 | 19 | 26

Model (Level 8)

TN= 7; ST= 11; AG= -7; CR= -5; PC= 0; HT= 1; IN= -6

HP=152; FP=34; Ward=3; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: gore=+16 | 19 | 22 | 29

Outstanding (Level 10)

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

HP=152; FP=41; Ward=3; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: gore=+18 | 19 | 24 | 33

Remarkable (Level 12)

TN= 7; ST= 12; AG= -7; CR= -5; PC= 2; HT= 2; IN= -6

HP=166; FP=45; Ward=3; SP=65 (charge) / 55 (trot)

Att | Dam | Def | Stab: gore=+21 | 20 | 26 | 35

Superb (Level 14)

TN= 8; ST= 12; AG= -6; CR= -5; PC= 2; HT= 2; IN= -6

HP=181; FP=45; Ward=4; SP=70 (charge) / 60 (trot)

Att | Dam | Def | Stab: gore=+24 | 20 | 30 | 38

Wondrous (Level 16)

TN= 8; ST= 12; AG= -6; CR= -4; PC= 2; HT= 2; IN= -5

HP=181; FP=45; Ward=4; SP=70 (charge) / 60 (trot)

Att | Dam | Def | Stab: gore=+26 | 20 | 32 | 40

Medium Bovine Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=54; FP=29; Ward=1; SP=50 (charge) / 40 (trot)

Att | Dam | Def | Stab: gore=+4 | 9 | 14 | 16

Decent (Level 2)

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

HP=59; FP=32; Ward=1; SP=50 (charge) / 40 (trot)

Att | Dam | Def | Stab: gore=+7 | 10 | 16 | 19

Fit (Level 4)

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

HP=64; FP=32; Ward=2; SP=55 (charge) / 45 (trot)

Att | Dam | Def | Stab: gore=+10 | 10 | 20 | 22

Laudable (Level 6)

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

HP=70; FP=32; Ward=2; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: gore=+14 | 11 | 23 | 24

Model (Level 8)

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

HP=76; FP=34; Ward=2; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: gore=+16 | 11 | 26 | 27

Outstanding (Level 10)

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

HP=76; FP=41; Ward=2; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: gore=+18 | 11 | 28 | 31

Remarkable (Level 12)

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

HP=83; FP=45; Ward=2; SP=65 (charge) / 55 (trot)

Att | Dam | Def | Stab: gore=+21 | 12 | 30 | 33

Superb (Level 14)

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

HP=91; FP=45; Ward=3; SP=70 (charge) / 60 (trot)

Att | Dam | Def | Stab: gore=+24 | 12 | 34 | 36

Wondrous (Level 16)

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

HP=91; FP=45; Ward=3; SP=70 (charge) / 60 (trot)

Att | Dam | Def | Stab: gore=+26 | 12 | 36 | 38

Bramble, Anthropomorphic

Anthropomorphic Bramble is a plant with a spray of long, thorny stems. They are intelligent plants, capable of speech. Although, they rarely speak to their prey. The plant is rooted to a single location, but it is both animate and highly territorial. When a living creature wanders within reach, its thorny tendrils will lash out. It is both animate and thirsty for blood.

When a living creature wanders within reach, its tendrils will writhe and twist in an attempt to grab hold. The plant is surprisingly strong, and it will squeeze its prey in order to drive its thorns deep into its quarry's flesh. It will maintain its grasp, bleeding its victim dry to feed its thirsty roots. Oddly enough, its victims feel no pain from this attack, as the plant's thorns produce a venom that numbs the wounds it causes. Those that escape the plant's grasp often report a voracious appetite and thirst, no doubt the body's response to the extreme blood loss incurred by them.

Habitat: Anthropomorphic Brambles inhabit plains, bogs, swamps, and anywhere else brambles commonly grow.

Origin: The ancient Greek story "The Fir Tree and the Bramble" in Aesop's Fables includes an anthropomorphic bramble that spoke. The plant's blood-thirsty nature comes from the South American folktale of a vampiric plant called Devil's Snare.

Fun Facts: Anthropomorphic Brambles have the ability to grab hold of any creature within its reach. Treat this as a Thorny-Tendrils Attack (as described in the Special Attack Modes section of The Rules Reference). The damage delivered in this way is considered blood loss. 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, the character suffers from Lethargy. (See Lethargic in the Character Conditions section of The Rules Reference for details.)

Durabilities: This creature is Immune to Bleeding, Captivating, Enervating, Infernal, Internal, Metaphysical, Quieting, Righteous, Suffocating, Sunshining, and Toxic Effects; and Sensitive to Acidic, Blighting, Chopping, and Scorching Effects.

Further, they are Breathless. As such, they are Immune to any effects that require breathing to take effect.

Attack Modes: Barbed Tendrils

Keywords: living, vegetal, territorial

Vision: Day Vision.

Move Modes: None

Wealth Type: Incidental

Cunning: Alert

Danger Tier: -1

Large Anthropomorphic Bramble Examples

Baseline Attributes

TN= 4; ST= 8; AG= -12; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 4)

TN= 5; ST= 8; AG= -9; CR= 0; PC= 0; HT= 0; IN= 0

HP=99; FP=32; Ward=2; SP=0 (none)

Att | Dam | Def | Stab: thorny tendril(×3)=+7 | 11 (dam) + 8 (setback) | 14 | 23

Decent (Level 6)

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

HP=117; FP=32; Ward=2; SP=0 (none)

Att | Dam | Def | Stab: thorny tendril(×3)=+11 | 11 (dam) + 8 (setback) | 16 | 25

Fit (Level 8)

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

HP=117; FP=32; Ward=2; SP=0 (none)

Att | Dam | Def | Stab: thorny tendril(×3)=+13 | 11 (dam) + 8 (setback) | 18 | 27

Laudable (Level 10)

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

HP=128; FP=32; Ward=3; SP=0 (none)

Att | Dam | Def | Stab: thorny tendril(×3)=+15 | 11 (dam) + 9 (setback) | 21 | 30

Outstanding (Level 12)

TN= 6; ST= 11; AG= -9; CR= 1; PC= 0; HT= 0; IN= 3

HP=140; FP=32; Ward=3; SP=0 (none)

Att | Dam | Def | Stab: thorny tendril(×3)=+18 | 11 (dam) + 9 (setback) | 23 | 32

Remarkable (Level 14)

TN= 7; ST= 11; AG= -9; CR= 1; PC= 0; HT= 1; IN= 3

HP=152; FP=34; Ward=3; SP=0 (none)

Att | Dam | Def | Stab: thorny tendril(×3)=+20 | 11 (dam) + 9 (setback) | 26 | 35

Superb (Level 16)

TN= 7; ST= 11; AG= -9; CR= 2; PC= 1; HT= 1; IN= 3

HP=152; FP=38; Ward=3; SP=0 (none)

Att | Dam | Def | Stab: thorny tendril(×3)=+22 | 11 (dam) + 10 (setback) | 28 | 38

Medium Anthropomorphic Bramble Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=45; FP=32; Ward=1; SP=0 (none)

Att | Dam | Def | Stab: thorny tendril(×3)=+0 | 9 (dam) + 9 (setback) | 10 | 16

Decent (Level 2)

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

HP=45; FP=32; Ward=1; SP=0 (none)

Att | Dam | Def | Stab: thorny tendril(×3)=+4 | 9 (dam) + 9 (setback) | 14 | 18

Fit (Level 4)

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

HP=49; FP=32; Ward=1; SP=0 (none)

Att | Dam | Def | Stab: thorny tendril(×3)=+7 | 9 (dam) + 9 (setback) | 18 | 21

Laudable (Level 6)

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

HP=59; FP=32; Ward=1; SP=0 (none)

Att | Dam | Def | Stab: thorny tendril(×3)=+11 | 9 (dam) + 9 (setback) | 20 | 23

Outstanding (Level 8)

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

HP=59; FP=32; Ward=1; SP=0 (none)

Att | Dam | Def | Stab: thorny tendril(×3)=+13 | 9 (dam) + 9 (setback) | 22 | 25

Remarkable (Level 10)

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

HP=64; FP=32; Ward=2; SP=0 (none)

Att | Dam | Def | Stab: thorny tendril(×3)=+15 | 9 (dam) + 10 (setback) | 25 | 28

Superb (Level 12)

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

HP=70; FP=32; Ward=2; SP=0 (none)

Att | Dam | Def | Stab: thorny tendril(×3)=+18 | 9 (dam) + 10 (setback) | 27 | 30

Small Anthropomorphic Bramble Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=23; FP=32; Ward=0; SP=0 (none)

Att | Dam | Def | Stab: thorny tendril(×3)=+0 | 5 (dam) + 8 (setback) | 14 | 14

Decent (Level 2)

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

HP=23; FP=32; Ward=0; SP=0 (none)

Att | Dam | Def | Stab: thorny tendril(×3)=+4 | 5 (dam) + 8 (setback) | 18 | 16

Fit (Level 4)

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

HP=25; FP=32; Ward=1; SP=0 (none)

Att | Dam | Def | Stab: thorny tendril(×3)=+7 | 5 (dam) + 8 (setback) | 22 | 19

Laudable (Level 6)

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

HP=29; FP=32; Ward=1; SP=0 (none)

Att | Dam | Def | Stab: thorny tendril(×3)=+11 | 5 (dam) + 8 (setback) | 24 | 21

Outstanding (Level 8)

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

HP=29; FP=32; Ward=1; SP=0 (none)

Att | Dam | Def | Stab: thorny tendril(×3)=+13 | 5 (dam) + 8 (setback) | 26 | 23

Remarkable (Level 10)

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

HP=32; FP=32; Ward=1; SP=0 (none)

Att | Dam | Def | Stab: thorny tendril(×3)=+15 | 5 (dam) + 9 (setback) | 29 | 26

Superb (Level 12)

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

HP=35; FP=32; Ward=1; SP=0 (none)

Att | Dam | Def | Stab: thorny tendril(×3)=+18 | 5 (dam) + 9 (setback) | 31 | 28

Bestiary ~ C

Canine, Ghastly

A Ghastly Ghastly is type of dog, coyote, hyena, wolf, or other canine that is far more monstrous and physically imposing than the common variety. It has an exceptionally bad temper, and is surrounded by an aura of fear. Its cries can send chills down the spines of even the bravest souls.

Origin: Canines are a common motif found in myths throughout the world. This description is intended to fill the need for canines that are supernaturally potent, far above those of their more common kindred.

Fun Facts: A Ghastly Canine's cackle, howl, or bark instills fear in its foes as the Occult spell Invoke Epic Fell Roar. Further, when desired, it can radiate an aura of fear as the Occult spell Manifest Large Aura of Dire Fear. These are used at spell ranks equal to the beast's Level.

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

Wealth Type: Incidental *Cunning:* Bestial.

Traits: Afraid of Fire *Vision:* Night Vision

Attack Modes: Carnivorous Bite *Danger Tier:* +1

Move Modes: Romp / Paddle

Keywords: blooded, canine, carnivore, fleshy, mammal, natural, pack, predator

Habitat: Ghastly Wolves inhabit the same regions as Common Wolves, and often commingle with them.

Great Ghastly Canine Examples

Baseline Attributes

TN= 5; ST= 15; AG= -11; CR= -4; PC= 1; HT= 0; IN= -6

Adequate (Level 8)

TN= 8; ST= 16; AG= -11; CR= -1; PC= 1; HT= 1; IN= -6
HP=256; FP=38; Ward=4; SP=50 (romp) / 20 (paddle)
Att | Dam | Def | Stab: bite=+17 | 25 | 19 | 31

Decent (Level 10)

TN= 8; ST= 16; AG= -9; CR= -1; PC= 1; HT= 1; IN= -6
HP=256; FP=38; Ward=4; SP=60 (romp) / 30 (paddle)
Att | Dam | Def | Stab: bite=+21 | 25 | 23 | 33

Fit (Level 12)

TN= 8; ST= 17; AG= -9; CR= -1; PC= 2; HT= 1; IN= -6
HP=279; FP=41; Ward=4; SP=65 (romp) / 35 (paddle)
Att | Dam | Def | Stab: bite=+24 | 26 | 25 | 36

Laudable (Level 14)

TN= 8; ST= 17; AG= -8; CR= -1; PC= 3; HT= 1; IN= -6
HP=279; FP=45; Ward=4; SP=70 (romp) / 40 (paddle)
Att | Dam | Def | Stab: bite=+27 | 26 | 28 | 39

Outstanding (Level 16)

TN= 8; ST= 17; AG= -7; CR= -1; PC= 3; HT= 1; IN= -6
HP=279; FP=45; Ward=4; SP=75 (romp) / 45 (paddle)
Att | Dam | Def | Stab: bite=+30 | 26 | 31 | 41

Large Ghastly Canine Examples

Baseline Attributes

TN= 3; ST= 9; AG= -5; CR= -2; PC= 1; HT= 0; IN= -6

Adequate (Level 6)

TN= 6; ST= 9; AG= -5; CR= 0; PC= 1; HT= 1; IN= -6
HP=117; FP=38; Ward=3; SP=50 (romp) / 20 (paddle)
Att | Dam | Def | Stab: bite=+14 | 16 | 21 | 27

Decent (Level 8)

TN= 6; ST= 10; AG= -5; CR= 1; PC= 1; HT= 1; IN= -6
HP=128; FP=38; Ward=3; SP=50 (romp) / 20 (paddle)
Att | Dam | Def | Stab: bite=+17 | 17 | 23 | 29

Fit (Level 10)

TN= 6; ST= 10; AG= -3; CR= 1; PC= 1; HT= 1; IN= -6
HP=128; FP=38; Ward=3; SP=60 (romp) / 30 (paddle)
Att | Dam | Def | Stab: bite=+21 | 17 | 27 | 31

Laudable (Level 12)

TN= 6; ST= 11; AG= -3; CR= 1; PC= 2; HT= 1; IN= -6
HP=140; FP=41; Ward=3; SP=65 (romp) / 35 (paddle)
Att | Dam | Def | Stab: bite=+24 | 18 | 29 | 34

Model (Level 14)

TN= 6; ST= 11; AG= -2; CR= 1; PC= 3; HT= 1; IN= -6
HP=140; FP=45; Ward=3; SP=70 (romp) / 40 (paddle)
Att | Dam | Def | Stab: bite=+27 | 18 | 32 | 37

Outstanding (Level 16)

TN= 6; ST= 11; AG= -1; CR= 1; PC= 3; HT= 1; IN= -6
HP=140; FP=45; Ward=3; SP=75 (romp) / 45 (paddle)
Att | Dam | Def | Stab: bite=+30 | 18 | 35 | 39

Medium Ghastly Canine Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=45; FP=34; Ward=1; SP=50 (romp) / 20 (paddle)

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

Decent (Level 2)

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

HP=49; FP=38; Ward=1; SP=50 (romp) / 20 (paddle)

Att | Dam | Def | Stab: bite=+10 | 8 | 19 | 19

Fit (Level 4)

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

HP=54; FP=38; Ward=1; SP=50 (romp) / 20 (paddle)

Att | Dam | Def | Stab: bite=+12 | 8 | 22 | 22

Laudable (Level 6)

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

HP=59; FP=38; Ward=2; SP=50 (romp) / 20 (paddle)

Att | Dam | Def | Stab: bite=+14 | 8 | 25 | 25

Model (Level 8)

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

HP=64; FP=38; Ward=2; SP=50 (romp) / 20 (paddle)

Att | Dam | Def | Stab: bite=+17 | 9 | 27 | 27

Outstanding (Level 10)

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

HP=64; FP=38; Ward=2; SP=60 (romp) / 30 (paddle)

Att | Dam | Def | Stab: bite=+21 | 9 | 31 | 29

Remarkable (Level 12)

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

HP=70; FP=41; Ward=2; SP=65 (romp) / 35 (paddle)

Att | Dam | Def | Stab: bite=+24 | 10 | 33 | 32

Superb (Level 14)

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

HP=70; FP=45; Ward=2; SP=70 (romp) / 40 (paddle)

Att | Dam | Def | Stab: bite=+27 | 10 | 36 | 35

Wondrous (Level 16)

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

HP=70; FP=45; Ward=2; SP=75 (romp) / 45 (paddle)

Att | Dam | Def | Stab: bite=+30 | 10 | 39 | 37

Small Ghastly Canine Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=23; FP=34; Ward=0; SP=50 (romp) / 20 (paddle)

Att | Dam | Def | Stab: bite=+8 | 3 | 20 | 14

Decent (Level 2)

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

HP=25; FP=38; Ward=0; SP=50 (romp) / 20 (paddle)

Att | Dam | Def | Stab: bite=+10 | 3 | 23 | 17

Fit (Level 4)

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

HP=27; FP=38; Ward=1; SP=50 (romp) / 20 (paddle)

Att | Dam | Def | Stab: bite=+12 | 3 | 26 | 20

Laudable (Level 6)

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

HP=29; FP=38; Ward=1; SP=50 (romp) / 20 (paddle)

Att | Dam | Def | Stab: bite=+14 | 3 | 29 | 23

Model (Level 8)

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

HP=32; FP=38; Ward=1; SP=50 (romp) / 20 (paddle)

Att | Dam | Def | Stab: bite=+17 | 3 | 31 | 25

Outstanding (Level 10)

TN= 2; ST= -2; AG= 9; CR= 5; PC= 1; HT= 1; IN= -6

HP=32; FP=38; Ward=1; SP=60 (romp) / 30 (paddle)

Att | Dam | Def | Stab: bite=+21 | 3 | 35 | 27

Remarkable (Level 12)

TN= 2; ST= -1; AG= 9; CR= 5; PC= 2; HT= 1; IN= -6

HP=35; FP=41; Ward=1; SP=65 (romp) / 35 (paddle)

Att | Dam | Def | Stab: bite=+24 | 3 | 37 | 30

Superb (Level 14)

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

HP=35; FP=45; Ward=1; SP=70 (romp) / 40 (paddle)

Att | Dam | Def | Stab: bite=+27 | 3 | 40 | 33

Wondrous (Level 16)

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

HP=35; FP=45; Ward=1; SP=75 (romp) / 45 (paddle)

Att | Dam | Def | Stab: bite=+30 | 3 | 43 | 35

Cat, Common

A Common Cat is an exceptionally graceful creature, able to quickly scale steep rocky hillsides and trees. It is a limber predator with a sleek short coat of fur, razor sharp claws, deadly fangs, and an attitude of absolute aristocracy.

Some Cats are gracious enough to reside among humans, and even deign to provide them with employment as domestic staff. Unfortunately, human chefs rarely prepare cuisine up to even the most minimal of standards. There's nothing for a tolerant Cat to do but express its utmost contempt by turning up its nose and nonchalantly sashaying away. It is soooo hard to find good help.

Origin: Cats are domesticated throughout the world, and folklore arises wherever they are found. The panther, in particular, is known throughout Europe, Asia, Africa, and the Americas. The legends describing the panther's sweet breath date back to Aristotle and Pliny of ancient Greece. Variations of these same tales survived through the Middle Ages.

Fun Facts: Cats prefer to jump down on prey from above but can just as easily leap from level ground. In either circumstance, its first attack includes its hind claws as well (which deliver an equal amount of damage as the fore-claws).

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/Claw

Vision: Motion Sensitivity, Night Vision

Wealth Type: Incidental *Cunning:* Bestial

Move Modes: Bounding *Danger Tier:* 0

Large Common Cat (Lion, Tiger)

Habitat: Large cats require ample prey. As such, they are usually found in the wilderness on prairies stalking antelope and other herd animals or in jungles hunting warthogs.

Baseline Attributes

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

Adequate (Level 4)

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

HP=70; FP=32; Ward=1; SP=60 (bounding)

Att | Dam | Def | Stab: bite/claw=+11 | 17 | 16 | 23

Decent (Level 6)

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

HP=76; FP=32; Ward=1; SP=65 (bounding)

Att | Dam | Def | Stab: bite/claw=+14 | 17 | 20 | 26

Fit (Level 8)

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

HP=76; FP=34; Ward=1; SP=65 (bounding)

Att | Dam | Def | Stab: bite/claw=+16 | 17 | 22 | 28

Laudable (Level 10)

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

HP=76; FP=38; Ward=1; SP=70 (bounding)

Att | Dam | Def | Stab: bite/claw=+18 | 17 | 24 | 31

Model (Level 12)

TN= 5; ST= 7; AG= -3; CR= 0; PC= 4; HT= -2; IN= -6

HP=91; FP=38; Ward=2; SP=70 (bounding)

Att | Dam | Def | Stab: bite/claw=+20 | 17 | 28 | 35

Outstanding (Level 14)

TN= 5; ST= 7; AG= -2; CR= 0; PC= 4; HT= -2; IN= -5

HP=91; FP=38; Ward=2; SP=70 (bounding)

Att | Dam | Def | Stab: bite/claw=+23 | 17 | 31 | 37

Medium Common Cat (Panther)

Habitat: Panthers inhabit wooded, hilly terrain that provides ledges and outcroppings from which to pounce. Of course, the limb of a tall tree will do just as well. Any rocky overhang or dry cave will serve as a panther's den.

Baseline Attributes

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

Adequate (Level 0)

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

HP=32; FP=24; Ward=0; SP=55 (bounding)

Att | Dam | Def | Stab: bite/claw=+6 | 7 | 16 | 15

Decent (Level 2)

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

HP=35; FP=26; Ward=0; SP=60 (bounding)

Att | Dam | Def | Stab: bite/claw=+9 | 8 | 18 | 18

Fit (Level 4)

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

HP=35; FP=32; Ward=0; SP=60 (bounding)

Att | Dam | Def | Stab: bite/claw=+11 | 8 | 20 | 21

Laudable (Level 6)

TN= 1; ST= 1; AG= 3; CR= 0; PC= 3; HT= -3; IN= -6
 HP=38; FP=32; Ward=1; SP=65 (bounding)
 Att | Dam | Def | Stab: bite/claw=+14 | 8 | 24 | 24

Model (Level 8)

TN= 1; ST= 1; AG= 3; CR= 1; PC= 3; HT= -2; IN= -6
 HP=38; FP=34; Ward=1; SP=65 (bounding)
 Att | Dam | Def | Stab: bite/claw=+16 | 8 | 26 | 26

Outstanding (Level 10)

TN= 1; ST= 1; AG= 3; CR= 2; PC= 4; HT= -2; IN= -6
 HP=38; FP=38; Ward=1; SP=70 (bounding)
 Att | Dam | Def | Stab: bite/claw=+18 | 8 | 28 | 29

Small Common Cat (Bobcat)

Habitat: Bobcats are most comfortable in the wild, where they hunt tiny prey such as rabbits, squirrels, and other rodents. However, they are not totally averse to life in or around farmsteads, where mice are often plentiful, and a saucer of creme may occasionally be offered as supplication.

Baseline Attributes

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

Adequate (Level 0)

TN= -2; ST= -6; AG= 8; CR= 2; PC= 1; HT= -4; IN= -6
 HP=16; FP=24; Ward=0; SP=55 (bounding)
 Att | Dam | Def | Stab: bite/claw=+6 | 5 | 20 | 13

Decent (Level 2)

TN= -2; ST= -5; AG= 8; CR= 2; PC= 2; HT= -4; IN= -6
 HP=17; FP=26; Ward=0; SP=60 (bounding)
 Att | Dam | Def | Stab: bite/claw=+9 | 5 | 22 | 16

Fit (Level 4)

TN= -2; ST= -5; AG= 8; CR= 2; PC= 3; HT= -3; IN= -6
 HP=17; FP=32; Ward=0; SP=60 (bounding)
 Att | Dam | Def | Stab: bite/claw=+11 | 5 | 24 | 19

Laudable (Level 6)

TN= -1; ST= -5; AG= 9; CR= 2; PC= 3; HT= -3; IN= -6
 HP=19; FP=32; Ward=0; SP=65 (bounding)
 Att | Dam | Def | Stab: bite/claw=+14 | 5 | 28 | 22

Model (Level 8)

TN= -1; ST= -5; AG= 9; CR= 3; PC= 3; HT= -2; IN= -6
 HP=19; FP=34; Ward=0; SP=65 (bounding)
 Att | Dam | Def | Stab: bite/claw=+16 | 5 | 30 | 24

Outstanding (Level 10)

TN= -1; ST= -5; AG= 9; CR= 4; PC= 4; HT= -2; IN= -6
 HP=19; FP=38; Ward=0; SP=70 (bounding)
 Att | Dam | Def | Stab: bite/claw=+18 | 5 | 32 | 27

Tiny Common Cat (House Cat)

Habitat: House cats are particular about where they dwell. Their litter boxes must be cleaned on a daily basis, and their water bowls must never go empty. And, for goodness sakes, the door must be promptly opened whenever requested, no matter how frequently that happens. Cats are a patient, tolerant lot, prone to a life of quiet suffering. But, they won't put up with lazy or inattentive menials.

Baseline Attributes

TN= -4; ST= -12; AG=14; CR=4; PC=1; HT= -4; IN= -6

Adequate (Level 0)

TN= -4; ST= -12; AG=14; CR=4; PC=1; HT= -4; IN= -6
 HP=8; FP=24; Ward=0; SP=55 (bounding)
 Att | Dam | Def | Stab: bite/claw=+6 | 3 | 24 | 11

Decent (Level 2)

TN= -4; ST= -11; AG=14; CR=4; PC=2; HT= -4; IN= -6
 HP=9; FP=26; Ward=0; SP=60 (bounding)
 Att | Dam | Def | Stab: bite/claw=+9 | 3 | 26 | 14

Fit (Level 4)

TN= -4; ST= -11; AG=14; CR=4; PC=3; HT= -3; IN= -6
 HP=9; FP=32; Ward=0; SP=60 (bounding)
 Att | Dam | Def | Stab: bite/claw=+11 | 3 | 28 | 17

Laudable (Level 6)

TN= -3; ST= -11; AG=15; CR=4; PC=3; HT= -3; IN= -6
 HP=10; FP=32; Ward=0; SP=65 (bounding)
 Att | Dam | Def | Stab: bite/claw=+14 | 3 | 32 | 20

Model (Level 8)

TN= -3; ST= -11; AG=15; CR=5; PC=3; HT= -2; IN= -6
 HP=10; FP=34; Ward=0; SP=65 (bounding)
 Att | Dam | Def | Stab: bite/claw=+16 | 3 | 34 | 22

Outstanding (Level 10)

TN= -3; ST= -11; AG=15; CR=6; PC=4; HT= -2; IN= -6
 HP=10; FP=38; Ward=0; SP=70 (bounding)
 Att | Dam | Def | Stab: bite/claw=+18 | 3 | 36 | 25

Centipede

A Centipede is a long snake-like bug with an almost countless number of legs, a pair of probing feelers, and a rather pointy pair of mandibles. Due to their unusually flexible and low-profile body structure, centipedes can creep into the dark, confined cracks overlooked by other dungeon species. Centipedes usually feast on carrion and offal but eagerly sample fresh meat when the opportunity arises.

Origin: The giant Centipedes presented herein are conceptually nothing more than normal centipedes with really bad thyroid problems. As such, these many-legged bugs can be found in the same areas that their diminutive cousins lurk.

Fun Facts: Centipedes are exceptionally good at hiding in rocky terrain. They have the skill of Rural Stealth, used at a skill rank equal to their Levels, that they utilize to Surprise prey.

As Centipedes have extremely poor eyesight, they depend more on their feelers or body heat to sense prey. As they can sense dim heat sources, a torch or similar heat source will temporarily blind and confuse a centipede for 2 Rounds if thrust into its face. During this time, the confusion will give the Centipede a Drawback. Thereafter, the creature will have acclimated to the new sensation and will not be susceptible to another such attack.

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, instinctive, living

Vision: Heat Vision, Motion Sensitivity

Wealth Type: Incidental *Cunning:* Instinctive

Attack Modes: Mandibles *Danger Tier:* +2

Move Modes: Skitter / Cling

Large Centipede Examples

Baseline Attributes

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

Adequate (Level 6)

TN= 9; ST= 8; AG= -7; CR= 4; PC= -3; HT= -4; IN= -8
HP=140; FP=17; Ward=5; SP=35 (skitter) / 15 (cling)
Att | Dam | Def | Stab: mandibles=+11 | 16 | 22 | 26

Decent (Level 8)

TN= 9; ST= 8; AG= -6; CR= 4; PC= -2; HT= -4; IN= -8
HP=140; FP=19; Ward=5; SP=40 (skitter) / 20 (cling)
Att | Dam | Def | Stab: mandibles=+14 | 16 | 25 | 29

Fit (Level 10)

TN= 9; ST= 9; AG= -6; CR= 4; PC= -2; HT= -4; IN= -8
HP=152; FP=19; Ward=5; SP=40 (skitter) / 20 (cling)
Att | Dam | Def | Stab: mandibles=+17 | 17 | 27 | 31

Laudable (Level 12)

TN= 10; ST= 9; AG= -6; CR= 4; PC= -2; HT= -3; IN= -8
HP=166; FP=20; Ward=6; SP=40 (skitter) / 20 (cling)
Att | Dam | Def | Stab: mandibles=+19 | 17 | 30 | 34

Outstanding (Level 14)

TN=10; ST=10; AG= -6; CR=4; PC= -2; HT= -3; IN= -8
HP=181; FP=20; Ward=6; SP=45 (skitter) / 25 (cling)
Att | Dam | Def | Stab: mandibles=+22 | 18 | 32 | 36

Medium Centipede Examples

Baseline Attributes

TN= 4; ST= 0; AG= -2; CR= 6; PC= -3; HT= -4; IN= -8

Adequate (Level 4)

TN= 6; ST= 1; AG= -1; CR= 6; PC= -3; HT= -4; IN= -8
HP=59; FP=17; Ward=3; SP=35 (skitter) / 15 (cling)
Att | Dam | Def | Stab: mandibles=+8 | 6 | 23 | 21

Decent (Level 6)

TN= 7; ST= 2; AG= -1; CR= 6; PC= -3; HT= -4; IN= -8
HP=70; FP=17; Ward=3; SP=35 (skitter) / 15 (cling)
Att | Dam | Def | Stab: mandibles=+11 | 7 | 26 | 24

Fit (Level 8)

TN= 7; ST= 2; AG= 0; CR= 6; PC= -2; HT= -4; IN= -8
HP=70; FP=19; Ward=3; SP=40 (skitter) / 20 (cling)
Att | Dam | Def | Stab: mandibles=+14 | 7 | 29 | 27

Laudable (Level 10)

TN= 7; ST= 3; AG= 0; CR= 6; PC= -2; HT= -4; IN= -8
HP=76; FP=19; Ward=3; SP=40 (skitter) / 20 (cling)
Att | Dam | Def | Stab: mandibles=+17 | 8 | 31 | 29

Outstanding (Level 12)

TN= 8; ST= 3; AG= 0; CR= 6; PC= -2; HT= -3; IN= -8
HP=83; FP=20; Ward=4; SP=40 (skitter) / 20 (cling)
Att | Dam | Def | Stab: mandibles=+19 | 8 | 34 | 32

Small Centipede Examples

Baseline Attributes

TN= 2; ST= -6; AG= 4; CR= 8; PC= -3; HT= -4; IN= -8

Adequate (Level 2)

TN= 3; ST= -5; AG= 4; CR= 8; PC= -3; HT= -4; IN= -8

HP=27; FP=17; Ward=1; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+5 | 3 | 23 | 16

Decent (Level 4)

TN= 4; ST= -5; AG= 5; CR= 8; PC= -3; HT= -4; IN= -8

HP=29; FP=17; Ward=2; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+8 | 3 | 27 | 19

Fit (Level 6)

TN= 5; ST= -4; AG= 5; CR= 8; PC= -3; HT= -4; IN= -8

HP=35; FP=17; Ward=2; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+11 | 3 | 30 | 22

Laudable (Level 8)

TN= 5; ST= -4; AG= 6; CR= 8; PC= -2; HT= -4; IN= -8

HP=35; FP=19; Ward=2; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+14 | 3 | 33 | 25

Outstanding (Level 10)

TN= 5; ST= -3; AG= 6; CR= 8; PC= -2; HT= -4; IN= -8

HP=38; FP=19; Ward=2; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+17 | 3 | 35 | 27

Tiny Centipede Examples

Baseline Attributes

TN=0;ST= -12;AG=10;CR=10;PC= -3;HT= -4;IN= -8

Adequate (Level 0)

TN=0;ST= -12;AG=10;CR=10;PC= -3;HT= -4;IN= -8

HP=11; FP=17; Ward=0; SP=30 (skitter) / 10 (cling)

Att | Dam | Def | Stab: mandibles=+2 | 2 | 24 | 11

Decent (Level 2)

TN=1;ST= -11;AG=10;CR=10;PC= -3;HT= -4;IN= -8

HP=13; FP=17; Ward=1; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+5 | 2 | 27 | 14

Fit (Level 4)

TN=2;ST= -11;AG=11;CR=10;PC= -3;HT= -4;IN= -8

HP=15; FP=17; Ward=1; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+8 | 2 | 31 | 17

Laudable (Level 6)

TN=3;ST= -10;AG=11;CR=10;PC= -3;HT= -4;IN= -8

HP=17; FP=17; Ward=1; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+11 | 2 | 34 | 20

Outstanding (Level 8)

TN=3;ST= -10;AG=12;CR=10;PC= -2;HT= -4;IN= -8

HP=17; FP=19; Ward=1; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+14 | 2 | 37 | 23

Centipede Swarm Batch Examples

See [Handling Swarms](#) in [The Rules Reference](#) for details on how to deal with Swarms in combat.

Baseline Attributes

TN= 4; ST= 0; AG= -2; CR= 6; PC= -3; HT= -4; IN= -8

Adequate (Level 0)

TN= 4; ST= 0; AG= -2; CR= 6; PC= -3; HT= -4; IN= -8

HP=45; FP=17; Ward=2; SP=30 (skitter) / 10 (cling)

Att | Dam | Def | Stab: mandibles=+2 | 5 | 16 | 15

Decent (Level 2)

TN= 5; ST= 1; AG= -2; CR= 6; PC= -3; HT= -4; IN= -8

HP=54; FP=17; Ward=2; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+5 | 6 | 19 | 18

Fit (Level 4)

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

HP=59; FP=17; Ward=3; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+8 | 6 | 23 | 21

Laudable (Level 6)

TN= 7; ST= 2; AG= -1; CR= 6; PC= -3; HT= -4; IN= -8

HP=70; FP=17; Ward=3; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+11 | 7 | 26 | 24

Outstanding (Level 8)

TN= 7; ST= 2; AG= 0; CR= 6; PC= -2; HT= -4; IN= -8

HP=70; FP=19; Ward=3; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+14 | 7 | 29 | 27

Crab

Crabs have large flat shells from which sprout five pairs of jointed legs. The front-most pair are the thickest and strongest to support the crustacean's impressive crushing claw and pincer, which are used to fend off enemies and capture prey. From the front project two unblinking eye-stalks, which give the creature poor, but adequate, eyesight. Whether on land or underwater, the Crab walks sideways with a clumsy gait, although they can scurry quite nimbly when startled.

Crab meat is considered a delicacy by many cultures. Unfortunately, Crab meat spoils very quickly. After three days the meat is completely worthless. Fortunately, if a crab's pincers are somehow disabled, the creature can usually be kept alive without too much difficulty until sold at market.

Habitat: Most Crabs spend their entire lives in and around the sea. There are a few relatively rare species, however, that prefer fresh water.

Keywords: aquatic, blooded, crustacean, exoskeleton, instinctive, living

Origin: Crabs are common ocean dwellers throughout the world. As such, there are prevalent in folklore. In Greek mythology, Hera placed the crab, or Karkinos, in the heavens as the constellation Cancer (the Latin word for crab).

Fun Facts: Once a Crab grasps its prey, it maintains its crushing grip for an extended period. Handle this as a standard Grappling attack delivering the stated Crushing Damage on successful rolls.

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

Attack Modes: Crushing Claw/Pincer

Vision: Motion Sensitivity *Cunning:* Instinctive

Wealth Type: Incidental *Danger Tier:* 0

Move Modes: Skitter

Large Crab Examples

Baseline Attributes

TN= 8; ST= 7; AG= -10; CR= -2; PC= -4; HT= 2; IN= -8

Adequate (Level 4)

TN= 10; ST= 8; AG= -9; CR= -2; PC= -4; HT= 2; IN= -8
HP=152; FP=26; Ward=6; SP=30 (skitter)

Att | Dam | Def | Stab: crushing claw/pincer=+7 | 17 | 19 | 24

Decent (Level 6)

TN= 11; ST= 9; AG= -9; CR= -2; PC= -4; HT= 2; IN= -8
HP=181; FP=26; Ward=7; SP=35 (skitter)

Att | Dam | Def | Stab: crushing claw/pincer=+10 | 18 | 22 | 27

Fit (Level 8)

TN= 11; ST= 9; AG= -8; CR= -2; PC= -3; HT= 2; IN= -8
HP=181; FP=29; Ward=7; SP=35 (skitter)

Att | Dam | Def | Stab: crushing claw/pincer=+13 | 18 | 25 | 30

Laudable (Level 10)

TN=11; ST=10; AG= -8; CR= -2; PC= -3; HT=2; IN= -8
HP=197; FP=29; Ward=7; SP=40 (skitter)

Att | Dam | Def | Stab: crushing claw/pincer=+16 | 19 | 27 | 32

Outstanding (Level 12)

TN=12; ST=10; AG= -8; CR= -2; PC= -3; HT=3; IN= -8
HP=215; FP=32; Ward=8; SP=40 (skitter)

Att | Dam | Def | Stab: crushing claw/pincer=+18 | 19 | 30 | 35

Remarkable (Level 14)

TN=12; ST=11; AG= -8; CR= -2; PC= -3; HT=3; IN= -8
HP=235; FP=32; Ward=8; SP=40 (skitter)

Att | Dam | Def | Stab: crushing claw/pincer=+21 | 20 | 32 | 37

Superb (Level 16)

TN=13; ST=11; AG= -8; CR= -2; PC= -3; HT=3; IN= -8
HP=256; FP=32; Ward=9; SP=40 (skitter)

Att | Dam | Def | Stab: crushing claw/pincer=+23 | 20 | 35 | 40

Medium Crab Examples

Baseline Attributes

TN= 6; ST= 1; AG= -4; CR= 0; PC= -4; HT= 2; IN= -8

Adequate (Level 2)

TN= 7; ST= 2; AG= -4; CR= 0; PC= -4; HT= 2; IN= -8
HP=70; FP=26; Ward=3; SP=30 (skitter)

Att | Dam | Def | Stab: crushing claw/pincer=+4 | 8 | 19 | 19

Decent (Level 4)

TN= 8; ST= 2; AG= -3; CR= 0; PC= -4; HT= 2; IN= -8
HP=76; FP=26; Ward=4; SP=30 (skitter)

Att | Dam | Def | Stab: crushing claw/pincer=+7 | 8 | 23 | 22

Fit (Level 6)
 TN= 9; ST= 3; AG= -3; CR= 0; PC= -4; HT= 2; IN= -8
 HP=91; FP=26; Ward=5; SP=35 (skitter)
 Att | Dam | Def | Stab: crushing claw/pincer=+10 | 9 | 26 | 25

Laudable (Level 8)
 TN= 9; ST= 3; AG= -2; CR= 0; PC= -3; HT= 2; IN= -8
 HP=91; FP=29; Ward=5; SP=35 (skitter)
 Att | Dam | Def | Stab: crushing claw/pincer=+13 | 9 | 29 | 28

Outstanding (Level 10)
 TN= 9; ST= 4; AG= -2; CR= 0; PC= -3; HT= 2; IN= -8
 HP=99; FP=29; Ward=5; SP=40 (skitter)
 Att | Dam | Def | Stab: crushing claw/pincer=+16 | 10 | 31 | 30

Remarkable (Level 12)
 TN= 10; ST= 4; AG= -2; CR= 0; PC= -3; HT= 3; IN= -8
 HP=108; FP=32; Ward=6; SP=40 (skitter)
 Att | Dam | Def | Stab: crushing claw/pincer=+18 | 10 | 34 | 33

Superb (Level 14)
 TN= 10; ST= 5; AG= -2; CR= 0; PC= -3; HT= 3; IN= -8
 HP=117; FP=32; Ward=6; SP=40 (skitter)
 Att | Dam | Def | Stab: crushing claw/pincer=+21 | 11 | 36 | 35

Small Crab Examples

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

Adequate (Level 0)
 TN= 4; ST= -5; AG= 2; CR= 2; PC= -4; HT= 2; IN= -8
 HP=29; FP=26; Ward=2; SP=30 (skitter)
 Att | Dam | Def | Stab: crushing claw/pincer=+1 | 5 | 20 | 14

Decent (Level 2)
 TN= 5; ST= -4; AG= 2; CR= 2; PC= -4; HT= 2; IN= -8
 HP=35; FP=26; Ward=2; SP=30 (skitter)
 Att | Dam | Def | Stab: crushing claw/pincer=+4 | 5 | 23 | 17

Fit (Level 4)
 TN= 6; ST= -4; AG= 3; CR= 2; PC= -4; HT= 2; IN= -8
 HP=38; FP=26; Ward=3; SP=30 (skitter)
 Att | Dam | Def | Stab: crushing claw/pincer=+7 | 5 | 27 | 20

Laudable (Level 6)
 TN= 7; ST= -3; AG= 3; CR= 2; PC= -4; HT= 2; IN= -8
 HP=45; FP=26; Ward=3; SP=35 (skitter)
 Att | Dam | Def | Stab: crushing claw/pincer=+10 | 5 | 30 | 23

Outstanding (Level 8)
 TN= 7; ST= -3; AG= 4; CR= 2; PC= -3; HT= 2; IN= -8
 HP=45; FP=29; Ward=3; SP=35 (skitter)
 Att | Dam | Def | Stab: crushing claw/pincer=+13 | 5 | 33 | 26

Remarkable (Level 10)
 TN= 7; ST= -2; AG= 4; CR= 2; PC= -3; HT= 2; IN= -8
 HP=49; FP=29; Ward=3; SP=40 (skitter)
 Att | Dam | Def | Stab: crushing claw/pincer=+16 | 5 | 35 | 28

Superb (Level 12)
 TN= 8; ST= -2; AG= 4; CR= 2; PC= -3; HT= 3; IN= -8
 HP=54; FP=32; Ward=4; SP=40 (skitter)
 Att | Dam | Def | Stab: crushing claw/pincer=+18 | 5 | 38 | 31

Critter, Flying

This description is a catch-all for all of the various innocuous flying creatures that were omitted by all of the other monster descriptions. In this category fall vermin such as cranes, doves, ducks, fruit bats, storks, and the like.

Habitat: Wherever the Overlord deems appropriate.

Fun Facts: Flying Critters have the gift of flight. Some have the ability to hover; others don't. The Overlord should use their discretion concerning other abilities.

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

Attack Modes: Beak (or, whatever is appropriate)

Keywords: blooded, fleshy, living, winged

Traits: Afraid of Fire *Vision:* Night Vision

Move Modes: Hop/Hover *Origin:* Universal

Wealth Type: Incidental *Cunning:* Bestial

Danger Tier: 0

Large Flying Critter Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=54; FP=29; Ward=1; SP=25 (hop) / 45 (hover)

Att | Dam | Def | Stab: beak=+4 | 12 | 10 | 17

Decent (Level 2)

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

HP=54; FP=29; Ward=1; SP=25 (hop) / 45 (hover)

Att | Dam | Def | Stab: beak=+7 | 12 | 13 | 19

Fit (Level 4)

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

HP=59; FP=32; Ward=1; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: beak=+10 | 13 | 15 | 22

Laudable (Level 6)

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

HP=64; FP=32; Ward=1; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: beak=+13 | 14 | 17 | 24

Outstanding (Level 8)

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

HP=64; FP=34; Ward=1; SP=40 (hop) / 60 (hover)

Att | Dam | Def | Stab: beak=+16 | 14 | 20 | 27

Remarkable (Level 10)

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

HP=64; FP=34; Ward=1; SP=40 (hop) / 60 (hover)

Att | Dam | Def | Stab: beak=+19 | 14 | 23 | 29

Superb (Level 12)

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

HP=64; FP=41; Ward=1; SP=45 (hop) / 65 (hover)

Att | Dam | Def | Stab: beak=+21 | 14 | 25 | 32

Wondrous (Level 14)

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

HP=64; FP=45; Ward=1; SP=45 (hop) / 65 (hover)

Att | Dam | Def | Stab: beak=+23 | 14 | 27 | 35

Medium Flying Critter Examples

(Condors, etc.)

Baseline Attributes

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

Adequate (Level 0)

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

HP=27; FP=29; Ward=0; SP=25 (hop) / 45 (hover)

Att | Dam | Def | Stab: beak=+4 | 5 | 14 | 15

Decent (Level 2)

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

HP=27; FP=29; Ward=0; SP=25 (hop) / 45 (hover)

Att | Dam | Def | Stab: beak=+7 | 5 | 17 | 17

Fit (Level 4)

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

HP=29; FP=32; Ward=0; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: beak=+10 | 5 | 19 | 20

Laudable (Level 6)

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

HP=32; FP=32; Ward=0; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: beak=+13 | 6 | 21 | 22

Outstanding (Level 8)

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

HP=32; FP=34; Ward=0; SP=40 (hop) / 60 (hover)

Att | Dam | Def | Stab: beak=+16 | 6 | 24 | 25

Remarkable (Level 10)

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

HP=32; FP=34; Ward=0; SP=40 (hop) / 60 (hover)

Att | Dam | Def | Stab: beak=+19 | 6 | 27 | 27

Superb (Level 12)

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

HP=32; FP=41; Ward=0; SP=45 (hop) / 65 (hover)

Att | Dam | Def | Stab: beak=+21 | 6 | 29 | 30

Wondrous (Level 14)

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

HP=32; FP=45; Ward=0; SP=45 (hop) / 65 (hover)

Att | Dam | Def | Stab: beak=+23 | 6 | 31 | 33

Small Flying Critter Examples

(Albatrosses, Cranes, Pelicans, Storks, Swans, etc.)

Baseline Attributes

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

Adequate (Level 0)

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

HP=13; FP=29; Ward=0; SP=25 (hop) / 45 (hover)

Att | Dam | Def | Stab: beak=+4 | 2 | 18 | 13

Decent (Level 2)

TN= -3; ST= -7; AG= 8; CR= 4; PC= 2; HT= -3; IN= -6

HP=13; FP=29; Ward=0; SP=25 (hop) / 45 (hover)

Att | Dam | Def | Stab: beak=+7 | 2 | 21 | 15

Fit (Level 4)

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

HP=15; FP=32; Ward=0; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: beak=+10 | 2 | 23 | 18

Laudable (Level 6)

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

HP=16; FP=32; Ward=0; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: beak=+13 | 2 | 25 | 20

Outstanding (Level 8)

TN= -3; ST= -5; AG= 9; CR= 5; PC= 4; HT= -3; IN= -6

HP=16; FP=34; Ward=0; SP=40 (hop) / 60 (hover)

Att | Dam | Def | Stab: beak=+16 | 2 | 28 | 23

Remarkable (Level 10)

TN= -3; ST= -5; AG= 10; CR= 6; PC= 4; HT= -3; IN= -6

HP=16; FP=34; Ward=0; SP=40 (hop) / 60 (hover)

Att | Dam | Def | Stab: beak=+19 | 2 | 31 | 25

Superb (Level 12)

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

HP=16; FP=41; Ward=0; SP=45 (hop) / 65 (hover)

Att | Dam | Def | Stab: beak=+21 | 2 | 33 | 28

Wondrous (Level 14)

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

HP=16; FP=45; Ward=0; SP=45 (hop) / 65 (hover)

Att | Dam | Def | Stab: beak=+23 | 2 | 35 | 31

Tiny Flying Critter Examples

(Crows, Ducks, etc.)

Baseline Attributes

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

Adequate (Level 0)

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

HP=7; FP=29; Ward=0; SP=25 (hop) / 45 (hover)

Att | Dam | Def | Stab: beak=+4 | 2 | 22 | 11

Decent (Level 2)

TN= -5; ST= -13; AG=14; CR=6; PC=2; HT= -3; IN= -6

HP=7; FP=29; Ward=0; SP=25 (hop) / 45 (hover)

Att | Dam | Def | Stab: beak=+7 | 2 | 25 | 13

Fit (Level 4)

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

HP=7; FP=32; Ward=0; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: beak=+10 | 2 | 27 | 16

Laudable (Level 6)

TN= -5; ST= -11; AG=14; CR=7; PC=3; HT= -3; IN= -6

HP=8; FP=32; Ward=0; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: beak=+13 | 2 | 29 | 18

Outstanding (Level 8)

TN= -5; ST= -11; AG=15; CR=7; PC=4; HT= -3; IN= -6

HP=8; FP=34; Ward=0; SP=40 (hop) / 60 (hover)

Att | Dam | Def | Stab: beak=+16 | 2 | 32 | 21

Remarkable (Level 10)

TN= -5; ST= -11; AG=16; CR=8; PC=4; HT= -3; IN= -6

HP=8; FP=34; Ward=0; SP=40 (hop) / 60 (hover)

Att | Dam | Def | Stab: beak=+19 | 2 | 35 | 23

Superb (Level 12)

TN= -5; ST= -11; AG=16; CR=8; PC=5; HT= -2; IN= -6

HP=8; FP=41; Ward=0; SP=45 (hop) / 65 (hover)

Att | Dam | Def | Stab: beak=+21 | 2 | 37 | 26

Wondrous (Level 14)

TN= -5; ST= -11; AG=16; CR=8; PC=6; HT= -2; IN= -6

HP=8; FP=45; Ward=0; SP=45 (hop) / 65 (hover)

Att | Dam | Def | Stab: beak=+23 | 2 | 39 | 29

Ultratiny Flying Critter Examples

(Doves, Fruit Bats, Pigeons, Robins, Sparrows, etc.)

Baseline Attributes

TN= -7; ST= -19; AG=19; CR=7; PC=2; HT= -3; IN= -6

Adequate (Level 0)

TN= -7; ST= -19; AG=19; CR=7; PC=2; HT= -3; IN= -6

HP=3; FP=29; Ward=0; SP=25 (hop) / 45 (hover)

Att | Dam | Def | Stab: beak=+4 | 1 | 26 | 9

Decent (Level 2)

TN= -7; ST= -19; AG=20; CR=8; PC=2; HT= -3; IN= -6

HP=3; FP=29; Ward=0; SP=25 (hop) / 45 (hover)

Att | Dam | Def | Stab: beak=+7 | 1 | 29 | 11

Fit (Level 4)

TN= -7; ST= -18; AG=20; CR=8; PC=3; HT= -3; IN= -6

HP=4; FP=32; Ward=0; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: beak=+10 | 1 | 31 | 14

Laudable (Level 6)

TN= -7; ST= -17; AG=20; CR=9; PC=3; HT= -3; IN= -6

HP=4; FP=32; Ward=0; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: beak=+13 | 1 | 33 | 16

Outstanding (Level 8)

TN= -7; ST= -17; AG=21; CR=9; PC=4; HT= -3; IN= -6

HP=4; FP=34; Ward=0; SP=40 (hop) / 60 (hover)

Att | Dam | Def | Stab: beak=+16 | 1 | 36 | 19

Remarkable (Level 10)

TN= -7; ST= -17; AG=22; CR=10; PC=4; HT= -3; IN= -6

HP=4; FP=34; Ward=0; SP=40 (hop) / 60 (hover)

Att | Dam | Def | Stab: beak=+19 | 1 | 39 | 21

Superb (Level 12)

TN= -7; ST= -17; AG=22; CR=10; PC=5; HT= -2; IN= -6

HP=4; FP=41; Ward=0; SP=45 (hop) / 65 (hover)

Att | Dam | Def | Stab: beak=+21 | 1 | 41 | 24

Wondrous (Level 14)

TN= -7; ST= -17; AG=22; CR=10; PC=6; HT= -2; IN= -6

HP=4; FP=45; Ward=0; SP=45 (hop) / 65 (hover)

Att | Dam | Def | Stab: beak=+23 | 1 | 43 | 27

Wee Flying Critter Examples

Baseline Attributes

TN= -9; ST= -25; AG=25; CR=9; PC=2; HT= -3; IN= -6

Adequate (Level 0)

TN= -9; ST= -25; AG=25; CR=9; PC=2; HT= -3; IN= -6

HP=2; FP=29; Ward=0; SP=25 (hop) / 45 (hover)

Att | Dam | Def | Stab: beak=+4 | 1 | 30 | 7

Decent (Level 2)

TN= -9; ST= -25; AG=26; CR=10; PC=2; HT= -3; IN= -6

HP=2; FP=29; Ward=0; SP=25 (hop) / 45 (hover)

Att | Dam | Def | Stab: beak=+7 | 1 | 33 | 9

Fit (Level 4)

TN= -9; ST= -24; AG=26; CR=10; PC=3; HT= -3; IN= -6

HP=2; FP=32; Ward=0; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: beak=+10 | 1 | 35 | 12

Laudable (Level 6)

TN= -9; ST= -23; AG=26; CR=11; PC=3; HT= -3; IN= -6

HP=2; FP=32; Ward=0; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: beak=+13 | 1 | 37 | 14

Outstanding (Level 8)

TN= -9; ST= -23; AG=27; CR=11; PC=4; HT= -3; IN= -6

HP=2; FP=34; Ward=0; SP=40 (hop) / 60 (hover)

Att | Dam | Def | Stab: beak=+16 | 1 | 40 | 17

Remarkable (Level 10)

TN= -9; ST= -23; AG=28; CR=12; PC=4; HT= -3; IN= -6

HP=2; FP=34; Ward=0; SP=40 (hop) / 60 (hover)

Att | Dam | Def | Stab: beak=+19 | 1 | 43 | 19

Superb (Level 12)

TN= -9; ST= -23; AG=28; CR=12; PC=5; HT= -2; IN= -6

HP=2; FP=41; Ward=0; SP=45 (hop) / 65 (hover)

Att | Dam | Def | Stab: beak=+21 | 1 | 45 | 22

Wondrous (Level 14)

TN= -9; ST= -23; AG=28; CR=12; PC=6; HT= -2; IN= -6

HP=2; FP=45; Ward=0; SP=45 (hop) / 65 (hover)

Att | Dam | Def | Stab: beak=+23 | 1 | 47 | 25

Critter, Scampering

This description is a catch-all for all the various innocuous woodland creatures omitted by the other descriptions. Here fall vermin such as rabbits, squirrels, lizards, and the like.

Habitat: Wherever the Overlord deems appropriate.

Fun Facts: Whatever the Overlord needs. Squirrels climb trees. Rabbits jump. Beavers build dams. Whatever. If it involves dismembering foes or shooting lightning bolts from the eyes, though, this is probably not the description you're looking for.

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

Attack Modes: omnivorous bite (or, whatever is appropriate)

Traits: Afraid of Fire

Vision: Night Vision

Keywords: blooded, fleshy, living

Origin: Universal

Wealth Type: Incidental

Cunning: Bestial

Move Modes: Scamper

Danger Tier: 0

Large Scampering Critter Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=70; FP=26; Ward=1; SP=35 (scamper)

Att | Dam | Def | Stab: bite=+5 | 11 | 12 | 18

Decent (Level 2)

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

HP=76; FP=26; Ward=1; SP=35 (scamper)

Att | Dam | Def | Stab: bite=+8 | 12 | 14 | 20

Fit (Level 4)

TN= 4; ST= 7; AG= -5; CR= -2; PC= 2; HT= -3; IN= -6

HP=83; FP=29; Ward=2; SP=40 (scamper)

Att | Dam | Def | Stab: bite=+10 | 12 | 17 | 24

Laudable (Level 6)

TN= 5; ST= 7; AG= -4; CR= -2; PC= 2; HT= -3; IN= -6

HP=91; FP=29; Ward=2; SP=40 (scamper)

Att | Dam | Def | Stab: bite=+13 | 12 | 21 | 27

Outstanding (Level 8)

TN= 5; ST= 8; AG= -4; CR= -2; PC= 3; HT= -3; IN= -6

HP=99; FP=32; Ward=2; SP=45 (scamper)

Att | Dam | Def | Stab: bite=+16 | 13 | 23 | 30

Remarkable (Level 10)

TN= 5; ST= 9; AG= -3; CR= -2; PC= 3; HT= -3; IN= -6

HP=108; FP=32; Ward=2; SP=50 (scamper)

Att | Dam | Def | Stab: bite=+20 | 14 | 26 | 32

Superb (Level 12)

TN= 5; ST= 9; AG= -3; CR= -1; PC= 4; HT= -3; IN= -6

HP=108; FP=34; Ward=2; SP=55 (scamper)

Att | Dam | Def | Stab: bite=+22 | 14 | 28 | 35

Wondrous (Level 14)

TN= 6; ST= 9; AG= -3; CR= 0; PC= 4; HT= -3; IN= -6

HP=117; FP=34; Ward=3; SP=55 (scamper)

Att | Dam | Def | Stab: bite=+24 | 14 | 31 | 38

Medium Scampering Critter Examples

(Wild Dogs, etc.)

Baseline Attributes

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

Adequate (Level 0)

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

HP=35; FP=26; Ward=1; SP=35 (scamper)

Att | Dam | Def | Stab: bite=+5 | 4 | 16 | 16

Decent (Level 2)

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

HP=38; FP=26; Ward=1; SP=35 (scamper)

Att | Dam | Def | Stab: bite=+8 | 5 | 18 | 18

Fit (Level 4)

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

HP=41; FP=29; Ward=1; SP=40 (scamper)

Att | Dam | Def | Stab: bite=+10 | 5 | 21 | 22

Laudable (Level 6)

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

HP=45; FP=29; Ward=1; SP=40 (scamper)

Att | Dam | Def | Stab: bite=+13 | 5 | 25 | 25

Outstanding (Level 8)

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

HP=49; FP=32; Ward=1; SP=45 (scamper)

Att | Dam | Def | Stab: bite=+16 | 6 | 27 | 28

Remarkable (Level 10)

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

HP=54; FP=32; Ward=1; SP=50 (scamper)

Att | Dam | Def | Stab: bite=+20 | 7 | 30 | 30

Superb (Level 12)

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

HP=54; FP=34; Ward=1; SP=55 (scamper)

Att | Dam | Def | Stab: bite=+22 | 7 | 32 | 33

Wondrous (Level 14)

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

HP=59; FP=34; Ward=2; SP=55 (scamper)

Att | Dam | Def | Stab: bite=+24 | 7 | 35 | 36

Small Scampering Critter Examples

(Badgers, Beavers, Foxes, Raccoons, Skunks, etc.)

Baseline Attributes

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

Adequate (Level 0)

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

HP=17; FP=26; Ward=0; SP=35 (scamper)

Att | Dam | Def | Stab: bite=+5 | 2 | 20 | 14

Decent (Level 2)

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

HP=19; FP=26; Ward=0; SP=35 (scamper)

Att | Dam | Def | Stab: bite=+8 | 2 | 22 | 16

Fit (Level 4)

TN= 0; ST= -5; AG= 7; CR= 2; PC= 2; HT= -3; IN= -6

HP=21; FP=29; Ward=0; SP=40 (scamper)

Att | Dam | Def | Stab: bite=+10 | 2 | 25 | 20

Laudable (Level 6)

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

HP=23; FP=29; Ward=1; SP=40 (scamper)

Att | Dam | Def | Stab: bite=+13 | 2 | 29 | 23

Outstanding (Level 8)

TN= 1; ST= -4; AG= 8; CR= 2; PC= 3; HT= -3; IN= -6

HP=25; FP=32; Ward=1; SP=45 (scamper)

Att | Dam | Def | Stab: bite=+16 | 2 | 31 | 26

Remarkable (Level 10)

TN= 1; ST= -3; AG= 9; CR= 2; PC= 3; HT= -3; IN= -6

HP=27; FP=32; Ward=1; SP=50 (scamper)

Att | Dam | Def | Stab: bite=+20 | 2 | 34 | 28

Superb (Level 12)

TN= 1; ST= -3; AG= 9; CR= 3; PC= 4; HT= -3; IN= -6

HP=27; FP=34; Ward=1; SP=55 (scamper)

Att | Dam | Def | Stab: bite=+22 | 2 | 36 | 31

Wondrous (Level 14)

TN= 2; ST= -3; AG= 9; CR= 4; PC= 4; HT= -3; IN= -6

HP=29; FP=34; Ward=1; SP=55 (scamper)

Att | Dam | Def | Stab: bite=+24 | 2 | 39 | 34

Tiny Scampering Critter Examples

(Hares, Hedgehogs, Rabbits, Squirrels, Weasels, etc.)

Baseline Attributes

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

Adequate (Level 0)

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

HP=9; FP=26; Ward=0; SP=35 (scamper)

Att | Dam | Def | Stab: bite=+5 | 2 | 24 | 12

Decent (Level 2)

TN= -3; ST= -11; AG=13; CR=4; PC=1; HT= -3; IN= -6

HP=10; FP=26; Ward=0; SP=35 (scamper)

Att | Dam | Def | Stab: bite=+8 | 2 | 26 | 14

Fit (Level 4)

TN= -2; ST= -11; AG=13; CR=4; PC=2; HT= -3; IN= -6

HP=10; FP=29; Ward=0; SP=40 (scamper)

Att | Dam | Def | Stab: bite=+10 | 2 | 29 | 18

Laudable (Level 6)

TN= -1; ST= -11; AG=14; CR=4; PC=2; HT= -3; IN= -6

HP=11; FP=29; Ward=0; SP=40 (scamper)

Att | Dam | Def | Stab: bite=+13 | 2 | 33 | 21

Outstanding (Level 8)

TN= -1; ST= -10; AG=14; CR=4; PC=3; HT= -3; IN= -6

HP=12; FP=32; Ward=0; SP=45 (scamper)

Att | Dam | Def | Stab: bite=+16 | 2 | 35 | 24

Remarkable (Level 10)

TN= -1; ST= -9; AG= 15; CR= 4; PC= 3; HT= -3; IN= -6

HP=13; FP=32; Ward=0; SP=50 (scamper)

Att | Dam | Def | Stab: bite=+20 | 2 | 38 | 26

Superb (Level 12)

TN= -1; ST= -9; AG= 15; CR= 5; PC= 4; HT= -3; IN= -6

HP=13; FP=34; Ward=0; SP=55 (scamper)

Att | Dam | Def | Stab: bite=+22 | 2 | 40 | 29

Wondrous (Level 14)

TN= 0; ST= -9; AG= 15; CR= 6; PC= 4; HT= -3; IN= -6

HP=15; FP=34; Ward=0; SP=55 (scamper)

Att | Dam | Def | Stab: bite=+24 | 2 | 43 | 32

Ultratiny Scampering Critters

(Chipmunks, Mice, Moles, etc.)

Baseline Attributes

TN= -5; ST= -18; AG=19; CR=5; PC=1; HT= -3; IN= -6

Adequate (Level 0)

TN= -5; ST= -18; AG=19; CR=5; PC=1; HT= -3; IN= -6

HP=4; FP=26; Ward=0; SP=35 (scamper)

Att | Dam | Def | Stab: bite=+5 | 1 | 28 | 10

Decent (Level 2)

TN= -5; ST= -17; AG=19; CR=6; PC=1; HT= -3; IN= -6

HP=5; FP=26; Ward=0; SP=35 (scamper)

Att | Dam | Def | Stab: bite=+8 | 1 | 30 | 12

Fit (Level 4)

TN= -4; ST= -17; AG=19; CR=6; PC=2; HT= -3; IN= -6

HP=5; FP=29; Ward=0; SP=40 (scamper)

Att | Dam | Def | Stab: bite=+10 | 1 | 33 | 16

Laudable (Level 6)

TN= -3; ST= -17; AG=20; CR=6; PC=2; HT= -3; IN= -6

HP=6; FP=29; Ward=0; SP=40 (scamper)

Att | Dam | Def | Stab: bite=+13 | 1 | 37 | 19

Outstanding (Level 8)

TN= -3; ST= -16; AG=20; CR=6; PC=3; HT= -3; IN= -6

HP=6; FP=32; Ward=0; SP=45 (scamper)

Att | Dam | Def | Stab: bite=+16 | 1 | 39 | 22

Remarkable (Level 10)

TN= -3; ST= -15; AG=21; CR=6; PC=3; HT= -3; IN= -6

HP=7; FP=32; Ward=0; SP=50 (scamper)

Att | Dam | Def | Stab: bite=+20 | 1 | 42 | 24

Superb (Level 12)

TN= -3; ST= -15; AG=21; CR=7; PC=4; HT= -3; IN= -6

HP=7; FP=34; Ward=0; SP=55 (scamper)

Att | Dam | Def | Stab: bite=+22 | 1 | 44 | 27

Wondrous (Level 14)

TN= -2; ST= -15; AG=21; CR=8; PC=4; HT= -3; IN= -6

HP=7; FP=34; Ward=0; SP=55 (scamper)

Att | Dam | Def | Stab: bite=+24 | 1 | 47 | 30

Wee Scampering Critter Examples**Baseline Attributes**

TN= -7; ST= -24; AG=25; CR=7; PC=1; HT= -3; IN= -6

Adequate (Level 0)

TN= -7; ST= -24; AG=25; CR=7; PC=1; HT= -3; IN= -6

HP=2; FP=26; Ward=0; SP=35 (scamper)

Att | Dam | Def | Stab: bite=+5 | 1 | 32 | 8

Decent (Level 2)

TN= -7; ST= -23; AG=25; CR=8; PC=1; HT= -3; IN= -6

HP=2; FP=26; Ward=0; SP=35 (scamper)

Att | Dam | Def | Stab: bite=+8 | 1 | 34 | 10

Fit (Level 4)

TN= -6; ST= -23; AG=25; CR=8; PC=2; HT= -3; IN= -6

HP=3; FP=29; Ward=0; SP=40 (scamper)

Att | Dam | Def | Stab: bite=+10 | 1 | 37 | 14

Laudable (Level 6)

TN= -5; ST= -23; AG=26; CR=8; PC=2; HT= -3; IN= -6

HP=3; FP=29; Ward=0; SP=40 (scamper)

Att | Dam | Def | Stab: bite=+13 | 1 | 41 | 17

Outstanding (Level 8)

TN= -5; ST= -22; AG=26; CR=8; PC=3; HT= -3; IN= -6

HP=3; FP=32; Ward=0; SP=45 (scamper)

Att | Dam | Def | Stab: bite=+16 | 1 | 43 | 20

Remarkable (Level 10)

TN= -5; ST= -21; AG=27; CR=8; PC=3; HT= -3; IN= -6

HP=3; FP=32; Ward=0; SP=50 (scamper)

Att | Dam | Def | Stab: bite=+20 | 1 | 46 | 22

Superb (Level 12)

TN= -5; ST= -21; AG=27; CR=9; PC=4; HT= -3; IN= -6

HP=3; FP=34; Ward=0; SP=55 (scamper)

Att | Dam | Def | Stab: bite=+22 | 1 | 48 | 25

Wondrous (Level 14)

TN= -4; ST= -21; AG=27; CR=10; PC=4; HT= -3; IN= -6

HP=4; FP=34; Ward=0; SP=55 (scamper)

Att | Dam | Def | Stab: bite=+24 | 1 | 51 | 28

Critter, Skittering

This description is a catch-all for all the various innocuous insects creatures omitted by the other descriptions. Here fall vermin such as beetles, roaches, mantids (e.g. praying mantis), and other bugs with exoskeletons.

Habitat: Wherever the Overlord deems appropriate.

Fun Facts: Skittering Critters can generally climb rough walls. Other than that, they can have whatever abilities the Overlord needs. Cockroaches can squeeze through narrow openings. Mantis can jump and strike from a decent distance. Termites can burrow through wood. If you're wanting a fiery breath weapon or magical levitation abilities, you should probably look elsewhere.

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

Attack Modes: Mandibles (or, whatever is appropriate)

Keywords: blooded, bug, exoskeleton, living

Traits: Afraid of Fire *Danger Tier:* 0

Vision: Motion Sensitivity *Origin:* Universal

Wealth Type: Incidental *Cunning:* Instinctive

Move Modes: Skitter / Cling

Large Skittering Critter Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=91; FP=29; Ward=3; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+2 | 14 | 12 | 19

Decent (Level 2)

TN= 7; ST= 7; AG= -8; CR= -2; PC= -1; HT= 0; IN= -8

HP=108; FP=29; Ward=3; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+5 | 15 | 15 | 22

Fit (Level 4)

TN= 8; ST= 7; AG= -7; CR= -2; PC= -1; HT= 0; IN= -8

HP=117; FP=29; Ward=4; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+8 | 15 | 19 | 25

Laudable (Level 6)

TN= 9; ST= 8; AG= -7; CR= -2; PC= -1; HT= 0; IN= -8

HP=140; FP=29; Ward=5; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+11 | 16 | 22 | 28

Outstanding (Level 8)

TN= 9; ST= 8; AG= -6; CR= -2; PC= 0; HT= 0; IN= -8

HP=140; FP=32; Ward=5; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+14 | 16 | 25 | 31

Remarkable (Level 10)

TN= 9; ST= 9; AG= -6; CR= -2; PC= 0; HT= 0; IN= -8

HP=152; FP=32; Ward=5; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+17 | 17 | 27 | 33

Superb (Level 12)

TN= 10; ST= 9; AG= -6; CR= -2; PC= 0; HT= 1; IN= -8

HP=166; FP=34; Ward=6; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+19 | 17 | 30 | 36

Wondrous (Level 14)

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

HP=181; FP=34; Ward=6; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: mandibles=+22 | 18 | 32 | 38

Medium Skittering Critter Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=45; FP=29; Ward=2; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+2 | 5 | 16 | 17

Decent (Level 2)

TN= 5; ST= 1; AG= -2; CR= 0; PC= -1; HT= 0; IN= -8

HP=54; FP=29; Ward=2; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+5 | 6 | 19 | 20

Fit (Level 4)

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

HP=59; FP=29; Ward=3; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+8 | 6 | 23 | 23

Laudable (Level 6)

TN= 7; ST= 2; AG= -1; CR= 0; PC= -1; HT= 0; IN= -8

HP=70; FP=29; Ward=3; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+11 | 7 | 26 | 26

Outstanding (Level 8)

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

HP=70; FP=32; Ward=3; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+14 | 7 | 29 | 29

Remarkable (Level 10)

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

HP=76; FP=32; Ward=3; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+17 | 8 | 31 | 31

Superb (Level 12)

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

HP=83; FP=34; Ward=4; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+19 | 8 | 34 | 34

Wondrous (Level 14)

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

HP=91; FP=34; Ward=4; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: mandibles=+22 | 9 | 36 | 36

Small Skittering Critter Examples**Baseline Attributes**

TN= 2; ST= -6; AG= 4; CR= 2; PC= -1; HT= 0; IN= -8

Adequate (Level 0)

TN= 2; ST= -6; AG= 4; CR= 2; PC= -1; HT= 0; IN= -8

HP=23; FP=29; Ward=1; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+2 | 3 | 20 | 15

Decent (Level 2)

TN= 3; ST= -5; AG= 4; CR= 2; PC= -1; HT= 0; IN= -8

HP=27; FP=29; Ward=1; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+5 | 3 | 23 | 18

Fit (Level 4)

TN= 4; ST= -5; AG= 5; CR= 2; PC= -1; HT= 0; IN= -8

HP=29; FP=29; Ward=2; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+8 | 3 | 27 | 21

Laudable (Level 6)

TN= 5; ST= -4; AG= 5; CR= 2; PC= -1; HT= 0; IN= -8

HP=35; FP=29; Ward=2; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+11 | 3 | 30 | 24

Outstanding (Level 8)

TN= 5; ST= -4; AG= 6; CR= 2; PC= 0; HT= 0; IN= -8

HP=35; FP=32; Ward=2; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+14 | 3 | 33 | 27

Remarkable (Level 10)

TN= 5; ST= -3; AG= 6; CR= 2; PC= 0; HT= 0; IN= -8

HP=38; FP=32; Ward=2; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+17 | 3 | 35 | 29

Superb (Level 12)

TN= 6; ST= -3; AG= 6; CR= 2; PC= 0; HT= 1; IN= -8

HP=41; FP=34; Ward=3; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+19 | 3 | 38 | 32

Wondrous (Level 14)

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

HP=45; FP=34; Ward=3; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: mandibles=+22 | 3 | 40 | 34

Tiny Skittering Critter Examples

Baseline Attributes

TN= 0; ST= -12; AG= 10; CR= 4; PC= -1; HT= 0; IN= -8

Adequate (Level 0)

TN= 0; ST= -12; AG= 10; CR= 4; PC= -1; HT= 0; IN= -8

HP=11; FP=29; Ward=0; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+2 | 2 | 24 | 13

Decent (Level 2)

TN= 1; ST= -11; AG= 10; CR= 4; PC= -1; HT= 0; IN= -8

HP=13; FP=29; Ward=1; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+5 | 2 | 27 | 16

Fit (Level 4)

TN= 2; ST= -11; AG= 11; CR= 4; PC= -1; HT= 0; IN= -8

HP=15; FP=29; Ward=1; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+8 | 2 | 31 | 19

Laudable (Level 6)

TN= 3; ST= -10; AG= 11; CR= 4; PC= -1; HT= 0; IN= -8

HP=17; FP=29; Ward=1; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+11 | 2 | 34 | 22

Outstanding (Level 8)

TN= 3; ST= -10; AG= 12; CR= 4; PC= 0; HT= 0; IN= -8

HP=17; FP=32; Ward=1; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+14 | 2 | 37 | 25

Remarkable (Level 10)

TN= 3; ST= -9; AG= 12; CR= 4; PC= 0; HT= 0; IN= -8

HP=19; FP=32; Ward=1; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+17 | 2 | 39 | 27

Superb (Level 12)

TN= 4; ST= -9; AG= 12; CR= 4; PC= 0; HT= 1; IN= -8

HP=21; FP=34; Ward=2; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+19 | 2 | 42 | 30

Wondrous (Level 14)

TN= 4; ST= -8; AG= 12; CR= 4; PC= 0; HT= 1; IN= -8

HP=23; FP=34; Ward=2; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: mandibles=+22 | 2 | 44 | 32

Ultratiny Skittering Critter Examples

Baseline Attributes

TN= -2; ST= -18; AG=16; CR=6; PC= -1; HT=0; IN= -8

Adequate (Level 0)

TN= -2; ST= -18; AG=16; CR=6; PC= -1; HT=0; IN= -8

HP=6; FP=29; Ward=0; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+2 | 1 | 28 | 11

Decent (Level 2)

TN= -1; ST= -17; AG=16; CR=6; PC= -1; HT=0; IN= -8

HP=7; FP=29; Ward=0; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+5 | 1 | 31 | 14

Fit (Level 4)

TN= 0; ST= -17; AG= 17; CR= 6; PC= -1; HT= 0; IN= -8

HP=7; FP=29; Ward=0; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+8 | 1 | 35 | 17

Laudable (Level 6)

TN= 1; ST= -16; AG= 17; CR= 6; PC= -1; HT= 0; IN= -8

HP=9; FP=29; Ward=1; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+11 | 1 | 38 | 20

Outstanding (Level 8)

TN= 1; ST= -16; AG= 18; CR= 6; PC= 0; HT= 0; IN= -8

HP=9; FP=32; Ward=1; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+14 | 1 | 41 | 23

Remarkable (Level 10)

TN= 1; ST= -15; AG= 18; CR= 6; PC= 0; HT= 0; IN= -8

HP=10; FP=32; Ward=1; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+17 | 1 | 43 | 25

Superb (Level 12)

TN= 2; ST= -15; AG= 18; CR= 6; PC= 0; HT= 1; IN= -8

HP=10; FP=34; Ward=1; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+19 | 1 | 46 | 28

Wondrous (Level 14)

TN= 2; ST= -14; AG= 18; CR= 6; PC= 0; HT= 1; IN= -8

HP=11; FP=34; Ward=1; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: mandibles=+22 | 1 | 48 | 30

Wee Skittering Critter Examples

Baseline Attributes

TN= -4; ST= -24; AG=22; CR=8; PC= -1; HT=0; IN= -8

Adequate (Level 0)

TN= -4; ST= -24; AG=22; CR=8; PC= -1; HT=0; IN= -8

HP=3; FP=29; Ward=0; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+2 | 1 | 32 | 9

Decent (Level 2)

TN= -3; ST= -23; AG=22; CR=8; PC= -1; HT=0; IN= -8

HP=3; FP=29; Ward=0; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+5 | 1 | 35 | 12

Fit (Level 4)

TN= -2; ST= -23; AG=23; CR=8; PC= -1; HT=0; IN= -8

HP=4; FP=29; Ward=0; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+8 | 1 | 39 | 15

Laudable (Level 6)

TN= -1; ST= -22; AG=23; CR=8; PC= -1; HT=0; IN= -8

HP=4; FP=29; Ward=0; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+11 | 1 | 42 | 18

Outstanding (Level 8)

TN= -1; ST= -22; AG= 24; CR= 8; PC= 0; HT= 0; IN= -8

HP=4; FP=32; Ward=0; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+14 | 1 | 45 | 21

Remarkable (Level 10)

TN= -1; ST= -21; AG= 24; CR= 8; PC= 0; HT= 0; IN= -8

HP=5; FP=32; Ward=0; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+17 | 1 | 47 | 23

Superb (Level 12)

TN= 0; ST= -21; AG= 24; CR= 8; PC= 0; HT= 1; IN= -8

HP=5; FP=34; Ward=0; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+19 | 1 | 50 | 26

Wondrous (Level 14)

TN= 0; ST= -20; AG= 24; CR= 8; PC= 0; HT= 1; IN= -8

HP=6; FP=34; Ward=0; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: mandibles=+22 | 1 | 52 | 28

Critter, Slithering

This description is a catch-all for all the various snakes and snake-like creatures omitted by the other descriptions. Here fall vermin such as legless amphibians, legless lizards, nagas, giant snakes, and worms that you envision as having a faster rate of speed than what the Squirming Critter description provides.

Habitat: Wherever the Overlord deems appropriate.

Fun Facts: Slithering Critters can generally climb trees and other structures they can wrap their bodies around. Other than that, they can have whatever abilities the Overlord needs.

Slithering Creatures commonly have either a poisonous bite or are capable of constricting their prey, but rarely do they have both attack modes. If they do have a poisonous bite, their poison is most commonly a Typical Toxin. (If they deliver a poison any more potent than this, limit it to 3 uses per day.)

If they constrict, treat it as a Constriction Attack (as described in the Special Attack Modes section of The Rules Reference).

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

Attack Modes: Poisonous Bite or Constriction

Keywords: blooded, bug, exoskeleton, living

Traits: Afraid of Fire

Origin: Universal.

Wealth Type: Incidental

Cunning: Instinctive

Move Modes: Slither / Undulate

Danger Tier: +1

Vision: Day Vision, Heat Sense

Large Slithering Critter Examples

Baseline Attributes

TN= 4; ST= 7; AG= -8; CR= 0; PC= 0; HT= -2; IN= -8

Adequate (Level 0)

TN= 4; ST= 7; AG= -8; CR= 0; PC= 0; HT= -2; IN= -8
 HP=83; FP=26; Ward=2; SP=30 (slither) / 30 (undulate)
 Att | Dam | Def | Stab: bite=+3 | 11 +poison | 10 | 18; or
 constriction=+3 | 4 (dam) + 5 (setback) | 10 | 18

Decent (Level 2)

TN= 4; ST= 7; AG= -7; CR= 1; PC= 0; HT= -2; IN= -8
 HP=83; FP=26; Ward=2; SP=30 (slither) / 30 (undulate)
 Att | Dam | Def | Stab: bite=+6 | 11 +poison | 13 | 20; or
 constriction=+6 | 4 (dam) + 6 (setback) | 13 | 20

Fit (Level 4)

TN= 5; ST= 7; AG= -7; CR= 2; PC= 0; HT= -2; IN= -8
 HP=91; FP=26; Ward=2; SP=30 (slither) / 30 (undulate)
 Att | Dam | Def | Stab: bite=+8 | 11 +poison | 16 | 23; or
 constriction=+8 | 4 (dam) + 7 (setback) | 16 | 23

Laudable (Level 6)

TN= 5; ST= 8; AG= -6; CR= 2; PC= 0; HT= -2; IN= -8
 HP=99; FP=26; Ward=2; SP=35 (slither) / 35 (undulate)
 Att | Dam | Def | Stab: bite=+12 | 12 +poison | 19 | 25; or
 constriction=+12 | 4 (dam) + 7 (setback) | 19 | 25

Outstanding (Level 8)

TN= 5; ST= 8; AG= -5; CR= 2; PC= 1; HT= -2; IN= -8
 HP=99; FP=29; Ward=2; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+15 | 12 +poison | 22 | 28; or
 constriction=+15 | 4 (dam) + 7 (setback) | 22 | 28

Remarkable (Level 10)

TN= 6; ST= 8; AG= -5; CR= 2; PC= 2; HT= -2; IN= -8
 HP=108; FP=32; Ward=3; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+17 | 12 +poison | 25 | 32; or
 constriction=+17 | 4 (dam) + 7 (setback) | 25 | 32

Superb (Level 12)

TN= 6; ST= 8; AG= -5; CR= 3; PC= 3; HT= -2; IN= -8
 HP=108; FP=34; Ward=3; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+19 | 12 +poison | 27 | 35; or
 constriction=+19 | 4 (dam) + 8 (setback) | 27 | 35

Wondrous (Level 14)

TN= 7; ST= 9; AG= -5; CR= 3; PC= 3; HT= -2; IN= -8
 HP=128; FP=34; Ward=3; SP=45 (slither) / 45 (undulate)
 Att | Dam | Def | Stab: bite=+22 | 13 +poison | 30 | 38; or
 constriction=+22 | 4 (dam) + 8 (setback) | 30 | 38

Medium Slithering Critter Examples

Baseline Attributes

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

Adequate (Level 0)

TN= 2; ST= 1; AG= -2; CR= 2; PC= 0; HT= -2; IN= -8
 HP=41; FP=26; Ward=1; SP=30 (slither) / 30 (undulate)
 Att | Dam | Def | Stab: bite=+3 | 4 +poison | 14 | 16; or
 constriction=+3 | 3 (dam) + 6 (setback) | 14 | 16

Decent (Level 2)

TN= 2; ST= 1; AG= -1; CR= 3; PC= 0; HT= -2; IN= -8
 HP=41; FP=26; Ward=1; SP=30 (slither) / 30 (undulate)
 Att | Dam | Def | Stab: bite=+6 | 4 +poison | 17 | 18; or
 constriction=+6 | 3 (dam) + 7 (setback) | 17 | 18

Fit (Level 4)

TN= 3; ST= 1; AG= -1; CR= 4; PC= 0; HT= -2; IN= -8
 HP=45; FP=26; Ward=1; SP=30 (slither) / 30 (undulate)
 Att | Dam | Def | Stab: bite=+8 | 4 +poison | 20 | 21; or
 constriction=+8 | 3 (dam) + 8 (setback) | 20 | 21

Laudable (Level 6)

TN= 3; ST= 2; AG= 0; CR= 4; PC= 0; HT= -2; IN= -8
 HP=49; FP=26; Ward=1; SP=35 (slither) / 35 (undulate)
 Att | Dam | Def | Stab: bite=+12 | 5 +poison | 23 | 23; or
 constriction=+12 | 3 (dam) + 8 (setback) | 23 | 23

Outstanding (Level 8)

TN= 3; ST= 2; AG= 1; CR= 4; PC= 1; HT= -2; IN= -8
 HP=49; FP=29; Ward=1; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+15 | 5 +poison | 26 | 26; or
 constriction=+15 | 3 (dam) + 8 (setback) | 26 | 26

Remarkable (Level 10)

TN= 4; ST= 2; AG= 1; CR= 4; PC= 2; HT= -2; IN= -8
 HP=54; FP=32; Ward=2; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+17 | 5 +poison | 29 | 30; or
 constriction=+17 | 3 (dam) + 8 (setback) | 29 | 30

Superb (Level 12)

TN= 4; ST= 2; AG= 1; CR= 5; PC= 3; HT= -2; IN= -8
 HP=54; FP=34; Ward=2; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+19 | 5 +poison | 31 | 33; or
 constriction=+19 | 3 (dam) + 9 (setback) | 31 | 33

Wondrous (Level 14)

TN= 5; ST= 3; AG= 1; CR= 5; PC= 3; HT= -2; IN= -8
 HP=64; FP=34; Ward=2; SP=45 (slither) / 45 (undulate)
 Att | Dam | Def | Stab: bite=+22 | 6 +poison | 34 | 36; or
 constriction=+22 | 3 (dam) + 9 (setback) | 34 | 36

Small Slithering Critter Examples**Baseline Attributes**

TN= 0; ST= -5; AG= 4; CR= 4; PC= 0; HT= -2; IN= -8

Adequate (Level 0)

TN= 0; ST= -5; AG= 4; CR= 4; PC= 0; HT= -2; IN= -8
 HP=21; FP=26; Ward=0; SP=30 (slither) / 30 (undulate)
 Att | Dam | Def | Stab: bite=+3 | 1 +poison | 18 | 14; or
 constriction=+3 | 2 (dam) + 7 (setback) | 18 | 14

Decent (Level 2)

TN= 0; ST= -5; AG= 5; CR= 5; PC= 0; HT= -2; IN= -8
 HP=21; FP=26; Ward=0; SP=30 (slither) / 30 (undulate)
 Att | Dam | Def | Stab: bite=+6 | 1 +poison | 21 | 16; or
 constriction=+6 | 2 (dam) + 8 (setback) | 21 | 16

Fit (Level 4)

TN= 1; ST= -5; AG= 5; CR= 6; PC= 0; HT= -2; IN= -8
 HP=23; FP=26; Ward=1; SP=30 (slither) / 30 (undulate)
 Att | Dam | Def | Stab: bite=+8 | 1 +poison | 24 | 19; or
 constriction=+8 | 2 (dam) + 9 (setback) | 24 | 19

Laudable (Level 6)

TN= 1; ST= -4; AG= 6; CR= 6; PC= 0; HT= -2; IN= -8
 HP=25; FP=26; Ward=1; SP=35 (slither) / 35 (undulate)
 Att | Dam | Def | Stab: bite=+12 | 1 +poison | 27 | 21; or
 constriction=+12 | 2 (dam) + 9 (setback) | 27 | 21

Outstanding (Level 8)

TN= 1; ST= -4; AG= 7; CR= 6; PC= 1; HT= -2; IN= -8
 HP=25; FP=29; Ward=1; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+15 | 1 +poison | 30 | 24; or
 constriction=+15 | 2 (dam) + 9 (setback) | 30 | 24

Remarkable (Level 10)

TN= 2; ST= -4; AG= 7; CR= 6; PC= 2; HT= -2; IN= -8
 HP=27; FP=32; Ward=1; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+17 | 1 +poison | 33 | 28; or
 constriction=+17 | 2 (dam) + 9 (setback) | 33 | 28

Superb (Level 12)

TN= 2; ST= -4; AG= 7; CR= 7; PC= 3; HT= -2; IN= -8
 HP=27; FP=34; Ward=1; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+19 | 1 +poison | 35 | 31; or
 constriction=+19 | 2 (dam) + 10 (setback) | 35 | 31

Wondrous (Level 14)

TN= 3; ST= -3; AG= 7; CR= 7; PC= 3; HT= -2; IN= -8
 HP=32; FP=34; Ward=1; SP=45 (slither) / 45 (undulate)
 Att | Dam | Def | Stab: bite=+22 | 1 +poison | 38 | 34; or
 constriction=+22 | 2 (dam) + 10 (setback) | 38 | 34

Tiny Slithering Critter Examples**Baseline Attributes**

TN= -2; ST= -11; AG=10; CR=6; PC=0; HT= -2; IN= -8

Adequate (Level 0)

TN= -2; ST= -11; AG=10; CR=6; PC=0; HT= -2; IN= -8
 HP=10; FP=26; Ward=0; SP=30 (slither) / 30 (undulate)
 Att | Dam | Def | Stab: bite=+3 | 1 +poison | 22 | 12; or
 constriction=+3 | 1 (dam) + 8 (setback) | 22 | 12

Decent (Level 2)

TN= -2; ST= -11; AG=11; CR=7; PC=0; HT= -2; IN= -8
 HP=10; FP=26; Ward=0; SP=30 (slither) / 30 (undulate)
 Att | Dam | Def | Stab: bite=+6 | 1 +poison | 25 | 14; or
 constriction=+6 | 1 (dam) + 9 (setback) | 25 | 14

Fit (Level 4)

TN= -1; ST= -11; AG=11; CR=8; PC=0; HT= -2; IN= -8
 HP=11; FP=26; Ward=0; SP=30 (slither) / 30 (undulate)
 Att | Dam | Def | Stab: bite=+8 | 1 +poison | 28 | 17; or
 constriction=+8 | 1 (dam) + 10 (setback) | 28 | 17

Laudable (Level 6)

TN= -1; ST= -10; AG=12; CR=8; PC=0; HT= -2; IN= -8
 HP=12; FP=26; Ward=0; SP=35 (slither) / 35 (undulate)
 Att | Dam | Def | Stab: bite=+12 | 1 +poison | 31 | 19; or
 constriction=+12 | 1 (dam) + 10 (setback) | 31 | 19

Outstanding (Level 8)

TN= -1; ST= -10; AG=13; CR=8; PC=1; HT= -2; IN= -8
 HP=12; FP=29; Ward=0; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+15 | 1 +poison | 34 | 22; or
 constriction=+15 | 1 (dam) + 10 (setback) | 34 | 22

Remarkable (Level 10)

TN= 0; ST= -10; AG= 13; CR= 8; PC= 2; HT= -2; IN= -8
 HP=13; FP=32; Ward=0; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+17 | 1 +poison | 37 | 26; or
 constriction=+17 | 1 (dam) + 10 (setback) | 37 | 26

Superb (Level 12)

TN= 0; ST= -10; AG= 13; CR= 9; PC= 3; HT= -2; IN= -8
 HP=13; FP=34; Ward=0; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+19 | 1 +poison | 39 | 29; or
 constriction=+19 | 1 (dam) + 11 (setback) | 39 | 29

Wondrous (Level 14)

TN= 1; ST= -9; AG= 13; CR= 9; PC= 3; HT= -2; IN= -8
 HP=16; FP=34; Ward=1; SP=45 (slither) / 45 (undulate)
 Att | Dam | Def | Stab: bite=+22 | 1 +poison | 42 | 32; or
 constriction=+22 | 1 (dam) + 11 (setback) | 42 | 32

Ultratiny Slithering Critter Examples

Baseline Attributes

TN= -4; ST= -17; AG=16; CR=8; PC=0; HT= -2; IN= -8

Adequate (Level 0)

TN= -4; ST= -17; AG=16; CR=8; PC=0; HT= -2; IN= -8

HP=5; FP=26; Ward=0; SP=30 (slither) / 30 (undulate)

Att | Dam | Def | Stab: bite=+3 | 1 +poison | 26 | 10; or
constriction=+3 | 1 (dam) + 9 (setback) | 26 | 10

Decent (Level 2)

TN= -4; ST= -17; AG=17; CR=9; PC=0; HT= -2; IN= -8

HP=5; FP=26; Ward=0; SP=30 (slither) / 30 (undulate)

Att | Dam | Def | Stab: bite=+6 | 1 +poison | 29 | 12; or
constriction=+6 | 1 (dam) + 10 (setback) | 29 | 12

Fit (Level 4)

TN= -3; ST= -17; AG=17; CR=10; PC=0; HT= -2; IN= -8

HP=6; FP=26; Ward=0; SP=30 (slither) / 30 (undulate)

Att | Dam | Def | Stab: bite=+8 | 1 +poison | 32 | 15; or
constriction=+8 | 1 (dam) + 11 (setback) | 32 | 15

Laudable (Level 6)

TN= -3; ST= -16; AG=18; CR=10; PC=0; HT= -2; IN= -8

HP=6; FP=26; Ward=0; SP=35 (slither) / 35 (undulate)

Att | Dam | Def | Stab: bite=+12 | 1 +poison | 35 | 17; or
constriction=+12 | 1 (dam) + 11 (setback) | 35 | 17

Outstanding (Level 8)

TN= -3; ST= -16; AG=19; CR=10; PC=1; HT= -2; IN= -8

HP=6; FP=29; Ward=0; SP=40 (slither) / 40 (undulate)

Att | Dam | Def | Stab: bite=+15 | 1 +poison | 38 | 20; or
constriction=+15 | 1 (dam) + 11 (setback) | 38 | 20

Remarkable (Level 10)

TN= -2; ST= -16; AG=19; CR=10; PC=2; HT= -2; IN= -8

HP=7; FP=32; Ward=0; SP=40 (slither) / 40 (undulate)

Att | Dam | Def | Stab: bite=+17 | 1 +poison | 41 | 24; or
constriction=+17 | 1 (dam) + 11 (setback) | 41 | 24

Superb (Level 12)

TN= -2; ST= -16; AG=19; CR=11; PC=3; HT= -2; IN= -8

HP=7; FP=34; Ward=0; SP=40 (slither) / 40 (undulate)

Att | Dam | Def | Stab: bite=+19 | 1 +poison | 43 | 27; or
constriction=+19 | 1 (dam) + 12 (setback) | 43 | 27

Wondrous (Level 14)

TN= -1; ST= -15; AG=19; CR=11; PC=3; HT= -2; IN= -8

HP=8; FP=34; Ward=0; SP=45 (slither) / 45 (undulate)

Att | Dam | Def | Stab: bite=+22 | 1 +poison | 46 | 30; or
constriction=+22 | 1 (dam) + 12 (setback) | 46 | 30

Critter, Squirming

This description is a catch-all for all the various innocuous worms, maggots, and larvae omitted by the other descriptions. Here fall vermin such as grubs, caterpillars, earthworms, and other soft-bodied wrigglers.

Habitat: These creatures are often found in dark, damp spaces. But, they can appear wherever the Overlord deems appropriate.

Fun Facts: Squirming Critters can have whatever abilities the Overlord needs. Earthworms can burrow through dirt. Caterpillars can climb rough surfaces. Maggots can burrow through rotting flesh, etc. If you're searching for a magical shape-changing abilities, you should probably look elsewhere.

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

Attack Modes: Omnivorous Bite (or, whatever is appropriate)

Keywords: blooded, bug, living, worm

Traits: Afraid of Fire

Move Modes: Squirm

Vision: Motion Sensitivity

Origin: Universal

Wealth Type: Incidental

Cunning: Instinctive

Danger Tier: -2

Large Squirming Critter Examples**Baseline Attributes**

TN=0;ST=6;AG= -11;CR= -4;PC= -2;HT= -2;IN= -8

Adequate (Level 0)

TN=0;ST=6;AG= -11;CR= -4;PC= -2;HT= -2;IN= -8

HP=54; FP=22; Ward=0; SP=10 (squirm)

Att | Dam | Def | Stab: bite=-1 | 11 | 3 | 12

Decent (Level 2)

TN=1;ST=7;AG= -11;CR= -4;PC= -2;HT= -2;IN= -8

HP=64; FP=22; Ward=1; SP=10 (squirm)

Att | Dam | Def | Stab: bite=+2 | 12 | 6 | 15

Fit (Level 4)

TN=2;ST=7;AG= -10;CR= -4;PC= -2;HT= -2;IN= -8

HP=70; FP=22; Ward=1; SP=10 (squirm)

Att | Dam | Def | Stab: bite=+5 | 12 | 10 | 18

Laudable (Level 6)

TN=3;ST=8;AG= -10;CR= -4;PC= -2;HT= -2;IN= -8

HP=83; FP=22; Ward=1; SP=15 (squirm)

Att | Dam | Def | Stab: bite=+8 | 13 | 13 | 21

Outstanding (Level 8)

TN= 3; ST= 8; AG= -9; CR= -4; PC= -1; HT= -2; IN= -8

HP=83; FP=24; Ward=1; SP=15 (squirm)

Att | Dam | Def | Stab: bite=+11 | 13 | 16 | 24

Remarkable (Level 10)

TN= 3; ST= 9; AG= -9; CR= -4; PC= -1; HT= -2; IN= -8

HP=91; FP=24; Ward=1; SP=20 (squirm)

Att | Dam | Def | Stab: bite=+14 | 14 | 18 | 26

Superb (Level 12)

TN= 4; ST= 9; AG= -9; CR= -4; PC= -1; HT= -1; IN= -8

HP=99; FP=26; Ward=2; SP=20 (squirm)

Att | Dam | Def | Stab: bite=+16 | 14 | 21 | 29

Wondrous (Level 14)

TN=4;ST=10;AG= -9;CR= -4;PC= -1;HT= -1;IN= -8

HP=108; FP=26; Ward=2; SP=20 (squirm)

Att | Dam | Def | Stab: bite=+19 | 15 | 23 | 31

Medium Squirming Critter Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=27; FP=22; Ward=0; SP=10 (squirm)

Att | Dam | Def | Stab: bite=-1 | 4 | 7 | 10

Decent (Level 2)

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

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

Att | Dam | Def | Stab: bite=+2 | 5 | 10 | 13

Fit (Level 4)

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

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

Att | Dam | Def | Stab: bite=+5 | 5 | 14 | 16

Laudable (Level 6)

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

HP=41; FP=22; Ward=1; SP=15 (squirm)

Att | Dam | Def | Stab: bite=+8 | 6 | 17 | 19

Outstanding (Level 8)

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

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

Att | Dam | Def | Stab: bite=+11 | 6 | 20 | 22

Remarkable (Level 10)

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

HP=45; FP=24; Ward=1; SP=20 (squirm)

Att | Dam | Def | Stab: bite=+14 | 7 | 22 | 24

Superb (Level 12)

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

HP=49; FP=26; Ward=1; SP=20 (squirm)

Att | Dam | Def | Stab: bite=+16 | 7 | 25 | 27

Wondrous (Level 14)

TN= 2; ST= 4; AG= -3; CR= -2; PC= -1; HT= -1; IN= -8

HP=54; FP=26; Ward=1; SP=20 (squirm)

Att | Dam | Def | Stab: bite=+19 | 8 | 27 | 29

Small Squirming Critter Examples

Baseline Attributes

TN= -4; ST= -6; AG= 1; CR= 0; PC= -2; HT= -2; IN= -8

Adequate (Level 0)

TN= -4; ST= -6; AG= 1; CR= 0; PC= -2; HT= -2; IN= -8

HP=13; FP=22; Ward=0; SP=10 (squirm)

Att | Dam | Def | Stab: bite=-1 | 2 | 11 | 8

Decent (Level 2)

TN= -3; ST= -5; AG= 1; CR= 0; PC= -2; HT= -2; IN= -8

HP=16; FP=22; Ward=0; SP=10 (squirm)

Att | Dam | Def | Stab: bite=+2 | 2 | 14 | 11

Fit (Level 4)

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

HP=17; FP=22; Ward=0; SP=10 (squirm)

Att | Dam | Def | Stab: bite=+5 | 2 | 18 | 14

Laudable (Level 6)

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

HP=21; FP=22; Ward=0; SP=15 (squirm)

Att | Dam | Def | Stab: bite=+8 | 2 | 21 | 17

Outstanding (Level 8)

TN= -1; ST= -4; AG= 3; CR= 0; PC= -1; HT= -2; IN= -8

HP=21; FP=24; Ward=0; SP=15 (squirm)

Att | Dam | Def | Stab: bite=+11 | 2 | 24 | 20

Remarkable (Level 10)

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

HP=23; FP=24; Ward=0; SP=20 (squirm)

Att | Dam | Def | Stab: bite=+14 | 2 | 26 | 22

Superb (Level 12)

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

HP=25; FP=26; Ward=0; SP=20 (squirm)

Att | Dam | Def | Stab: bite=+16 | 2 | 29 | 25

Wondrous (Level 14)

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

HP=27; FP=26; Ward=0; SP=20 (squirm)

Att | Dam | Def | Stab: bite=+19 | 2 | 31 | 27

Tiny Squirming Critter Examples

Baseline Attributes

TN= -6;ST= -12;AG=7;CR=2;PC= -2;HT= -2;IN= -8

Adequate (Level 0)

TN= -6;ST= -12;AG=7;CR=2;PC= -2;HT= -2;IN= -8

HP=7; FP=22; Ward=0; SP=10 (squirm)

Att | Dam | Def | Stab: bite=-1 | 2 | 15 | 6

Decent (Level 2)

TN= -5;ST= -11;AG=7;CR=2;PC= -2;HT= -2;IN= -8

HP=8; FP=22; Ward=0; SP=10 (squirm)

Att | Dam | Def | Stab: bite=+2 | 2 | 18 | 9

Fit (Level 4)

TN= -4;ST= -11;AG=8;CR=2;PC= -2;HT= -2;IN= -8

HP=9; FP=22; Ward=0; SP=10 (squirm)

Att | Dam | Def | Stab: bite=+5 | 2 | 22 | 12

Laudable (Level 6)

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

HP=10; FP=22; Ward=0; SP=15 (squirm)

Att | Dam | Def | Stab: bite=+8 | 2 | 25 | 15

Outstanding (Level 8)

TN= -3;ST= -10;AG=9;CR=2;PC= -1;HT= -2;IN= -8

HP=10; FP=24; Ward=0; SP=15 (squirm)

Att | Dam | Def | Stab: bite=+11 | 2 | 28 | 18

Remarkable (Level 10)

TN= -3; ST= -9; AG= 9; CR= 2; PC= -1; HT= -2; IN= -8

HP=11; FP=24; Ward=0; SP=20 (squirm)

Att | Dam | Def | Stab: bite=+14 | 2 | 30 | 20

Superb (Level 12)

TN= -2; ST= -9; AG= 9; CR= 2; PC= -1; HT= -1; IN= -8

HP=12; FP=26; Ward=0; SP=20 (squirm)

Att | Dam | Def | Stab: bite=+16 | 2 | 33 | 23

Wondrous (Level 14)

TN= -2; ST= -8; AG= 9; CR= 2; PC= -1; HT= -1; IN= -8

HP=13; FP=26; Ward=0; SP=20 (squirm)

Att | Dam | Def | Stab: bite=+19 | 2 | 35 | 25

Ultratiny Squirming Critter Examples

Baseline Attributes

TN= -8;ST= -18;AG=13;CR=4;PC= -2;HT= -2;IN= -8

Adequate (Level 0)

TN= -8;ST= -18;AG=13;CR=4;PC= -2;HT= -2;IN= -8

HP=3; FP=22; Ward=0; SP=10 (squirm)

Att | Dam | Def | Stab: bite=-1 | 1 | 19 | 4

Decent (Level 2)

TN= -7;ST= -17;AG=13;CR=4;PC= -2;HT= -2;IN= -8

HP=4; FP=22; Ward=0; SP=10 (squirm)

Att | Dam | Def | Stab: bite=+2 | 1 | 22 | 7

Fit (Level 4)

TN= -6;ST= -17;AG=14;CR=4;PC= -2;HT= -2;IN= -8

HP=4; FP=22; Ward=0; SP=10 (squirm)

Att | Dam | Def | Stab: bite=+5 | 1 | 26 | 10

Laudable (Level 6)

TN= -5;ST= -16;AG=14;CR=4;PC= -2;HT= -2;IN= -8

HP=5; FP=22; Ward=0; SP=15 (squirm)

Att | Dam | Def | Stab: bite=+8 | 1 | 29 | 13

Outstanding (Level 8)

TN= -5;ST= -16;AG=15;CR=4;PC= -1;HT= -2;IN= -8

HP=5; FP=24; Ward=0; SP=15 (squirm)

Att | Dam | Def | Stab: bite=+11 | 1 | 32 | 16

Remarkable (Level 10)

TN= -5;ST= -15;AG=15;CR=4;PC= -1;HT= -2;IN= -8

HP=6; FP=24; Ward=0; SP=20 (squirm)

Att | Dam | Def | Stab: bite=+14 | 1 | 34 | 18

Superb (Level 12)

TN= -4;ST= -15;AG=15;CR=4;PC= -1;HT= -1;IN= -8

HP=6; FP=26; Ward=0; SP=20 (squirm)

Att | Dam | Def | Stab: bite=+16 | 1 | 37 | 21

Wondrous (Level 14)

TN= -4;ST= -14;AG=15;CR=4;PC= -1;HT= -1;IN= -8

HP=7; FP=26; Ward=0; SP=20 (squirm)

Att | Dam | Def | Stab: bite=+19 | 1 | 39 | 23

Wee Squirming Critter Examples

Baseline Attributes

TN= -10;ST= -24;AG=19;CR=6;PC= -2;HT= -2;IN= -8

Adequate (Level 0)

TN= -10;ST= -24;AG=19;CR=6;PC= -2;HT= -2;IN= -8

HP=2; FP=22; Ward=0; SP=10 (squirm)

Att | Dam | Def | Stab: bite=-1 | 1 | 23 | 2

Decent (Level 2)

TN= -9;ST= -23;AG=19;CR=6;PC= -2;HT= -2;IN= -8

HP=2; FP=22; Ward=0; SP=10 (squirm)

Att | Dam | Def | Stab: bite=+2 | 1 | 26 | 5

Fit (Level 4)

TN= -8;ST= -23;AG=20;CR=6;PC= -2;HT= -2;IN= -8

HP=2; FP=22; Ward=0; SP=10 (squirm)

Att | Dam | Def | Stab: bite=+5 | 1 | 30 | 8

Laudable (Level 6)

TN= -7;ST= -22;AG=20;CR=6;PC= -2;HT= -2;IN= -8

HP=3; FP=22; Ward=0; SP=15 (squirm)

Att | Dam | Def | Stab: bite=+8 | 1 | 33 | 11

Outstanding (Level 8)

TN= -7;ST= -22;AG=21;CR=6;PC= -1;HT= -2;IN= -8

HP=3; FP=24; Ward=0; SP=15 (squirm)

Att | Dam | Def | Stab: bite=+11 | 1 | 36 | 14

Remarkable (Level 10)

TN= -7;ST= -21;AG=21;CR=6;PC= -1;HT= -2;IN= -8

HP=3; FP=24; Ward=0; SP=20 (squirm)

Att | Dam | Def | Stab: bite=+14 | 1 | 38 | 16

Superb (Level 12)

TN= -6;ST= -21;AG=21;CR=6;PC= -1;HT= -1;IN= -8

HP=3; FP=26; Ward=0; SP=20 (squirm)

Att | Dam | Def | Stab: bite=+16 | 1 | 41 | 19

Wondrous (Level 14)

TN= -6;ST= -20;AG=21;CR=6;PC= -1;HT= -1;IN= -8

HP=3; FP=26; Ward=0; SP=20 (squirm)

Att | Dam | Def | Stab: bite=+19 | 1 | 43 | 21

Critter, Swimming

This description is a catch-all for all of the various finned swimming creatures that were omitted by all of the other monster descriptions. In this category fall water-dwelling creatures such as fish, dolphins, orca whales, and the like.

Fun Facts: Swimming critters have the common ability to swim and otherwise thrive in water. As such, these creatures usually possess the Gift of Aquatic Combat. The Overlord should use their discretion concerning other abilities.

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

Habitat: Swimming Critters are generally found swimming in rivers, lakes, and oceans. But, they can appear wherever the Overlord deems appropriate.

Attack Modes: Omnivorous Bite (or, whatever is appropriate)

Keywords: blooded, fleshy, fish, living

Wealth Type: Incidental

Danger Tier: 0

Cunning: Bestial

Origin: Universal

Move Modes: Fishtail

Vision: Night Vision

Great Swimming Critter Examples

Baseline Attributes

TN=5; ST=12; AG= -13; CR= -3; PC=0; HT= -2; IN= -6

Adequate (Level 8)

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

HP=166; FP=32; Ward=2; SP=50 (fishtail)

Att | Dam | Def | Stab: bite=+15 | 21 | 16 | 29

Decent (Level 10)

TN= 5; ST= 14; AG= -10; CR= 0; PC= 2; HT= -2; IN= -6

HP=166; FP=32; Ward=2; SP=50 (fishtail)

Att | Dam | Def | Stab: bite=+18 | 21 | 19 | 31

Fit (Level 12)

TN= 5; ST= 14; AG= -10; CR= 0; PC= 3; HT= -1; IN= -6

HP=166; FP=38; Ward=2; SP=55 (fishtail)

Att | Dam | Def | Stab: bite=+20 | 21 | 21 | 34

Laudable (Level 14)

TN= 5; ST= 14; AG= -10; CR= 0; PC= 4; HT= -1; IN= -6

HP=166; FP=41; Ward=2; SP=60 (fishtail)

Att | Dam | Def | Stab: bite=+22 | 21 | 23 | 37

Model (Level 16)

TN= 7; ST= 14; AG= -10; CR= 0; PC= 4; HT= -1; IN= -6

HP=197; FP=41; Ward=3; SP=60 (fishtail)

Att | Dam | Def | Stab: bite=+24 | 21 | 27 | 41

Outstanding (Level 18)

TN= 8; ST= 14; AG= -10; CR= 0; PC= 4; HT= -1; IN= -5

HP=215; FP=41; Ward=4; SP=60 (fishtail)

Att | Dam | Def | Stab: bite=+26 | 21 | 30 | 44

Large Swimming Critter Examples

(Alligator Gar, Beluga Sturgeon, Atlantic Blue Marlin, etc.)

Baseline Attributes

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

Adequate (Level 0)

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

HP=70; FP=26; Ward=1; SP=40 (fishtail)

Att | Dam | Def | Stab: bite=+3 | 11 | 10 | 17

Decent (Level 2)

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

HP=70; FP=26; Ward=1; SP=40 (fishtail)

Att | Dam | Def | Stab: bite=+6 | 11 | 13 | 19

Fit (Level 4)

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

HP=76; FP=29; Ward=1; SP=45 (fishtail)

Att | Dam | Def | Stab: bite=+9 | 12 | 15 | 22

Laudable (Level 6)

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

HP=83; FP=29; Ward=1; SP=45 (fishtail)

Att | Dam | Def | Stab: bite=+12 | 13 | 17 | 24

Outstanding (Level 8)

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

HP=83; FP=32; Ward=1; SP=50 (fishtail)

Att | Dam | Def | Stab: bite=+15 | 13 | 20 | 27

Remarkable (Level 10)

TN= 3; ST= 8; AG= -4; CR= 2; PC= 2; HT= -2; IN= -6

HP=83; FP=32; Ward=1; SP=50 (fishtail)

Att | Dam | Def | Stab: bite=+18 | 13 | 23 | 29

Superb (Level 12)

TN= 3; ST= 8; AG= -4; CR= 2; PC= 3; HT= -1; IN= -6

HP=83; FP=38; Ward=1; SP=55 (fishtail)

Att | Dam | Def | Stab: bite=+20 | 13 | 25 | 32

Wondrous (Level 14)

TN= 3; ST= 8; AG= -4; CR= 2; PC= 4; HT= -1; IN= -6

HP=83; FP=41; Ward=1; SP=60 (fishtail)

Att | Dam | Def | Stab: bite=+22 | 13 | 27 | 35

Medium Swimming Critter Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=35; FP=26; Ward=1; SP=40 (fishtail)

Att | Dam | Def | Stab: bite=+3 | 4 | 14 | 15

Decent (Level 2)

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

HP=35; FP=26; Ward=1; SP=40 (fishtail)

Att | Dam | Def | Stab: bite=+6 | 4 | 17 | 17

Fit (Level 4)

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

HP=38; FP=29; Ward=1; SP=45 (fishtail)

Att | Dam | Def | Stab: bite=+9 | 5 | 19 | 20

Laudable (Level 6)

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

HP=41; FP=29; Ward=1; SP=45 (fishtail)

Att | Dam | Def | Stab: bite=+12 | 6 | 21 | 22

Outstanding (Level 8)

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

HP=41; FP=32; Ward=1; SP=50 (fishtail)

Att | Dam | Def | Stab: bite=+15 | 6 | 24 | 25

Remarkable (Level 10)

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

HP=41; FP=32; Ward=1; SP=50 (fishtail)

Att | Dam | Def | Stab: bite=+18 | 6 | 27 | 27

Superb (Level 12)

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

HP=41; FP=38; Ward=1; SP=55 (fishtail)

Att | Dam | Def | Stab: bite=+20 | 6 | 29 | 30

Wondrous (Level 14)

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

HP=41; FP=41; Ward=1; SP=60 (fishtail)

Att | Dam | Def | Stab: bite=+22 | 6 | 31 | 33

Small Swimming Critter Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=17; FP=26; Ward=0; SP=40 (fishtail)

Att | Dam | Def | Stab: bite=+3 | 2 | 18 | 13

Decent (Level 2)

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

HP=17; FP=26; Ward=0; SP=40 (fishtail)

Att | Dam | Def | Stab: bite=+6 | 2 | 21 | 15

Fit (Level 4)

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

HP=19; FP=29; Ward=0; SP=45 (fishtail)

Att | Dam | Def | Stab: bite=+9 | 2 | 23 | 18

Laudable (Level 6)

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

HP=21; FP=29; Ward=0; SP=45 (fishtail)

Att | Dam | Def | Stab: bite=+12 | 2 | 25 | 20

Outstanding (Level 8)

TN= -1; ST= -4; AG= 7; CR= 5; PC= 2; HT= -2; IN= -6

HP=21; FP=32; Ward=0; SP=50 (fishtail)

Att | Dam | Def | Stab: bite=+15 | 2 | 28 | 23

Remarkable (Level 10)

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

HP=21; FP=32; Ward=0; SP=50 (fishtail)

Att | Dam | Def | Stab: bite=+18 | 2 | 31 | 25

Superb (Level 12)

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

HP=21; FP=38; Ward=0; SP=55 (fishtail)

Att | Dam | Def | Stab: bite=+20 | 2 | 33 | 28

Wondrous (Level 14)

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

HP=21; FP=41; Ward=0; SP=60 (fishtail)

Att | Dam | Def | Stab: bite=+22 | 2 | 35 | 31

Tiny Swimming Critter Examples

Baseline Attributes

TN= -3; ST= -12; AG=11; CR=5; PC=0; HT= -2; IN= -6

Adequate (Level 0)

TN= -3; ST= -12; AG=11; CR=5; PC=0; HT= -2; IN= -6

HP=9; FP=26; Ward=0; SP=40 (fishtail)

Att | Dam | Def | Stab: bite=+3 | 2 | 22 | 11

Decent (Level 2)

TN= -3; ST= -12; AG=12; CR=6; PC=0; HT= -2; IN= -6

HP=9; FP=26; Ward=0; SP=40 (fishtail)

Att | Dam | Def | Stab: bite=+6 | 2 | 25 | 13

Fit (Level 4)

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

HP=10; FP=29; Ward=0; SP=45 (fishtail)

Att | Dam | Def | Stab: bite=+9 | 2 | 27 | 16

Laudable (Level 6)

TN= -3; ST= -10; AG=12; CR=7; PC=1; HT= -2; IN= -6

HP=10; FP=29; Ward=0; SP=45 (fishtail)

Att | Dam | Def | Stab: bite=+12 | 2 | 29 | 18

Outstanding (Level 8)

TN= -3; ST= -10; AG=13; CR=7; PC=2; HT= -2; IN= -6

HP=10; FP=32; Ward=0; SP=50 (fishtail)

Att | Dam | Def | Stab: bite=+15 | 2 | 32 | 21

Remarkable (Level 10)

TN= -3; ST= -10; AG=14; CR=8; PC=2; HT= -2; IN= -6

HP=10; FP=32; Ward=0; SP=50 (fishtail)

Att | Dam | Def | Stab: bite=+18 | 2 | 35 | 23

Superb (Level 12)

TN= -3; ST= -10; AG=14; CR=8; PC=3; HT= -1; IN= -6

HP=10; FP=38; Ward=0; SP=55 (fishtail)

Att | Dam | Def | Stab: bite=+20 | 2 | 37 | 26

Wondrous (Level 14)

TN= -3; ST= -10; AG=14; CR=8; PC=4; HT= -1; IN= -6

HP=10; FP=41; Ward=0; SP=60 (fishtail)

Att | Dam | Def | Stab: bite=+22 | 2 | 39 | 29

Wee Swimming Critter Examples

Baseline Attributes

TN= -7; ST= -24; AG=23; CR=9; PC=0; HT= -2; IN= -6

Adequate (Level 0)

TN= -7; ST= -24; AG=23; CR=9; PC=0; HT= -2; IN= -6

HP=2; FP=26; Ward=0; SP=40 (fishtail)

Att | Dam | Def | Stab: bite=+3 | 1 | 30 | 7

Decent (Level 2)

TN= -7; ST= -24; AG=24; CR=10; PC=0; HT= -2; IN= -6

HP=2; FP=26; Ward=0; SP=40 (fishtail)

Att | Dam | Def | Stab: bite=+6 | 1 | 33 | 9

Fit (Level 4)

TN= -7; ST= -23; AG=24; CR=10; PC=1; HT= -2; IN= -6

HP=2; FP=29; Ward=0; SP=45 (fishtail)

Att | Dam | Def | Stab: bite=+9 | 1 | 35 | 12

Laudable (Level 6)

TN= -7; ST= -22; AG=24; CR=11; PC=1; HT= -2; IN= -6

HP=3; FP=29; Ward=0; SP=45 (fishtail)

Att | Dam | Def | Stab: bite=+12 | 1 | 37 | 14

Outstanding (Level 8)

TN= -7; ST= -22; AG=25; CR=11; PC=2; HT= -2; IN= -6

HP=3; FP=32; Ward=0; SP=50 (fishtail)

Att | Dam | Def | Stab: bite=+15 | 1 | 40 | 17

Remarkable (Level 10)

TN= -7; ST= -22; AG=26; CR=12; PC=2; HT= -2; IN= -6

HP=3; FP=32; Ward=0; SP=50 (fishtail)

Att | Dam | Def | Stab: bite=+18 | 1 | 43 | 19

Superb (Level 12)

TN= -7; ST= -22; AG=26; CR=12; PC=3; HT= -1; IN= -6

HP=3; FP=38; Ward=0; SP=55 (fishtail)

Att | Dam | Def | Stab: bite=+20 | 1 | 45 | 22

Wondrous (Level 14)

TN= -7; ST= -22; AG=26; CR=12; PC=4; HT= -1; IN= -6

HP=3; FP=41; Ward=0; SP=60 (fishtail)

Att | Dam | Def | Stab: bite=+22 | 1 | 47 | 25

Critter, Trotting

This description is a catch-all for all the various hoofed creatures omitted by the other descriptions. Here fall creatures such as elk, deer, antelope, and the like.

Habitat: Wherever the Overlord deems appropriate.

Fun Facts: Whatever the Overlord needs. Antelopes can jump a fair distance; rams can charge; etc.

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

Attack Modes: antlers (or, whatever is appropriate) or head butt or hoof

Traits: Afraid of Fire

Vision: Night Vision

Keywords: blooded, fleshy, living

Origin: Universal

Wealth Type: Incidental

Cunning: Bestial

Move Modes: Gallop / Trot

Danger Tier: 0

Large Trotting Critter Examples

(Camel, Elk, Moose, etc.)

Baseline Attributes

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

Adequate (Level 0)

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

HP=76; FP=29; Ward=1; SP=55 (gallop) / 45 (trot)

Att | Dam | Def | Stab: antlers=+5 | 14 | 11 | 19; or head
butt=+5 | 14 | 11 | 19; or hoof=+5 | 12 | 11 | 19

Decent (Level 2)

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

HP=83; FP=29; Ward=1; SP=60 (gallop) / 50 (trot)

Att | Dam | Def | Stab: antlers=+8 | 15 | 13 | 21; or head
butt=+8 | 15 | 13 | 21; or hoof=+8 | 13 | 13 | 21

Fit (Level 4)

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

HP=91; FP=32; Ward=2; SP=60 (gallop) / 50 (trot)

Att | Dam | Def | Stab: antlers=+10 | 15 | 16 | 25; or head
butt=+10 | 15 | 16 | 25; or hoof=+10 | 13 | 16 | 25

Laudable (Level 6)

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

HP=99; FP=32; Ward=2; SP=60 (gallop) / 50 (trot)

Att | Dam | Def | Stab: antlers=+13 | 15 | 20 | 28; or head
butt=+13 | 15 | 20 | 28; or hoof=+13 | 13 | 20 | 28

Outstanding (Level 8)

TN= 5; ST= 9; AG= -5; CR= -3; PC= 3; HT= -2; IN= -6

HP=108; FP=34; Ward=2; SP=65 (gallop) / 55 (trot)

Att | Dam | Def | Stab: antlers=+16 | 16 | 22 | 30; or head
butt=+16 | 16 | 22 | 30; or hoof=+16 | 14 | 22 | 30

Remarkable (Level 10)

TN= 5; ST= 10; AG= -4; CR= -3; PC= 3; HT= -2; IN= -6

HP=117; FP=34; Ward=2; SP=70 (gallop) / 60 (trot)

Att | Dam | Def | Stab: antlers=+20 | 17 | 25 | 32; or head
butt=+20 | 17 | 25 | 32; or hoof=+20 | 15 | 25 | 32

Superb (Level 12)

TN= 5; ST= 10; AG= -4; CR= -2; PC= 4; HT= -2; IN= -6

HP=117; FP=38; Ward=2; SP=75 (gallop) / 65 (trot)

Att | Dam | Def | Stab: antlers=+22 | 17 | 27 | 35; or head
butt=+22 | 17 | 27 | 35; or hoof=+22 | 15 | 27 | 35

Medium Trotting Critter Examples

(Antelope, Deer, Wild Pigs, etc.)

Baseline Attributes

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

Adequate (Level 0)

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

HP=38; FP=29; Ward=1; SP=55 (gallop) / 45 (trot)

Att | Dam | Def | Stab: antlers=+5 | 7 | 15 | 17; or head
butt=+5 | 7 | 15 | 17; or hoof=+5 | 5 | 15 | 17

Decent (Level 2)

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

HP=41; FP=29; Ward=1; SP=60 (gallop) / 50 (trot)

Att | Dam | Def | Stab: antlers=+8 | 8 | 17 | 19; or head
butt=+8 | 8 | 17 | 19; or hoof=+8 | 6 | 17 | 19

Fit (Level 4)

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

HP=45; FP=32; Ward=1; SP=60 (gallop) / 50 (trot)

Att | Dam | Def | Stab: antlers=+10 | 8 | 20 | 23; or head
butt=+10 | 8 | 20 | 23; or hoof=+10 | 6 | 20 | 23

Laudable (Level 6)

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

HP=49; FP=32; Ward=1; SP=60 (gallop) / 50 (trot)

Att | Dam | Def | Stab: antlers=+13 | 8 | 24 | 26; or head
butt=+13 | 8 | 24 | 26; or hoof=+13 | 6 | 24 | 26

Outstanding (Level 8)

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

HP=54; FP=34; Ward=1; SP=65 (gallop) / 55 (trot)

Att | Dam | Def | Stab: antlers=+16 | 9 | 26 | 28; or head
butt=+16 | 9 | 26 | 28; or hoof=+16 | 7 | 26 | 28

Remarkable (Level 10)

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

HP=59; FP=34; Ward=1; SP=70 (gallop) / 60 (trot)

Att | Dam | Def | Stab: antlers=+20 | 10 | 29 | 30; or head
butt=+20 | 10 | 29 | 30; or hoof=+20 | 8 | 29 | 30

Superb (Level 12)

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

HP=59; FP=38; Ward=1; SP=75 (gallop) / 65 (trot)

Att | Dam | Def | Stab: antlers=+22 | 10 | 31 | 33; or head
butt=+22 | 10 | 31 | 33; or hoof=+22 | 8 | 31 | 33

Small Trotting Critter Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=19; FP=29; Ward=0; SP=55 (gallop) / 45 (trot)

Att | Dam | Def | Stab: antlers=+5 | 4 | 19 | 15; or head

butt=+5 | 4 | 19 | 15; or hoof=+5 | 3 | 19 | 15

Decent (Level 2)

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

HP=21; FP=29; Ward=0; SP=60 (gallop) / 50 (trot)

Att | Dam | Def | Stab: antlers=+8 | 4 | 21 | 17; or head

butt=+8 | 4 | 21 | 17; or hoof=+8 | 3 | 21 | 17

Fit (Level 4)

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

HP=23; FP=32; Ward=0; SP=60 (gallop) / 50 (trot)

Att | Dam | Def | Stab: antlers=+10 | 4 | 24 | 21; or head

butt=+10 | 4 | 24 | 21; or hoof=+10 | 3 | 24 | 21

Laudable (Level 6)

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

HP=25; FP=32; Ward=1; SP=60 (gallop) / 50 (trot)

Att | Dam | Def | Stab: antlers=+13 | 4 | 28 | 24; or head

butt=+13 | 4 | 28 | 24; or hoof=+13 | 3 | 28 | 24

Outstanding (Level 8)

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

HP=27; FP=34; Ward=1; SP=65 (gallop) / 55 (trot)

Att | Dam | Def | Stab: antlers=+16 | 4 | 30 | 26; or head

butt=+16 | 4 | 30 | 26; or hoof=+16 | 3 | 30 | 26

Remarkable (Level 10)

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

HP=29; FP=34; Ward=1; SP=70 (gallop) / 60 (trot)

Att | Dam | Def | Stab: antlers=+20 | 4 | 33 | 28; or head

butt=+20 | 4 | 33 | 28; or hoof=+20 | 3 | 33 | 28

Superb (Level 12)

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

HP=29; FP=38; Ward=1; SP=75 (gallop) / 65 (trot)

Att | Dam | Def | Stab: antlers=+22 | 4 | 35 | 31; or head

butt=+22 | 4 | 35 | 31; or hoof=+22 | 3 | 35 | 31

Tiny Trotting Critter Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=10; FP=29; Ward=0; SP=55 (gallop) / 45 (trot)

Att | Dam | Def | Stab: antlers=+5 | 2 | 23 | 13; or head

butt=+5 | 2 | 23 | 13; or hoof=+5 | 1 | 23 | 13

Decent (Level 2)

TN= -3; ST= -10; AG=12; CR=3; PC=2; HT= -3; IN= -6

HP=10; FP=29; Ward=0; SP=60 (gallop) / 50 (trot)

Att | Dam | Def | Stab: antlers=+8 | 2 | 25 | 15; or head

butt=+8 | 2 | 25 | 15; or hoof=+8 | 1 | 25 | 15

Fit (Level 4)

TN= -2; ST= -10; AG=12; CR=3; PC=3; HT= -3; IN= -6

HP=11; FP=32; Ward=0; SP=60 (gallop) / 50 (trot)

Att | Dam | Def | Stab: antlers=+10 | 2 | 28 | 19; or head

butt=+10 | 2 | 28 | 19; or hoof=+10 | 1 | 28 | 19

Laudable (Level 6)

TN= -1; ST= -10; AG=13; CR=3; PC=3; HT= -3; IN= -6

HP=12; FP=32; Ward=0; SP=60 (gallop) / 50 (trot)

Att | Dam | Def | Stab: antlers=+13 | 2 | 32 | 22; or head

butt=+13 | 2 | 32 | 22; or hoof=+13 | 1 | 32 | 22

Outstanding (Level 8)

TN= -1; ST= -9; AG= 13; CR= 3; PC= 3; HT= -2; IN= -6

HP=13; FP=34; Ward=0; SP=65 (gallop) / 55 (trot)

Att | Dam | Def | Stab: antlers=+16 | 2 | 34 | 24; or head

butt=+16 | 2 | 34 | 24; or hoof=+16 | 1 | 34 | 24

Remarkable (Level 10)

TN= -1; ST= -8; AG= 14; CR= 3; PC= 3; HT= -2; IN= -6

HP=15; FP=34; Ward=0; SP=70 (gallop) / 60 (trot)

Att | Dam | Def | Stab: antlers=+20 | 2 | 37 | 26; or head

butt=+20 | 2 | 37 | 26; or hoof=+20 | 1 | 37 | 26

Superb (Level 12)

TN= -1; ST= -8; AG= 14; CR= 4; PC= 4; HT= -2; IN= -6

HP=15; FP=38; Ward=0; SP=75 (gallop) / 65 (trot)

Att | Dam | Def | Stab: antlers=+22 | 2 | 39 | 29; or head

butt=+22 | 2 | 39 | 29; or hoof=+22 | 1 | 39 | 29

Crocodile

Crocodiles are squat four-legged reptiles with permanent toothy grins. Their sizable maws are lined with sinister razor sharp teeth that obviously mean business. Their skin is extremely durable and resembles the texture of fine luggage and mens' loafers. Like the owners of such stylish accouterments, Crocodiles enjoy sprawling out in the sun on sandy beaches. Sunglasses are optional.

One of the Crocodiles' favorite tactics is to lie unmoving in the water until some unsuspecting prey happens by. The reptile quickly lunges from the water and tries to grasp the prey in its iron jaws. Once it has a firm grip, the croc will drag the prey underwater to drown it in the murky depths.

Habitat: These long, thick-skinned reptiles commonly inhabit marshes, bayous, and swamps and line the banks of streams and rivers of tropical climes.

Origin: Crocodiles are inhabitants of Africa that litter the banks of many streams and rivers (including the Nile). Alligators are similar reptiles having slightly stockier mouths that live in the tropical climes of the American continents (where they have gained sizable populations in sewers).

Fun Facts: If a Crocodile strikes, it may retain its bite and latch on to its prey. From that point on, treat it 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.

Crocodiles are equally comfortable on land as they are in water. As such, they have the Gift of Aquatic Combat. They cannot breathe water. However, 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.

Oddly enough, the jaws of a Crocodile can easily be held shut by anyone with a Physical Strength of 0 or above as all of its major muscles work only to close the mouth. Of course, you have to successfully grapple the beast before it latches on.

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

Keywords: amphibious, blooded, crocodile, fleshy, living, natural, predator, reptile

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

Great Crocodile Examples

Baseline Attributes

TN=7;ST=15;AG= -15;CR= -3;PC= -2;HT= -2;IN= -7

Adequate (Level 8)

TN=10;ST=16;AG= -13;CR= -2;PC= -2;HT= -1;IN= -7

HP=304; FP=24; Ward=6; SP=20 (crawl) / 45 (lunge) / 30 (undulate)

Att | Dam | Def | Stab: bite=+15 | 25 | 19 | 30; or tail whip=+15 | 4 (dam) + 7 (setback) | 19 | 30

Decent (Level 10)

TN=10;ST=16;AG= -12;CR= -2;PC= -2;HT= -1;IN= -7

HP=304; FP=24; Ward=6; SP=25 (crawl) / 50 (lunge) / 35 (undulate)

Att | Dam | Def | Stab: bite=+18 | 25 | 22 | 32; or tail whip=+18 | 4 (dam) + 7 (setback) | 22 | 32

Fit (Level 12)

TN=10;ST=16;AG= -11;CR= -1;PC= -2;HT= -1;IN= -7

HP=304; FP=24; Ward=6; SP=25 (crawl) / 50 (lunge) / 35 (undulate)

Att | Dam | Def | Stab: bite=+21 | 25 | 25 | 34; or tail whip=+21 | 4 (dam) + 7 (setback) | 25 | 34

Laudable (Level 14)

TN=10;ST=16;AG= -11;CR= -1;PC=0;HT= -1;IN= -7

HP=304; FP=29; Ward=6; SP=30 (crawl) / 55 (lunge) / 40 (undulate)

Att | Dam | Def | Stab: bite=+23 | 25 | 27 | 38; or tail whip=+23 | 4 (dam) + 7 (setback) | 27 | 38

Model (Level 16)

TN=11;ST=16;AG= -11;CR= -1;PC=0;HT= -1;IN= -7

HP=332; FP=29; Ward=7; SP=30 (crawl) / 55 (lunge) / 40 (undulate)

Att | Dam | Def | Stab: bite=+25 | 25 | 30 | 41; or tail whip=+25 | 4 (dam) + 7 (setback) | 30 | 41

Outstanding (Level 18)

TN=11; ST=17; AG= -11; CR= -1; PC=0; HT=0; IN= -7

HP=362; FP=32; Ward=7; SP=30 (crawl) / 55 (lunge) / 40 (undulate)

Att | Dam | Def | Stab: bite=+28 | 26 | 32 | 43; or tail whip=+28 | 4 (dam) + 7 (setback) | 32 | 43

Large Crocodile Examples**Baseline Attributes**

TN= 5; ST= 9; AG= -9; CR= -1; PC= -2; HT= -2; IN= -7

Adequate (Level 4)

TN= 7; ST= 9; AG= -8; CR= 0; PC= -2; HT= -2; IN= -7

HP=128; FP=22; Ward=3; SP=20 (crawl) / 45 (lunge) / 30 (undulate)

Att | Dam | Def | Stab: bite=+9 | 16 | 17 | 23; or tail
whip=+9 | 3 (dam) + 5 (setback) | 17 | 23

Decent (Level 6)

TN= 8; ST= 9; AG= -7; CR= 0; PC= -2; HT= -2; IN= -7

HP=140; FP=22; Ward=4; SP=20 (crawl) / 45 (lunge) / 30 (undulate)

Att | Dam | Def | Stab: bite=+12 | 16 | 21 | 26; or tail
whip=+12 | 3 (dam) + 5 (setback) | 21 | 26

Fit (Level 8)

TN= 8; ST= 10; AG= -7; CR= 0; PC= -2; HT= -1; IN= -7

HP=152; FP=24; Ward=4; SP=20 (crawl) / 45 (lunge) / 30 (undulate)

Att | Dam | Def | Stab: bite=+15 | 17 | 23 | 28; or tail
whip=+15 | 3 (dam) + 5 (setback) | 23 | 28

Laudable (Level 10)

TN= 8; ST= 10; AG= -6; CR= 0; PC= -2; HT= -1; IN= -7

HP=152; FP=24; Ward=4; SP=25 (crawl) / 50 (lunge) / 35 (undulate)

Att | Dam | Def | Stab: bite=+18 | 17 | 26 | 30; or tail
whip=+18 | 3 (dam) + 5 (setback) | 26 | 30

Outstanding (Level 12)

TN= 8; ST= 10; AG= -5; CR= 1; PC= -2; HT= -1; IN= -7

HP=152; FP=24; Ward=4; SP=25 (crawl) / 50 (lunge) / 35 (undulate)

Att | Dam | Def | Stab: bite=+21 | 17 | 29 | 32; or tail
whip=+21 | 3 (dam) + 6 (setback) | 29 | 32

Remarkable (Level 14)

TN= 8; ST= 10; AG= -5; CR= 1; PC= 0; HT= -1; IN= -7

HP=152; FP=29; Ward=4; SP=30 (crawl) / 55 (lunge) / 40 (undulate)

Att | Dam | Def | Stab: bite=+23 | 17 | 31 | 36; or tail
whip=+23 | 3 (dam) + 6 (setback) | 31 | 36

Superb (Level 16)

TN= 9; ST= 10; AG= -5; CR= 1; PC= 0; HT= -1; IN= -7

HP=166; FP=29; Ward=5; SP=30 (crawl) / 55 (lunge) / 40 (undulate)

Att | Dam | Def | Stab: bite=+25 | 17 | 34 | 39; or tail
whip=+25 | 3 (dam) + 6 (setback) | 34 | 39

Medium Crocodile Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=54; FP=22; Ward=1; SP=15 (crawl) / 40 (lunge) / 25 (undulate)

Att | Dam | Def | Stab: bite=+4 | 8 | 14 | 15; or tail
whip=+4 | 2 (dam) + 5 (setback) | 14 | 15

Decent (Level 2)

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

HP=59; FP=22; Ward=2; SP=20 (crawl) / 45 (lunge) / 30 (undulate)

Att | Dam | Def | Stab: bite=+7 | 8 | 18 | 18; or tail
whip=+7 | 2 (dam) + 5 (setback) | 18 | 18

Fit (Level 4)

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

HP=64; FP=22; Ward=2; SP=20 (crawl) / 45 (lunge) / 30 (undulate)

Att | Dam | Def | Stab: bite=+9 | 8 | 21 | 21; or tail
whip=+9 | 2 (dam) + 6 (setback) | 21 | 21

Laudable (Level 6)

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

HP=70; FP=22; Ward=3; SP=20 (crawl) / 45 (lunge) / 30 (undulate)

Att | Dam | Def | Stab: bite=+12 | 8 | 25 | 24; or tail
whip=+12 | 2 (dam) + 6 (setback) | 25 | 24

Outstanding (Level 8)

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

HP=76; FP=24; Ward=3; SP=20 (crawl) / 45 (lunge) / 30 (undulate)

Att | Dam | Def | Stab: bite=+15 | 9 | 27 | 26; or tail
whip=+15 | 2 (dam) + 6 (setback) | 27 | 26

Remarkable (Level 10)

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

HP=76; FP=24; Ward=3; SP=25 (crawl) / 50 (lunge) / 35 (undulate)

Att | Dam | Def | Stab: bite=+18 | 9 | 30 | 28; or tail
whip=+18 | 2 (dam) + 6 (setback) | 30 | 28

Superb (Level 12)

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

HP=76; FP=24; Ward=3; SP=25 (crawl) / 50 (lunge) / 35 (undulate)

Att | Dam | Def | Stab: bite=+21 | 9 | 33 | 30; or tail
whip=+21 | 2 (dam) + 7 (setback) | 33 | 30

Bestiary ~ D

Deer, Common

Deer are hooved four-legged mammals with antlers. They have relatively long necks, giving them an elevated perspective to spot predators and allowing them to nibble on low-hanging branches. The term covers a fairly broad family of creatures, including elk, moose, red deer, red stag, reindeer, roe deer, and white-tailed deer, among others.

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

Habitat: Deer live on the plains and in forested areas, where succulent underbrush or grass is plentiful on which to feed.

Origin: In European folklore, the deer represents a connection to the Otherworld, the land of the Fey. In heraldry, the stag represents piety. Tales of heroes hunting deer would often end in a supernatural adventure of one form or another. Sometimes, a princess or hero is transformed into a deer as a curse by an evil faery or witch, as in the Scottish wonder tale [The Enchanted Deer](#). The Celts viewed deer as guides that lead the souls of the newly dead to the underworld. The Norse associated their branching antlers with the Tree of Life, Yggdrasil. Deer were also sacred to the Greek Goddesses Artemis, Aphrodite, Athena, and Diana.

Keywords: deer, fleshy, herbivore, herd, living, mammal, natural

Attack Modes: Antlers

Traits: Afraid of Fire

Vision: Night Vision

Wealth Type: Nil

Cunning: Bestial

Move Modes: Gallop

Danger Tier: 0

Large Common Deer Examples

Baseline Attributes

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

Adequate (Level 2)

TN= 4; ST= 7; AG= -5; CR= -6; PC= 2; HT= -2; IN= -5

HP=83; FP=32; Ward=2; SP=60 (gallop)

Att | Dam | Def | Stab: antlers=+8 | 14 | 15 | 22

Decent (Level 4)

TN= 4; ST= 9; AG= -5; CR= -6; PC= 2; HT= -2; IN= -5

HP=99; FP=32; Ward=2; SP=60 (gallop)

Att | Dam | Def | Stab: antlers=+12 | 16 | 17 | 24

Fit (Level 6)

TN= 4; ST= 9; AG= -4; CR= -6; PC= 2; HT= -1; IN= -5

HP=99; FP=34; Ward=2; SP=65 (gallop)

Att | Dam | Def | Stab: antlers=+15 | 16 | 20 | 26

Laudable (Level 8)

TN= 4; ST= 9; AG= -2; CR= -6; PC= 2; HT= -1; IN= -5

HP=99; FP=34; Ward=2; SP=70 (gallop)

Att | Dam | Def | Stab: antlers=+19 | 16 | 24 | 28

Outstanding (Level 10)

TN= 5; ST= 9; AG= -2; CR= -6; PC= 2; HT= -1; IN= -4

HP=108; FP=34; Ward=2; SP=70 (gallop)

Att | Dam | Def | Stab: antlers=+21 | 16 | 27 | 31

Medium Common Deer Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=38; FP=32; Ward=1; SP=60 (gallop)

Att | Dam | Def | Stab: antlers=+6 | 7 | 16 | 17

Decent (Level 2)

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

HP=41; FP=32; Ward=1; SP=60 (gallop)

Att | Dam | Def | Stab: antlers=+8 | 7 | 19 | 20

Fit (Level 4)

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

HP=49; FP=32; Ward=1; SP=60 (gallop)

Att | Dam | Def | Stab: antlers=+12 | 9 | 21 | 22

Laudable (Level 6)

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

HP=49; FP=34; Ward=1; SP=65 (gallop)

Att | Dam | Def | Stab: antlers=+15 | 9 | 24 | 24

Outstanding (Level 8)

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

HP=49; FP=34; Ward=1; SP=70 (gallop)

Att | Dam | Def | Stab: antlers=+19 | 9 | 28 | 26

Devil, Classic

Classic Devils are fallen angels, who once followed a Mystical Religion (such as Catholicism, Islam, or Judaism), but who betrayed it. They have a humanoid form, with human-like faces, arms, and torsos. However, they have the horns, legs, and cloven hooves of goats, and leathery wings like those of a bat or dragon. Their hands are mostly human, but have pointed claws in place of fingernails. They also have long tails tipped with barbed stingers. Most devils have reddish skin, and black nails, horns, and hooves, although this coloration is not universal.

Many Classic Devils were formerly Guardian Angels, although this is not true for all of them. But, in their fall, all Classic Devils lost whatever Mystical Powers they formerly possessed. As such, they turned to the occult arts, focusing primarily on Black Magic, Demonology, Illusionry, Pyromancy, Sorcery, and Witchcraft.

Classic Devils learned in the arts of Illusionry will hide their true appearance with illusions, to present mortals with a preternaturally comely image. Some even present themselves in their former angelic glory.

Those practiced in the arts of Demonology will try to trick mortals to sacrifice all or part of their souls to them in demonic pacts. (See Empower Faustian Bargain for details).

Habitat: Classic Devils are encountered in both the Astral and Mortal Realms.

Origin: Classic Devils are a product of the Middle Ages, which adapted many of the characteristic of the lustful Greek satyrs to Satan and his kindred.

Fun Facts: All Classic Devils are occultists, and may practice any occult class. Indeed, many have multiple such classes (at the Overlord's discretion). Treat them as having ranks in the occult lores of their classes equal to their Levels. Similarly, all of their occult spells are cast at spell ranks equal to their Levels. See [The Oculus of Occultism](#) for details.

Classic Devils can learn the use of any weapon, but traditionally wield tridents (or bidents), and whips. Their tails deliver a Deadly Hallucinogenic Poison when they strike, which is limited to 3 uses per day. (See [Poisons](#) in [The Wicked Workshop](#) for details.)

Further, all Classic Devils can possess objects as the Pagan Pandemonium spell [Possess Object](#). Those having Levels of 14 and higher can similarly possess living creatures as the Pagan spell [Possess Living Creature](#).

Classic Devils can assume either an ethereal or corporeal form at will. When in its ghostly state, a devil 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 devil can elect to remain invisible to mortal eyes.

When desired, a Classic Devil may 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.

Attack Modes: Whip or Trident or Throwing Trident or Claw/Kick/Sting

Keywords: demon, devil, eidolon, humanoid-like

Wealth Type: Incidental

Cunning: Clever

Move Modes: Run/Hover

Vision: Astral Vision

Size: Medium

Danger Tier: +3

Medium Classic Devil Examples

Baseline Attributes

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

Adequate (Level 10)

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

HP=45; FP=58; Ward=1; SP=40 (run) / 50 (hover)

Att | Dam | Def | Stab: whip=+15 | 2 (dam) + 4 (setback) | 27 | 29; or trident=+14 | 5 | 29 | 31; or claw/kick/sting=+16 | 8 +poison | 28 | 30

Fit (Level 12)

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

HP=45; FP=58; Ward=1; SP=40 (run) / 50 (hover)

Att | Dam | Def | Stab: whip=+17 | 2 (dam) + 5 (setback) | 29 | 31; or trident=+16 | 5 | 31 | 33; or claw/kick/sting=+18 | 8 +poison | 30 | 32

Laudable (Level 14)

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

HP=54; FP=58; Ward=2; SP=40 (run) / 50 (hover)

Att | Dam | Def | Stab: whip=+20 | 2 (dam) + 5 (setback) | 32 | 34; or trident=+19 | 6 | 34 | 36; or claw/kick/sting=+21 | 9 +poison | 33 | 35

Outstanding (Level 16)

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

HP=54; FP=64; Ward=2; SP=45 (run) / 55 (hover)

Att | Dam | Def | Stab: whip=+22 | 2 (dam) + 6 (setback) | 34 | 37; or trident=+21 | 6 | 36 | 39; or claw/kick/sting=+23 | 9 +poison | 35 | 38

Dog

A Dog is a furry canine with an ever wagging tail and a pair of wide glistening eyes that convey a simple message of complete trust and companionship. That is, until the trusted companion points and says, "Kill!". Then the tail stops wagging, the eyes narrow, the lips snarl, and the playful chum transforms from man's best friend into man's best fiend.

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

Keywords: blooded, canine, fleshy, living, mammal, natural

Wealth Type: Nil

Cunning: Bestial

Traits: Man's Best Friend

Vision: Night Vision

Origin: Woof, woof!

Danger Tier: 0

Attack Modes: Carnivorous Bite

Move Modes: Romp / Paddle

Large Dog Examples (Padfoot)

Habitat: Large Dogs are most often found living in the countryside, as they are too big to easily house in town. Because they require a lot of food to keep, many are abandoned when they are full grown and end up as ill-tempered wandering strays.

Baseline Attributes

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

Adequate (Level 0)

TN= 2; ST= 6; AG= -6; CR= -5; PC= 2; HT= 0; IN= -6
HP=64; FP=38; Ward=1; SP=45 (romp) / 15 (paddle)
Att | Dam | Def | Stab: bite=+4 | 13 | 10 | 18

Decent (Level 2)

TN= 4; ST= 6; AG= -6; CR= -5; PC= 2; HT= 0; IN= -6
HP=76; FP=38; Ward=2; SP=45 (romp) / 15 (paddle)
Att | Dam | Def | Stab: bite=+6 | 13 | 14 | 22

Fit (Level 4)

TN= 4; ST= 7; AG= -5; CR= -5; PC= 2; HT= 0; IN= -6
HP=83; FP=38; Ward=2; SP=50 (romp) / 20 (paddle)
Att | Dam | Def | Stab: bite=+10 | 14 | 17 | 24

Laudable (Level 6)

TN= 4; ST= 9; AG= -5; CR= -5; PC= 2; HT= 0; IN= -6
HP=99; FP=38; Ward=2; SP=50 (romp) / 20 (paddle)
Att | Dam | Def | Stab: bite=+14 | 16 | 19 | 26

Model (Level 8)

TN= 5; ST= 9; AG= -5; CR= -5; PC= 2; HT= 0; IN= -5
HP=108; FP=38; Ward=2; SP=50 (romp) / 20 (paddle)
Att | Dam | Def | Stab: bite=+16 | 16 | 22 | 29

Outstanding (Level 10)

TN= 5; ST= 10; AG= -5; CR= -5; PC= 2; HT= 0; IN= -5
HP=117; FP=38; Ward=2; SP=55 (romp) / 25 (paddle)
Att | Dam | Def | Stab: bite=+19 | 17 | 24 | 31

Medium Dog Examples (Guard Dog)

The term Guard Dog encompasses several Dog breeds. Among these are German Shepherds, Doberman Pinschers, Saint Bernards, Pit Bulls, and many others. These Dogs are trained in combat and usually fight to the death. None are overly bright.

Habitat: When not on duty patrolling their beats, Guard Dogs saunter home to sleep in the doghouse alongside husbands that forget anniversaries and boyfriends that overlook birthdays.

Baseline Attributes

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

Adequate (Level 0)

TN= 0; ST= 0; AG= 0; CR= -3; PC= 2; HT= 0; IN= -6
HP=32; FP=38; Ward=0; SP=45 (romp) / 15 (paddle)
Att | Dam | Def | Stab: bite=+4 | 5 | 14 | 16

Decent (Level 2)

TN= 2; ST= 0; AG= 0; CR= -3; PC= 2; HT= 0; IN= -6
HP=38; FP=38; Ward=1; SP=45 (romp) / 15 (paddle)
Att | Dam | Def | Stab: bite=+6 | 5 | 18 | 20

Fit (Level 4)

TN= 2; ST= 1; AG= 1; CR= -3; PC= 2; HT= 0; IN= -6
HP=41; FP=38; Ward=1; SP=50 (romp) / 20 (paddle)
Att | Dam | Def | Stab: bite=+10 | 6 | 21 | 22

Laudable (Level 6)

TN= 2; ST= 3; AG= 1; CR= -3; PC= 2; HT= 0; IN= -6
HP=49; FP=38; Ward=1; SP=50 (romp) / 20 (paddle)
Att | Dam | Def | Stab: bite=+14 | 8 | 23 | 24

Model (Level 8)

TN= 3; ST= 3; AG= 1; CR= -3; PC= 2; HT= 0; IN= -5
HP=54; FP=38; Ward=1; SP=50 (romp) / 20 (paddle)
Att | Dam | Def | Stab: bite=+16 | 8 | 26 | 27

Outstanding (Level 10)

TN= 3; ST= 4; AG= 1; CR= -3; PC= 2; HT= 0; IN= -5
 HP=59; FP=38; Ward=1; SP=55 (romp) / 25 (paddle)
 Att | Dam | Def | Stab: bite=+19 | 9 | 28 | 29

Small Dog Examples (Hunting Dog, Greyhound)

Small Dogs include breeds such as Beagles, Basset Hounds, and Greyhounds. They are often trained as hunting Dogs.

Baseline Attributes

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

Adequate (Level 0)

TN= -2; ST= -6; AG= 6; CR= -1; PC= 2; HT= 0; IN= -6
 HP=16; FP=38; Ward=0; SP=45 (romp) / 15 (paddle)
 Att | Dam | Def | Stab: bite=+4 | 3 | 18 | 14

Decent (Level 2)

TN= 0; ST= -6; AG= 6; CR= -1; PC= 2; HT= 0; IN= -6
 HP=19; FP=38; Ward=0; SP=45 (romp) / 15 (paddle)
 Att | Dam | Def | Stab: bite=+6 | 3 | 22 | 18

Fit (Level 4)

TN= 0; ST= -5; AG= 7; CR= -1; PC= 2; HT= 0; IN= -6
 HP=21; FP=38; Ward=0; SP=50 (romp) / 20 (paddle)
 Att | Dam | Def | Stab: bite=+10 | 3 | 25 | 20

Laudable (Level 6)

TN= 0; ST= -3; AG= 7; CR= -1; PC= 2; HT= 0; IN= -6
 HP=25; FP=38; Ward=0; SP=50 (romp) / 20 (paddle)
 Att | Dam | Def | Stab: bite=+14 | 3 | 27 | 22

Model (Level 8)

TN= 1; ST= -3; AG= 7; CR= -1; PC= 2; HT= 0; IN= -5
 HP=27; FP=38; Ward=1; SP=50 (romp) / 20 (paddle)
 Att | Dam | Def | Stab: bite=+16 | 3 | 30 | 25

Outstanding (Level 10)

TN= 1; ST= -2; AG= 7; CR= -1; PC= 2; HT= 0; IN= -5
 HP=29; FP=38; Ward=1; SP=55 (romp) / 25 (paddle)
 Att | Dam | Def | Stab: bite=+19 | 3 | 32 | 27

Tiny Dog Examples (Yip-Yip)

Tiny Dogs include breeds such as Chihuahuas, Boston Terriers, and Pomeranians. They may be small in stature, but they are mighty in overconfidence.

Baseline Attributes

TN= -4; ST= -12; AG= 12; CR= 1; PC= 2; HT= 0; IN= -6

Adequate (Level 0)

TN= -4; ST= -12; AG= 12; CR= 1; PC= 2; HT= 0; IN= -6
 HP=8; FP=38; Ward=0; SP=45 (romp) / 15 (paddle)
 Att | Dam | Def | Stab: bite=+4 | 2 | 22 | 12

Decent (Level 2)

TN= -2; ST= -12; AG= 12; CR= 1; PC= 2; HT= 0; IN= -6
 HP=10; FP=38; Ward=0; SP=45 (romp) / 15 (paddle)
 Att | Dam | Def | Stab: bite=+6 | 2 | 26 | 16

Fit (Level 4)

TN= -2; ST= -11; AG= 13; CR= 1; PC= 2; HT= 0; IN= -6
 HP=10; FP=38; Ward=0; SP=50 (romp) / 20 (paddle)
 Att | Dam | Def | Stab: bite=+10 | 2 | 29 | 18

Laudable (Level 6)

TN= -2; ST= -9; AG= 13; CR= 1; PC= 2; HT= 0; IN= -6
 HP=12; FP=38; Ward=0; SP=50 (romp) / 20 (paddle)
 Att | Dam | Def | Stab: bite=+14 | 2 | 31 | 20

Model (Level 8)

TN= -1; ST= -9; AG= 13; CR= 1; PC= 2; HT= 0; IN= -5
 HP=13; FP=38; Ward=0; SP=50 (romp) / 20 (paddle)
 Att | Dam | Def | Stab: bite=+16 | 2 | 34 | 23

Outstanding (Level 10)

TN= -1; ST= -8; AG= 13; CR= 1; PC= 2; HT= 0; IN= -5
 HP=15; FP=38; Ward=0; SP=55 (romp) / 25 (paddle)
 Att | Dam | Def | Stab: bite=+19 | 2 | 36 | 25

Duppy

A Duppy is a specter summoned from its grave by a priest or necromancer to perform a diabolical task, usually murder.

A Duppy is normally commanded into service by a former relative. If its self-appointed master is not a blood relation to the conjured spirit, the specter has a 50 percent chance of attacking its summoner instead of fulfilling their request.

When the ordered task is complete, the summoner must reward the Duppy by placing rum and tobacco on its grave. If they do not, or if the Duppy cannot return to its grave before sunrise, the spirit can never rise again.

Habitat: The Duppy is a specter that is summoned into service. As such, it ventures forth at night avoiding all sunlight.

Origin: North America (West Indies)

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.

Fun Facts: Duppies are Spectral Undead. (See the Creature Conditions section of [The Overlord's Omnibus](#) for details.)

Tobacco seed sprinkled on the ground forms a barrier through which a Duppy cannot pass.

If a Duppy 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.

The vile breath of a Duppy poisons the air so badly that any breathing creature is affected as the Occult spell [Manifest Great Halo of Deft Nauseous Fumes](#). In other words, the dude has some serious halitosis.

The touch of a Duppy causes muscle spasms, producing the effect of the Occult spell [Manifest Dire Tormenting Touch](#).

The ethereal state of this Specter's form allows it to pass through walls and normal barriers unhindered.

Traits: Afraid of Sunlight, Strong Aversion to Tobacco Seeds

Keywords: specter, undead *Vision:* Astral Vision

Wealth Type: Incidental *Cunning:* Simpleminded

Attack Modes: Touch *Move Modes:* Run

Danger Tier: +2

Medium Duppy Examples

Baseline Attributes

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

Adequate (Level 6)

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

HP=32; FP=58; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: touch=+15 | special | 20 | 24

Decent (Level 8)

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

HP=32; FP=58; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: touch=+18 | special | 22 | 26

Fit (Level 10)

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

HP=32; FP=58; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: touch=+20 | special | 25 | 28

Laudable (Level 12)

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

HP=35; FP=64; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: touch=+22 | special | 28 | 31

Model (Level 14)

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

HP=35; FP=64; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: touch=+25 | special | 30 | 33

Outstanding (Level 16)

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

HP=35; FP=64; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: touch=+28 | special | 32 | 35

Bestiary ~ E

Eagle

An eagle is a bird-of-prey possessing a knife-edged beak, spear-like claws, and the stern look of a serious predator. Most of these raptors have uniform brown or gray feathers, but a few have a more remarkable plumage, such as having a head or wings completely covered with a different color.

Some of these keen-eyed hunters possess cunning equal to men and speak a language known only to them. A few even speak human tongues. They often form vast kingdoms surrounding particularly bountiful mountain ranges.

Although the rulers of these impressive birds usually ignore the politics of humanity, eagles have been known to provide aid to needy humans from time to time.

Habitat: Eagles roost high up on rocky cliffs and mountaintops. Here they build nests in sheltered crags to protect them from the harsh weather native to such lofty realms. In these open-air homes eagles raise their young and consume captured prey. A single mated pair of eagles will lay claim to a range extending 20 to 100 miles from the nesting site.

Origin: The eagle is an important symbol in many cultures. The Celtic people associated the eagle with healing waters while the Egyptians revered it as symbolizing the sun as the offspring of Horus. Similarly, the Sumerians linked the sun to the eagle and sometimes represented Marduk in eagle's form. The eagle was the bearer of Zeus's lightning bolt in several ancient Greek myths and thus came to represent royalty and victory. The Scandinavians emphasized the eagle's wisdom and depicted it perching in the branches of the great tree Yggdrasil battling the serpent of evil and darkness.

Fun Facts: An eagle can swoop down from above and attack simultaneously with both claws. It can carry off any creature at least one size category smaller than itself when it strikes in this manner.

When swooping, the eagle requires 2 Rounds to slow, turn, and swoop again.

Some eagles have healing powers. They enchant stones with healing properties similar to the Occult spell Provide Pain Numbing and the Pagan Healing spell Vim and Vigour. The magic of these stones only affects the stone's owner and fades after a few days.

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

Cunning: Alert. There is good reason the eagle is the symbol of nobility and intelligence. There is known to exist a race of eagles with an Alert level of intelligence, some of whom speak the languages of men. However, they rarely speak to humanoids even when their lives are threatened for fear of betraying their kindred to the incivilities of man.

Keywords: avian, blooded, fleshy, living, natural, raptor, territorial, winged

Wealth Type: Incidental (Hoard if intelligent)

Traits: Hatred toward Serpents and Snakes.

Attack Modes: Beak/Claw/Claw

Vision: Day Vision, Motion Sensitivity

Move Modes: Hop/Glide

Danger Tier: +1

Great Eagle Examples

Baseline Attributes

TN= 4; ST= 12; AG= -8; CR= -4; PC= 4; HT= 1; IN= -2

Adequate (Level 8)

TN= 4; ST= 14; AG= -6; CR= -4; PC= 5; HT= 2; IN= 0
HP=152; FP=58; Ward=2; SP=55 (hop) / 95 (glide)
Att | Dam | Def | Stab: beak/claw=+20 | 25 | 20 | 31

Decent (Level 10)

TN= 4; ST= 14; AG= -5; CR= -3; PC= 5; HT= 2; IN= 0
HP=152; FP=58; Ward=2; SP=55 (hop) / 95 (glide)
Att | Dam | Def | Stab: beak/claw=+23 | 25 | 23 | 33

Fit (Level 12)

TN= 4; ST= 14; AG= -5; CR= -3; PC= 6; HT= 2; IN= 1
HP=152; FP=64; Ward=2; SP=60 (hop) / 100 (glide)
Att | Dam | Def | Stab: beak/claw=+25 | 25 | 25 | 36

Laudable (Level 14)

TN= 5; ST= 14; AG= -5; CR= -3; PC= 7; HT= 2; IN= 1
HP=166; FP=69; Ward=2; SP=65 (hop) / 105 (glide)
Att | Dam | Def | Stab: beak/claw=+27 | 25 | 28 | 40

Outstanding (Level 16)

TN= 6; ST= 14; AG= -5; CR= -3; PC= 7; HT= 3; IN= 1
HP=181; FP=76; Ward=3; SP=65 (hop) / 105 (glide)
Att | Dam | Def | Stab: beak/claw=+29 | 25 | 31 | 43

Large Eagle Examples

Baseline Attributes

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

Adequate (Level 4)

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

HP=70; FP=53; Ward=1; SP=45 (hop) / 85 (glide)

Att | Dam | Def | Stab: beak/claw=+14 | 17 | 19 | 24

Decent (Level 6)

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

HP=76; FP=58; Ward=1; SP=50 (hop) / 90 (glide)

Att | Dam | Def | Stab: beak/claw=+17 | 18 | 21 | 27

Fit (Level 8)

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

HP=76; FP=58; Ward=1; SP=55 (hop) / 95 (glide)

Att | Dam | Def | Stab: beak/claw=+20 | 18 | 24 | 29

Laudable (Level 10)

TN= 2; ST= 8; AG= 1; CR= -1; PC= 5; HT= 2; IN= 0

HP=76; FP=58; Ward=1; SP=55 (hop) / 95 (glide)

Att | Dam | Def | Stab: beak/claw=+23 | 18 | 27 | 31

Model (Level 12)

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

HP=76; FP=64; Ward=1; SP=60 (hop) / 100 (glide)

Att | Dam | Def | Stab: beak/claw=+25 | 18 | 29 | 34

Outstanding (Level 14)

TN= 3; ST= 8; AG= 1; CR= -1; PC= 7; HT= 2; IN= 1

HP=83; FP=69; Ward=1; SP=65 (hop) / 105 (glide)

Att | Dam | Def | Stab: beak/claw=+27 | 18 | 32 | 38

Medium Eagle Examples

Baseline Attributes

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

Adequate (Level 2)

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

HP=32; FP=53; Ward=0; SP=40 (hop) / 80 (glide)

Att | Dam | Def | Stab: beak/claw=+11 | 7 | 21 | 20

Decent (Level 4)

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

HP=35; FP=53; Ward=0; SP=45 (hop) / 85 (glide)

Att | Dam | Def | Stab: beak/claw=+14 | 8 | 23 | 22

Fit (Level 6)

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

HP=38; FP=58; Ward=0; SP=50 (hop) / 90 (glide)

Att | Dam | Def | Stab: beak/claw=+17 | 9 | 25 | 25

Laudable (Level 8)

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

HP=38; FP=58; Ward=0; SP=55 (hop) / 95 (glide)

Att | Dam | Def | Stab: beak/claw=+20 | 9 | 28 | 27

Model (Level 10)

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

HP=38; FP=58; Ward=0; SP=55 (hop) / 95 (glide)

Att | Dam | Def | Stab: beak/claw=+23 | 9 | 31 | 29

Outstanding (Level 12)

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

HP=38; FP=64; Ward=0; SP=60 (hop) / 100 (glide)

Att | Dam | Def | Stab: beak/claw=+25 | 9 | 33 | 32

Small Eagle Examples

Baseline Attributes

TN= -2; ST= -6; AG= 10; CR= 2; PC= 4; HT= 1; IN= -2

Adequate (Level 0)

TN= -2; ST= -6; AG= 10; CR= 2; PC= 4; HT= 1; IN= -2

HP=16; FP=49; Ward=0; SP=40 (hop) / 80 (glide)

Att | Dam | Def | Stab: beak/claw=+8 | 4 | 22 | 16

Decent (Level 2)

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

HP=16; FP=53; Ward=0; SP=40 (hop) / 80 (glide)

Att | Dam | Def | Stab: beak/claw=+11 | 4 | 25 | 18

Fit (Level 4)

TN= -2; ST= -5; AG= 11; CR= 2; PC= 4; HT= 2; IN= -1

HP=17; FP=53; Ward=0; SP=45 (hop) / 85 (glide)

Att | Dam | Def | Stab: beak/claw=+14 | 4 | 27 | 20

Laudable (Level 6)

TN= -2; ST= -4; AG= 11; CR= 2; PC= 5; HT= 2; IN= -1

HP=19; FP=58; Ward=0; SP=50 (hop) / 90 (glide)

Att | Dam | Def | Stab: beak/claw=+17 | 4 | 29 | 23

Outstanding (Level 8)

TN= -2; ST= -4; AG= 12; CR= 2; PC= 5; HT= 2; IN= 0

HP=19; FP=58; Ward=0; SP=55 (hop) / 95 (glide)

Att | Dam | Def | Stab: beak/claw=+20 | 4 | 32 | 25

Eel, Common

An Eel is a huge snake-like fish possessing vicious teeth and thick, muscled jaws. The monster glides through the water with a rhythmic side-to-side motion having a graceful, ribbon-like quality.

The Common Eel is a predator that waits patiently for its meals to leisurely swim near, unaware of the Eel's threat. When the prey is within the fish's reach, it will suddenly emerge from its dark dwelling and gobble the unsuspecting tidbit.

Habitat: Eels hide in underwater caves from which they quickly emerge to surprise prospective meals. It is unfortunate for treasure hunters that the hulks of sunken pirate ships provide perfect shelters for these creatures.

Origin: Eels inhabit the ocean reefs throughout the oceanic world. As such, most coastal civilizations have some superstitions concerning the long slimy fish. For example, the Japanese believed Eels were Dragons in disguise. In Europe, an ointment made from eel fat allowed one to see through a faery's glamour.

Fun Facts: These creatures are at home in the water, and possess the Gift of Aquatic Combat.

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

Keywords: aquatic, blooded, carnivore, fish, fleshy, living, natural, territorial

Wealth Type: Incidental *Cunning:* Instinctive

Attack Modes: Carnivorous Bite *Move Modes:* Undulate

Vision: Night Vision *Danger Tier:* 0

Great Common Eel Examples

Baseline Attributes

TN=6; ST=12; AG= -14; CR= -2; PC=0; HT= -1; IN= -8

Adequate (Level 8)

TN=9; ST=15; AG= -13; CR= -2; PC=0; HT= -1; IN= -7

HP=256; FP=29; Ward=5; SP=35 (undulate)

Att | Dam | Def | Stab: bite=+14 | 24 | 18 | 31

Decent (Level 10)

TN=9; ST=15; AG= -11; CR= -2; PC=0; HT= -1; IN= -7

HP=256; FP=29; Ward=5; SP=40 (undulate)

Att | Dam | Def | Stab: bite=+18 | 24 | 22 | 33

Fit (Level 12)

TN= 9; ST= 15; AG= -11; CR= -2; PC= 1; HT= 0; IN= -7

HP=256; FP=34; Ward=5; SP=40 (undulate)

Att | Dam | Def | Stab: bite=+20 | 24 | 24 | 36

Laudable (Level 14)

TN= 9; ST= 15; AG= -11; CR= -2; PC= 2; HT= 0; IN= -7

HP=256; FP=38; Ward=5; SP=40 (undulate)

Att | Dam | Def | Stab: bite=+22 | 24 | 26 | 39

Model (Level 16)

TN=10; ST=15; AG= -11; CR= -2; PC=2; HT=0; IN= -7

HP=279; FP=38; Ward=6; SP=40 (undulate)

Att | Dam | Def | Stab: bite=+24 | 24 | 29 | 42

Outstanding (Level 18)

TN=10; ST=16; AG= -11; CR= -2; PC=2; HT=0; IN= -6

HP=304; FP=38; Ward=6; SP=45 (undulate)

Att | Dam | Def | Stab: bite=+27 | 25 | 31 | 44

Large Common Eel Examples

Baseline Attributes

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

Adequate (Level 4)

TN= 6; ST= 7; AG= -7; CR= 0; PC= 0; HT= -1; IN= -8

HP=99; FP=29; Ward=3; SP=30 (undulate)

Att | Dam | Def | Stab: bite=+8 | 14 | 17 | 24

Decent (Level 6)

TN= 7; ST= 8; AG= -7; CR= 0; PC= 0; HT= -1; IN= -8

HP=117; FP=29; Ward=3; SP=30 (undulate)

Att | Dam | Def | Stab: bite=+11 | 15 | 20 | 27

Fit (Level 8)

TN= 7; ST= 9; AG= -7; CR= 0; PC= 0; HT= -1; IN= -7

HP=128; FP=29; Ward=3; SP=35 (undulate)

Att | Dam | Def | Stab: bite=+14 | 16 | 22 | 29

Laudable (Level 10)

TN= 7; ST= 9; AG= -5; CR= 0; PC= 0; HT= -1; IN= -7

HP=128; FP=29; Ward=3; SP=40 (undulate)

Att | Dam | Def | Stab: bite=+18 | 16 | 26 | 31

Model (Level 12)

TN= 7; ST= 9; AG= -5; CR= 0; PC= 1; HT= 0; IN= -7

HP=128; FP=34; Ward=3; SP=40 (undulate)

Att | Dam | Def | Stab: bite=+20 | 16 | 28 | 34

Outstanding (Level 14)

TN= 7; ST= 9; AG= -5; CR= 0; PC= 2; HT= 0; IN= -7

HP=128; FP=38; Ward=3; SP=40 (undulate)

Att | Dam | Def | Stab: bite=+22 | 16 | 30 | 37

Medium Common Eel Examples**Baseline Attributes**

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

Adequate (Level 2)

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

HP=45; FP=29; Ward=1; SP=30 (undulate)

Att | Dam | Def | Stab: bite=+5 | 6 | 17 | 19

Decent (Level 4)

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

HP=49; FP=29; Ward=2; SP=30 (undulate)

Att | Dam | Def | Stab: bite=+8 | 6 | 21 | 22

Fit (Level 6)

TN= 5; ST= 2; AG= -1; CR= 2; PC= 0; HT= -1; IN= -8

HP=59; FP=29; Ward=2; SP=30 (undulate)

Att | Dam | Def | Stab: bite=+11 | 7 | 24 | 25

Laudable (Level 8)

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

HP=64; FP=29; Ward=2; SP=35 (undulate)

Att | Dam | Def | Stab: bite=+14 | 8 | 26 | 27

Model (Level 10)

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

HP=64; FP=29; Ward=2; SP=40 (undulate)

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

Outstanding (Level 12)

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

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

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

Small Common Eel Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=19; FP=29; Ward=0; SP=25 (undulate)

Att | Dam | Def | Stab: bite=+2 | 3 | 18 | 14

Decent (Level 2)

TN= 1; ST= -5; AG= 4; CR= 4; PC= 0; HT= -1; IN= -8

HP=23; FP=29; Ward=1; SP=30 (undulate)

Att | Dam | Def | Stab: bite=+5 | 3 | 21 | 17

Fit (Level 4)

TN= 2; ST= -5; AG= 5; CR= 4; PC= 0; HT= -1; IN= -8

HP=25; FP=29; Ward=1; SP=30 (undulate)

Att | Dam | Def | Stab: bite=+8 | 3 | 25 | 20

Laudable (Level 6)

TN= 3; ST= -4; AG= 5; CR= 4; PC= 0; HT= -1; IN= -8

HP=29; FP=29; Ward=1; SP=30 (undulate)

Att | Dam | Def | Stab: bite=+11 | 3 | 28 | 23

Model (Level 8)

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

HP=32; FP=29; Ward=1; SP=35 (undulate)

Att | Dam | Def | Stab: bite=+14 | 3 | 30 | 25

Outstanding (Level 10)

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

HP=32; FP=29; Ward=1; SP=40 (undulate)

Att | Dam | Def | Stab: bite=+18 | 3 | 34 | 27

Eel, Electric

Electric Eels are snake-like fish that inhabit craggy ocean bottoms and bountiful reefs. They dig burrows for themselves in mud and lay claim to crevices particularly suitable for surprising prey and attracting mates. An eel will hide itself in its cramped abode until a tasty looking critter swims near. When this happens, the Eel will lunge at the morsel attempting to grip it with its powerful jaws. The attacking fish will simultaneously produce a sudden electric shock to stun the targeted meal for easy retrieval.

Fun Facts: Electric Eels deliver a dangerous unseen jolt of electrical energy. Any creature within 3 feet of the eel takes 5 points of electrical damage every Round the eel engages in combat. Allow those shocked an Avoidance Roll with Toughness Adjustments for 1/2 damage.

These creatures possess the Gift of Aquatic Combat.

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

Habitat: Electric Eels populate the food-rich waters of coral reefs. They hide themselves in long narrow niches where they lay in wait for unsuspecting meals to swim nearby.

Origin: Eels appear in superstition and myth throughout the coastal world.

Keywords: aquatic, blooded, carnivore, fish, fleshy, living, natural, territorial

Wealth Type: Incidental *Cunning:* Instinctive

Attack Modes: Carnivorous Bite *Move Modes:* Undulate

Vision: Night Vision *Danger Tier:* 0

Medium Electric Eel Examples

Baseline Attributes

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

Adequate (Level 4)

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

HP=41; FP=26; Ward=1; SP=35 (undulate)

Att | Dam | Def | Stab: bite=+10 | 6 | 21 | 20

Decent (Level 6)

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

HP=45; FP=26; Ward=1; SP=35 (undulate)

Att | Dam | Def | Stab: bite=+12 | 6 | 24 | 23

Fit (Level 8)

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

HP=45; FP=26; Ward=1; SP=40 (undulate)

Att | Dam | Def | Stab: bite=+16 | 6 | 28 | 25

Laudable (Level 10)

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

HP=45; FP=29; Ward=1; SP=40 (undulate)

Att | Dam | Def | Stab: bite=+19 | 6 | 31 | 27

Model (Level 12)

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

HP=49; FP=32; Ward=1; SP=40 (undulate)

Att | Dam | Def | Stab: bite=+22 | 7 | 33 | 29

Outstanding (Level 14)

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

HP=49; FP=34; Ward=1; SP=40 (undulate)

Att | Dam | Def | Stab: bite=+24 | 7 | 35 | 31

Small Electric Eel Examples

Baseline Attributes

TN= -2; ST= -6; AG= 7; CR= 4; PC= 0; HT= -2; IN= -8

Adequate (Level 2)

TN= -2; ST= -5; AG= 7; CR= 4; PC= 0; HT= -2; IN= -7

HP=17; FP=26; Ward=0; SP=35 (undulate)

Att | Dam | Def | Stab: bite=+8 | 3 | 21 | 14

Decent (Level 4)

TN= 0; ST= -5; AG= 7; CR= 4; PC= 0; HT= -2; IN= -7

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

Att | Dam | Def | Stab: bite=+10 | 3 | 25 | 18

Fit (Level 6)

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

HP=23; FP=26; Ward=1; SP=35 (undulate)

Att | Dam | Def | Stab: bite=+12 | 3 | 28 | 21

Laudable (Level 8)

TN= 1; ST= -5; AG= 9; CR= 5; PC= 0; HT= -2; IN= -7

HP=23; FP=26; Ward=1; SP=40 (undulate)

Att | Dam | Def | Stab: bite=+16 | 3 | 32 | 23

Model (Level 10)

TN= 1; ST= -5; AG= 10; CR= 5; PC= 0; HT= -1; IN= -7

HP=23; FP=29; Ward=1; SP=40 (undulate)

Att | Dam | Def | Stab: bite=+19 | 3 | 35 | 25

Outstanding (Level 12)

TN= 1; ST= -4; AG= 10; CR= 5; PC= 0; HT= 0; IN= -7

HP=25; FP=32; Ward=1; SP=40 (undulate)

Att | Dam | Def | Stab: bite=+22 | 3 | 37 | 27

Eidolon Overlay

Eidolon is a general term for a purely Astral being. At the very least, Eidolons are Ageless, if not actually Immortal. Eidolons are not alive, having never been born. Many arose spontaneously from primordial Chaos. Others were purposely fashioned by gods and other highly powerful beings from the 5th element of Aether, also known as Ectoplasm. They are often corporeal, but their bodies are metaphysical in nature, rather than physical. Angels, Celestials, Devils, and Demons are all Eidolons.

Eidolons of any form imaginable can be encountered. As such, it would be impossible to cover the entire gamut of possibilities. So, instead, a simple Overlay for how to convert another monster type into a reasonable Eidolon form is provided here to greatly expand your choices, as Overlord, with a minimum of effort.

With the goal of imposing as little change as possible on the stats of the source monster description, the Eidolon Overlay retains most of the Attributes and Combat Characteristics of the source creature (Strength, Agility, Attack Bonus, Defense, Speed, Damage, etc.). The major difference is the creature is now an ageless Astral being, although it may have whatever level of Intelligence you deem appropriate. This fact bestows all of the benefits and banes listed in the sections below.

It is a good practice to provide players with some visual cues that the Eidolon standing before them is somehow different than what their form would normally indicate. A bright halo or dark aura would do the trick, as would red or sky-blue glowing eyes, golden skin, or other distinguishing physical traits.

Habitat: Eidolons are most often found in the Astral Plane. However, they are encountered in the Mortal Realm as well. Some are summoned into the physical world by powerful occultists to serve their bidding. Demonologists and Theurgists both practice these arts. Others simply wander into physical reality through rifts or portals that bridge the gap between the Astral and Physical domains.

Origin: All cultures have myths concerning metaphysical beings, which assist the gods as messengers and minions, both for good or ill.

Fun Facts: Eidolons retain all of the limbs, heads, and other appendages of the source form. So, if the source form has claws and wings, so does the Eidolon.

Most Eidolons have a few magical powers. You may retain some (or all) of the powers of the source form. Or, if the powers of the source creature don't make sense for the Eidolon you have in mind, you may assign some new powers to the creature as desired. Simply grant them one or more spells as innate abilities from the Eldritch, Fantasia, Mystic, Occult, and/or Pagan spell lists.

The Eidolon loses all Immunities, Resistances, and Sensitivities of the source form. These are replaced by the

following: The Eidolon is Immune to Acid, Blight, Dehydration, Fire, Heat, Internal, Rotting, Starvation, Suffocation, Sunlight, and Toxic Effects. They are also Immune to Delusion, Entrancing, Fatigue, Intoxication, Malady, Quietus, and Sedation Effects. Further, they can only be hit by magic weapons. However, they are Sensitive to Bleeding and Petrifying Effects.

Further, if the Eidolon is either a Celestial or Empyrean, it is Immune to Righteous effects, and Highly Sensitive to Infernal Effects. On the other hand, if it is either a Fiend or Hellion, it is Immune to Infernal effects, and is Highly Sensitive to Righteous effects.

Traits: Variable

Cunning: Variable

Vision: Astral Vision

Keywords: eidolon. The keywords of celestial, demon, empyrean, exalted, exiled, hellion, or paragon may also apply.

Wealth Type: Incidental. Most Eidolons have no desire for physical riches.

Attack Modes: The Eidolon retains the Attack Modes of the source form.

Move Modes: The Eidolon retains the Move Modes of the source form.

Size: The Eidolon retains the Size Category of the source form.

Elemental, Gas

Gas Elementals are beings comprised of a single element in a vaporous state. The most commonly encountered Gas Elementals are those comprised of Air. The Sylph and Anemoi are two such examples described below. However, it is quite possible for Gas Elementals to be comprised of other gasses than breathable air. For example, a Steam Elemental comprised of gaseous water would share the same combat stats as those listed herein.

Fun Facts: Gas Elementals are ordinarily invisible when surrounded by gasses of a similar nature, but can appear with a ghostly visage when they manifest themselves. So, a Sylph is normally invisible in air. In fact, when it is not manifested, a Gas Elemental is completely invisible to Astral Vision, Day Vision, Night Vision, Dark Vision, Heat Vision, and Echolocation. Anyone combating it will have to use the rules for Fighting Blind.

Gas Elementals are not Immune to Freezing and Scorching effects. However, if one refrains from all other actions for a Round, a Gas Elemental may transform into either a Liquid Elemental or Plasma Elemental. Transforming into a Liquid Elemental immediately heals all Freezing Damage it has sustained. Conversely, transforming into a Plasma Elemental immediately heals all the Scorching Damage it has sustained. The creature gains the benefits and drawbacks of its new state (of Liquid or Plasma), loses those of its old state (of Gas), and retains all of the magical powers, Immunities, and Sensitivities specifically listed in its original creature type write-up, if any.

Cunning: Alert

Danger Tier: +1

Move Modes: Glide/Hover

Vision: Echolocation

Anemoi

The Anemoi are powerful air elementals responsible for the production and tending of the winds. They are ordinarily invisible to human eyes but are believed to have a definite physical shape. On those rare occasions when an Anemoi is sighted, it appears as a vibrant strong-willed equine with a long flowing mane that continually dances as if blown by strong gales. Always active, the chests of these magnificent creatures continually heave with great breaths, producing powerful blasts of mist from their flaring nostrils. Despite their equine shapes, Anemoi are as impossible to tame as the wind itself. Even so, some legendary figures have employed these impressive creatures as steeds.

Habitat: An Anemoi is an elemental wind spirit that is almost constantly in motion. It has no permanent home and never lingers anywhere for long.

Origin: The Anemoi were the wind gods of ancient Greek lore. Each represented a cardinal direction: Boreas represented the North, Eurus the East, Notus the South, and Zephyr the West.

More Fun Facts: An Anemoi is a type of Air Elemental. As

an Anemoi sustains damage, its body exhibits no wounds. However, it does shrink as blows knock clouds of gas from its form. If an Anemoi loses half of its Hit Points, it shrinks by one Size Category, and gains the stats associated with its new size. If it loses half of its remaining Hit Points, it drops by another Size Category. It continues to do this until reaching a Tiny size, at which point it is incapable of shrinking further and will most likely flee from its assailants.

An Anemoi sees any object in contact with air regardless of lighting conditions. Of course, its line of sight must remain unobstructed by any physical object. Even a glass wall counts as an obstruction since aerial elementals don't use light to see.

An Anemoi can use the following Occult spells at will: Flee as Ample Deft Cyclone, Invoke Great Cone of Fell Wind, Invoke Grim Windy Blast, and Produce Epic Winds of Apt Sailing. All spells are cast at spell ranks equal to the elemental's Level. See The Oculus of Occultism for details.

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, equine-like

Attack Modes: Hoof (Sonic Damage)

Wealth Type: Incidental

Sylph

A Sylph is an air elemental. When visible, they have the appearance of beautiful naked maidens with gossamer wings, but have a translucent almost ghost-like appearance. Their wings are particularly sheer and transparent like those of gigantic dragonflies. Needless to say, Sylphs are often mistaken for some kind of aerial nymph or angelic spirit.

Habitat: Sylphs are strongly bound to their native environment of air. This isn't much of a restriction, though. Obviously, wherever men are found, so is a surrounding atmosphere. Even so, individual Sylphs tend to limit themselves to particular regions, be it the winds blowing over a given prairie or the area surrounding a specific cloud.

More Fun Facts: A Sylph is a type of Air Elemental. While a Sylph is often takes humanoid form, it is not restricted to this shape. It can also become an amorphous gas cloud when it needs to.

As a Sylph sustains damage, its body exhibits no wounds. However, it does shrink as blows knock clouds of gas from its form. If a Sylph loses half of its Hit Points, it shrinks by one Size Category, and gains the stats associated with its new size. If it loses half of its remaining Hit Points, it drops by another Size Category. It continues to do this until reaching a Tiny size, at which point it is incapable of

shrinking further and will most likely flee from its assailants.

Sylphs are able to communicate over vast distances as the Occult spell Funnel Whisper up to a Kingdom Away and are able to summon breezes and gales as the Occult spells Invoke Great Cone of Fell Wind, Invoke Grim Windy Blast, and Produce Epic Winds of Apt Sailing. Further, they are able to deliver Sonic Damage as the Fantasia Musical Score C above High C. All abilities are cast at will at spell ranks equal to the Sylph's Level. (See The Oculus of Occultism for details.)

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.

Origin: The Sylph is believed to originally appear in the works of Paracelsus, the 16th-century alchemist who first associated the elements with elemental creatures known as the Sagani. These were the Sylph or Sylvestris (Air), Genomus (Earth), Vulcanus (Fire), and Undina (Water).

Keywords: aerial, elemental, humanoid

Attack Modes: Sonic Blast or Shove

Wealth Type: Incidental

Great Gas Elemental Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=91; FP=32; Ward=1; SP=60 (glide) / 40 (hover)

Att | Dam | Def | Stab: sonic blast=+4 | 15 | 6 | 16; or shove=+4 | 0 (setback) | 6 | 16

Decent (Level 2)

TN= 3; ST= 10; AG= -9; CR= -2; PC= 0; HT= 0; IN= 0

HP=99; FP=32; Ward=1; SP=60 (glide) / 40 (hover)

Att | Dam | Def | Stab: sonic blast=+7 | 15 | 10 | 19; or shove=+7 | 1 (setback) | 10 | 19

Fit (Level 4)

TN= 4; ST= 10; AG= -9; CR= -2; PC= 1; HT= 0; IN= 0

HP=108; FP=34; Ward=2; SP=65 (glide) / 45 (hover)

Att | Dam | Def | Stab: sonic blast=+9 | 15 | 13 | 23; or shove=+9 | 1 (setback) | 13 | 23

Laudable (Level 6)

TN= 5; ST= 11; AG= -9; CR= -2; PC= 1; HT= 0; IN= 0

HP=128; FP=34; Ward=2; SP=65 (glide) / 45 (hover)

Att | Dam | Def | Stab: sonic blast=+12 | 16 | 16 | 26; or shove=+12 | 2 (setback) | 16 | 26

Model (Level 8)

TN= 5; ST= 12; AG= -9; CR= -2; PC= 1; HT= 1; IN= 0

HP=140; FP=38; Ward=2; SP=70 (glide) / 50 (hover)

Att | Dam | Def | Stab: sonic blast=+15 | 17 | 18 | 28; or shove=+15 | 3 (setback) | 18 | 28

Outstanding (Level 10)

TN= 5; ST= 13; AG= -8; CR= -2; PC= 1; HT= 1; IN= 0

HP=152; FP=38; Ward=2; SP=70 (glide) / 50 (hover)

Att | Dam | Def | Stab: sonic blast=+19 | 18 | 21 | 30; or shove=+19 | 5 (setback) | 21 | 30

Remarkable (Level 12)

TN= 5; ST= 13; AG= -8; CR= -1; PC= 1; HT= 2; IN= 0

HP=152; FP=41; Ward=2; SP=70 (glide) / 50 (hover)

Att | Dam | Def | Stab: sonic blast=+21 | 18 | 23 | 32; or shove=+21 | 5 (setback) | 23 | 32

Superb (Level 14)

TN= 5; ST= 13; AG= -8; CR= -1; PC= 2; HT= 2; IN= 0
 HP=152; FP=45; Ward=2; SP=75 (glide) / 55 (hover)
 Att | Dam | Def | Stab: sonic blast=+23 | 18 | 25 | 35; or
 shove=+23 | 5 (setback) | 25 | 35

Wondrous (Level 16)

TN= 6; ST= 13; AG= -7; CR= -1; PC= 2; HT= 2; IN= 0
 HP=166; FP=45; Ward=3; SP=80 (glide) / 60 (hover)
 Att | Dam | Def | Stab: sonic blast=+26 | 18 | 29 | 38; or
 shove=+26 | 6 (setback) | 29 | 38

Large Gas Elemental Examples**Baseline Attributes**

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

Adequate (Level 0)

TN= 0; ST= 4; AG= -4; CR= 0; PC= 0; HT= 0; IN= 0
 HP=45; FP=32; Ward=0; SP=60 (glide) / 40 (hover)
 Att | Dam | Def | Stab: sonic blast=+4 | 8 | 10 | 14; or
 shove=+4 | 0 (setback) | 10 | 14

Decent (Level 2)

TN= 1; ST= 4; AG= -3; CR= 0; PC= 0; HT= 0; IN= 0
 HP=49; FP=32; Ward=1; SP=60 (glide) / 40 (hover)
 Att | Dam | Def | Stab: sonic blast=+7 | 8 | 14 | 17; or
 shove=+7 | 1 (setback) | 14 | 17

Fit (Level 4)

TN= 2; ST= 4; AG= -3; CR= 0; PC= 1; HT= 0; IN= 0
 HP=54; FP=34; Ward=1; SP=65 (glide) / 45 (hover)
 Att | Dam | Def | Stab: sonic blast=+9 | 8 | 17 | 21; or
 shove=+9 | 1 (setback) | 17 | 21

Laudable (Level 6)

TN= 3; ST= 5; AG= -3; CR= 0; PC= 1; HT= 0; IN= 0
 HP=64; FP=34; Ward=1; SP=65 (glide) / 45 (hover)
 Att | Dam | Def | Stab: sonic blast=+12 | 9 | 20 | 24; or
 shove=+12 | 2 (setback) | 20 | 24

Model (Level 8)

TN= 3; ST= 6; AG= -3; CR= 0; PC= 1; HT= 1; IN= 0
 HP=70; FP=38; Ward=1; SP=70 (glide) / 50 (hover)
 Att | Dam | Def | Stab: sonic blast=+15 | 10 | 22 | 26; or
 shove=+15 | 3 (setback) | 22 | 26

Outstanding (Level 10)

TN= 3; ST= 7; AG= -2; CR= 0; PC= 1; HT= 1; IN= 0
 HP=76; FP=38; Ward=1; SP=70 (glide) / 50 (hover)
 Att | Dam | Def | Stab: sonic blast=+19 | 11 | 25 | 28; or
 shove=+19 | 5 (setback) | 25 | 28

Remarkable (Level 12)

TN= 3; ST= 7; AG= -2; CR= 1; PC= 1; HT= 2; IN= 0
 HP=76; FP=41; Ward=1; SP=70 (glide) / 50 (hover)
 Att | Dam | Def | Stab: sonic blast=+21 | 11 | 27 | 30; or
 shove=+21 | 5 (setback) | 27 | 30

Superb (Level 14)

TN= 3; ST= 7; AG= -2; CR= 1; PC= 2; HT= 2; IN= 0
 HP=76; FP=45; Ward=1; SP=75 (glide) / 55 (hover)
 Att | Dam | Def | Stab: sonic blast=+23 | 11 | 29 | 33; or
 shove=+23 | 5 (setback) | 29 | 33

Wondrous (Level 16)

TN= 4; ST= 7; AG= -1; CR= 1; PC= 2; HT= 2; IN= 0
 HP=83; FP=45; Ward=2; SP=80 (glide) / 60 (hover)
 Att | Dam | Def | Stab: sonic blast=+26 | 11 | 33 | 36; or
 shove=+26 | 6 (setback) | 33 | 36

Medium Gas Elemental Examples**Baseline Attributes**

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

Adequate (Level 0)

TN= -2; ST= -2; AG= 2; CR= 2; PC= 0; HT= 0; IN= 0
 HP=23; FP=32; Ward=0; SP=60 (glide) / 40 (hover)
 Att | Dam | Def | Stab: sonic blast=+4 | 3 | 14 | 12; or
 shove=+4 | 0 (setback) | 14 | 12

Decent (Level 2)

TN= -1; ST= -2; AG= 3; CR= 2; PC= 0; HT= 0; IN= 0
 HP=25; FP=32; Ward=0; SP=60 (glide) / 40 (hover)
 Att | Dam | Def | Stab: sonic blast=+7 | 3 | 18 | 15; or
 shove=+7 | 1 (setback) | 18 | 15

Fit (Level 4)

TN= 0; ST= -2; AG= 3; CR= 2; PC= 1; HT= 0; IN= 0
 HP=27; FP=34; Ward=0; SP=65 (glide) / 45 (hover)
 Att | Dam | Def | Stab: sonic blast=+9 | 3 | 21 | 19; or
 shove=+9 | 1 (setback) | 21 | 19

Laudable (Level 6)

TN= 1; ST= -1; AG= 3; CR= 2; PC= 1; HT= 0; IN= 0
 HP=32; FP=34; Ward=1; SP=65 (glide) / 45 (hover)
 Att | Dam | Def | Stab: sonic blast=+12 | 3 | 24 | 22; or
 shove=+12 | 2 (setback) | 24 | 22

Model (Level 8)

TN= 1; ST= 0; AG= 3; CR= 2; PC= 1; HT= 1; IN= 0
 HP=35; FP=38; Ward=1; SP=70 (glide) / 50 (hover)
 Att | Dam | Def | Stab: sonic blast=+15 | 3 | 26 | 24; or
 shove=+15 | 3 (setback) | 26 | 24

Outstanding (Level 10)

TN= 1; ST= 1; AG= 4; CR= 2; PC= 1; HT= 1; IN= 0
 HP=38; FP=38; Ward=1; SP=70 (glide) / 50 (hover)
 Att | Dam | Def | Stab: sonic blast=+19 | 4 | 29 | 26; or
 shove=+19 | 5 (setback) | 29 | 26

Remarkable (Level 12)

TN= 1; ST= 1; AG= 4; CR= 3; PC= 1; HT= 2; IN= 0
 HP=38; FP=41; Ward=1; SP=70 (glide) / 50 (hover)
 Att | Dam | Def | Stab: sonic blast=+21 | 4 | 31 | 28; or
 shove=+21 | 5 (setback) | 31 | 28

Superb (Level 14)

TN= 1; ST= 1; AG= 4; CR= 3; PC= 2; HT= 2; IN= 0
 HP=38; FP=45; Ward=1; SP=75 (glide) / 55 (hover)
 Att | Dam | Def | Stab: sonic blast=+23 | 4 | 33 | 31; or
 shove=+23 | 5 (setback) | 33 | 31

Wondrous (Level 16)

TN= 2; ST= 1; AG= 5; CR= 3; PC= 2; HT= 2; IN= 0
 HP=41; FP=45; Ward=1; SP=80 (glide) / 60 (hover)
 Att | Dam | Def | Stab: sonic blast=+26 | 4 | 37 | 34; or
 shove=+26 | 6 (setback) | 37 | 34

Small Gas Elemental Examples**Baseline Attributes**

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

Adequate (Level 0)

TN= -4; ST= -8; AG= 8; CR= 4; PC= 0; HT= 0; IN= 0
 HP=11; FP=32; Ward=0; SP=60 (glide) / 40 (hover)
 Att | Dam | Def | Stab: sonic blast=+4 | 2 | 18 | 10; or
 shove=+4 | 0 (setback) | 18 | 10

Decent (Level 2)

TN= -3; ST= -8; AG= 9; CR= 4; PC= 0; HT= 0; IN= 0
 HP=12; FP=32; Ward=0; SP=60 (glide) / 40 (hover)
 Att | Dam | Def | Stab: sonic blast=+7 | 2 | 22 | 13; or
 shove=+7 | 1 (setback) | 22 | 13

Fit (Level 4)

TN= -2; ST= -8; AG= 9; CR= 4; PC= 1; HT= 0; IN= 0
 HP=13; FP=34; Ward=0; SP=65 (glide) / 45 (hover)
 Att | Dam | Def | Stab: sonic blast=+9 | 2 | 25 | 17; or
 shove=+9 | 1 (setback) | 25 | 17

Laudable (Level 6)

TN= -1; ST= -7; AG= 9; CR= 4; PC= 1; HT= 0; IN= 0
 HP=16; FP=34; Ward=0; SP=65 (glide) / 45 (hover)
 Att | Dam | Def | Stab: sonic blast=+12 | 2 | 28 | 20; or
 shove=+12 | 2 (setback) | 28 | 20

Model (Level 8)

TN= -1; ST= -6; AG= 9; CR= 4; PC= 1; HT= 1; IN= 0
 HP=17; FP=38; Ward=0; SP=70 (glide) / 50 (hover)
 Att | Dam | Def | Stab: sonic blast=+15 | 2 | 30 | 22; or
 shove=+15 | 3 (setback) | 30 | 22

Outstanding (Level 10)

TN= -1; ST= -5; AG= 10; CR= 4; PC= 1; HT= 1; IN= 0
 HP=19; FP=38; Ward=0; SP=70 (glide) / 50 (hover)
 Att | Dam | Def | Stab: sonic blast=+19 | 2 | 33 | 24; or
 shove=+19 | 5 (setback) | 33 | 24

Remarkable (Level 12)

TN= -1; ST= -5; AG= 10; CR= 5; PC= 1; HT= 2; IN= 0
 HP=19; FP=41; Ward=0; SP=70 (glide) / 50 (hover)
 Att | Dam | Def | Stab: sonic blast=+21 | 2 | 35 | 26; or
 shove=+21 | 5 (setback) | 35 | 26

Superb (Level 14)

TN= -1; ST= -5; AG= 10; CR= 5; PC= 2; HT= 2; IN= 0
 HP=19; FP=45; Ward=0; SP=75 (glide) / 55 (hover)
 Att | Dam | Def | Stab: sonic blast=+23 | 2 | 37 | 29; or
 shove=+23 | 5 (setback) | 37 | 29

Wondrous (Level 16)

TN= 0; ST= -5; AG= 11; CR= 5; PC= 2; HT= 2; IN= 0
 HP=21; FP=45; Ward=0; SP=80 (glide) / 60 (hover)
 Att | Dam | Def | Stab: sonic blast=+26 | 2 | 41 | 32; or
 shove=+26 | 6 (setback) | 41 | 32

Tiny Gas Elemental Examples**Baseline Attributes**

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

Adequate (Level 0)

TN= -6; ST= -14; AG= 14; CR= 6; PC= 0; HT= 0; IN= 0
 HP=6; FP=32; Ward=0; SP=60 (glide) / 40 (hover)
 Att | Dam | Def | Stab: sonic blast=+4 | 1 | 22 | 8; or
 shove=+4 | 0 (setback) | 22 | 8

Decent (Level 2)

TN= -5; ST= -14; AG= 15; CR= 6; PC= 0; HT= 0; IN= 0
 HP=6; FP=32; Ward=0; SP=60 (glide) / 40 (hover)
 Att | Dam | Def | Stab: sonic blast=+7 | 1 | 26 | 11; or
 shove=+7 | 1 (setback) | 26 | 11

Fit (Level 4)

TN= -4; ST= -14; AG= 15; CR= 6; PC= 1; HT= 0; IN= 0
 HP=7; FP=34; Ward=0; SP=65 (glide) / 45 (hover)
 Att | Dam | Def | Stab: sonic blast=+9 | 1 | 29 | 15; or
 shove=+9 | 1 (setback) | 29 | 15

Laudable (Level 6)

TN= -3; ST= -13; AG= 15; CR= 6; PC= 1; HT= 0; IN= 0
 HP=8; FP=34; Ward=0; SP=65 (glide) / 45 (hover)
 Att | Dam | Def | Stab: sonic blast=+12 | 1 | 32 | 18; or
 shove=+12 | 2 (setback) | 32 | 18

Model (Level 8)

TN= -3; ST= -12; AG= 15; CR= 6; PC= 1; HT= 1; IN= 0
 HP=9; FP=38; Ward=0; SP=70 (glide) / 50 (hover)
 Att | Dam | Def | Stab: sonic blast=+15 | 1 | 34 | 20; or
 shove=+15 | 3 (setback) | 34 | 20

Outstanding (Level 10)

TN= -3; ST= -11; AG= 16; CR= 6; PC= 1; HT= 1; IN= 0
 HP=10; FP=38; Ward=0; SP=70 (glide) / 50 (hover)
 Att | Dam | Def | Stab: sonic blast=+19 | 1 | 37 | 22; or
 shove=+19 | 5 (setback) | 37 | 22

Remarkable (Level 12)

TN= -3; ST= -11; AG= 16; CR= 7; PC= 1; HT= 2; IN= 0
 HP=10; FP=41; Ward=0; SP=70 (glide) / 50 (hover)
 Att | Dam | Def | Stab: sonic blast=+21 | 1 | 39 | 24; or
 shove=+21 | 5 (setback) | 39 | 24

Superb (Level 14)

TN= -3; ST= -11; AG= 16; CR= 7; PC= 2; HT= 2; IN= 0
 HP=10; FP=45; Ward=0; SP=75 (glide) / 55 (hover)
 Att | Dam | Def | Stab: sonic blast=+23 | 1 | 41 | 27; or
 shove=+23 | 5 (setback) | 41 | 27

Wondrous (Level 16)

TN= -2; ST= -11; AG= 17; CR= 7; PC= 2; HT= 2; IN= 0
 HP=10; FP=45; Ward=0; SP=80 (glide) / 60 (hover)
 Att | Dam | Def | Stab: sonic blast=+26 | 1 | 45 | 30; or
 shove=+26 | 6 (setback) | 45 | 30

Elemental, Liquid

Liquid Elementals are beings made of a single element in a fluid state. The Liquid Elemental that comes first to most people's minds are Water Elementals, such as the Undine described below. However, Liquid Elementals can be comprised of other types of liquid. They each have unique special abilities, but they all share similar combat characteristics.

Fun Facts: Liquid Elementals are ordinarily invisible when submerged in a liquid of a similar nature to its own composition, but can manifest distinct bodies when desired. So, an Undine is normally invisible in water. In fact, when it is not manifested, a Liquid Elemental is completely invisible to Astral Vision, Day Vision, Night Vision, Dark Vision, Heat Vision, and Echolocation. Anyone combating it will have to use the rules for Fighting Blind. On the other hand, a Liquid Elemental cannot leave its native medium without manifesting itself.

Liquid Elementals are not Immune to Freezing and Scorching effects. However, if one refrains from all other actions for a Round, a Liquid Elemental may transform into either a Solid Elemental or Gas Elemental. Transforming into a Solid Elemental immediately heals all Freezing Damage it has sustained. Conversely, transforming into a Gas Elemental immediately heals all the Scorching Damage it has sustained. The creature gains the benefits and drawbacks of its new state (Gas or Solid), loses those of its old state (Liquid), and retains all of the magical powers, Immunities, and Sensitivities specifically listed in its original creature type write-up, if any.

Move Modes: Run/Fishtail (A Liquid Elemental can swim through the medium from which it is comprised.)

Cunning: Alert

Danger Tier: +1

Fire Giant

Fire Giants are gigantic men made of glowing magma covered by a thin crust of black lava rock. In fact, they are a type of fire elemental in the form of liquid lava. Their hair is comprised of flickering tendrils of dancing flame while their eyes have the dull red glow of cooling magma. Light wispy threads of ethereal smoke continuously rise from the rough frames of these huge beings, which produce the faint aroma of burning sulphur. Those entering into combat with a fire giant can sometimes hear the slight hiss of smoldering coals.

True to their natures, Fire Giants have rather hot tempers. They get along poorly even among themselves. Nevertheless, this doesn't keep them from forming small bands to overwhelm their hated enemies. They are especially prone to furiously attack anyone recognized as a follower of a hated deity.

Habitat: Fire Giants are most comfortable in volcanically active areas. After all, who doesn't appreciate a good soak in a boiling lava pool now and then?

Origin: Fire Giants are natives of Scandinavian mythology. They, along with the Frost Giants are fated to slay the mortal gods of Nordic legend.

Fun Facts: Fire Giants are a type of Fire Elemental, and are always of size Large or larger.

In combat, Fire Giants may wield weapons when desired. They often wield Great Mauls.

Fire Giants may cast the following Occult spells at will: Manifest Dire Scorching Touch, Manifest Retaliatory Fell Efriti Fire, and Offer Dire Scorching Brand. See The Oculus of Occultism for a full description of these spells. All spells are cast at spell ranks equal to the Level of the Fire Giant.

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: Great Animosity to Frost Giants, Hatred toward Nordic Priests of the Aesir and Vanir

Keywords: elemental, fiery, giant, humanoid, phlogiston, territorial

Additional Attack Modes: by weapon

Attack Modes: Punch or Shove

Vision: Thermal Vision *Wealth Type:* Hoard

Mudbog

Mudbogs are odd looking humanoids made of mud. They are, in fact, a liquid form of earth elemental. A Mudbog's body is a round ball of gelatinous mud on top of which is smushed a smaller mud ball head that lacks a supporting neck. The head has a broad mouth resembling that of a frog, which often has a muddy slobber oozing from it. Its arms and legs are very skinny appendages comprised of twigs and/or roots, and have the appearance of being far too delicate to support the creature's rotund body.

These mud monsters have a crude language of sorts, made up of gurgles, burps, and grunts. As such, they are often viewed as being far less intelligent than they really are.

Mudbogs do not like intruders into their domains, and will generally attack them by throwing globs of mud. Needless to say, it is a very dirty affair for the trespasser.

Habitat: Mudbogs live in swamps, bogs, and anywhere else both water and mud are plentiful.

Origin: Also known as a Ballybog or Peat Fairy, the Mudbog comes originally from Cornish and Welsh folklore, but has spread throughout England and the Isle of Man. They were said to be guardians of the Peat Bogs.

Fun Facts: A Mudbog is a type of Earth Elemental and are

almost always of size Medium or smaller, although they are on occasion of larger size.

In combat, Mudbogs prefer to stay out of melee combat and throw globs of mud at their foes. Treat this as the Occult spell Sling Large Dire Ball of Slick Mud (See The Oculus of Occultism for details). When pressed directly into melee, though, Mudbogs will Grapple their opponents. Both abilities are used at ranks equal to their Levels.

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.

Traits: Great Animosity to Trespassers

Keywords: elemental, humanoid, tellurian, territorial

Attack Modes: Pseudopod or Shove

Vision: Geo Vision *Wealth Type:* Incidental

Sandman

A Sandman is a humanoid made of sand, whose primary function is to deposit sand into the eyes of sleeping people. They are, in fact, a type of earth elemental comprised of sand, which can flow like a liquid under doorways and through keyholes when necessary. Ordinarily, though, a sandman has a firm humanoid shape.

Nobody knows what motivates Sandmen to perform their nightly rituals. However, some reports state that if a Sandman deposits their sand in the eyes of a waking person, their eyes will fall out. And, if that happens, the Sandman will pick them up and either snack on them immediately or take them away to feed their children.

Since they usually appear when one is asleep, few people have actually seen a Sandman. And, when they do, their true form is usually masked by illusion. Consequently, most reports of Sandmen describe them as goblins with long pointed noses or faery-like gnomes carrying pouches of sand, rather than the vaguely humanoid sand creatures that they really are.

Sandmen are masters of sand, dreams, and illusions. Most of the time, they are benevolent and provide their "clients" with pleasant dreams. At other times, though, the nocturnal images they evoke are nightmarish.

Habitat: Sandmen dwell in deserts, beaches, and anywhere else sand is plentiful whenever they are not otherwise engaged in the bedrooms of children. Some are even said to inhabit the moon.

Origin: Tales of the Sandman come from Germany and Denmark. The darker eyeball-greedy interpretation of this creature comes from the 1816 short story "Der Sandman" by E.T.A. Hoffmann. The more light-hearted aspect comes from

Hans Christian Anderson's "the Sandman", printed in 1841.

Fun Facts: A Sandman is a type of Earth Elemental. As a Sandman sustains damage, its body shows no wounds. However, it does shrink as blows knock sprays of sand from its body. If a Sandman loses half of its Hit Points, it shrinks by one Size Category, and gains the stats associated with its new size. If it loses half of its remaining Hit Points, it drops by another Size Category. It continues to do this until reaching a Tiny size, at which point it is incapable of shrinking further and will most likely flee from its assailants.

Sandmen are almost always of size Medium or smaller, although they are on occasion of larger size.

Sandmen can cast the following Occult spells: Invoke Dire Slumber, Invoke Dire Emotional Siphon, Disguise Creature, Fascinate with Doubly Deft Brittle Ecstasy, Field Bold Spying Eye, Generate Many Sandstone Blocks, Invoke Great Cone of Grim Sand, Offer Apt Serendipity of Luna, Provide Apt Muffling, Provide Pain Numbing, and Place Sand Castle with a Few Large Rooms (See The Oculus of Occultism for details). They can also use the following Eldritch Skills: Dream Speak, Moon Glow, and Evoke Nightmare (see The Character Compendium for details). They are also capable of both Urban and Rural Stealth. All such abilities are used at ranks equal to their Levels.

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.

Traits: Fond of Children, Craves the Taste of Eyeballs

Attack Modes: Punch or Shove

Keywords: elemental, humanoid, nocturnal, tellurian

Vision: Geo Vision *Wealth Type:* Incidental

Undine

An undine is a water elemental who spends its life in and around water. When seen out of the water, undines usually take the form of beautiful naked maidens whose bodies are entirely made up of translucent water. Not surprisingly, they are often mistaken as water nymphs.

Habitat: Undines are strongly tied to their environments. They are rarely seen far from the waterfall, stream, ocean, or lake which they call home.

Fun Facts: An Undine is a type of Water Elemental. While submerged, an Undine is invisible to Day Vision, Night Vision, Dark Vision, Heat Vision, and Echolocation. Anyone combating it in water will have to use the rules for Fighting Blind unless they have some other means to see it (Astral Vision would work). Further, all Undines possess the Gift of Aquatic Combat.

While an Undine is often seen in humanoid form while on land, it is not restricted to this shape. When swimming, it usually takes the shape of a mermaid (albeit an invisible one). It can also become pure liquid water when it needs to.

As an Undine sustains damage, its body shows no wounds. However, it does shrink as blows shear splashes of water from its form. If an undine loses half of its Hit Points, it shrinks by one Size Category, and gains the stats associated with its new size. If it loses half of its remaining Hit Points, it drops by another Size Category. It continues to do this until reaching a Tiny size, at which point it is incapable of shrinking further and will most likely flee from its assailants.

An undine is not the slightest bit afraid of cold. It can even be frozen solid without harm. If this is done, it essentially becomes an ice elemental with combat stats equivalent to that of a Genomus of its Size Category and level.

Undines can cast the Occult spells Invoke Great Cone of Dire Water, Manifest Dire Freezing Touch, and Pitch Epic Fog. (See The Oculus of Occultism for details.) They can also cast the Pagan Nature spell Whirlpool. (See The Codex of Cultures for details.) All spells are cast at spell ranks equal to their Levels.

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.

Origin: The Undine is believed to originally appear in the works of Paracelsus, the 16th-century alchemist who first associated the elements with elemental creatures known as the Sagani. These were Sylvestris (Air), Genomus (Earth), Vulcanus (Fire), and Undina (Water). The term Undine itself is derived from unda, the Latin word for wave.

Keywords: aqueous, elemental, humanoid

Attack Modes: Punch or Shove

Vision: Aqua Vision

Wealth Type: Incidental

Vulcanus

A Vulcanus (plural Vulcani) is a fire elemental in the form of molten rock. Vulcani are varied in their appearances, though. One may have a bright orange liquid core with tendrils of smoke rising from its surface. Another might look like viscous red magma with a thin covering of cracked black lava rock. Yet another might have a body of bubbling liquid yellow giving off a honey glow.

Habitat: Vulcani take up residence wherever flame is prevalent. They have a particular fondness for volcanoes.

Fun Facts: A Vulcanus is a type of Fire Elemental. As a Vulcanus sustains damage, its body shows no wounds. However, it does shrink as blows knock sprays of magma from its body. If a Vulcanus loses half of its Hit Points, it shrinks by one Size Category, and gains the stats associated with its new size. If it loses half of its remaining Hit Points, it drops by another Size Category. It continues to do this until reaching a Tiny size, at which point it is incapable of shrinking further and will most likely flee from its assailants.

Vulcani may cast the following Occult spells at will: [Invoke Large Cone of Grim Fire](#), [Manifest Dire Scorching Touch](#), and [Sling Large Dire Ball of Sticky Lava](#). See [The Oculus of Occultism](#) for a full description of these spells. All spells are cast at spell ranks equal to the Level of the Vulcanus.

Finally, Vulcani can easily pass through any combustible material, such as wood or natural coal seams, and will cleverly use this ability to their advantage in combat.

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.

Origin: *Origin:* The Vulcanus is believed to originally appear in the works of Paracelsus, the 16th-century alchemist who first associated the elements with elemental creatures known as the Sagani. These were Sylvestris (Air), Genomus (Earth), Vulcanus (Fire), and Undina (Water).

Traits: Affinity toward Firedrakes

Keywords: elemental, humanoid, fiery, phlogiston

Attack Modes: Pseudopod or Shove

Vision: Thermal Vision *Wealth Type:* Incidental

Great Liquid Elemental Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=128; FP=32; Ward=2; SP=30 (run) / 40 (fishtail)

Att | Dam | Def | Stab: pseudopod(×2)=+4 | 23 | 6 | 18; or shove=+4 | 0 (setback) | 6 | 18

Decent (Level 2)

TN= 5; ST= 12; AG= -11; CR= -4; PC= 0; HT= 0; IN= 0

HP=140; FP=32; Ward=2; SP=30 (run) / 40 (fishtail)

Att | Dam | Def | Stab: pseudopod(×2)=+7 | 23 | 10 | 21; or shove=+7 | 1 (setback) | 10 | 21

Fit (Level 4)

TN= 6; ST= 12; AG= -11; CR= -4; PC= 1; HT= 0; IN= 0

HP=152; FP=34; Ward=3; SP=35 (run) / 45 (fishtail)

Att | Dam | Def | Stab: pseudopod(×2)=+9 | 23 | 13 | 25; or shove=+9 | 1 (setback) | 13 | 25

Laudable (Level 6)

TN= 7; ST= 13; AG= -11; CR= -4; PC= 1; HT= 0; IN= 0

HP=181; FP=34; Ward=3; SP=35 (run) / 45 (fishtail)

Att | Dam | Def | Stab: pseudopod(×2)=+12 | 24 | 16 | 28; or shove=+12 | 2 (setback) | 16 | 28

Model (Level 8)

TN= 7; ST= 14; AG= -11; CR= -4; PC= 1; HT= 1; IN= 0

HP=197; FP=38; Ward=3; SP=40 (run) / 50 (fishtail)

Att | Dam | Def | Stab: pseudopod(×2)=+15 | 25 | 18 | 30; or shove=+15 | 3 (setback) | 18 | 30

Outstanding (Level 10)

TN= 7; ST= 15; AG= -10; CR= -4; PC= 1; HT= 1; IN= 0

HP=215; FP=38; Ward=3; SP=40 (run) / 50 (fishtail)

Att | Dam | Def | Stab: pseudopod(×2)=+19 | 26 | 21 | 32; or shove=+19 | 5 (setback) | 21 | 32

Remarkable (Level 12)

TN= 7; ST= 15; AG= -10; CR= -3; PC= 1; HT= 2; IN= 0

HP=215; FP=41; Ward=3; SP=40 (run) / 50 (fishtail)

Att | Dam | Def | Stab: pseudopod(×2)=+21 | 26 | 23 | 34; or shove=+21 | 5 (setback) | 23 | 34

Superb (Level 14)

TN= 7; ST= 15; AG= -10; CR= -3; PC= 2; HT= 2; IN= 0

HP=215; FP=45; Ward=3; SP=45 (run) / 55 (fishtail)

Att | Dam | Def | Stab: pseudopod(×2)=+23 | 26 | 25 | 37; or shove=+23 | 5 (setback) | 25 | 37

Wondrous (Level 16)

TN= 8; ST= 15; AG= -9; CR= -3; PC= 2; HT= 2; IN= 0
 HP=235; FP=45; Ward=4; SP=50 (run) / 60 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+26 | 26 | 29 | 40; or
 shove=+26 | 6 (setback) | 29 | 40

Large Liquid Elemental Examples**Baseline Attributes**

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

Adequate (Level 0)

TN= 2; ST= 6; AG= -6; CR= -2; PC= 0; HT= 0; IN= 0
 HP=64; FP=32; Ward=1; SP=30 (run) / 40 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+4 | 15 | 10 | 16; or
 shove=+4 | 0 (setback) | 10 | 16

Decent (Level 2)

TN= 3; ST= 6; AG= -5; CR= -2; PC= 0; HT= 0; IN= 0
 HP=70; FP=32; Ward=1; SP=30 (run) / 40 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+7 | 15 | 14 | 19; or
 shove=+7 | 1 (setback) | 14 | 19

Fit (Level 4)

TN= 4; ST= 6; AG= -5; CR= -2; PC= 1; HT= 0; IN= 0
 HP=76; FP=34; Ward=2; SP=35 (run) / 45 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+9 | 15 | 17 | 23; or
 shove=+9 | 1 (setback) | 17 | 23

Laudable (Level 6)

TN= 5; ST= 7; AG= -5; CR= -2; PC= 1; HT= 0; IN= 0
 HP=91; FP=34; Ward=2; SP=35 (run) / 45 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+12 | 16 | 20 | 26; or
 shove=+12 | 2 (setback) | 20 | 26

Model (Level 8)

TN= 5; ST= 8; AG= -5; CR= -2; PC= 1; HT= 1; IN= 0
 HP=99; FP=38; Ward=2; SP=40 (run) / 50 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+15 | 17 | 22 | 28; or
 shove=+15 | 3 (setback) | 22 | 28

Outstanding (Level 10)

TN= 5; ST= 9; AG= -4; CR= -2; PC= 1; HT= 1; IN= 0
 HP=108; FP=38; Ward=2; SP=40 (run) / 50 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+19 | 18 | 25 | 30; or
 shove=+19 | 5 (setback) | 25 | 30

Remarkable (Level 12)

TN= 5; ST= 9; AG= -4; CR= -1; PC= 1; HT= 2; IN= 0
 HP=108; FP=41; Ward=2; SP=40 (run) / 50 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+21 | 18 | 27 | 32; or
 shove=+21 | 5 (setback) | 27 | 32

Superb (Level 14)

TN= 5; ST= 9; AG= -4; CR= -1; PC= 2; HT= 2; IN= 0
 HP=108; FP=45; Ward=2; SP=45 (run) / 55 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+23 | 18 | 29 | 35; or
 shove=+23 | 5 (setback) | 29 | 35

Wondrous (Level 16)

TN= 6; ST= 9; AG= -3; CR= -1; PC= 2; HT= 2; IN= 0
 HP=117; FP=45; Ward=3; SP=50 (run) / 60 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+26 | 18 | 33 | 38; or
 shove=+26 | 6 (setback) | 33 | 38

Medium Liquid Elemental Examples**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) / 40 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+4 | 8 | 14 | 14; or
 shove=+4 | 0 (setback) | 14 | 14

Decent (Level 2)

TN= 1; ST= 0; AG= 1; CR= 0; PC= 0; HT= 0; IN= 0
 HP=35; FP=32; Ward=1; SP=30 (run) / 40 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+7 | 8 | 18 | 17; or
 shove=+7 | 1 (setback) | 18 | 17

Fit (Level 4)

TN= 2; ST= 0; AG= 1; CR= 0; PC= 1; HT= 0; IN= 0
 HP=38; FP=34; Ward=1; SP=35 (run) / 45 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+9 | 8 | 21 | 21; or
 shove=+9 | 1 (setback) | 21 | 21

Laudable (Level 6)

TN= 3; ST= 1; AG= 1; CR= 0; PC= 1; HT= 0; IN= 0
 HP=45; FP=34; Ward=1; SP=35 (run) / 45 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+12 | 9 | 24 | 24; or
 shove=+12 | 2 (setback) | 24 | 24

Model (Level 8)
 TN= 3; ST= 2; AG= 1; CR= 0; PC= 1; HT= 1; IN= 0
 HP=49; FP=38; Ward=1; SP=40 (run) / 50 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+15 | 10 | 26 | 26; or
 shove=+15 | 3 (setback) | 26 | 26

Outstanding (Level 10)
 TN= 3; ST= 3; AG= 2; CR= 0; PC= 1; HT= 1; IN= 0
 HP=54; FP=38; Ward=1; SP=40 (run) / 50 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+19 | 11 | 29 | 28; or
 shove=+19 | 5 (setback) | 29 | 28

Remarkable (Level 12)
 TN= 3; ST= 3; AG= 2; CR= 1; PC= 1; HT= 2; IN= 0
 HP=54; FP=41; Ward=1; SP=40 (run) / 50 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+21 | 11 | 31 | 30; or
 shove=+21 | 5 (setback) | 31 | 30

Superb (Level 14)
 TN= 3; ST= 3; AG= 2; CR= 1; PC= 2; HT= 2; IN= 0
 HP=54; FP=45; Ward=1; SP=45 (run) / 55 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+23 | 11 | 33 | 33; or
 shove=+23 | 5 (setback) | 33 | 33

Wondrous (Level 16)
 TN= 4; ST= 3; AG= 3; CR= 1; PC= 2; HT= 2; IN= 0
 HP=59; FP=45; Ward=2; SP=50 (run) / 60 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+26 | 11 | 37 | 36; or
 shove=+26 | 6 (setback) | 37 | 36

Small Liquid Elemental Examples

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

Adequate (Level 0)
 TN= -2; ST= -6; AG= 6; CR= 2; PC= 0; HT= 0; IN= 0
 HP=16; FP=32; Ward=0; SP=30 (run) / 40 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+4 | 6 | 18 | 12; or
 shove=+4 | 0 (setback) | 18 | 12

Decent (Level 2)
 TN= -1; ST= -6; AG= 7; CR= 2; PC= 0; HT= 0; IN= 0
 HP=17; FP=32; Ward=0; SP=30 (run) / 40 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+7 | 6 | 22 | 15; or
 shove=+7 | 1 (setback) | 22 | 15

Fit (Level 4)
 TN= 0; ST= -6; AG= 7; CR= 2; PC= 1; HT= 0; IN= 0
 HP=19; FP=34; Ward=0; SP=35 (run) / 45 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+9 | 6 | 25 | 19; or
 shove=+9 | 1 (setback) | 25 | 19

Laudable (Level 6)
 TN= 1; ST= -5; AG= 7; CR= 2; PC= 1; HT= 0; IN= 0
 HP=23; FP=34; Ward=1; SP=35 (run) / 45 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+12 | 6 | 28 | 22; or
 shove=+12 | 2 (setback) | 28 | 22

Model (Level 8)
 TN= 1; ST= -4; AG= 7; CR= 2; PC= 1; HT= 1; IN= 0
 HP=25; FP=38; Ward=1; SP=40 (run) / 50 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+15 | 6 | 30 | 24; or
 shove=+15 | 3 (setback) | 30 | 24

Outstanding (Level 10)
 TN= 1; ST= -3; AG= 8; CR= 2; PC= 1; HT= 1; IN= 0
 HP=27; FP=38; Ward=1; SP=40 (run) / 50 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+19 | 6 | 33 | 26; or
 shove=+19 | 5 (setback) | 33 | 26

Remarkable (Level 12)
 TN= 1; ST= -3; AG= 8; CR= 3; PC= 1; HT= 2; IN= 0
 HP=27; FP=41; Ward=1; SP=40 (run) / 50 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+21 | 6 | 35 | 28; or
 shove=+21 | 5 (setback) | 35 | 28

Superb (Level 14)
 TN= 1; ST= -3; AG= 8; CR= 3; PC= 2; HT= 2; IN= 0
 HP=27; FP=45; Ward=1; SP=45 (run) / 55 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+23 | 6 | 37 | 31; or
 shove=+23 | 5 (setback) | 37 | 31

Wondrous (Level 16)
 TN= 2; ST= -3; AG= 9; CR= 3; PC= 2; HT= 2; IN= 0
 HP=29; FP=45; Ward=1; SP=50 (run) / 60 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+26 | 6 | 41 | 34; or
 shove=+26 | 6 (setback) | 41 | 34

Tiny Liquid Elemental Examples

Baseline Attributes
 TN= -4; ST= -12; AG= 12; CR= 4; PC= 0; HT= 0; IN= 0

Adequate (Level 0)
 TN= -4; ST= -12; AG= 12; CR= 4; PC= 0; HT= 0; IN= 0
 HP=8; FP=32; Ward=0; SP=30 (run) / 40 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+4 | 5 | 22 | 10; or
 shove=+4 | 0 (setback) | 22 | 10

Decent (Level 2)

TN= -3; ST= -12; AG= 13; CR= 4; PC= 0; HT= 0; IN= 0
 HP=9; FP=32; Ward=0; SP=30 (run) / 40 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+7 | 5 | 26 | 13; or
 shove=+7 | 1 (setback) | 26 | 13

Fit (Level 4)

TN= -2; ST= -12; AG= 13; CR= 4; PC= 1; HT= 0; IN= 0
 HP=10; FP=34; Ward=0; SP=35 (run) / 45 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+9 | 5 | 29 | 17; or
 shove=+9 | 1 (setback) | 29 | 17

Laudable (Level 6)

TN= -1; ST= -11; AG= 13; CR= 4; PC= 1; HT= 0; IN= 0
 HP=11; FP=34; Ward=0; SP=35 (run) / 45 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+12 | 5 | 32 | 20; or
 shove=+12 | 2 (setback) | 32 | 20

Model (Level 8)

TN= -1; ST= -10; AG= 13; CR= 4; PC= 1; HT= 1; IN= 0
 HP=12; FP=38; Ward=0; SP=40 (run) / 50 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+15 | 5 | 34 | 22; or
 shove=+15 | 3 (setback) | 34 | 22

Outstanding (Level 10)

TN= -1; ST= -9; AG= 14; CR= 4; PC= 1; HT= 1; IN= 0
 HP=13; FP=38; Ward=0; SP=40 (run) / 50 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+19 | 5 | 37 | 24; or
 shove=+19 | 5 (setback) | 37 | 24

Remarkable (Level 12)

TN= -1; ST= -9; AG= 14; CR= 5; PC= 1; HT= 2; IN= 0
 HP=13; FP=41; Ward=0; SP=40 (run) / 50 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+21 | 5 | 39 | 26; or
 shove=+21 | 5 (setback) | 39 | 26

Superb (Level 14)

TN= -1; ST= -9; AG= 14; CR= 5; PC= 2; HT= 2; IN= 0
 HP=13; FP=45; Ward=0; SP=45 (run) / 55 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+23 | 5 | 41 | 29; or
 shove=+23 | 5 (setback) | 41 | 29

Wondrous (Level 16)

TN= 0; ST= -9; AG= 15; CR= 5; PC= 2; HT= 2; IN= 0
 HP=15; FP=45; Ward=0; SP=50 (run) / 60 (fishtail)
 Att | Dam | Def | Stab: pseudopod(×2)=+26 | 5 | 45 | 32; or
 shove=+26 | 6 (setback) | 45 | 32

Elemental, Plasma

Plasma Elementals are beings made of a single element in a highly energetic fire-like state. The Plasma Elemental that comes first to most people's minds are Fire Elementals, such as the Abraxas described below. However, Plasma Elementals can be comprised of other types of plasma. For example, an Electric Horror is a type of ethereal spirit reported in folklore that could conceivably take the form of a Plasma Elemental. All Plasma Elementals each have unique special abilities, but they all share similar combat characteristics.

Fun Facts: Plasma Elementals are ordinarily invisible when surrounded by a plasma a similar nature to its own composition, but can manifest distinct bodies when desired. So, an Abraxas is normally invisible when standing in a raging fire. In fact, when it is not manifested, a Plasma Elemental is completely invisible to Astral Vision, Day Vision, Night Vision, Dark Vision, Heat Vision, and Echolocation. Anyone combating it will have to use the rules for Fighting Blind. On the other hand, a Plasma Elemental cannot leave its native medium without manifesting itself.

Plasma Elementals are all Immune to Scorching effects³. But, they are not Immune to Freezing effects. However, if one refrains from all other actions for a Round, a Plasma Elemental may transform into a Gas Elemental. Transforming into a Gas Elemental immediately heals all Freezing Damage it has sustained. The creature gains the benefits and drawbacks of its new state (Gas), loses those of its old state (Plasma), and retains all of the magical powers, Immunities, and Sensitivities specifically listed in its original creature type write-up if any.

Danger Tier: +1

Abraxas

Abraxes are powerful fire elementals that assist in driving the sun across the sky. They are ordinarily unseen by human eyes due to the blinding effect of the sun's light. On those rare occasions when an Abraxas is sighted, it appears as a brilliant white stallion with golden hooves and a long flowing golden mane that continually dances as if made of flame. Always active, the chests of these magnificent equines continually heave with great breaths, producing powerful blasts of fire from their flaring nostrils. Despite their fiercely independent natures, Abraxes are occasionally forced into the service of powerful occultists.

Habitat: An Abraxas is an elemental fire spirit that is almost constantly in motion. It has no permanent home, other than the sky itself.

Origin: Abraxas was the name of one of the four horses, the Hippii Athanatoi, that drew Apollo's chariot across the sky

³ If you really wanted to, you could eliminate these Immunities and allow a Plasma Elemental to transform into a Quark/Gluon Plasma Elemental. Unfortunately, generating such heat would surely require an Anathor the size of Geneva!

that holds the sun. In ancient Greek, the letters of the name “Abraxas” make up 365, the number of days in the year.

Fun Facts: An Abraxas is a type of Fire Elemental that can use the following Occult spells at will: Invoke Dire Spark, Offer Apt Serendipity of Sol, Manifest Retaliatory Fell Efriti Fire, and Travel in Flight. Further, it can breathe out a cone of fire similar to Invoke Medium Cone of Grim Fire, but having a size equivalent to its own Size Category. Finally, it is constantly surrounded by a Manifest Great Aura of Dire Sunshine, as if it were the Occult spell of the same name. All are cast at spell ranks equal to the equine's Level. For information on all Occult spells, see The Oculus of Occultism 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.

Keywords: elemental, equine-like, fiery, phlogiston

Attack Modes: Hoof (Scorching Damage.)

Move Modes: Dash *Cunning:* Alert

Vision: Thermal Vision *Wealth Type:* Nil

Fiery Serpent

Fiery Serpents are an elemental form of dragon. They are winged snakes made of fire which can breathe flame.

Habitat: Fiery Serpents are elemental fire spirit that are commonly seen streaking across the sky. They do, on occasion, fly down the chimneys of houses and torment the occupants found there. Otherwise, they are only known to haunt the fiery realms of magma lakes and lava flows.

Origin: Also known as Letun, Nalyot, Ognnyanny, and Prelestkin, Fiery Serpents come from folklore of the Slavic people. They interpreted meteors streaking across the sky as fiery dragons with the power to inflict insanity, delusions, and depression. Svarogich, the personification of fire in Slavic myth, is sometimes depicted in this form.

Fun Facts: A Fiery Serpent is a type of Fire Elemental that can use the following Occult spells: Apply Fell Derangement, Invoke Grim Despair, and Manifest Large Aura of Dire Fear. Further, it can breathe out a cone of fire similar to Invoke Medium Cone of Grim Fire, but having a size equivalent to its own Size Category. All are cast at spell ranks equal to the creature's Level. For information on all Occult spells, see The Oculus of Occultism 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.

Keywords: elemental, dragon-like, fiery, phlogiston

Attack Modes: Carnivorous Bite (Scorching Damage.)

Move Modes: Hover *Cunning:* Alert

Vision: Thermal Vision *Wealth Type:* Nil

Horned Serpent

Horned Serpents are Air Elementals. They have the form of serpents with ram horns spiraling from either side of their heads. Their bodies are comprised of pure crackling lightning. They lacks wings, but they can fly through the air with great rapidity.

Habitat: Horned Serpents dwell in the sky. When they jump from one cloud to another, a streak of lightning can be seen, accompanied by reverberating thunder.

Origin: Depictions of the Celtic god Cernunnos are often accompanied by horned serpents. Unfortunately, all meaning of the creature has been lost to time. However, creatures of a similar form appear in the mythologies of North America and Australia, which are associated with lightning and thunder. This interpretation is taken from those mythologies.

Fun Facts: A Horned Serpent's attack delivers a strong plasma blast of electrical damage when it strikes. Further, when it strikes, it can butt with its ram horns. If it does so, it creates a thunderous boom as the Pagan Nature spell Evoke Thunderclap. Further, it may cast the Pagan Nature spell Call Great Rain when desired. (See The Codex of Cultures for details.) All spells are cast at a spell rank equal to its Level. See The Oculus of Occultism for details.

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

Keywords: airy, elemental, lightning, serpentine, thunder

Attack Modes: Carnivorous Bite (Electrical Damage.)

Move Modes: Dash *Cunning:* Alert

Vision: Echolocation *Wealth Type:* Nil

Great Plasma Elemental Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=91; FP=32; Ward=2; SP=70 (dash)

Att | Dam | Def | Stab: plasma blast=+4 | 17 | 10 | 18

Decent (Level 2)

TN= 5; ST= 8; AG= -7; CR= -4; PC= 0; HT= 0; IN= 0

HP=99; FP=32; Ward=2; SP=70 (dash)

Att | Dam | Def | Stab: plasma blast=+7 | 17 | 14 | 21

Fit (Level 4)

TN= 6; ST= 8; AG= -7; CR= -4; PC= 1; HT= 0; IN= 0

HP=108; FP=34; Ward=3; SP=75 (dash)

Att | Dam | Def | Stab: plasma blast=+9 | 17 | 17 | 25

Laudable (Level 6)

TN= 7; ST= 9; AG= -7; CR= -4; PC= 1; HT= 0; IN= 0

HP=128; FP=34; Ward=3; SP=75 (dash)

Att | Dam | Def | Stab: plasma blast=+12 | 18 | 20 | 28

Model (Level 8)

TN= 7; ST= 10; AG= -7; CR= -4; PC= 1; HT= 1; IN= 0

HP=140; FP=38; Ward=3; SP=80 (dash)

Att | Dam | Def | Stab: plasma blast=+15 | 19 | 22 | 30

Outstanding (Level 10)

TN= 7; ST= 11; AG= -6; CR= -4; PC= 1; HT= 1; IN= 0

HP=152; FP=38; Ward=3; SP=80 (dash)

Att | Dam | Def | Stab: plasma blast=+19 | 20 | 25 | 32

Remarkable (Level 12)

TN= 7; ST= 11; AG= -6; CR= -3; PC= 1; HT= 2; IN= 0

HP=152; FP=41; Ward=3; SP=80 (dash)

Att | Dam | Def | Stab: plasma blast=+21 | 20 | 27 | 34

Superb (Level 14)

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

HP=152; FP=45; Ward=3; SP=85 (dash)

Att | Dam | Def | Stab: plasma blast=+23 | 20 | 29 | 37

Wondrous (Level 16)

TN= 8; ST= 11; AG= -5; CR= -3; PC= 2; HT= 2; IN= 0

HP=166; FP=45; Ward=4; SP=90 (dash)

Att | Dam | Def | Stab: plasma blast=+26 | 20 | 33 | 40

Large Plasma Elemental Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=45; FP=32; Ward=1; SP=70 (dash)

Att | Dam | Def | Stab: plasma blast=+4 | 9 | 14 | 16

Decent (Level 2)

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

HP=49; FP=32; Ward=1; SP=70 (dash)

Att | Dam | Def | Stab: plasma blast=+7 | 9 | 18 | 19

Fit (Level 4)

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

HP=54; FP=34; Ward=2; SP=75 (dash)

Att | Dam | Def | Stab: plasma blast=+9 | 9 | 21 | 23

Laudable (Level 6)

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

HP=64; FP=34; Ward=2; SP=75 (dash)

Att | Dam | Def | Stab: plasma blast=+12 | 10 | 24 | 26

Model (Level 8)

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

HP=70; FP=38; Ward=2; SP=80 (dash)

Att | Dam | Def | Stab: plasma blast=+15 | 11 | 26 | 28

Outstanding (Level 10)

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

HP=76; FP=38; Ward=2; SP=80 (dash)

Att | Dam | Def | Stab: plasma blast=+19 | 12 | 29 | 30

Remarkable (Level 12)

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

HP=76; FP=41; Ward=2; SP=80 (dash)

Att | Dam | Def | Stab: plasma blast=+21 | 12 | 31 | 32

Superb (Level 14)

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

HP=76; FP=45; Ward=2; SP=85 (dash)

Att | Dam | Def | Stab: plasma blast=+23 | 12 | 33 | 35

Wondrous (Level 16)

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

HP=83; FP=45; Ward=3; SP=90 (dash)

Att | Dam | Def | Stab: plasma blast=+26 | 12 | 37 | 38

Medium Plasma Elemental Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=23; FP=32; Ward=0; SP=70 (dash)

Att | Dam | Def | Stab: plasma blast=+4 | 6 | 18 | 14

Decent (Level 2)

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

HP=25; FP=32; Ward=1; SP=70 (dash)

Att | Dam | Def | Stab: plasma blast=+7 | 6 | 22 | 17

Fit (Level 4)

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

HP=27; FP=34; Ward=1; SP=75 (dash)

Att | Dam | Def | Stab: plasma blast=+9 | 6 | 25 | 21

Laudable (Level 6)

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

HP=32; FP=34; Ward=1; SP=75 (dash)

Att | Dam | Def | Stab: plasma blast=+12 | 6 | 28 | 24

Model (Level 8)

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

HP=35; FP=38; Ward=1; SP=80 (dash)

Att | Dam | Def | Stab: plasma blast=+15 | 6 | 30 | 26

Outstanding (Level 10)

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

HP=38; FP=38; Ward=1; SP=80 (dash)

Att | Dam | Def | Stab: plasma blast=+19 | 6 | 33 | 28

Remarkable (Level 12)

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

HP=38; FP=41; Ward=1; SP=80 (dash)

Att | Dam | Def | Stab: plasma blast=+21 | 6 | 35 | 30

Superb (Level 14)

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

HP=38; FP=45; Ward=1; SP=85 (dash)

Att | Dam | Def | Stab: plasma blast=+23 | 6 | 37 | 33

Wondrous (Level 16)

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

HP=41; FP=45; Ward=2; SP=90 (dash)

Att | Dam | Def | Stab: plasma blast=+26 | 6 | 41 | 36

Small Plasma Elemental Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=11; FP=32; Ward=0; SP=70 (dash)

Att | Dam | Def | Stab: plasma blast=+4 | 4 | 22 | 12

Decent (Level 2)

TN= -1; ST= -10; AG= 11; CR= 2; PC= 0; HT= 0; IN= 0

HP=12; FP=32; Ward=0; SP=70 (dash)

Att | Dam | Def | Stab: plasma blast=+7 | 4 | 26 | 15

Fit (Level 4)

TN= 0; ST= -10; AG= 11; CR= 2; PC= 1; HT= 0; IN= 0

HP=13; FP=34; Ward=0; SP=75 (dash)

Att | Dam | Def | Stab: plasma blast=+9 | 4 | 29 | 19

Laudable (Level 6)

TN= 1; ST= -9; AG= 11; CR= 2; PC= 1; HT= 0; IN= 0

HP=16; FP=34; Ward=1; SP=75 (dash)

Att | Dam | Def | Stab: plasma blast=+12 | 4 | 32 | 22

Model (Level 8)

TN= 1; ST= -8; AG= 11; CR= 2; PC= 1; HT= 1; IN= 0

HP=17; FP=38; Ward=1; SP=80 (dash)

Att | Dam | Def | Stab: plasma blast=+15 | 4 | 34 | 24

Outstanding (Level 10)

TN= 1; ST= -7; AG= 12; CR= 2; PC= 1; HT= 1; IN= 0

HP=19; FP=38; Ward=1; SP=80 (dash)

Att | Dam | Def | Stab: plasma blast=+19 | 4 | 37 | 26

Remarkable (Level 12)

TN= 1; ST= -7; AG= 12; CR= 3; PC= 1; HT= 2; IN= 0

HP=19; FP=41; Ward=1; SP=80 (dash)

Att | Dam | Def | Stab: plasma blast=+21 | 4 | 39 | 28

Superb (Level 14)

TN= 1; ST= -7; AG= 12; CR= 3; PC= 2; HT= 2; IN= 0

HP=19; FP=45; Ward=1; SP=85 (dash)

Att | Dam | Def | Stab: plasma blast=+23 | 4 | 41 | 31

Wondrous (Level 16)

TN= 2; ST= -7; AG= 13; CR= 3; PC= 2; HT= 2; IN= 0

HP=21; FP=45; Ward=1; SP=90 (dash)

Att | Dam | Def | Stab: plasma blast=+26 | 4 | 45 | 34

Tiny Plasma Elemental Examples

Baseline Attributes

TN= -4; ST= -16; AG= 16; CR= 4; PC= 0; HT= 0; IN= 0

Adequate (Level 0)

TN= -4; ST= -16; AG= 16; CR= 4; PC= 0; HT= 0; IN= 0

HP=6; FP=32; Ward=0; SP=70 (dash)

Att | Dam | Def | Stab: plasma blast=+4 | 3 | 26 | 10

Decent (Level 2)

TN= -3; ST= -16; AG= 17; CR= 4; PC= 0; HT= 0; IN= 0

HP=6; FP=32; Ward=0; SP=70 (dash)

Att | Dam | Def | Stab: plasma blast=+7 | 3 | 30 | 13

Fit (Level 4)

TN= -2; ST= -16; AG= 17; CR= 4; PC= 1; HT= 0; IN= 0

HP=7; FP=34; Ward=0; SP=75 (dash)

Att | Dam | Def | Stab: plasma blast=+9 | 3 | 33 | 17

Laudable (Level 6)

TN= -1; ST= -15; AG= 17; CR= 4; PC= 1; HT= 0; IN= 0

HP=8; FP=34; Ward=0; SP=75 (dash)

Att | Dam | Def | Stab: plasma blast=+12 | 3 | 36 | 20

Model (Level 8)

TN= -1; ST= -14; AG= 17; CR= 4; PC= 1; HT= 1; IN= 0

HP=9; FP=38; Ward=0; SP=80 (dash)

Att | Dam | Def | Stab: plasma blast=+15 | 3 | 38 | 22

Outstanding (Level 10)

TN= -1; ST= -13; AG= 18; CR= 4; PC= 1; HT= 1; IN= 0

HP=10; FP=38; Ward=0; SP=80 (dash)

Att | Dam | Def | Stab: plasma blast=+19 | 3 | 41 | 24

Remarkable (Level 12)

TN= -1; ST= -13; AG= 18; CR= 5; PC= 1; HT= 2; IN= 0

HP=10; FP=41; Ward=0; SP=80 (dash)

Att | Dam | Def | Stab: plasma blast=+21 | 3 | 43 | 26

Superb (Level 14)

TN= -1; ST= -13; AG= 18; CR= 5; PC= 2; HT= 2; IN= 0

HP=10; FP=45; Ward=0; SP=85 (dash)

Att | Dam | Def | Stab: plasma blast=+23 | 3 | 45 | 29

Wondrous (Level 16)

TN= 0; ST= -13; AG= 19; CR= 5; PC= 2; HT= 2; IN= 0

HP=10; FP=45; Ward=0; SP=90 (dash)

Att | Dam | Def | Stab: plasma blast=+26 | 3 | 49 | 32

Elemental, Solid

Solid Elementals are beings made of a single element in a rock-like state. The Solid Elementals that come first to mind are Earth Elementals, such as the Genomus described below. However, Solid Elementals can be comprised of other elements. For example, a Water Elemental that is entirely comprised of frozen ice would be considered a Solid Elemental. The Frost Giant described below is one such being. Solid Elementals each have unique special abilities, but they all share similar combat characteristics.

Fun Facts: Solid Elementals are ordinarily invisible when surrounded by a solid a similar nature to its own composition, but can manifest distinct bodies when desired. So, a Frost Giant is normally invisible when embedded in ice. In fact, when it is not manifested, a Solid Elemental is completely invisible to Astral Vision, Day Vision, Night Vision, Dark Vision, Heat Vision, and Echolocation. Anyone combating it will have to use the rules for Fighting Blind. On the other hand, a Solid Elemental cannot leave its native medium without manifesting itself.

Further, Solid Elementals can freely move through the medium from which they are comprised. So, a Frost Giant can pass through ice, and a Genomus can pass through earth. When possible, they will cleverly use this ability to their advantage in combat.

Finally, Solid Elementals are all Immune to Freezing effects⁴. But, they are not Immune to Scorching effects. However, if one refrains from all other actions for a Round, a Solid Elemental may transform into a Liquid Elemental. Transforming into a Liquid Elemental immediately heals all Scorching Damage it has sustained. The creature gains the benefits and drawbacks of its new state (Liquid), loses those of its old state (Solid), and retains all of the magical powers, Immunities, and Sensitivities specifically listed in its original creature type write-up, if any.

Attack Modes: Hammer Fist / Hammer Fist or Shove

Move Modes: Plod

Cunning: Alert

Danger Tier: +1

Frost Giant

A Frost Giant is an immense humanoid Water Elemental formed from ice and snow. Their hair and beard are curtains of glistening icicles and their breath cascades from their mouth and nose in clouds of white mist. Their eyes are glassy spheres of blue ice and their chilling gaze perfectly mirrors the frigid nature of his cold spirit. From their fingertips grow long icicle claws that they can use to good advantage in combat. In battle, a Frost Giant uses either their crystalline fists or a huge club of ice.

Habitat: Frost Giants dwell in the northern arctic wastes and

4 In theory, you could eliminate these Immunities and allow a Solid Elemental to transform into a Bose/Einstein Condensate Elemental. But, that would require an absolutely chilling write-up that is beyond the scope of this game's Alchemy!

at the tops of snow-capped mountains. Any mountaintop that remains frozen year round is virtually guaranteed to house one or more of these wintry giants. Here they construct fortresses from huge ice blocks and live in virtual seclusion.

Origin: Also known as the Hrímpursar, Frost Giants are the most common and most powerful giant type encountered in Nordic mythology. In fact, the very first being to exist was a Frost Giant named Ymir, whose corpse was used to fashion the world.

More Fun Facts: A Frost Giant is a type of Water Elemental, and are always of size Large or larger.

Further, it radiates an aura of cold as the Occult spell Manifest Great Aura of Dire Cold. Treat the effect as having spell rank equal to the giant's Level (see The Oculus of Occultism for details).

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

Traits: Great Animosity to Fire Giants, Hatred toward Nordic Priests of the Aesir and Vanir

Keywords: arctic, cryogen, elemental, giant, humanoid, territorial

Additional Attack Modes: by weapon

Vision: Aqua Vision

Wealth Type: Hoard

Genomus

A Genomus (plural Genomi) is an earth elemental, made of a jumble of natural rocks arranged in a roughly humanoid shape. The type of rock comprising a genomus varies from one individual to another, though. One will have the sheen of fine white marble while another has the sparkle of rough granite. One will have the milky translucent quality of agate while another glitters with the golden facets of iron pyrite. Some are made up of sharp jagged rocks while others are comprised of rounded river stones.

Genomi fall into the same category as Salamanders, Sylphs, and Undines. Their function in the elemental hierarchy is to craft and place natural minerals and gemstones. It is the genomi that take ingots of copper, silver, and gold and hammer them into rocky crevices to form the metallic veins that miners value so highly. When a genomus is ahead in their earthly "schedule," they productively uses their time to lovingly repair the imperfections they observe in their "raw" gemstones before placing them into their destined mineral deposits.

Habitat: Genomi live mostly underground, commonly

swimming through the rock itself to fulfill their earthy duties. They are usually encountered working in spectacular cave systems crafting massive stalactites or delicate crystalline structures.

More Fun Facts: A Genomus is a type of Earth Elemental. As a Genomus sustains damage, its body shows no wounds. However, it dwindles as blows knock chunks of rock from its form. If a Genomus loses half of its Hit Points, it shrinks by one Size Category, and gains the stats associated with its new size. If it loses half of its remaining Hit Points, it drops by another Size Category. It continues to do this until reaching a Tiny size, at which point it is incapable of shrinking further and will most likely flee from its assailants.

Genomi may cast the following Occult spells at will: Prime Agate Stone, Prime Amethyst Stone, Empower Carbuncle Stone, Foray through Dirt, and Sculpt Medium Stone Block. See The Oculus of Occultism for a full description of these spells. In addition, they may cast the Pagan Wrath spell of Earthquake. All spells are cast at spell ranks equal to the Level of the Genomus.

Durabilities: This creature is Immune to Bleeding, Blighting, Crushing, Dehydrating, Deluding, Dreadful, Earthen, Entrancing, Fatiguing, Fettering, Footing, Freezing, 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.

Origin: *Origin:* The Genomus is believed to originally appear in the works of Paracelsus, the 16th-century alchemist who first associated the elements with elemental creatures known as the Sagani. These were Sylvestris (Air), Genomus (Earth), Vulcanus (Fire), and Undina (Water).

Genomus is a term meaning "earth-dweller". Over time, the term genomus evolved into the more commonly recognized term of gnome. This description covers the original elemental aspects of this earthy being. See Gnome for an account of the faery race that evolved later.

Traits: Affinity toward Gnomes, Dwarves, and Knockers, Lust for Gemstones and Metals (which they re-deposit deep within the earth's bedrock)

Keywords: elemental, humanoid, tellurian

Wealth Type: Hoard

Vision: Geo Vision

Stone Giant

Stone giants are towering men comprised of solid rock. They are completely bald, possessing no body hair of any kind. Their skins have a rugged texture and the greyish hue of granite. Their eyes have the milky auburn color of agate. All stone giants have voices that can only be described as gravelly and their homes have the healthy odor of fertile soil. In fact, stone giants are often likened to living stone although they are purely elemental in nature.

Stone giants are quite social among their own kind and have strong family ties. They will defend their kindred and companions to the death if they are threatened, but will attempt to call a truce if overpowered by an obviously superior force. Stone giants have no love of men, but once one has made a promise, you can be assured they will keep it.

Stone giant children often play "catch" with boulders tossed from hill to hill. Consequently, adult stone giants adeptly hurl boulders in combat.

Habitat: Most comfortable when surrounded by natural rock, most of these towering giants live in large caverns or in sizable underground abodes carved directly from bedrock.

Some of the more rebellious stone giants construct rough mountaintop castles, keeps, and forts rather than submit to a life in a dingy hole. Visually crude by human standards, these structures are built from huge boulders in a tinker-toy like fashion. All are drafty as no stone giant ever uses mortar to seal the rock faces. Even so, the haphazard looking buildings rival the best designed human fortresses in strength and durability due to the deep understanding of rock that these giants possess.

Although many stone giants live on the earth's surface, there are believed to be more of this race dwelling underground that never see the open sky.

Origin: Stone giants come from Nordic mythology, although they are not as renowned as their Frost Giant kindred.

More Fun Facts: Stone Giants are a type of Earth Elemental. They may use their fists in combat, as shown in the examples below. But, they often wield great rock mauls or clubs instead. In addition, a stone giant may throw boulders up to 50 yards which deliver 16 damage.

All stone giants have a natural insight of earth and rock. Each giant has ranks in Stone Lore equal to their Level.

Stone Giants are always Large sized or larger.

Durabilities: This creature is Immune to Bleeding, Blighting, Crushing, Dehydrating, Deluding, Dreadful, Earthen, Entrancing, Fatiguing, Fettering, Footing, Freezing, 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.

Traits: Hatred toward Nordic Priests of the Aesir and Vanir

Keywords: elemental, giant, humanoid, tellurian, territorial

Wealth Type: Hoard

Vision: Geo Vision

Great Solid Elemental Examples

Baseline Attributes

TN= 10; ST= 14; AG= -18; CR= -6; PC= 0; HT= 0; IN= 0

Adequate (Level 0)

TN= 10; ST= 14; AG= -18; CR= -6; PC= 0; HT= 0; IN= 0

HP=256; FP=32; Ward=6; SP=15 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+0 | 26 | 6 | 24; or shove=+0 | 0 (setback) | 6 | 24

Decent (Level 2)

TN= 11; ST= 14; AG= -17; CR= -6; PC= 0; HT= 0; IN= 0

HP=279; FP=32; Ward=7; SP=15 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+3 | 26 | 10 | 27; or shove=+3 | 0 (setback) | 10 | 27

Fit (Level 4)

TN= 12; ST= 14; AG= -17; CR= -6; PC= 1; HT= 0; IN= 0

HP=304; FP=34; Ward=8; SP=15 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+5 | 26 | 13 | 31; or shove=+5 | 0 (setback) | 13 | 31

Laudable (Level 6)

TN= 13; ST= 15; AG= -17; CR= -6; PC= 1; HT= 0; IN= 0

HP=362; FP=34; Ward=9; SP=20 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+8 | 27 | 16 | 34; or shove=+8 | 0 (setback) | 16 | 34

Model (Level 8)

TN= 13; ST= 16; AG= -17; CR= -6; PC= 1; HT= 1; IN= 0

HP=395; FP=38; Ward=9; SP=20 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+11 | 28 | 18 | 36; or shove=+11 | 0 (setback) | 18 | 36

Outstanding (Level 10)

TN= 13; ST= 17; AG= -16; CR= -6; PC= 1; HT= 1; IN= 0

HP=431; FP=38; Ward=9; SP=25 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+15 | 29 | 21 | 38; or shove=+15 | 1 (setback) | 21 | 38

Remarkable (Level 12)

TN= 13; ST= 17; AG= -16; CR= -5; PC= 1; HT= 2; IN= 0

HP=431; FP=41; Ward=9; SP=25 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+17 | 29 | 23 | 40; or shove=+17 | 1 (setback) | 23 | 40

Superb (Level 14)

TN= 13; ST= 17; AG= -16; CR= -5; PC= 2; HT= 2; IN= 0

HP=431; FP=45; Ward=9; SP=25 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+19 | 29 | 25 | 43; or shove=+19 | 1 (setback) | 25 | 43

Wondrous (Level 16)

TN= 14; ST= 17; AG= -15; CR= -5; PC= 2; HT= 2; IN= 0

HP=470; FP=45; Ward=10; SP=30 (plod)

Att | Dam | Def | Stab: hammer fist($\times 2$)=+22 | 29 | 29 | 46; or shove=+22 | 2 (setback) | 29 | 46**Large Solid Elemental Examples****Baseline Attributes**

TN= 8; ST= 8; AG= -12; CR= -4; PC= 0; HT= 0; IN= 0

Adequate (Level 0)

TN= 8; ST= 8; AG= -12; CR= -4; PC= 0; HT= 0; IN= 0

HP=128; FP=32; Ward=4; SP=15 (plod)

Att | Dam | Def | Stab: hammer fist($\times 2$)=+0 | 19 | 10 | 22; or shove=+0 | 0 (setback) | 10 | 22**Decent (Level 2)**

TN= 9; ST= 8; AG= -11; CR= -4; PC= 0; HT= 0; IN= 0

HP=140; FP=32; Ward=5; SP=15 (plod)

Att | Dam | Def | Stab: hammer fist($\times 2$)=+3 | 19 | 14 | 25; or shove=+3 | 0 (setback) | 14 | 25**Fit (Level 4)**

TN= 10; ST= 8; AG= -11; CR= -4; PC= 1; HT= 0; IN= 0

HP=152; FP=34; Ward=6; SP=15 (plod)

Att | Dam | Def | Stab: hammer fist($\times 2$)=+5 | 19 | 17 | 29; or shove=+5 | 0 (setback) | 17 | 29**Laudable (Level 6)**

TN= 11; ST= 9; AG= -11; CR= -4; PC= 1; HT= 0; IN= 0

HP=181; FP=34; Ward=7; SP=20 (plod)

Att | Dam | Def | Stab: hammer fist($\times 2$)=+8 | 20 | 20 | 32; or shove=+8 | 0 (setback) | 20 | 32**Model (Level 8)**

TN= 11; ST= 10; AG= -11; CR= -4; PC= 1; HT= 1; IN= 0

HP=197; FP=38; Ward=7; SP=20 (plod)

Att | Dam | Def | Stab: hammer fist($\times 2$)=+11 | 21 | 22 | 34; or shove=+11 | 0 (setback) | 22 | 34**Outstanding (Level 10)**

TN= 11; ST= 11; AG= -10; CR= -4; PC= 1; HT= 1; IN= 0

HP=215; FP=38; Ward=7; SP=25 (plod)

Att | Dam | Def | Stab: hammer fist($\times 2$)=+15 | 22 | 25 | 36; or shove=+15 | 1 (setback) | 25 | 36**Remarkable (Level 12)**

TN= 11; ST= 11; AG= -10; CR= -3; PC= 1; HT= 2; IN= 0

HP=215; FP=41; Ward=7; SP=25 (plod)

Att | Dam | Def | Stab: hammer fist($\times 2$)=+17 | 22 | 27 | 38; or shove=+17 | 1 (setback) | 27 | 38**Superb (Level 14)**

TN= 11; ST= 11; AG= -10; CR= -3; PC= 2; HT= 2; IN= 0

HP=215; FP=45; Ward=7; SP=25 (plod)

Att | Dam | Def | Stab: hammer fist($\times 2$)=+19 | 22 | 29 | 41; or shove=+19 | 1 (setback) | 29 | 41**Wondrous (Level 16)**

TN= 12; ST= 11; AG= -9; CR= -3; PC= 2; HT= 2; IN= 0

HP=235; FP=45; Ward=8; SP=30 (plod)

Att | Dam | Def | Stab: hammer fist($\times 2$)=+22 | 22 | 33 | 44; or shove=+22 | 2 (setback) | 33 | 44**Medium Solid Elemental Examples****Baseline Attributes**

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

Adequate (Level 0)

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

HP=64; FP=32; Ward=3; SP=15 (plod)

Att | Dam | Def | Stab: hammer fist($\times 2$)=+0 | 10 | 14 | 20; or shove=+0 | 0 (setback) | 14 | 20**Decent (Level 2)**

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

HP=70; FP=32; Ward=3; SP=15 (plod)

Att | Dam | Def | Stab: hammer fist($\times 2$)=+3 | 10 | 18 | 23; or shove=+3 | 0 (setback) | 18 | 23**Fit (Level 4)**

TN= 8; ST= 2; AG= -5; CR= -2; PC= 1; HT= 0; IN= 0

HP=76; FP=34; Ward=4; SP=15 (plod)

Att | Dam | Def | Stab: hammer fist($\times 2$)=+5 | 10 | 21 | 27; or shove=+5 | 0 (setback) | 21 | 27**Laudable (Level 6)**

TN= 9; ST= 3; AG= -5; CR= -2; PC= 1; HT= 0; IN= 0

HP=91; FP=34; Ward=5; SP=20 (plod)

Att | Dam | Def | Stab: hammer fist($\times 2$)=+8 | 11 | 24 | 30; or shove=+8 | 0 (setback) | 24 | 30

Model (Level 8)
 TN= 9; ST= 4; AG= -5; CR= -2; PC= 1; HT= 1; IN= 0
 HP=99; FP=38; Ward=5; SP=20 (plod)
 Att | Dam | Def | Stab: hammer fist(×2)=+11 | 12 | 26 | 32; or
 shove=+11 | 0 (setback) | 26 | 32

Outstanding (Level 10)
 TN= 9; ST= 5; AG= -4; CR= -2; PC= 1; HT= 1; IN= 0
 HP=108; FP=38; Ward=5; SP=25 (plod)
 Att | Dam | Def | Stab: hammer fist(×2)=+15 | 13 | 29 | 34; or
 shove=+15 | 1 (setback) | 29 | 34

Remarkable (Level 12)
 TN= 9; ST= 5; AG= -4; CR= -1; PC= 1; HT= 2; IN= 0
 HP=108; FP=41; Ward=5; SP=25 (plod)
 Att | Dam | Def | Stab: hammer fist(×2)=+17 | 13 | 31 | 36; or
 shove=+17 | 1 (setback) | 31 | 36

Superb (Level 14)
 TN= 9; ST= 5; AG= -4; CR= -1; PC= 2; HT= 2; IN= 0
 HP=108; FP=45; Ward=5; SP=25 (plod)
 Att | Dam | Def | Stab: hammer fist(×2)=+19 | 13 | 33 | 39; or
 shove=+19 | 1 (setback) | 33 | 39

Wondrous (Level 16)
 TN= 10; ST= 5; AG= -3; CR= -1; PC= 2; HT= 2; IN= 0
 HP=117; FP=45; Ward=6; SP=30 (plod)
 Att | Dam | Def | Stab: hammer fist(×2)=+22 | 13 | 37 | 42; or
 shove=+22 | 2 (setback) | 37 | 42

Small Solid Elemental Examples

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

Adequate (Level 0)
 TN= 4; ST= -4; AG= 0; CR= 0; PC= 0; HT= 0; IN= 0
 HP=32; FP=32; Ward=2; SP=15 (plod)
 Att | Dam | Def | Stab: hammer fist(×2)=+0 | 6 | 18 | 18; or
 shove=+0 | 0 (setback) | 18 | 18

Decent (Level 2)
 TN= 5; ST= -4; AG= 1; CR= 0; PC= 0; HT= 0; IN= 0
 HP=35; FP=32; Ward=2; SP=15 (plod)
 Att | Dam | Def | Stab: hammer fist(×2)=+3 | 6 | 22 | 21; or
 shove=+3 | 0 (setback) | 22 | 21

Fit (Level 4)
 TN= 6; ST= -4; AG= 1; CR= 0; PC= 1; HT= 0; IN= 0
 HP=38; FP=34; Ward=3; SP=15 (plod)
 Att | Dam | Def | Stab: hammer fist(×2)=+5 | 6 | 25 | 25; or
 shove=+5 | 0 (setback) | 25 | 25

Laudable (Level 6)
 TN= 7; ST= -3; AG= 1; CR= 0; PC= 1; HT= 0; IN= 0
 HP=45; FP=34; Ward=3; SP=20 (plod)
 Att | Dam | Def | Stab: hammer fist(×2)=+8 | 6 | 28 | 28; or
 shove=+8 | 0 (setback) | 28 | 28

Model (Level 8)
 TN= 7; ST= -2; AG= 1; CR= 0; PC= 1; HT= 1; IN= 0
 HP=49; FP=38; Ward=3; SP=20 (plod)
 Att | Dam | Def | Stab: hammer fist(×2)=+11 | 6 | 30 | 30; or
 shove=+11 | 0 (setback) | 30 | 30

Outstanding (Level 10)
 TN= 7; ST= -1; AG= 2; CR= 0; PC= 1; HT= 1; IN= 0
 HP=54; FP=38; Ward=3; SP=25 (plod)
 Att | Dam | Def | Stab: hammer fist(×2)=+15 | 6 | 33 | 32; or
 shove=+15 | 1 (setback) | 33 | 32

Remarkable (Level 12)
 TN= 7; ST= -1; AG= 2; CR= 1; PC= 1; HT= 2; IN= 0
 HP=54; FP=41; Ward=3; SP=25 (plod)
 Att | Dam | Def | Stab: hammer fist(×2)=+17 | 6 | 35 | 34; or
 shove=+17 | 1 (setback) | 35 | 34

Superb (Level 14)
 TN= 7; ST= -1; AG= 2; CR= 1; PC= 2; HT= 2; IN= 0
 HP=54; FP=45; Ward=3; SP=25 (plod)
 Att | Dam | Def | Stab: hammer fist(×2)=+19 | 6 | 37 | 37; or
 shove=+19 | 1 (setback) | 37 | 37

Wondrous (Level 16)
 TN= 8; ST= -1; AG= 3; CR= 1; PC= 2; HT= 2; IN= 0
 HP=59; FP=45; Ward=4; SP=30 (plod)
 Att | Dam | Def | Stab: hammer fist(×2)=+22 | 6 | 41 | 40; or
 shove=+22 | 2 (setback) | 41 | 40

Tiny Solid Elemental Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=16; FP=32; Ward=1; SP=15 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+0 | 5 | 22 | 16; or shove=+0 | 0 (setback) | 22 | 16

Decent (Level 2)

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

HP=17; FP=32; Ward=1; SP=15 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+3 | 5 | 26 | 19; or shove=+3 | 0 (setback) | 26 | 19

Fit (Level 4)

TN= 4; ST= -10; AG= 7; CR= 2; PC= 1; HT= 0; IN= 0

HP=19; FP=34; Ward=2; SP=15 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+5 | 5 | 29 | 23; or shove=+5 | 0 (setback) | 29 | 23

Laudable (Level 6)

TN= 5; ST= -9; AG= 7; CR= 2; PC= 1; HT= 0; IN= 0

HP=23; FP=34; Ward=2; SP=20 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+8 | 5 | 32 | 26; or shove=+8 | 0 (setback) | 32 | 26

Model (Level 8)

TN= 5; ST= -8; AG= 7; CR= 2; PC= 1; HT= 1; IN= 0

HP=25; FP=38; Ward=2; SP=20 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+11 | 5 | 34 | 28; or shove=+11 | 0 (setback) | 34 | 28

Outstanding (Level 10)

TN= 5; ST= -7; AG= 8; CR= 2; PC= 1; HT= 1; IN= 0

HP=27; FP=38; Ward=2; SP=25 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+15 | 5 | 37 | 30; or shove=+15 | 1 (setback) | 37 | 30

Remarkable (Level 12)

TN= 5; ST= -7; AG= 8; CR= 3; PC= 1; HT= 2; IN= 0

HP=27; FP=41; Ward=2; SP=25 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+17 | 5 | 39 | 32; or shove=+17 | 1 (setback) | 39 | 32

Superb (Level 14)

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

HP=27; FP=45; Ward=2; SP=25 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+19 | 5 | 41 | 35; or shove=+19 | 1 (setback) | 41 | 35

Wondrous (Level 16)

TN= 6; ST= -7; AG= 9; CR= 3; PC= 2; HT= 2; IN= 0

HP=29; FP=45; Ward=3; SP=30 (plod)

Att | Dam | Def | Stab: hammer fist(×2)=+22 | 5 | 45 | 38; or shove=+22 | 2 (setback) | 45 | 38

Bestiary ~ F

Feline, Ghastly

A Ghastly Feline is a cat that is far more monstrous and physically imposing than the more common varieties. It has an exceptionally bad temper, and is surrounded by an aura of fear.

Origin: Cats are common throughout the world, and make frequent appearances in the folklore and mythology of the wherever they live. This description is intended to fill the need for felines that are supernaturally potent, far above those of their more common kindred.

Fun Facts: A Ghastly Feline's wail/roar instills fear in its foes as the Occult spell Invoke Epic Fell Roar. Further, when desired, it can radiate an aura of fear as the Occult spell Manifest Large Aura of Dire Fear. These are used at spell ranks equal to the beast's Level.

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

Attack Modes: Carnivorous Bite/Claw/Claw

Vision: Motion Sensitivity, Night Vision

Wealth Type: Incidental *Cunning:* Bestial

Move Modes: Bounding *Danger Tier:* +1

Keywords: blooded, carnivore, feline, fleshy, living, mammal, natural, predator, territorial

Habitat: Ghastly Felines inhabit the same regions as the more common cat types, and often commingle with them.

Great Ghastly Feline Examples

Baseline Attributes

TN= 5; ST= 13; AG= -8; CR= -3; PC= 1; HT= -2; IN= -6

Adequate (Level 10)

TN= 6; ST= 14; AG= -7; CR= -1; PC= 4; HT= 0; IN= -6

HP=181; FP=45; Ward=3; SP=75 (bounding)

Att | Dam | Def | Stab: bite/claw=+21 | 26 | 23 | 34

Decent (Level 12)

TN= 8; ST= 14; AG= -7; CR= -1; PC= 4; HT= 0; IN= -6

HP=215; FP=45; Ward=4; SP=75 (bounding)

Att | Dam | Def | Stab: bite/claw=+23 | 26 | 27 | 38

Fit (Level 14)

TN= 8; ST= 14; AG= -6; CR= -1; PC= 4; HT= 0; IN= -5

HP=215; FP=45; Ward=4; SP=80 (bounding)

Att | Dam | Def | Stab: bite/claw=+26 | 26 | 30 | 40

Laudable (Level 16)

TN= 8; ST= 14; AG= -6; CR= 0; PC= 4; HT= 0; IN= -4

HP=215; FP=45; Ward=4; SP=80 (bounding)

Att | Dam | Def | Stab: bite/claw=+28 | 26 | 32 | 42

Outstanding (Level 18)

TN= 8; ST= 14; AG= -5; CR= 0; PC= 4; HT= 0; IN= -4

HP=215; FP=45; Ward=4; SP=85 (bounding)

Att | Dam | Def | Stab: bite/claw=+31 | 26 | 35 | 44

Large Ghastly Feline Examples

Baseline Attributes

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

Adequate (Level 6)

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

HP=91; FP=38; Ward=2; SP=75 (bounding)

Att | Dam | Def | Stab: bite/claw=+17 | 18 | 23 | 27

Decent (Level 8)

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

HP=91; FP=41; Ward=2; SP=75 (bounding)

Att | Dam | Def | Stab: bite/claw=+19 | 18 | 25 | 29

Fit (Level 10)

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

HP=91; FP=45; Ward=2; SP=75 (bounding)

Att | Dam | Def | Stab: bite/claw=+21 | 18 | 27 | 32

Laudable (Level 12)

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

HP=108; FP=45; Ward=3; SP=75 (bounding)

Att | Dam | Def | Stab: bite/claw=+23 | 18 | 31 | 36

Outstanding (Level 14)

TN= 6; ST= 8; AG= 0; CR= 1; PC= 4; HT= 0; IN= -5

HP=108; FP=45; Ward=3; SP=80 (bounding)

Att | Dam | Def | Stab: bite/claw=+26 | 18 | 34 | 38

Medium Ghastly Feline Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=38; FP=29; Ward=1; SP=60 (bounding)

Att | Dam | Def | Stab: bite/claw=+9 | 8 | 19 | 16

Decent (Level 2)

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

HP=41; FP=32; Ward=1; SP=70 (bounding)

Att | Dam | Def | Stab: bite/claw=+12 | 9 | 21 | 19

Fit (Level 4)

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

HP=41; FP=38; Ward=1; SP=70 (bounding)

Att | Dam | Def | Stab: bite/claw=+14 | 9 | 23 | 22

Laudable (Level 6)

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

HP=45; FP=38; Ward=1; SP=75 (bounding)

Att | Dam | Def | Stab: bite/claw=+17 | 9 | 27 | 25

Model (Level 8)

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

HP=45; FP=41; Ward=1; SP=75 (bounding)

Att | Dam | Def | Stab: bite/claw=+19 | 9 | 29 | 27

Outstanding (Level 10)

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

HP=45; FP=45; Ward=1; SP=75 (bounding)

Att | Dam | Def | Stab: bite/claw=+21 | 9 | 31 | 30

Remarkable (Level 12)

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

HP=54; FP=45; Ward=2; SP=75 (bounding)

Att | Dam | Def | Stab: bite/claw=+23 | 9 | 35 | 34

Superb (Level 14)

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

HP=54; FP=45; Ward=2; SP=80 (bounding)

Att | Dam | Def | Stab: bite/claw=+26 | 9 | 38 | 36

Wondrous (Level 16)

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

HP=54; FP=45; Ward=2; SP=80 (bounding)

Att | Dam | Def | Stab: bite/claw=+28 | 9 | 40 | 38

Small Ghastly Feline Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=19; FP=29; Ward=0; SP=60 (bounding)

Att | Dam | Def | Stab: bite/claw=+9 | 5 | 23 | 14

Decent (Level 2)

TN= -1; ST= -4; AG= 10; CR= 3; PC= 2; HT= -2; IN= -6

HP=21; FP=32; Ward=0; SP=70 (bounding)

Att | Dam | Def | Stab: bite/claw=+12 | 5 | 25 | 17

Fit (Level 4)

TN= -1; ST= -4; AG= 10; CR= 3; PC= 3; HT= -1; IN= -6

HP=21; FP=38; Ward=0; SP=70 (bounding)

Att | Dam | Def | Stab: bite/claw=+14 | 5 | 27 | 20

Laudable (Level 6)

TN= 0; ST= -4; AG= 11; CR= 3; PC= 3; HT= -1; IN= -6

HP=23; FP=38; Ward=0; SP=75 (bounding)

Att | Dam | Def | Stab: bite/claw=+17 | 5 | 31 | 23

Model (Level 8)

TN= 0; ST= -4; AG= 11; CR= 4; PC= 3; HT= 0; IN= -6

HP=23; FP=41; Ward=0; SP=75 (bounding)

Att | Dam | Def | Stab: bite/claw=+19 | 5 | 33 | 25

Outstanding (Level 10)

TN= 0; ST= -4; AG= 11; CR= 5; PC= 4; HT= 0; IN= -6

HP=23; FP=45; Ward=0; SP=75 (bounding)

Att | Dam | Def | Stab: bite/claw=+21 | 5 | 35 | 28

Remarkable (Level 12)

TN= 2; ST= -4; AG= 11; CR= 5; PC= 4; HT= 0; IN= -6

HP=27; FP=45; Ward=1; SP=75 (bounding)

Att | Dam | Def | Stab: bite/claw=+23 | 5 | 39 | 32

Superb (Level 14)

TN= 2; ST= -4; AG= 12; CR= 5; PC= 4; HT= 0; IN= -5

HP=27; FP=45; Ward=1; SP=80 (bounding)

Att | Dam | Def | Stab: bite/claw=+26 | 5 | 42 | 34

Wondrous (Level 16)

TN= 2; ST= -4; AG= 12; CR= 6; PC= 4; HT= 0; IN= -4

HP=27; FP=45; Ward=1; SP=80 (bounding)

Att | Dam | Def | Stab: bite/claw=+28 | 5 | 44 | 36

Firebird

A Firebird is a majestic peacock-like bird with feathers of reddish, orange, and golden coloration. It has blazing purple eyes and its feathers gleam with brilliant sunlight. Further, its song is so sweet and magical that any nearby plants will dance to its music. Unsurprisingly, Firebirds are an unusual form of Minor Daeva.

Both in appearance and sound, the Firebird is possibly the most beautiful bird in existence. Firebirds are highly prized as living trophies by the royalty of many nations. Numerous kings and queens have sent their best heroes on quests to bring back Firebirds in order to elevate their nation's status in the eyes of its peers. No such quest is easy, though, as Firebirds loathe captivity, and are not the least bit hesitant to defend themselves when necessary.

Habitat: The Firebird is a denizen of both desert and temperate climates.

Origin: The Firebird makes a number of appearances in Slavic folklore. Two such instances occur in the fairy tales of Ivan Tsarevich and the Grey Wolf and The Firebird and Princess Vasilisa. In another story, Koschei the Deathless transforms an orphan girl into a Firebird after she scorns his advances. A similar avian appears in the Grimm's fairy tale The Golden Bird.

Fun Facts: A Firebird continually radiates brilliant sunlight as the Occult spell Manifest Great Aura of Dire Sunshine. Its feathers continue to glow for days even after they fall away or are plucked. A single feather taken from a Firebird illuminates the surrounding area to a distance of 20 feet with dim light. A fully feathered Firebird illuminates an area with a 20 foot radius with bright sunlight, and a further 20 feet with dim light.

Further, the Firebird's song is magical. Each has a single magical song, which produces the effects of one the following Musical Scores: Animating Dance, Melancholy Refrain, Fiery Melody, Flowery Dance, Lullaby Theme, Lulling Refrain, Pastoral Theme, Siren's Song, and Winding Dance. All of its spells are cast at spell ranks equal to the Firebird'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, daeva, fiery, phlogiston, winged

Wealth Type: Incidental

Cunning: Alert

Attack Modes: Beak/Claw

Vision: Astral Vision

Move Modes: Hop/Hover

Danger Tier: +2

Small Firebird Examples

Baseline Attributes

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

Adequate (Level 2)

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

HP=21; FP=53; 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= 4; IN= 0

HP=21; FP=58; 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= 4; IN= 0

HP=23; FP=58; 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= 5; IN= 1

HP=23; FP=64; Ward=1; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: beak/claw=+14 | 4 | 32 | 27

Outstanding (Level 10)

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

HP=25; FP=64; Ward=1; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: beak/claw=+17 | 4 | 34 | 29

Remarkable (Level 12)

TN= 2; ST= -5; AG= 9; CR= 4; PC= 3; HT= 5; IN= 1

HP=25; FP=64; Ward=1; SP=35 (hop) / 55 (hover)

Att | Dam | Def | Stab: beak/claw=+20 | 4 | 37 | 31

Superb (Level 14)

TN= 2; ST= -5; AG= 9; CR= 4; PC= 5; HT= 5; IN= 1

HP=25; FP=76; Ward=1; SP=40 (hop) / 60 (hover)

Att | Dam | Def | Stab: beak/claw=+22 | 4 | 39 | 35

Wondrous (Level 16)

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

HP=25; FP=76; Ward=1; SP=40 (hop) / 60 (hover)

Att | Dam | Def | Stab: beak/claw=+24 | 4 | 41 | 37

Fox, Reynardian

A Reynardian Fox is a graceful trickster canine with a bushy tail and upright pointed ears like those of a cat, while its facial features and frame resemble those of a dog. As such, They look like a blend of both canine and feline.

Although they have the forms of animals, Reynardian Foxes are incredibly intelligent and crafty. They are poor physical combatants, and so rarely attack their enemies directly. They would rather talk their way out of difficulties than risk injury through battle. Nevertheless, they are impressive foes who are well known for their brilliant tricks and crafty tactics. If a Reynardian Fox must fight an opponent, it will first carefully select a location where it can use its cunning to give itself a great advantage over its adversaries.

Habitat: Reynardian Foxes often climb trees to escape aggressors. So, they usually live in forested areas, preferably near farmsteads with chicken coops than can serve the role of fast food joints. They often dwell within elaborate well-furnished dens whose entrances are hidden beneath the cover of undergrowth.

Origin: European fairy tales and fables often anthropomorphize animals, giving them human intelligence and the ability to speak. Reynard is one of the more famous examples of this tradition that appears in Dutch, English, French, and German fables. He is a trickster fox character that utilizes guile and wit to overcome his rivals.

Fun Facts: Reynardian Foxes are expert orators that commonly speak and read many languages. They are well versed in the gifts of Beguiling, Fast Talking, Hagglng, and Taunting.

They are also masters of Forest Survival, and pride themselves on knowing every bog, sinkhole, and patch of quicksand within several miles of their dens. Further, they know the cave where every bear sleeps, the hunting patterns of every wolf pack, and the prowling habits of every panther in their domains.

Finally, Reynardian Foxes are adept in the skills of Climbing, Covering Tracks, Finding Secret Stuff, Foraging, Long Jumping, Maneuvering, Reconnoitering, Rural Stealth, Tightrope Walking, Tracking, and Trickery. All of these skills are performed at a rank equal to the fox's Level.

Reynardian Foxes will use Trickery and Maneuvering in combat to great advantage, and will invariably try to fool their opponents into defeating themselves, if at all possible.

When playing a Reynardian Fox, it is recommended that you give it a name, so that it has Guts to spend in its wily acts.

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

Wealth Type: Hoard. Reynardian Foxes enjoy the challenge

of thievery, and keep their stolen booty more as beloved trophies than for its monetary value.

Keywords: anthropomorph, blooded, canine, carnivore, fleshy, living, mammal, nocturnal, predator, solitary

Vision: Keen Hearing, Keen Smelling, Night Vision

Traits: Delights in Trickery and Practical Jokes

Attack Modes: Carnivorous Bite *Move Modes:* Bounding

Cunning: Brilliant

Danger Tier: +1

Small Reynardian Fox Examples

Baseline Attributes

TN= -4; ST= -8; AG= 10; CR= 5; PC= 3; HT= 3; IN= 5

Adequate (Level 4)

TN= -4; ST= -8; AG= 11; CR= 7; PC= 3; HT= 4; IN= 5

HP=11; FP=58; Ward=0; SP=60 (bounding)

Att | Dam | Def | Stab: bite=+11 | 3 | 25 | 17

Decent (Level 6)

TN= -3; ST= -8; AG= 11; CR= 8; PC= 3; HT= 4; IN= 5

HP=12; FP=58; Ward=0; SP=60 (bounding)

Att | Dam | Def | Stab: bite=+13 | 3 | 28 | 20

Fit (Level 8)

TN= -3; ST= -8; AG= 12; CR= 8; PC= 4; HT= 4; IN= 5

HP=12; FP=64; Ward=0; SP=70 (bounding)

Att | Dam | Def | Stab: bite=+16 | 3 | 31 | 23

Laudable (Level 10)

TN= -3; ST= -7; AG= 12; CR= 8; PC= 4; HT= 4; IN= 6

HP=13; FP=64; Ward=0; SP=70 (bounding)

Att | Dam | Def | Stab: bite=+19 | 3 | 33 | 25

Model (Level 12)

TN= -3; ST= -6; AG= 12; CR= 8; PC= 4; HT= 4; IN= 7

HP=15; FP=64; Ward=0; SP=75 (bounding)

Att | Dam | Def | Stab: bite=+22 | 3 | 35 | 27

Outstanding (Level 14)

TN= -3; ST= -5; AG= 12; CR= 8; PC= 4; HT= 4; IN= 8

HP=16; FP=64; Ward=0; SP=75 (bounding)

Att | Dam | Def | Stab: bite=+25 | 3 | 37 | 29

Frog

A frog is a squat slimy amphibian with stubby front legs and long powerful hind legs especially suited to jumping. Its eyes sit atop of its head and protrude like bulging globes. They are adapted to allow a frog to quietly float just beneath the water's surface while its eyes remain alert above.

Frogs will often lie low in shallow water waiting for an unsuspecting treat to wander by. At this point it suddenly leaps out of the water to surprise its quarry.

Habitat: Frogs inhabit the shores of rivers and lakes and the depths of marshes and swamps. They are a hardy species, hibernating through the cold winter months. Although they are sometimes found hopping through field and forest, they never venture far from a natural water source.

Origin: Frogs are found in folklore and mythology throughout the world. They are generally viewed as helpful creatures that bring about rain, probably due to the fact that they come hopping out in the open whenever rain falls. In ancient Egypt, frogs were called Kerer, which represented the sound of its croak.

Fun Facts: Frogs often lurk in water, floating just beneath the surface with just their bulbous eyes poking above. While doing so, they use the skill of Rural Stealth at a skill rank equal to their Levels to Surprise prey. If it must close the distance between itself and its meal, a Frog may vault a considerable distance in a single leap. This can be done only once per Scene.

Frogs attack with their sticky tongues. If it hits (against Stability), the tongue sticks fast to its prey. The frog thereafter draws in its tongue and grapples the target with its mouth. From that point on, treat it as a Restraining Attack (as described in the Special Attack Modes section of The Rules Reference). If the Frog's prey is Overcome, and the Frog has a Size Category at least one larger than its prey, the Frog swallows them. Any such creature thereafter Suffocates (see Suffocating under Character Conditions in The Rules Reference for details.) If the prey is too big to swallow, the Frog will still struggle to swallow them for a few Rounds before deciding it is impossible to do so and let them go.

Frogs travel by great bounds interspersed with brief resting periods. If a Frog must escape an enemy, it will flee only as long as the enemy is within sight.

These creatures are quite at home in the water, and possess the Gift of Aquatic Combat.

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

Move Modes: Vault/Hop/Undulate. A frog may vault only once per scene.

Keywords: amphibian, blooded, fleshy, living, natural

Attack Modes: Sticky Tongue

Wealth Type: Incidental

Vision: Motion Sensitivity

Cunning: Instinctive

Danger Tier: 0

Large Frog Examples

Baseline Attributes

TN= 4; ST= 4; AG= -7; CR= -1; PC= 2; HT= -1; IN= -8

Adequate (Level 2)

TN= 4; ST= 4; AG= -5; CR= -1; PC= 2; HT= -1; IN= -8

HP=64; FP=34; Ward=2; SP=60 (vault) / 20 (hop) / 30 (undulate)

Att | Dam | Def | Stab: sticky tongue=+5 | 11 (setback) | 15 | 22

Decent (Level 4)

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

HP=64; FP=38; Ward=2; SP=65 (vault) / 25 (hop) / 35 (undulate)

Att | Dam | Def | Stab: sticky tongue=+8 | 11 (setback) | 18 | 25

Fit (Level 6)

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

HP=64; FP=38; Ward=2; SP=65 (vault) / 25 (hop) / 35 (undulate)

Att | Dam | Def | Stab: sticky tongue=+10 | 11 (setback) | 20 | 27

Laudable (Level 8)

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

HP=70; FP=38; Ward=2; SP=70 (vault) / 30 (hop) / 40 (undulate)

Att | Dam | Def | Stab: sticky tongue=+13 | 11 (setback) | 22 | 29

Model (Level 10)

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

HP=76; FP=41; Ward=2; SP=70 (vault) / 30 (hop) / 40 (undulate)

Att | Dam | Def | Stab: sticky tongue=+15 | 11 (setback) | 25 | 33

Outstanding (Level 12)

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

HP=76; FP=41; Ward=2; SP=70 (vault) / 30 (hop) / 40 (undulate)

Att | Dam | Def | Stab: sticky tongue=+17 | 12 (setback) | 27 | 35

Medium Frog Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=32; FP=34; Ward=1; SP=60 (vault) / 20 (hop) / 30 (undulate)

Att | Dam | Def | Stab: sticky tongue=+1 | 10 (setback) | 15 | 18

Decent (Level 2)

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

HP=32; FP=34; Ward=1; SP=60 (vault) / 20 (hop) / 30 (undulate)

Att | Dam | Def | Stab: sticky tongue=+5 | 10 (setback) | 19 | 20

Fit (Level 4)

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

HP=32; FP=38; Ward=1; SP=65 (vault) / 25 (hop) / 35 (undulate)

Att | Dam | Def | Stab: sticky tongue=+8 | 10 (setback) | 22 | 23

Laudable (Level 6)

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

HP=32; FP=38; Ward=1; SP=65 (vault) / 25 (hop) / 35 (undulate)

Att | Dam | Def | Stab: sticky tongue=+10 | 11 (setback) | 24 | 25

Model (Level 8)

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

HP=35; FP=38; Ward=1; SP=70 (vault) / 30 (hop) / 40 (undulate)

Att | Dam | Def | Stab: sticky tongue=+13 | 11 (setback) | 26 | 27

Outstanding (Level 10)

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

HP=38; FP=41; Ward=1; SP=70 (vault) / 30 (hop) / 40 (undulate)

Att | Dam | Def | Stab: sticky tongue=+15 | 11 (setback) | 29 | 31

Small Frog Examples**Baseline Attributes**

TN= 0; ST= -8; AG= 5; CR= 3; PC= 2; HT= -1; IN= -8

Adequate (Level 0)

TN= 0; ST= -8; AG= 5; CR= 3; PC= 2; HT= -1; IN= -8

HP=16; FP=34; Ward=0; SP=60 (vault) / 20 (hop) / 30 (undulate)

Att | Dam | Def | Stab: sticky tongue=+1 | 10 (setback) | 19 | 16

Decent (Level 2)

TN= 0; ST= -8; AG= 7; CR= 3; PC= 2; HT= -1; IN= -8

HP=16; FP=34; Ward=0; SP=60 (vault) / 20 (hop) / 30 (undulate)

Att | Dam | Def | Stab: sticky tongue=+5 | 10 (setback) | 23 | 18

Fit (Level 4)

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

HP=16; FP=38; Ward=0; SP=65 (vault) / 25 (hop) / 35 (undulate)

Att | Dam | Def | Stab: sticky tongue=+8 | 10 (setback) | 26 | 21

Laudable (Level 6)

TN= 0; ST= -8; AG= 8; CR= 4; PC= 3; HT= -1; IN= -7

HP=16; FP=38; Ward=0; SP=65 (vault) / 25 (hop) / 35 (undulate)

Att | Dam | Def | Stab: sticky tongue=+10 | 11 (setback) | 28 | 23

Model (Level 8)

TN= 0; ST= -7; AG= 8; CR= 4; PC= 3; HT= -1; IN= -6

HP=17; FP=38; Ward=0; SP=70 (vault) / 30 (hop) / 40 (undulate)

Att | Dam | Def | Stab: sticky tongue=+13 | 11 (setback) | 30 | 25

Outstanding (Level 10)

TN= 1; ST= -7; AG= 8; CR= 4; PC= 4; HT= -1; IN= -6

HP=19; FP=41; Ward=1; SP=70 (vault) / 30 (hop) / 40 (undulate)

Att | Dam | Def | Stab: sticky tongue=+15 | 11 (setback) | 33 | 29

Tiny Frog Examples

Baseline Attributes

TN= -2; ST= -14; AG=11; CR=5; PC=2; HT= -1; IN= -8

Adequate (Level 0)

TN= -2; ST= -14; AG=11; CR=5; PC=2; HT= -1; IN= -8

HP=8; FP=34; Ward=0; SP=60 (vault) / 20 (hop) /
30 (undulate)

Att | Dam | Def | Stab: sticky tongue=+1 | 9 (setback) |
23 | 14

Decent (Level 2)

TN= -2; ST= -14; AG=13; CR=5; PC=2; HT= -1; IN= -8

HP=8; FP=34; Ward=0; SP=60 (vault) / 20 (hop) /
30 (undulate)

Att | Dam | Def | Stab: sticky tongue=+5 | 9 (setback) |
27 | 16

Fit (Level 4)

TN= -2; ST= -14; AG=14; CR=5; PC=3; HT= -1; IN= -8

HP=8; FP=38; Ward=0; SP=65 (vault) / 25 (hop) /
35 (undulate)

Att | Dam | Def | Stab: sticky tongue=+8 | 9 (setback) |
30 | 19

Laudable (Level 6)

TN= -2; ST= -14; AG=14; CR=6; PC=3; HT= -1; IN= -7

HP=8; FP=38; Ward=0; SP=65 (vault) / 25 (hop) /
35 (undulate)

Att | Dam | Def | Stab: sticky tongue=+10 | 10 (setback) |
32 | 21

Model (Level 8)

TN= -2; ST= -13; AG=14; CR=6; PC=3; HT= -1; IN= -6

HP=9; FP=38; Ward=0; SP=70 (vault) / 30 (hop) /
40 (undulate)

Att | Dam | Def | Stab: sticky tongue=+13 | 10 (setback) |
34 | 23

Outstanding (Level 10)

TN= -1; ST= -13; AG=14; CR=6; PC=4; HT= -1; IN= -6

HP=10; FP=41; Ward=0; SP=70 (vault) / 30 (hop) /
40 (undulate)

Att | Dam | Def | Stab: sticky tongue=+15 | 10 (setback) |
37 | 27

Frogman

A frogman has physical attributes of both frogs and men. It does not take a detailed examination, however, to determine that the froggish characteristics far outweigh the human ones. Frogmen have a vaguely humanoid hand with an opposable thumb and are capable of speaking, albeit coarsely. They often carry weapons and occasionally wear scabbards, pouches, and backpacks to carry loads. The remaining features are decidedly froggy. In fact, a naked frogman could easily be mistaken for a giant frog.

Frogmen set up their societies as democratic parliaments where everyone in society is an equal member. Council meetings are strictly held at night, but there are no other rules. As a consequence, everyone speaks at once so only the loudest are heard.

Frogmen pagans generally focus their worship on the Egyptian gods Kuk or Heqet.

Frogmen have the long sticky tongues that their more mentally challenged kindred, the Frogs, have. However, they consider it poor manners to use their tongues for any purpose other than eating. In combat, they wield human weapons (preferably the kinds that float).

Frogmen can control frogs to the point that they keep Frogs as guards. Such trained Frogs only have the mental capacity to understand two commands: "kill" or "heel." Even so, only wealthy Frogmen can afford trained guard frogs.

Like Frogs, Frogmen travel by great bounds interspersed with brief resting periods.

Origin: Frogs are found in folklore and mythology throughout the world. The Egyptians had several minor frog-headed gods, including Kuk and Heqet. Other legends exist which describe frog parliaments debating endlessly throughout the night. In these tales, the proponents of each side try to croak louder than their opponents.

One Greek tale, written by Aesop, is of this variety: When the world was young, the frog parliament debated endlessly over how they should set up their government. Finally they decided to ask Zeus for a king. In order to satisfy the dull creatures, Zeus threw a log into the middle of the frog's pond. The log made a thundering splash that greatly impressed the frog community. Thereafter, however, the frog king was decidedly dull. He never made any pronouncements and even allowed the boldest frogs to climb around on his back without complaint. The frog parliament, after many noisome debates, finally decided to ask Zeus for another, more interesting, king. To quiet their raucous requests, Zeus sent them a stork. To be sure, their new king was much more active, since it busied itself in snatching and swallowing the frogs one by one.

Habitat: Frogmen require a watery habitat where they can cool themselves off with a quick dip and warm themselves on a handy lillpad. They are found wandering through the countryside from time to time, but rarely venture far from a natural water source.

Fun Facts: Frogmen often lurk in water, floating just beneath the surface with just their bulbous eyes poking above. While doing so, they use the skill of Rural Stealth at a skill rank equal to their Levels to Surprise enemies. A Frogman may leap great distances in a single great bound. This is often used to surprise enemies, but can be used only once per scene.

Frogmen have the Gifts of Chattering with Frogs and Aquatic Combat. Further, they typically wield and throw spears.

Some exceptional Frogmen (of the super-genius variety) are known to have learned either Pagan or Occult spell-casting. Occultists tend to focus on the Occult arts of Hydromancy and delight in the use of the Occult spells Concoct Epic Doubly Deft Soapy Compound, Concoct Grand Antidote Tonic of Mithridates, Procure Great Aura of Nixie's Breath, Prime Basin for Scrying up to a Kingdom Away, Pitch Epic Fog, Procure Water Walking, Provide Swimming at Land Speed, and Provide Water Breathing. A few even attain sufficient power to cast Solicit Generous Lasting Rain.

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

Traits: Hatred for Toadmen, Toadmen are Vastly Inferior, Fond of Frogs and Newts

Keywords: amphibian, blooded, fleshy, humanoid, living

Attack Modes: Spear or Throwing Spear or Punch

Move Modes: Vault/Hop/Undulate. A frogman may vault only once per scene.

Cunning: Simpleminded (to Alert) *Wealth Type:* Monetary

Vision: Motion Sensitivity *Danger Tier:* 0

Medium Frogman Fighter Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=32; FP=49; Ward=0; SP=60 (vault) / 20 (hop) / 30 (undulate)

Att | Dam | Def | Stab: spear=+2 | 3 | 12 | 16; or throwing spear=+5 | 4 | 8 | 12; or punch=+2 | 2 | 9 | 13

Decent (Level 2)

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

HP=35; FP=49; Ward=0; SP=65 (vault) / 25 (hop) / 35 (undulate)

Att | Dam | Def | Stab: spear=+6 | 4 | 15 | 18; or throwing spear=+7 | 4 | 11 | 14; or punch=+6 | 3 | 12 | 15

Fit (Level 4)

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

HP=38; FP=53; Ward=1; SP=65 (vault) / 25 (hop) / 35 (undulate)

Att | Dam | Def | Stab: spear=+8 | 4 | 18 | 22; or throwing spear=+10 | 4 | 14 | 18; or punch=+8 | 3 | 15 | 19

Laudable (Level 6)

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

HP=41; FP=53; Ward=1; SP=70 (vault) / 30 (hop) / 40 (undulate)

Att | Dam | Def | Stab: spear=+11 | 4 | 22 | 25; or throwing spear=+12 | 4 | 18 | 21; or punch=+11 | 3 | 19 | 22

Model (Level 8)

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

HP=45; FP=58; Ward=1; SP=70 (vault) / 30 (hop) / 40 (undulate)

Att | Dam | Def | Stab: spear=+14 | 5 | 24 | 28; or throwing spear=+15 | 4 | 20 | 24; or punch=+14 | 4 | 21 | 25

Outstanding (Level 10)

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

HP=49; FP=58; Ward=1; SP=80 (vault) / 40 (hop) / 50 (undulate)

Att | Dam | Def | Stab: spear=+18 | 6 | 27 | 30; or throwing spear=+17 | 4 | 23 | 26; or punch=+18 | 5 | 24 | 27

Medium Frogman Sage Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=32; FP=49; Ward=0; SP=60 (vault) / 20 (hop) / 30 (undulate)

Att | Dam | Def | Stab: spear=+2 | 3 | 12 | 16; or throwing spear=+5 | 4 | 8 | 12; or punch=+2 | 2 | 9 | 13

Decent (Level 2)

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

HP=32; FP=49; Ward=0; SP=60 (vault) / 20 (hop) / 30 (undulate)

Att | Dam | Def | Stab: spear=+5 | 3 | 15 | 18; or throwing spear=+7 | 4 | 11 | 14; or punch=+5 | 2 | 12 | 15

Fit (Level 4)

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

HP=35; FP=49; Ward=0; SP=65 (vault) / 25 (hop) / 35 (undulate)

Att | Dam | Def | Stab: spear=+8 | 4 | 17 | 20; or throwing spear=+9 | 4 | 13 | 16; or punch=+8 | 3 | 14 | 17

Laudable (Level 6)

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

HP=38; FP=53; Ward=0; SP=65 (vault) / 25 (hop) / 35 (undulate)

Att | Dam | Def | Stab: spear=+11 | 5 | 19 | 22; or throwing spear=+11 | 4 | 15 | 18; or punch=+11 | 4 | 16 | 19

Model (Level 8)

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

HP=38; FP=53; Ward=0; SP=70 (vault) / 30 (hop) / 40 (undulate)

Att | Dam | Def | Stab: spear=+14 | 5 | 22 | 24; or throwing spear=+13 | 4 | 18 | 20; or punch=+14 | 4 | 19 | 21

Outstanding (Level 10)

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

HP=41; FP=53; Ward=0; SP=70 (vault) / 30 (hop) / 40 (undulate)

Att | Dam | Def | Stab: spear=+18 | 6 | 25 | 26; or throwing spear=+15 | 4 | 21 | 22; or punch=+18 | 5 | 22 | 23

Small Frogman Fighter Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=16; FP=49; Ward=0; SP=60 (vault) / 20 (hop) / 30 (undulate)

Att | Dam | Def | Stab: spear=+3 | 2 | 15 | 13; or throwing spear=+8 | 4 | 12 | 10; or punch=+2 | 2 | 13 | 11

Decent (Level 2)

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

HP=17; FP=49; Ward=0; SP=65 (vault) / 25 (hop) / 35 (undulate)

Att | Dam | Def | Stab: spear=+7 | 2 | 18 | 15; or throwing spear=+10 | 4 | 15 | 12; or punch=+6 | 2 | 16 | 13

Fit (Level 4)

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

HP=19; FP=53; Ward=0; SP=65 (vault) / 25 (hop) / 35 (undulate)

Att | Dam | Def | Stab: spear=+9 | 2 | 21 | 19; or throwing spear=+13 | 4 | 18 | 16; or punch=+8 | 2 | 19 | 17

Laudable (Level 6)

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

HP=21; FP=53; Ward=0; SP=70 (vault) / 30 (hop) / 40 (undulate)

Att | Dam | Def | Stab: spear=+12 | 2 | 25 | 22; or throwing spear=+15 | 4 | 22 | 19; or punch=+11 | 2 | 23 | 20

Model (Level 8)

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

HP=23; FP=58; Ward=0; SP=70 (vault) / 30 (hop) / 40 (undulate)

Att | Dam | Def | Stab: spear=+15 | 2 | 27 | 25; or throwing spear=+18 | 4 | 24 | 22; or punch=+14 | 2 | 25 | 23

Outstanding (Level 10)

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

HP=25; FP=58; Ward=0; SP=80 (vault) / 40 (hop) / 50 (undulate)

Att | Dam | Def | Stab: spear=+19 | 2 | 30 | 27; or throwing spear=+20 | 4 | 27 | 24; or punch=+18 | 2 | 28 | 25

Small Frogman Sage Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=16; FP=49; Ward=0; SP=60 (vault) / 20 (hop) / 30 (undulate)

Att | Dam | Def | Stab: spear=+3 | 2 | 15 | 13; or throwing spear=+8 | 4 | 12 | 10; or punch=+2 | 2 | 13 | 11

Decent (Level 2)

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

HP=16; FP=49; Ward=0; SP=60 (vault) / 20 (hop) / 30 (undulate)

Att | Dam | Def | Stab: spear=+6 | 2 | 18 | 15; or throwing spear=+10 | 4 | 15 | 12; or punch=+5 | 2 | 16 | 13

Fit (Level 4)

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

HP=17; FP=49; Ward=0; SP=65 (vault) / 25 (hop) / 35 (undulate)

Att | Dam | Def | Stab: spear=+9 | 2 | 20 | 17; or throwing spear=+12 | 4 | 17 | 14; or punch=+8 | 2 | 18 | 15

Laudable (Level 6)

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

HP=19; FP=53; Ward=0; SP=65 (vault) / 25 (hop) / 35 (undulate)

Att | Dam | Def | Stab: spear=+12 | 2 | 22 | 19; or throwing spear=+14 | 4 | 19 | 16; or punch=+11 | 2 | 20 | 17

Model (Level 8)

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

HP=19; FP=53; Ward=0; SP=70 (vault) / 30 (hop) / 40 (undulate)

Att | Dam | Def | Stab: spear=+15 | 2 | 25 | 21; or throwing spear=+16 | 4 | 22 | 18; or punch=+14 | 2 | 23 | 19

Outstanding (Level 10)

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

HP=21; FP=53; Ward=0; SP=70 (vault) / 30 (hop) / 40 (undulate)

Att | Dam | Def | Stab: spear=+19 | 2 | 28 | 23; or throwing spear=+18 | 4 | 25 | 20; or punch=+18 | 2 | 26 | 21

Fury, Bound

A Bound Fury is a ghostly spirit rising from the dust of its ancient powdery remains. When approached, the sediment around its corpse begins dancing and swirling like a tempestuous dust devil. The spirit rises to avenge its death on anyone disturbing its rest. It is a writhing, boiling, seething cloud of hatred and anger whose violent emotions are inflicted on those it attacks.

Habitat: A Fury can arise anywhere there lies the disturbed remains of its former body.

Fun Facts: Bound Furies are Ghostly Undead. (See the [Creature Conditions](#) section of [The Overlord's Omnibus](#) for details.)

A Bound Fury will attack any creature that comes within 20 feet of its corpse. It will never venture more than 40 feet away from its remains, as it is bound to its locale. If, for some reason, the fury's remains are scattered, it is free to move from one fragment to another.

A Bound Fury's touch acts as the Occult spell [Manifest Dire, Dreadful Touch](#). However, anyone Overcome by its touch is afflicted by intense anger, gaining the [Maniacal](#) condition (as described in the [Character Conditions](#) section of [The Rules Reference](#)). If any target is enraged by this ability, the spirit gains a temporary respite from its uncontrollable emotion as its anger is transferred to its surrogate. The swirling vortex of dust will quickly settle to the ground until the rage effects subside in its victim. At this point, the spirit is once again free to rise if disturbed.

As the Bound Fury is incorporeal and its touch merely delivers a slight chill, the spirit cannot deliver damage to its target directly.

Furies have the gifts of [Spawn Undead Galley Beggar](#) and [Spawn Undead Wraith](#), which they will use on any fresh corpses they encounter (particularly those it personally killed). See [The Character Compendium](#) for details. Descriptions of [Galley Beggar](#) and [Wraith](#) can be found in [Celtic Creatures and Nordic Nightmares](#).

Since Bound Furies are completely non-corporeal, they cannot be physically damaged or poisoned in any way and may pass through walls and other objects without difficulty.

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.

Wealth Type: Incidental *Cunning:* Simpleminded

Traits: Afraid of Sunlight. *Vision:* Astral Vision

Attack Modes: Touch

Move Modes: Waft

Keywords: ghost, undead

Danger Tier: +1

Origin: The Fury appears in numerous legends throughout Europe. Some describe them as incorporeal, others as driving winds, while still others give them physical form. Its name originally derives from the Roman Furiae (also known as the Erinyes) that pursued men guilty of murder.

Medium Bound Fury Examples

Baseline Attributes

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

Adequate (Level 8)

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

HP=--; FP=53; Ward=N/A; SP=45 (waft)

Att | Dam | Def | Stab: touch=+19 | special | 29 | 24

Decent (Level 10)

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

HP=--; FP=64; Ward=N/A; SP=50 (waft)

Att | Dam | Def | Stab: touch=+22 | special | 31 | 27

Fit (Level 12)

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

HP=--; FP=69; Ward=N/A; SP=50 (waft)

Att | Dam | Def | Stab: touch=+25 | special | 33 | 30

Laudable (Level 14)

TN= --; ST= --; AG= 9; CR= 4; PC= 6; HT= 3; IN= -1

HP=--; FP=69; Ward=N/A; SP=50 (waft)

Att | Dam | Def | Stab: touch=+28 | special | 35 | 32

Model (Level 16)

TN= --; ST= --; AG= 9; CR= 4; PC= 6; HT= 3; IN= -1

HP=--; FP=69; Ward=N/A; SP=50 (waft)

Att | Dam | Def | Stab: touch=+30 | special | 39 | 36

Outstanding (Level 18)

TN= --; ST= --; AG= 9; CR= 4; PC= 6; HT= 4; IN= -1

HP=--; FP=76; Ward=N/A; SP=50 (waft)

Att | Dam | Def | Stab: touch=+32 | special | 41 | 38

Bestiary ~ G

Gauntlet(s) / Glove(s), Animated

Animated gauntlets and gloves are nothing more than what they seem: empty hand coverings that are animated by magic to fight or otherwise serve the animator's bidding. They hover in the air, as if worn by an invisible Medium-sized person performing chores. But, if one were to pass their hand through the space where their body would be, it would pass through nothingness. Sometimes, they appear as individual mitts, while at other times they come in pairs.

These constructs have no wills of their own. They will slavishly obey the commands of their creators.

Habitat: These constructs will diligently wait wherever their master instructs them to.

Origin: The Celtic god Lugh lost a hand in battle. Diencecht, the healer of the gods, had a replacement fashioned from silver and animated it as a prosthesis. At times, the hand would detach itself from Lugh's arm, and wield his sword independently.

Fun Facts: Metal Animated Gauntlets add an additional 5 points to Natural Ward.

Durabilities: This creature is Immune to Bleeding, Blighting, Dehydrating, Deluding, Dreadful, Enervating, Entrancing, Freezing, Infernal, Internal, 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, tellurian

Attack Modes: Melee Weapon or Punch or Shove

Wealth Type: Incidental *Cunning:* Simpleminded

Vision: Astral Vision *Move Modes:* Plod

Danger Tier: +1

Medium Animated Gauntlet(s) Examples

Baseline Attributes

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

Adequate (Level 2)

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

HP=35; FP=22; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: melee=+4 +tempo | weapon+1 | 13+parry | 11+parry; or punch=+8 | 3 | 14 | 12; or shove=+8 | 2 (setback) | 17 | 15

Decent (Level 4)

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

HP=38; FP=22; Ward=1; SP=30 (run)

Att | Dam | Def | Stab: melee=+6 +tempo | weapon+1 | 16+parry | 14+parry; or punch=+10 | 3 | 17 | 15; or shove=+10 | 2 (setback) | 20 | 18

Fit (Level 6)

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

HP=41; FP=22; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: melee=+9 +tempo | weapon+1 | 20+parry | 17+parry; or punch=+13 | 3 | 21 | 18; or shove=+13 | 3 (setback) | 24 | 21

Laudable (Level 8)

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

HP=45; FP=24; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: melee=+12 +tempo | weapon+2 | 22+parry | 20+parry; or punch=+16 | 4 | 23 | 21; or shove=+16 | 4 (setback) | 26 | 24

Outstanding (Level 10)

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

HP=49; FP=24; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: melee=+16 +tempo | weapon+3 | 25+parry | 22+parry; or punch=+20 | 5 | 26 | 23; or shove=+20 | 6 (setback) | 29 | 26

Remarkable (Level 12)

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

HP=49; FP=26; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: melee=+18 +tempo | weapon+3 | 27+parry | 25+parry; or punch=+22 | 5 | 28 | 26; or shove=+22 | 6 (setback) | 31 | 29

Superb (Level 14)

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

HP=54; FP=29; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: melee=+20 +tempo | weapon+3 | 30+parry | 29+parry; or punch=+24 | 5 | 31 | 30; or shove=+24 | 6 (setback) | 34 | 33

Wondrous (Level 16)

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

HP=59; FP=29; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: melee=+23 +tempo | weapon+4 | 32+parry | 31+parry; or punch=+27 | 6 | 33 | 32; or shove=+27 | 7 (setback) | 36 | 35

Ghost, Common

Ghosts are the ethereal spirits of the restless dead. Their forms are initially seen as vaguely humanoid clouds of hazy white, but as the Ghost takes notice of any visitors, its form comes into focus and is recognizable. The Ghost's visage will be that of its former appearance while alive.

Ghosts patrol their haunts seeking escape from the circumstances that have bound them to the unending hopeless existence of undeath. Its disparaging wails and moans illustrate its pain to any intruder it encounters. A Ghost will continue to haunt its environs until the curse that binds it to the world is broken. This can only be done by the actions of the living, however.

Ghosts generally have no awareness that they are actually dead. Rather, they relive the events experienced while living that bound them to their sad state. Usually, this involves some great injustice that they wantonly inflicted on some other poor soul. Until the wrongs it committed are righted, the Ghost is forever doomed to wander the earth.

Unfortunately, Ghosts are completely insubstantial. They are unable to have any direct physical impact on the world. Their only hope is to convince someone else to take pity on them and perform whatever actions are necessary to free them from their bondage. Sadly, most Ghosts don't even know what those actions are, and many aren't even aware that they can be freed at all. They only know which days and events of their former lives they are forever forced to repeat.

The party may engage a Ghost in conversation. If this is done, it can be convinced that it is dead, and it may be able to provide clues about how it may be freed from its torment. However, a Ghost's only memories are those it gained while living. If engaged a second time, the Ghost will not remember any previous conversations it had after its death.

Fun Facts: Needless to say, Common Ghosts are Ghostly Undead. (See the [Creature Conditions](#) section of [The Overlord's Omnibus](#) for details.)

Being completely insubstantial, ghosts are incapable of physically attacking. However, a Ghost can emit a moan as the spell [Invoke Colossal Deft Dire Deathly Moan](#). Further, a Ghost may be engaged in conversation. If this is done, the Ghost has the power of [Vex with Deft Ineffable Awe](#). Both powers are used at a rank equal to the Ghost's Level. See [The Oculus of Occultism](#) for details on both powers.

Common Ghosts have the gifts of [Spawn Undead Ankou](#) and [Spawn Undead Specter](#). See [The Character Compendium](#) for details. The description of the Ankou can be found in [Celtic Creatures and Nordic Nightmares](#).

Since Ghosts are completely noncorporeal, they cannot be physically harmed in any way and can pass through walls and other objects without hindrance. In addition, these spirits can simply "fade" from existence only to re-appear later.

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.

Origin: Tales of ghostly spirits are found throughout the world. This description attempts to present ghosts in a form that will not seem too out of place in any given culture.

Habitat: Ghosts haunt the locales where they formerly lived.

Keywords: ghost, humanoid, undead

Traits: Afraid of Sunlight. *Vision:* Astral Vision

Wealth Type: Incidental *Cunning:* Alert

Attack Modes: Wail *Move Modes:* Waft

Danger Tier: +1

Medium Common Ghost Examples

Baseline Attributes

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

Adequate (Level 4)

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

HP=--; FP=38; Ward=N/A; SP=30 (run)

Att | Dam | Def | Stab: touch=+8 | special | 18 | 18

Decent (Level 6)

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

HP=--; FP=38; Ward=N/A; SP=35 (run)

Att | Dam | Def | Stab: touch=+10 | special | 22 | 20

Fit (Level 8)

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

HP=--; FP=45; Ward=N/A; SP=35 (run)

Att | Dam | Def | Stab: touch=+13 | special | 24 | 23

Laudable (Level 10)

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

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

Att | Dam | Def | Stab: touch=+16 | special | 26 | 26

Model (Level 12)

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

HP=--; FP=53; Ward=N/A; SP=40 (run)

Att | Dam | Def | Stab: touch=+19 | special | 29 | 29

Outstanding (Level 14)

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

HP=--; FP=53; Ward=N/A; SP=45 (run)

Att | Dam | Def | Stab: touch=+21 | special | 32 | 31

Ghost Overlay

Ghost is a general term for a purely non-corporeal undead. Most ghosts are malevolent, although some are friendly. Ghosts can walk through walls and are highly transparent. Although they can be seen, Ghosts are so ethereal they are incapable of inflicting physical harm on corporeal creatures. Similarly, Ghosts are completely impervious to physical damage of any kind. Banshees, Jack-o'-Lanterns, and Will-o'-Wisp are all various types of Ghosts. That's not to say that you can derive all of those ghost types using this Overlay (which is why they are written up individually). But, rather, that Ghost is a fairly broad category of undead.

However, any living creature can rise after death as a ghost, not just humanoids. It would be tedious to fully detail every possibility (Arachnid Ghost, Boar Ghost, Camel Ghost, etc.), so, instead, a simple Overlay for how to convert another monster type into a reasonable Ghost form is provided here.

Ghosts can be temporarily dispersed, but they cannot be killed. They are restless spirits who remain in the mortal realm in order to satisfy some purpose or condition, such as obtaining proper funeral rites for their corpse. They will leave the mortal realm and go to their final reward only when they get what they need.

Fun Facts: With the goal of imposing as little change as possible in mind, the ghost of a monster will retain most of the Attributes and Combat Characteristics that it possessed in life (Attack Bonus, Defense, Speed, Damage, etc.). However, since the ghost is entirely non-corporeal, Toughness and Strength no longer have meaning. So, these attributes are dropped. For the same reason, Ghosts have no Hit Points.

Needless to say, creatures with the Ghost Overlay applied to them are Undead and have the Ghostly Condition applied to them. (See the [Creature Conditions](#) section of [The Overlord's Omnibus](#) for details.) This fact bestows all of the benefits and banes listed in the sections below.

Ghosts retain all of the abilities they possessed in life. However, any spells they cast are unable to physically affect the mortal realm. So, they cannot do damage or have other physical effects. However, spells that deliver Setback or which have mental effects can influence physical creatures.

Further, Ghosts lose the immunities, resistances, and sensitivities they formerly possessed and gain different ones. Ghosts are impervious to damage of all kinds. Consequently, they have no Hit Points to track. In addition, they are Immune to Entrancing, Fatiguing, Intoxicating, Maladive, Non-Magical, Poisoning, Sedating, and Weblike Effects; and are Highly Sensitive to Quieting Effects.

Habitat: The ghost form of any given monster type will be found in areas normally inhabited by their living brethren.

Origin: All cultures have myths concerning death as an important theme. One very common belief is that the recently deceased will rise from their graves as ghostly

spirits.

Wealth Type: Variable

Attack Modes: Variable

Move Modes: Variable

Traits: Afraid of Sunlight

Keywords: ghost, undead

Cunning: Variable

Vision: Astral Vision

Size: Variable

Danger Tier: Variable

Giant, Common

Giants have the appearance of unusually large, powerfully muscled men. They commonly dress themselves in the ordinary clothing worn by men and occasionally associate with them. Some human societies look upon giants as simple dim-witted brutes while others view them as intellectual equals. In actuality, some Giants are smart while others are quite dull. Unfortunately, even bright Giants commonly receive little or no schooling. Those that do are capable of learning and practicing human trades and skills. Most, however, must content themselves with a life of backbreaking manual labor.

Since these Giants are not too oversized, they commonly wield human-sized weapons.

Habitat: Giants live in any climate and environment that men can dwell. They do, of course, require somewhat larger quarters.

Origin: Giants appear in the mythologies of virtually every culture in the world. Many peoples explained megalithic buildings, like the pyramids and Stonehenge, as works of giants since they could not otherwise conceive of how these massive structures could be built. Many Giants mentioned in myths and folktales have no special attributes other than their great size. This fact prompted the creation of a generic description for a "big man" to fill the gaps left by the other, more specialized, Giant types.

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

Fun Facts: Giants are stereotypically known for wielding clubs in battle.

Keywords: fleshy, giant, humanoid

Cunning: Simpleminded to Clever

Attack Modes: Club or Punch

Wealth Type: Monetary

Move Modes: Run

Vision: Day Vision

Danger Tier: 0

Large Common Giant Examples

Baseline Attributes

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

Adequate (Level 4)

TN= 4; ST= 7; AG= -5; CR= -2; PC= 0; HT= 0; IN= 0

HP=83; FP=32; Ward=2; SP=35 (run)

Att | Dam | Def | Stab: club=+8 | 12 | 17 | 22; or
punch=+10 | 11 | 14 | 19

Decent (Level 6)

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

HP=99; FP=32; Ward=2; SP=35 (run)

Att | Dam | Def | Stab: club=+11 | 13 | 20 | 25; or
punch=+13 | 12 | 17 | 22

Fit (Level 8)

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

HP=108; FP=32; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: club=+14 | 14 | 22 | 27; or
punch=+16 | 13 | 19 | 24

Laudable (Level 10)

TN= 5; ST= 9; AG= -3; CR= -2; PC= 0; HT= 0; IN= 1

HP=108; FP=32; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: club=+18 | 14 | 26 | 29; or
punch=+20 | 13 | 23 | 26

Model (Level 12)

TN= 5; ST= 9; AG= -3; CR= -2; PC= 1; HT= 1; IN= 1

HP=108; FP=38; Ward=2; SP=45 (run)

Att | Dam | Def | Stab: club=+20 | 14 | 28 | 32; or
punch=+22 | 13 | 25 | 29

Outstanding (Level 14)

TN= 5; ST= 9; AG= -3; CR= -2; PC= 2; HT= 1; IN= 1

HP=108; FP=41; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: club=+22 | 14 | 30 | 35; or
punch=+24 | 13 | 27 | 32

Glowworm

Glowworms are an interesting combination of flying bug and segmented worm. Glowworms get their name from the fact that they emit a soft green or yellow light. They are also formidable predators that sometimes hunt bugs and other cave dwellers, although they will never attack anything larger than themselves. However, their diet mostly consists of whatever organic detritus they can find. The females remain in their larval form and glow continuously while swimming in water. As such, smaller specimens are often captured and put in glass jars by the subterranean races as dim light sources. The males, on the other hand, are diaphanous winged insects whose sole purpose is to find female Glowworms and mate with them.

Fun Facts: For 24 hours after a glowworm has gorged itself on whatever food it finds, it is capable of mating. It advertises this fact to prospective mates by producing a dull yellow glow. At all other times, it emits a dim green glow. This works similar to the Eldritch skill Moon Glow, cast at a rank equal to the worm's Level.

Female Glowworms can shoot out sticky strands of silk as the Occult spell Bond with Spider Thread. Often they will use this to catch prey by climbing up on the roof of a cave or the high branches of a tree, and dangle their silk thread down from above. The glow of its body reflects off the glistening thread and acts as a lure to light-seeking insects. When multitudes of Glowworms populate the streams, ponds, and upper reaches of a cave or forest, it gives the area an eerie otherworldly look. In any case, it transforms an otherwise pitch-black region into a creepy wonderland having a dim light level equivalent to that of a full moon at night.

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

Habitat: A single Glowworm will lay hundreds of eggs. So, they rapidly populate any area if there are plenty of bugs to eat and the environment is suitable, which must be moist and dark. Caves, gloomy swamps, and black forests are ideal.

Origin: In Celtic folklore, pixie rings are sometimes formed by fairies dancing in circles around glowworms. And, the famed Natural Historian Pliny the Elder mentions them in his Natural History, written in the 1st century.

Keywords: blooded, bug, fleshy, living, predator, worm

Wealth Type: Incidental

Cunning: Instinctive

Attack Modes: Maw

Danger Tier: -1

Vision: Motion Sensitivity

Move Modes: Squirm / Cling

Medium Glowworm Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=32; FP=32; Ward=0; SP=10 (squirm) / 10 (cling)

Att | Dam | Def | Stab: maw=-2 | 7 | 8 | 14

Decent (Level 2)

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

HP=35; FP=34; Ward=0; SP=15 (squirm) / 15 (cling)

Att | Dam | Def | Stab: maw=+1 | 8 | 10 | 17

Fit (Level 4)

TN= 0; ST= 2; AG= -5; CR= 0; PC= 1; HT= 0; IN= -8

HP=38; FP=34; Ward=0; SP=15 (squirm) / 15 (cling)

Att | Dam | Def | Stab: maw=+5 | 9 | 13 | 19

Laudable (Level 6)

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

HP=41; FP=38; Ward=0; SP=20 (squirm) / 20 (cling)

Att | Dam | Def | Stab: maw=+8 | 10 | 15 | 22

Outstanding (Level 8)

TN= 0; ST= 3; AG= -4; CR= 0; PC= 2; HT= 1; IN= -8

HP=41; FP=41; Ward=0; SP=20 (squirm) / 20 (cling)

Att | Dam | Def | Stab: maw=+11 | 10 | 18 | 24

Small Glowworm Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=16; FP=32; Ward=0; SP=10 (squirm) / 10 (cling)

Att | Dam | Def | Stab: maw=-2 | 5 | 12 | 12

Decent (Level 2)

TN= -2; ST= -5; AG= 0; CR= 2; PC= 1; HT= 0; IN= -8

HP=17; FP=34; Ward=0; SP=15 (squirm) / 15 (cling)

Att | Dam | Def | Stab: maw=+1 | 5 | 14 | 15

Fit (Level 4)

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

HP=19; FP=34; Ward=0; SP=15 (squirm) / 15 (cling)

Att | Dam | Def | Stab: maw=+5 | 5 | 17 | 17

Laudable (Level 6)

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

HP=21; FP=38; Ward=0; SP=20 (squirm) / 20 (cling)

Att | Dam | Def | Stab: maw=+8 | 5 | 19 | 20

Outstanding (Level 8)

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

HP=21; FP=41; Ward=0; SP=20 (squirm) / 20 (cling)

Att | Dam | Def | Stab: maw=+11 | 5 | 22 | 22

Tiny Glowworm Examples**Baseline Attributes**

TN= -4; ST= -12; AG= 6; CR= 4; PC= 0; HT= 0; IN= -8

Adequate (Level 0)

TN= -4; ST= -12; AG= 6; CR= 4; PC= 0; HT= 0; IN= -8

HP=8; FP=32; Ward=0; SP=10 (squirm) / 10 (cling)

Att | Dam | Def | Stab: maw=-2 | 3 | 16 | 10

Fit (Level 2)

TN= -4; ST= -11; AG= 6; CR= 4; PC= 1; HT= 0; IN= -8

HP=9; FP=34; Ward=0; SP=15 (squirm) / 15 (cling)

Att | Dam | Def | Stab: maw=+1 | 3 | 18 | 13

Laudable (Level 4)

TN= -4; ST= -10; AG= 7; CR= 4; PC= 1; HT= 0; IN= -8

HP=10; FP=34; Ward=0; SP=15 (squirm) / 15 (cling)

Att | Dam | Def | Stab: maw=+5 | 3 | 21 | 15

Outstanding (Level 6)

TN= -4; ST= -9; AG= 7; CR= 4; PC= 2; HT= 0; IN= -8

HP=10; FP=38; Ward=0; SP=20 (squirm) / 20 (cling)

Att | Dam | Def | Stab: maw=+8 | 3 | 23 | 18

Graveyard Cannibal

Graveyard Cannibals are undead humans who have risen from their former graves to seek out and devour the corpses of other men. They haunt cemeteries to have ready access to fresh remains. These half-crazed monsters often band together in small groups to quickly uncover and raid buried "iceboxes." Nevertheless, they don't mind providing themselves with fresh corpses even if they must obtain them from living people.

Habitat: These undead humans lurk in and about crypts and graveyards where freshly buried corpses may be disinterred.

Origin: In the legends of virtually all cultures, there appear humans who rise from their graves to plunder and devour the corpses of fellow men. Some cannibalistic grave robbers have additional specialized abilities such as the Ghoul or Baka. However, many myths simply describe undead men devouring human flesh. This description fulfills that basic need for mythologies lacking any more specific forms of undead cannibals.

Durabilities: This creature is Immune to Bleeding, Blighting, Dehydrating, Entrancing, Fatiguing, Freezing, Infernal, Internal, Intoxicating, Maladive, Rotting, Sedating, Starving, Suffocating, and Toxic Effects; Resistant to Enervating Effects; and Sensitive to Sunshining Effects.

Traits: Afraid of Sunlight, Lust for the Taste of Human Flesh.

Keywords: fleshy, man-eater, revenant, undead

Attack Modes: Carnivorous Bite/Claw/Claw

Wealth Type: Hoard *Cunning:* Alert

Move Modes: Run *Vision:* Astral Vision

Danger Tier: +1

Medium Graveyard Cannibal Examples

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: bite/claw=+4 | 7 | 14 | 14

Decent (Level 2)

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

HP=35; FP=32; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: bite/claw=+7 | 8 | 16 | 16

Fit (Level 4)

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

HP=38; FP=34; Ward=1; SP=30 (run)

Att | Dam | Def | Stab: bite/claw=+9 | 8 | 19 | 19

Laudable (Level 6)

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

HP=41; FP=34; Ward=1; SP=30 (run)

Att | Dam | Def | Stab: bite/claw=+11 | 8 | 22 | 22

Model (Level 8)

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

HP=45; FP=34; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: bite/claw=+14 | 9 | 24 | 24

Outstanding (Level 10)

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

HP=49; FP=34; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+18 | 10 | 27 | 26

Remarkable (Level 12)

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

HP=49; FP=38; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+20 | 10 | 29 | 28

Superb (Level 14)

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

HP=54; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+22 | 10 | 32 | 31

Wondrous (Level 16)

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

HP=59; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+25 | 11 | 34 | 33

Griffin

The Griffin is one of the oldest mythical creatures of history. It is included in every culture of the European and Mediterranean arena in one form or another. They come in several forms, but they all share two traits in common: the body of a lion and the head of a raptor. Other details differ, such as whether they have wings (and whether those wings have feathers), the makeup of their tails, and which of their claws are raptor-like and which are feline. In this section, we present several Griffin sub-species.

Wealth Type: Hoard. Griffins do not really understand the value of treasure. However, they have a strong attraction to shiny objects. Their nests tend to be cluttered with articles that glitter and sparkle in the sunlight, and are especially fond of items made of gold.

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

Keywords: avian, blooded, feline-like, fleshy, griffin, hybrid, living, predator, raptor-like, territorial, winged

Attack Modes: Beak/Claw *Cunning:* Bestial

Vision: Day Vision *Danger Tier:* +1

Move Modes: Bounding/Dive/Glide

Axex Griffin

The Axex is a member of the Griffin family native to Egyptian lands. Its body and legs are those of a lion while its head and wings are those of a great hawk, with a crown of three upright curled feathers. Its fur is a tawny beige, like that of the king of beasts, its feathers are a dusky brown, and its beak is a dull black. Overall, its coloration superbly blends the avian feline into the arid landscape.

Because the Axex sees any jackal as a beak-watering morsel and since jackals are themselves attracted to the burial chambers of the dead, the sight of a winged lion flying over cemeteries is a common sight wherever Axex Griffins are found. Consequently, the locals usually view these beasts as divinely appointed guardians of the dead. In actuality, however, the Axex can more appropriately be described as viewing the dead as divinely scrumptious.

Habitat: Axex Griffins are desert creatures that tend to nest near tombs and crypts. The reason for this is that Axex Griffins have a fondness for the taste of jackal meat that is most easily obtained near the dwellings of the undead. Of course, the taste of tenderized tomb-robber is almost as good.

Origin: Sefert was a minor Egyptian deity having the head and wings of a hawk and the body of a lion. When Osiris' dismembered body entered the underworld, Sefert stood guard over the remains until Isis restored Osiris back to life. The same creature is also known as an Axex, or Akhekh.

Fun Facts: When diving, an Axex uses its two front claws

that automatically cause double damage when they hit (as they grip and tear). However, the claws are those of a lion and are unable to grasp its prey well enough to lift it off the ground.

Move Modes: Bounding/Dive/Glide . An Axex can dive only from a substantial height (usually on the first attack). When gliding, it can go no slower than half its gliding speed.

Additional Keywords: arid, winged

Traits: Affinity for the Taste of Jackal Flesh

Common Griffin

The head, wings, and talons of an eagle make up the front quarters of a Common Griffin while the hindquarters take the form of a lion. Its tail is either that of a lion, or is scaled and slowly tapers to a point like that of a serpent. It has upright ears on its head, which are feathered, as are the rest of its head and wings. The feathers covering the Common Griffin's forequarters may be a dull brown, a glistening black, a brilliant white, or a glorious multicolored array. Its beak and talons are normally a deep yellow or orange but are sometimes black.

Common Griffins instinctively hunt equines over any other prey. Otherwise, they tend to attack the largest prey they are capable of carrying.

Habitat: Common Griffins inhabit desert areas where the sun blazes down onto the parched soil. They prefer to nest on rocky cliff ledges to protect their eggs from predators.

Origin: Common Griffins appear in the mythologies of many cultures. Scythian artwork depicts these noble creatures and the Greeks believed Apollo's chariot to be drawn by them. Historians surmise that the Griffin's preference for hunting horses simply reflects a desire to eliminate its competition from the job of chariot drawer.

Fun Facts: Common Griffins often try to dive from great heights in order to surprise its prey.

Any natural hit indicates a Common Griffin has grabbed its target with both fore-claws, and has a firm grasp. It is capable of lifting most creatures having a size category smaller than its own, and will do so at its first opportunity to devour its meal at its nest in quiet solitude.

Additional Keywords: arid, winged

Traits: Affinity for the Taste of Horseflesh.

Vision: Day Vision

Keythong Griffin

Keythong Griffins have the bodies of lions and the heads of eagles. They always have the tails of normal lions, rather than the reptilian tails of some of its cousin species. The greatest difference between the Keythong and other Griffin types is that they lack wings. (They cannot fly, so ignore the Move Modes of Dive and Glide in the examples for this Griffin sub-species.) Some Keythongs have long spikes

protruding from their backs in place of wings. Since they have no need to carry themselves aloft, Keythongs tend to be among the larger Griffin types.

Habitat: Keythongs prefer to nest in mountain caves. Since they cannot fly, these beasts do not build their nests at the inaccessible heights their kindred prefer. They instinctively prefer horse meat over other varieties. Otherwise, they tend to attack the largest prey they can defeat.

Origin: Keythongs arise from medieval heraldry. Griffins in general adorned the shields and crests of knights throughout Europe. But, the Keythong is a product of English heraldry.

Keywords: avian-like, blooded, feline-like, fleshy, griffin, heraldic, hybrid, living, predator, winged

Traits: Affinity for the Taste of Horse Flesh

Minoan Griffin

The Minoan Griffin's body, legs, and claws are those of a lion while its head and wings are those of an eagle. The females are very similar in form to the Axex Griffin, but the males lack wings, giving them an appearance more akin to the Keythong. The Minoan Griffin has a distinctive coloration, though. It is perhaps the most beautiful of all the Griffin types. Its fur and feathers are brilliant white, with the exception that some of its plumage is a glorious explosion of rainbow colors. Both males and females have a crest of colorful feathers running from the top of their heads down the backs of their necks. The female wings are similarly spectacular.

The Minoan Griffin usually keeps its beak pointed upward, as if it is looking down its nose at its surroundings. Due to this, it has an elitist air that other Griffin types lack. Further, with some effort, Minoan Griffins can actually be tamed. They are sometimes kept in the zoos of the very wealthy, and the young are sometimes even kept in the house as pets.

Habitat: Minoan Griffins prefer the salty sea air to other climates, building their nests on coastal cliff faces.

Origin: The Minoan Griffin comes from the artwork of the ancient Minoan civilization on the island of Crete.

Fun Facts: When diving, a Minoan Griffin uses its two front claws that automatically cause double damage when they hit (as they grip and tear). However, the claws are those of a lion and are unable to grasp its prey well enough to lift it off the ground.

Move Modes: Bounding/Dive/Glide. A Minoan Griffin can dive only from a substantial height (usually on the first attack). When gliding, it can go no slower than half its gliding speed.

Additional Keywords: winged

Opinicus Griffin

An Opinicus is a Griffin with the head, neck, and wings of a Raptor, the body and claws of a lion, and the short tail of a camel.

Although they are capable of flight, they tend to prowl on the ground most of the time. They will take to wing for relatively brief periods, and then only to hunt. Perhaps because of this, the Opinicus is spotted far less often than are Common Griffins, and is therefore far less well known.

Habitat: Opinicus Griffins build their nests in small caves or under rock outcroppings on the side of rocky hills.

Origin: The Griffin has appeared throughout history, in one form or another, in virtually all cultures throughout the world. The Opinicus comes from late medieval heraldry.

Fun Facts: If an Opinicus encounters prey while flying, it will attempt to dive from above. On this initial dive, it attacks with all four claws and its beak. Thereafter, it settles on the ground to finish off its victim.

Additional Keywords: arid, camel-like, winged

Vulture Griffin

The Vulture Griffin, also known as the Heliodromos, is an unusual member of the Griffin family. Its body and hind legs are those of a lion; Its head, neck, and fore-claws are those of a vulture, its wings are those of a bat; and its tail is that of a camel. Its fur is a tawny brown. Its head and long neck are bald, but it has a plume of white feathers at the base of its neck where a lion's mane would ordinarily reside. Its leathery wings are pitch black.

Being related to vultures, the Vulture Griffin is a scavenger, preferring the taste of rotting meat to living flesh. But, it won't hesitate to hunt fresh meat if the opportunity presents itself. Unlike other Griffins, though, the Vulture Griffin does not dive on prey from above. When hunting, it will first land and then approach its prey on the ground. (So, ignore the Move Mode of Dive in the examples for this Griffin sub-species).

Habitat: Vulture Griffins fly in lazy circles over deserts and plains, where they can easily spot any fresh carcasses on the ground below. They tend to nest high up on cliff faces when possible.

Origin: The Vulture Griffin comes from medieval European heraldry, in which it is known as the Heliodromos. As the vulture is not a very popular bird, the Heliodromos appears only rarely, and is often mistaken for a Common or Opinicus Griffin.

Fun Facts: Vulture Griffins are surrounded by a strong stench due to their culinary habits. Treat this as the Occult spell Manifest Great Halo of Deft Nauseous Fumes, as if cast at a spell rank equal to their Levels (see The Oculus of Occultism for details).

In addition to the normal Immunities of all Griffins, these

creatures are Immune to Maladive, Rotting, and Toxic Effects. Further, no poison or disease can affect them in any way.

Additional Keywords: arid, bat-like, camel-like, scavenger, vulture-like, putrid

Traits: Affinity for the Taste of Rotting Flesh

Great Griffin Examples

Baseline Attributes

TN= 4; ST= 10; AG= -6; CR= -4; PC= 4; HT= -2; IN= -6

Adequate (Level 8)

TN= 6; ST= 12; AG= -5; CR= -4; PC= 5; HT= -1; IN= -5
HP=152; FP=45; Ward=3; SP=80 (bounding) / 120 (dive) / 90 (glide)

Att | Dam | Def | Stab: beak/claw=+19 | 23 | 23 | 33

Decent (Level 10)

TN= 6; ST= 13; AG= -4; CR= -4; PC= 5; HT= -1; IN= -5
HP=166; FP=45; Ward=3; SP=85 (bounding) / 125 (dive) / 95 (glide)

Att | Dam | Def | Stab: beak/claw=+23 | 24 | 26 | 35

Fit (Level 12)

TN= 6; ST= 13; AG= -4; CR= -3; PC= 5; HT= 0; IN= -5
HP=166; FP=49; Ward=3; SP=85 (bounding) / 125 (dive) / 95 (glide)

Att | Dam | Def | Stab: beak/claw=+25 | 24 | 28 | 37

Laudable (Level 14)

TN= 7; ST= 13; AG= -4; CR= -3; PC= 6; HT= 0; IN= -5
HP=181; FP=53; Ward=3; SP=90 (bounding) / 130 (dive) / 100 (glide)

Att | Dam | Def | Stab: beak/claw=+27 | 24 | 31 | 41

Model (Level 16)

TN= 7; ST= 14; AG= -4; CR= -3; PC= 6; HT= 0; IN= -5
HP=197; FP=53; Ward=3; SP=95 (bounding) / 135 (dive) / 105 (glide)

Att | Dam | Def | Stab: beak/claw=+30 | 25 | 33 | 43

Outstanding (Level 18)

TN= 7; ST= 14; AG= -3; CR= -3; PC= 6; HT= 0; IN= -4
HP=197; FP=53; Ward=3; SP=100 (bounding) / 140 (dive) / 110 (glide)

Att | Dam | Def | Stab: beak/claw=+33 | 25 | 36 | 45

Large Griffin Examples

Baseline Attributes

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

Adequate (Level 4)

TN= 3; ST= 5; AG= 0; CR= -2; PC= 5; HT= -1; IN= -6
HP=64; FP=45; Ward=1; SP=75 (bounding) / 115 (dive) / 85 (glide)

Att | Dam | Def | Stab: beak/claw=+13 | 15 | 21 | 26

Decent (Level 6)

TN= 4; ST= 5; AG= 1; CR= -2; PC= 5; HT= -1; IN= -6
HP=70; FP=45; Ward=2; SP=75 (bounding) / 115 (dive) / 85 (glide)

Att | Dam | Def | Stab: beak/claw=+16 | 15 | 25 | 29

Fit (Level 8)

TN= 4; ST= 6; AG= 1; CR= -2; PC= 5; HT= -1; IN= -5
HP=76; FP=45; Ward=2; SP=80 (bounding) / 120 (dive) / 90 (glide)

Att | Dam | Def | Stab: beak/claw=+19 | 16 | 27 | 31

Laudable (Level 10)

TN= 4; ST= 7; AG= 2; CR= -2; PC= 5; HT= -1; IN= -5
HP=83; FP=45; Ward=2; SP=85 (bounding) / 125 (dive) / 95 (glide)

Att | Dam | Def | Stab: beak/claw=+23 | 17 | 30 | 33

Outstanding (Level 12)

TN= 4; ST= 7; AG= 2; CR= -1; PC= 5; HT= 0; IN= -5
HP=83; FP=49; Ward=2; SP=85 (bounding) / 125 (dive) / 95 (glide)

Att | Dam | Def | Stab: beak/claw=+25 | 17 | 32 | 35

Remarkable (Level 14)

TN= 5; ST= 7; AG= 2; CR= -1; PC= 6; HT= 0; IN= -5
HP=91; FP=53; Ward=2; SP=90 (bounding) / 130 (dive) / 100 (glide)

Att | Dam | Def | Stab: beak/claw=+27 | 17 | 35 | 39

Superb (Level 16)

TN= 5; ST= 8; AG= 2; CR= -1; PC= 6; HT= 0; IN= -5
HP=99; FP=53; Ward=2; SP=95 (bounding) / 135 (dive) / 105 (glide)

Att | Dam | Def | Stab: beak/claw=+30 | 18 | 37 | 41

Wondrous (Level 18)

TN= 5; ST= 8; AG= 3; CR= -1; PC= 6; HT= 0; IN= -4
HP=99; FP=53; Ward=2; SP=100 (bounding) / 140 (dive) / 110 (glide)

Att | Dam | Def | Stab: beak/claw=+33 | 18 | 40 | 43

Medium Griffin Examples**Baseline Attributes**

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

Adequate (Level 2)

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

HP=29; FP=41; Ward=0; SP=75 (bounding) / 115 (dive) / 85 (glide)

Att | Dam | Def | Stab: beak/claw=+11 | 7 | 22 | 21

Decent (Level 4)

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

HP=32; FP=45; Ward=1; SP=75 (bounding) / 115 (dive) / 85 (glide)

Att | Dam | Def | Stab: beak/claw=+13 | 7 | 25 | 24

Fit (Level 6)

TN= 2; ST= -1; AG= 7; CR= 0; PC= 5; HT= -1; IN= -6

HP=35; FP=45; Ward=1; SP=75 (bounding) / 115 (dive) / 85 (glide)

Att | Dam | Def | Stab: beak/claw=+16 | 7 | 29 | 27

Laudable (Level 8)

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

HP=38; FP=45; Ward=1; SP=80 (bounding) / 120 (dive) / 90 (glide)

Att | Dam | Def | Stab: beak/claw=+19 | 7 | 31 | 29

Outstanding (Level 10)

TN= 2; ST= 1; AG= 8; CR= 0; PC= 5; HT= -1; IN= -5

HP=41; FP=45; Ward=1; SP=85 (bounding) / 125 (dive) / 95 (glide)

Att | Dam | Def | Stab: beak/claw=+23 | 8 | 34 | 31

Remarkable (Level 12)

TN= 2; ST= 1; AG= 8; CR= 1; PC= 5; HT= 0; IN= -5

HP=41; FP=49; Ward=1; SP=85 (bounding) / 125 (dive) / 95 (glide)

Att | Dam | Def | Stab: beak/claw=+25 | 8 | 36 | 33

Superb (Level 14)

TN= 3; ST= 1; AG= 8; CR= 1; PC= 6; HT= 0; IN= -5

HP=45; FP=53; Ward=1; SP=90 (bounding) / 130 (dive) / 100 (glide)

Att | Dam | Def | Stab: beak/claw=+27 | 8 | 39 | 37

Wondrous (Level 16)

TN= 3; ST= 2; AG= 8; CR= 1; PC= 6; HT= 0; IN= -5

HP=49; FP=53; Ward=1; SP=95 (bounding) / 135 (dive) / 105 (glide)

Att | Dam | Def | Stab: beak/claw=+30 | 9 | 41 | 39

Small Griffin Examples**Baseline Attributes**

TN= -2; ST= -8; AG= 12; CR= 2; PC= 4; HT= -2; IN= -6

Adequate (Level 0)

TN= -2; ST= -8; AG= 12; CR= 2; PC= 4; HT= -2; IN= -6

HP=13; FP=38; Ward=0; SP=70 (bounding) / 110 (dive) / 80 (glide)

Att | Dam | Def | Stab: beak/claw=+8 | 4 | 24 | 16

Decent (Level 2)

TN= -2; ST= -7; AG= 12; CR= 2; PC= 5; HT= -2; IN= -6

HP=15; FP=41; Ward=0; SP=75 (bounding) / 115 (dive) / 85 (glide)

Att | Dam | Def | Stab: beak/claw=+11 | 4 | 26 | 19

Fit (Level 4)

TN= -1; ST= -7; AG= 12; CR= 2; PC= 5; HT= -1; IN= -6

HP=16; FP=45; Ward=0; SP=75 (bounding) / 115 (dive) / 85 (glide)

Att | Dam | Def | Stab: beak/claw=+13 | 4 | 29 | 22

Laudable (Level 6)

TN= 0; ST= -7; AG= 13; CR= 2; PC= 5; HT= -1; IN= -6

HP=17; FP=45; Ward=0; SP=75 (bounding) / 115 (dive) / 85 (glide)

Att | Dam | Def | Stab: beak/claw=+16 | 4 | 33 | 25

Outstanding (Level 8)

TN= 0; ST= -6; AG= 13; CR= 2; PC= 5; HT= -1; IN= -5

HP=19; FP=45; Ward=0; SP=80 (bounding) / 120 (dive) / 90 (glide)

Att | Dam | Def | Stab: beak/claw=+19 | 4 | 35 | 27

Remarkable (Level 10)

TN= 0; ST= -5; AG= 14; CR= 2; PC= 5; HT= -1; IN= -5

HP=21; FP=45; Ward=0; SP=85 (bounding) / 125 (dive) / 95 (glide)

Att | Dam | Def | Stab: beak/claw=+23 | 4 | 38 | 29

Superb (Level 12)

TN= 0; ST= -5; AG= 14; CR= 3; PC= 5; HT= 0; IN= -5

HP=21; FP=49; Ward=0; SP=85 (bounding) / 125 (dive) / 95 (glide)

Att | Dam | Def | Stab: beak/claw=+25 | 4 | 40 | 31

Wondrous (Level 14)

TN= 1; ST= -5; AG= 14; CR= 3; PC= 6; HT= 0; IN= -5

HP=23; FP=53; Ward=1; SP=90 (bounding) / 130 (dive) / 100 (glide)

Att | Dam | Def | Stab: beak/claw=+27 | 4 | 43 | 35

Bestiary ~ H

Haunt

A Haunt is the invisible ghost of a lonely deceased child. Fear of “parental punishment” prevents the spirit from leaving the grounds of its home. Despite its self-imposed imprisonment, the spirit desperately longs for playmates. So much so, that its desire and will are strong enough to reanimate any corpse that it encounters in a futile attempt to gain companionship.

Although the laughter of the spirit can sometimes be heard upon the “rising” of a new prospective playmate, it generally hides from adventurers, regarding them as parental figures. It takes only a short time for the Haunt to realize that a newly animated corpse refuses to “play.” Nevertheless, it keeps trying in the hope that it can find a true friend.

If adventurers kill an undead creature created by a Haunt, it remains dead (barring some other invigorating influence). The Haunt no longer views the corpse as a prospective playmate since it would not play before it was destroyed.

A haunt never attacks even when attacked. Nevertheless, the undead it creates have no such reservations.

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.

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

Since Haunts, are completely insubstantial, they cannot be physically harmed in any way.

Whenever a person, animal, or other living creature dies in the presence of a haunt, the child spirit literally wills the corpse to rise as its “playmate.” To do this, haunts have a multitude of [Spawn Undead ...](#) gifts to draw upon. If the fallen playmate originated from Nordic lands, the haunt uses the [Spawn Undead Land Draug](#) ability. Egyptians are raised using [Spawn Undead Common Mummy](#), Celts are raised using [Spawn Undead Ankou](#). Arabians are raised using [Spawn Undead Common Ghoul](#). Otherwise, [Spawn Undead Haunted Tree Spirit](#) or [Spawn Undead Ghastly Skeleton](#) is used. See [The Character Compendium](#) for details. The descriptions of [Haunted Tree Spirit](#) and [Land Draug](#) can be found in [Celtic Creatures and Nordic Nightmares](#). The [Ghoul](#) and [Mummy](#) description can be found in [Monsters of the Mediterranean](#).

Further, Haunts have the unsettling ability to warp space as the Occult spells [Form Large Spatial Portal](#) and [Manifest Epic Distortion Cube](#). They generally use these abilities to trick and disorient intruders.

If a Haunt is defeated by taking it down to 0 Fate Points, it is

temporarily dispersed, but it is not destroyed. The ghost will rise again in about a week. It can be permanently put to rest only by satisfying what the ghost needs to move on, such as by giving it a proper funeral, or by sewing button eyes back on to its favorite teddy bear.

Keywords: ghost, undead

Wealth Type: Incidental

Cunning: Alert

Traits: Afraid of Sunlight.

Attack Modes: none

Move Modes: Waft

Vision: Astral Vision

Danger Tier: 0

Habitat: Haunts are known to frequent a variety of areas to which they became attached while alive. Although they usually haunt houses and castles, they occasionally inhabit playgrounds, cellars, caves, or any number of places where they were formerly allowed to play and explore.

Origin: Haunted houses are quite common throughout Europe and many harmless spirits are believed to be those of young children. This description strives to give life to these tales.

Small Haunt Examples

Baseline Attributes

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

Adequate

(Level 0)

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

HP=--; FP=32; Ward=N/A; SP=30 (waft)

Att | Dam | Def | Stab: touch=+6 | special | 18 | 12

Horse, Common

Long ago men stood in rapt awe at the glorious wild herds of horses that thundered across the plains. The great stallions ruling the herds would rear in proud defiance to any intruder approaching those in his care. His fiery nature and powerful muscles decried any unwelcome advance. Even so, these majestic beasts invariably suffered the indignity of capture.

The greatest of these equines proudly refused slavery, their spirits unbroken. These were killed. Men bred the modern day horses from the leftovers. As such, almost all domesticated horses are Above Average or below. More exceptional specimens can only be found in exotic lands.

Fun Facts: Horses can sense ghosts and spirits in a manner similar to the Pagan spell Death Perception from The Codex of Cultures.

If a Horse is described as a War Horse, that implies that it has been sufficiently trained that it does not shy away from raucous battle.

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

Habitat: Domesticated horses spend most of their time standing in fenced fields, their obvious boredom broken only by an occasional trot from one side of a pasture to the other. Warhorses have considerably nicer life styles than common riding horses, though. They are well exercised, are fed with the finest oats, and are matched with the grandest mates. If only their riders would lose their ridiculously heavy gear, the steeds would be in horse Nirvana.

Origin: The horse has existed in Europe, Asia, and Africa since time immemorial and has similarly inhabited the myths of these areas.

Keywords: equine, fleshy, herbivore, herd, living, mammal, natural

Attack Modes: Herbivorous Bite/Hoof/Hoof

Traits: Afraid of Fire

Vision: Day Vision

Wealth Type: Nil

Cunning: Bestial

Move Modes: Gallop

Great Common Horse Examples

Danger Tier: +1

Baseline Attributes

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

Adequate (Level 6)

TN= 7; ST= 14; AG= -11; CR= -7; PC= 1; HT= 0; IN= -5

HP=197; FP=34; Ward=3; SP=60 (gallop)

Att | Dam | Def | Stab: bite/hoof(×2)=+13 | 25 | 16 | 28

Decent (Level 8)

TN= 7; ST= 14; AG= -9; CR= -7; PC= 1; HT= 0; IN= -5

HP=197; FP=34; Ward=3; SP=60 (gallop)

Att | Dam | Def | Stab: bite/hoof(×2)=+17 | 25 | 20 | 30

Fit (Level 10)

TN= 8; ST= 14; AG= -9; CR= -7; PC= 1; HT= 0; IN= -4

HP=215; FP=34; Ward=4; SP=60 (gallop)

Att | Dam | Def | Stab: bite/hoof(×2)=+19 | 25 | 23 | 33

Laudable (Level 12)

TN= 9; ST= 14; AG= -9; CR= -7; PC= 1; HT= 1; IN= -4

HP=235; FP=38; Ward=5; SP=60 (gallop)

Att | Dam | Def | Stab: bite/hoof(×2)=+21 | 25 | 26 | 36

Model (Level 14)

TN= 9; ST= 15; AG= -9; CR= -7; PC= 1; HT= 2; IN= -4

HP=256; FP=41; Ward=5; SP=65 (gallop)

Att | Dam | Def | Stab: bite/hoof(×2)=+24 | 26 | 28 | 38

Outstanding (Level 16)

TN= 9; ST= 15; AG= -9; CR= -7; PC= 2; HT= 2; IN= -4

HP=256; FP=45; Ward=5; SP=70 (gallop)

Att | Dam | Def | Stab: bite/hoof(×2)=+26 | 26 | 30 | 41

Large Common Horse Examples

Danger Tier: 0

Baseline Attributes

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

Adequate (Level 0)

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

HP=76; FP=32; Ward=2; SP=50 (gallop)

Att | Dam | Def | Stab: bite/hoof(×2)=+4 | 15 | 12 | 19

Decent (Level 2)

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

HP=83; FP=32; Ward=2; SP=50 (gallop)

Att | Dam | Def | Stab: bite/hoof(×2)=+6 | 15 | 15 | 22

Fit (Level 4)

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

HP=99; FP=32; Ward=2; SP=55 (gallop)

Att | Dam | Def | Stab: bite/hoof(×2)=+10 | 17 | 17 | 24

Laudable (Level 6)
 TN= 5; ST= 8; AG= -5; CR= -5; PC= 1; HT= 0; IN= -5
 HP=99; FP=34; Ward=2; SP=60 (gallop)
 Att | Dam | Def | Stab: bite/hoof(×2)=+13 | 17 | 20 | 26

Model (Level 8)
 TN= 5; ST= 8; AG= -3; CR= -5; PC= 1; HT= 0; IN= -5
 HP=99; FP=34; Ward=2; SP=60 (gallop)
 Att | Dam | Def | Stab: bite/hoof(×2)=+17 | 17 | 24 | 28

Outstanding (Level 10)
 TN= 6; ST= 8; AG= -3; CR= -5; PC= 1; HT= 0; IN= -4
 HP=108; FP=34; Ward=3; SP=60 (gallop)
 Att | Dam | Def | Stab: bite/hoof(×2)=+19 | 17 | 27 | 31

Medium Common Horse Examples

Danger Tier: 0

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

Adequate (Level 0)
 TN= 2; ST= 0; AG= 0; CR= -3; PC= 1; HT= -1; IN= -6
 HP=38; FP=32; Ward=1; SP=50 (gallop)
 Att | Dam | Def | Stab: bite/hoof(×2)=+4 | 7 | 16 | 17

Decent (Level 2)
 TN= 3; ST= 0; AG= 0; CR= -3; PC= 1; HT= -1; IN= -5
 HP=41; FP=32; Ward=1; SP=50 (gallop)
 Att | Dam | Def | Stab: bite/hoof(×2)=+6 | 7 | 19 | 20

Fit (Level 4)
 TN= 3; ST= 2; AG= 0; CR= -3; PC= 1; HT= -1; IN= -5
 HP=49; FP=32; Ward=1; SP=55 (gallop)
 Att | Dam | Def | Stab: bite/hoof(×2)=+10 | 9 | 21 | 22

Laudable (Level 6)
 TN= 3; ST= 2; AG= 1; CR= -3; PC= 1; HT= 0; IN= -5
 HP=49; FP=34; Ward=1; SP=60 (gallop)
 Att | Dam | Def | Stab: bite/hoof(×2)=+13 | 9 | 24 | 24

Model (Level 8)
 TN= 3; ST= 2; AG= 3; CR= -3; PC= 1; HT= 0; IN= -5
 HP=49; FP=34; Ward=1; SP=60 (gallop)
 Att | Dam | Def | Stab: bite/hoof(×2)=+17 | 9 | 28 | 26

Outstanding (Level 10)
 TN= 4; ST= 2; AG= 3; CR= -3; PC= 1; HT= 0; IN= -4
 HP=54; FP=34; Ward=2; SP=60 (gallop)
 Att | Dam | Def | Stab: bite/hoof(×2)=+19 | 9 | 31 | 29

Small Common Horse Examples

Danger Tier: 0

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

Adequate (Level 0)
 TN= 0; ST= -6; AG= 6; CR= -1; PC= 1; HT= -1; IN= -6
 HP=19; FP=32; Ward=0; SP=50 (gallop)
 Att | Dam | Def | Stab: bite/hoof(×2)=+4 | 5 | 20 | 15

Decent (Level 2)
 TN= 1; ST= -6; AG= 6; CR= -1; PC= 1; HT= -1; IN= -5
 HP=21; FP=32; Ward=1; SP=50 (gallop)
 Att | Dam | Def | Stab: bite/hoof(×2)=+6 | 5 | 23 | 18

Fit (Level 4)
 TN= 1; ST= -4; AG= 6; CR= -1; PC= 1; HT= -1; IN= -5
 HP=25; FP=32; Ward=1; SP=55 (gallop)
 Att | Dam | Def | Stab: bite/hoof(×2)=+10 | 5 | 25 | 20

Laudable (Level 6)
 TN= 1; ST= -4; AG= 7; CR= -1; PC= 1; HT= 0; IN= -5
 HP=25; FP=34; Ward=1; SP=60 (gallop)
 Att | Dam | Def | Stab: bite/hoof(×2)=+13 | 5 | 28 | 22

Model (Level 8)
 TN= 1; ST= -4; AG= 9; CR= -1; PC= 1; HT= 0; IN= -5
 HP=25; FP=34; Ward=1; SP=60 (gallop)
 Att | Dam | Def | Stab: bite/hoof(×2)=+17 | 5 | 32 | 24

Outstanding (Level 10)
 TN= 2; ST= -4; AG= 9; CR= -1; PC= 1; HT= 0; IN= -4
 HP=27; FP=34; Ward=1; SP=60 (gallop)
 Att | Dam | Def | Stab: bite/hoof(×2)=+19 | 5 | 35 | 27

Horse, Sea

Sea horses are odd sea dwelling creatures with heads and bodies resembling those of horses. In their normal mode of locomotion, sea horses travel upright at a slow, graceful pace with their “noses” pointed forward. They have no legs whatsoever but have several fluttering fins that propel the creatures at a surprising pace. Sea horses also have long forward curling tails used to grasp corals and plants on the ocean floor. In this fashion sea horses keep themselves from drifting with the ocean currents while they rest. Short pointed spines, which help protect them from predators, complete the surreal appearance of these docile creatures.

Several aquatic races use sea horses as steeds. The sea horses’ naturally tame temperament makes herding and tending them a relatively easy chore. This placid trait, however, makes them poor war mounts as they only attack for self-preservation and instinctively flee any threat.

Habitat: Sea horses roam together in herds around ocean reefs. Here they spend their lives nibbling and grazing on the plentiful seaweed and plant-like anemones.

Origin: The sea horse, as it is described here, is simply a monstrous version of the gentle horse-like fish found in many fish tanks. It does not play any large role in folklore, other than as a possible ancestor of the Hippocampus legends. However, the Chinese did consider sea horses to be the minor offspring of dragons.

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

Keywords: aqueous, blooded, equine-like, fish-like, fleshy, herbivore, herd, living, natural

Wealth Type: Incidental *Cunning:* Bestial

Attack Modes: Herbivorous Bite *Move Modes:* Fishtail

Vision: Night Vision *Danger Tier:* +1

Large Sea Horse Examples

Baseline Attributes

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

Adequate (Level 4)

TN= 5; ST= 8; AG= -6; CR= -6; PC= 2; HT= 0; IN= -6

HP=99; FP=38; Ward=2; SP=50 (fishtail)

Att | Dam | Def | Stab: bite=+10 | 13 | 17 | 25

Decent (Level 6)

TN= 6; ST= 8; AG= -5; CR= -6; PC= 2; HT= 0; IN= -6

HP=108; FP=38; Ward=3; SP=50 (fishtail)

Att | Dam | Def | Stab: bite=+13 | 13 | 21 | 28

Fit (Level 8)

TN= 6; ST= 9; AG= -5; CR= -6; PC= 2; HT= 0; IN= -5

HP=117; FP=38; Ward=3; SP=50 (fishtail)

Att | Dam | Def | Stab: bite=+16 | 14 | 23 | 30

Laudable (Level 10)

TN= 6; ST= 10; AG= -4; CR= -6; PC= 2; HT= 0; IN= -5

HP=128; FP=38; Ward=3; SP=60 (fishtail)

Att | Dam | Def | Stab: bite=+20 | 15 | 26 | 32

Model (Level 12)

TN= 6; ST= 10; AG= -4; CR= -5; PC= 2; HT= 1; IN= -5

HP=128; FP=41; Ward=3; SP=60 (fishtail)

Att | Dam | Def | Stab: bite=+22 | 15 | 28 | 34

Outstanding (Level 14)

TN= 7; ST= 10; AG= -4; CR= -5; PC= 3; HT= 1; IN= -5

HP=140; FP=45; Ward=3; SP=60 (fishtail)

Att | Dam | Def | Stab: bite=+24 | 15 | 31 | 38

Medium Sea Horse Examples

Baseline Attributes

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

Adequate (Level 4)

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

HP=49; FP=38; Ward=1; SP=50 (fishtail)

Att | Dam | Def | Stab: bite=+10 | 5 | 21 | 23

Decent (Level 6)

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

HP=54; FP=38; Ward=2; SP=50 (fishtail)

Att | Dam | Def | Stab: bite=+13 | 5 | 25 | 26

Fit (Level 8)

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

HP=59; FP=38; Ward=2; SP=50 (fishtail)

Att | Dam | Def | Stab: bite=+16 | 6 | 27 | 28

Laudable (Level 10)

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

HP=64; FP=38; Ward=2; SP=60 (fishtail)

Att | Dam | Def | Stab: bite=+20 | 7 | 30 | 30

Outstanding (Level 12)

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

HP=64; FP=41; Ward=2; SP=60 (fishtail)

Att | Dam | Def | Stab: bite=+22 | 7 | 32 | 32

Horse, Winged

The term “Winged Horse” pretty much says it all. It is simply a Horse with a large pair of feathered wings sprouting from its shoulders. Like their more mundane cousins, Winged Horses gather in herds with a dominant male stallion and a number of mares. The maturing young stallions spar with one another for supremacy over the herd. The losers are driven away.

Any of these creatures that is captured and tamed is a valuable prize. Unfortunately, these creatures are notoriously difficult to ensnare and stable. Their skittish nature forces the equines to take flight at the slightest threat and common fences are obviously of little help in corralling them. Clipping their wings keeps them penned, of course. But, that defeats the purpose of having a Winged Horse in the first place. Once trained, though, Winged Horses make excellent war steeds.

Habitat: Winged Horses prefer to graze on high mountain steppes where the grass is plentiful and windy updrafts are common. They are quite shy of man, however, and will quickly abandon a favored grazing place whenever a human or humanoid intrudes.

Origin: Pegasus is the most renowned of all Winged Horses. This magnificent creature sprang from the blood of Medusa and served as steed to the Greek hero Bellerophon when he slew the Grecian Chimera. Pegasus was eventually deified as the bearer of Zeus’ lightning bolts and is immortalized as a heavenly constellation.

Ancient Greece was not the only civilization to dream of flying horses. The Slavic mythology also has heroes wafting through the clouds on these graceful winged steeds. Further, the Story of the Third Calendar, in 1,001 Arabian Nights tells of a beautiful black winged stallion that acts as temporary steed to Prince Agib, the protagonist of that legend.

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

Keywords: avian-like, blooded, equine, fleshy, herd, hybrid, living, mammal, winged

Attack Modes: Hoof/Hoof/Wing Buffet

Wealth Type: Incidental *Cunning:* Bestial

Move Modes: Gallop/Glide *Danger Tier:* +1

Vision: Day Vision

Large Winged Horse Examples

Baseline Attributes

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

Adequate (Level 6)

TN= 6; ST= 8; AG= -5; CR= -6; PC= 2; HT= 0; IN= -6
 HP=108; FP=38; Ward=3; SP=60 (gallop) / 70 (glide)
 Att | Dam | Def | Stab: hoof(×2)/wing buffet=+13 | 17 | 21 | 28

Decent (Level 8)

TN= 6; ST= 9; AG= -5; CR= -6; PC= 2; HT= 0; IN= -5
 HP=117; FP=38; Ward=3; SP=60 (gallop) / 70 (glide)
 Att | Dam | Def | Stab: hoof(×2)/wing buffet=+16 | 18 | 23 | 30

Fit (Level 10)

TN= 6; ST= 10; AG= -4; CR= -6; PC= 2; HT= 0; IN= -5
 HP=128; FP=38; Ward=3; SP=70 (gallop) / 80 (glide)
 Att | Dam | Def | Stab: hoof(×2)/wing buffet=+20 | 19 | 26 | 32

Laudable (Level 12)

TN= 6; ST= 10; AG= -4; CR= -5; PC= 2; HT= 1; IN= -5
 HP=128; FP=41; Ward=3; SP=70 (gallop) / 80 (glide)
 Att | Dam | Def | Stab: hoof(×2)/wing buffet=+22 | 19 | 28 | 34

Model (Level 14)

TN= 7; ST= 10; AG= -4; CR= -5; PC= 3; HT= 1; IN= -5
 HP=140; FP=45; Ward=3; SP=70 (gallop) / 80 (glide)
 Att | Dam | Def | Stab: hoof(×2)/wing buffet=+24 | 19 | 31 | 38

Outstanding (Level 16)

TN= 7; ST= 11; AG= -4; CR= -5; PC= 3; HT= 1; IN= -5
 HP=152; FP=45; Ward=3; SP=75 (gallop) / 85 (glide)
 Att | Dam | Def | Stab: hoof(×2)/wing buffet=+27 | 20 | 33 | 40

Human

We assume that anyone reading this book knows how a Human looks and acts. After all, these are the only beings in the universe who find entertainment in tossing around colorful geometric shapes before defiantly screaming that their +5 Two-Handed Blade of Ultimate Destruction simply cannot shatter against anything as common as an ordinary steel door. In other words, only they play fantasy role-playing games. Logically, then, you are Human. No insult intended.

Habitat: Homo sapiens can live almost anywhere. Take, for example, the hovel in which one humble author lived during his college years when much of this game was developed. It was a frightening place inhabited by few creatures that did not scurry into darkness when the lights came on. Over time, the chamber itself became renowned for its voracious appetite. The sinister abode did not consume its visitors directly. It was much too subtle for that. Rather, the dormitory had a strong penchant for the taste of dice. Those entering never knew if they would leave with the same assortment with which they arrived ... a chilling threat to any serious gamer.

Origin: Almost every culture has devised its own tale concerning man's origins. The Babylonians believed Enki to have formed the first men and women from clay. The Greeks believed they were the resulting pieces of a divine creature split down the middle by an angry god. The Norse preached that the first couple was made from uprooted trees. Despite the endless collection of theories, it took modern science to finally disprove the age-old assertion that all men are pigs. Even so, the apish reality does little to boost man's self-esteem.

Fun Facts: Human is a core race in the game. As such, the properties of humans are listed in [The Character Compendium](#). Unfortunately, it is a particularly short list.

Humans use a wide array of weapons in battle. The examples are listed with Spear and Bow, as those appear in one form or another in virtually all human cultures.

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

Traits: The Traits of humans are also listed in [The Character Compendium](#).

Keywords: blooded, humanoid, fleshy, living, mortal, omnivore

Attack Modes: Melee Weapon or Range Weapon or Spear or Bow or Punch/Kick

Wealth Type: Monetary

Cunning: Alert

Move Modes: Run

Size: Medium

Vision: Day Vision

Danger Tier: 0

Human Fighter Examples

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
longsword=+4 | 6 | 14 | 14; or mace=+3 | 5 | 15 | 15; or
spear=+4 | 3 | 14 | 14; or punch/kick=+4 | 5 | 11 | 11

Decent (Level 2)

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

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

Att | Dam | Def | Stab: axe=+6 | 8 | 15 | 16; or
longsword=+7 | 7 | 16 | 17; or mace=+6 | 6 | 17 | 18; or
spear=+7 | 4 | 16 | 17; or punch/kick=+7 | 6 | 13 | 14

Fit (Level 4)

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

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

Att | Dam | Def | Stab: axe=+8 | 8 | 18 | 19; or
longsword=+9 | 7 | 19 | 20; or mace=+8 | 6 | 20 | 21; or
spear=+9 | 4 | 19 | 20; or punch/kick=+9 | 6 | 16 | 17

Hardened (Level 6)

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

HP=41; FP=38; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: axe=+11 | 8 | 22 | 22; or
longsword=+12 | 7 | 23 | 23; or mace=+11 | 6 | 24 | 24; or
spear=+12 | 4 | 23 | 23; or punch/kick=+12 | 6 | 20 | 20

Laudable (Level 8)

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

HP=45; FP=38; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: axe=+14 | 9 | 24 | 24; or
longsword=+15 | 8 | 25 | 25; or mace=+14 | 7 | 26 | 26; or
spear=+15 | 5 | 25 | 25; or punch/kick=+15 | 7 | 22 | 22

Model (Level 10)

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

HP=49; FP=38; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: axe=+18 | 10 | 27 | 26; or
longsword=+19 | 9 | 28 | 27; or mace=+18 | 8 | 29 | 28; or
spear=+19 | 6 | 28 | 27; or punch/kick=+19 | 8 | 25 | 24

Outstanding (Level 12)

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

HP=49; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: axe=+20 | 10 | 29 | 28; or
longsword=+21 | 9 | 30 | 29; or mace=+20 | 8 | 31 | 30; or
spear=+21 | 6 | 30 | 29; or punch/kick=+21 | 8 | 27 | 26

Remarkable (Level 14)

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

HP=54; FP=45; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: axe=+22 | 10 | 32 | 32; or
longsword=+23 | 9 | 33 | 33; or mace=+22 | 8 | 34 | 34; or
spear=+23 | 6 | 33 | 33; or punch/kick=+23 | 8 | 30 | 30**Superb (Level 16)**

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

HP=59; FP=45; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: axe=+25 | 11 | 34 | 34; or
longsword=+26 | 10 | 35 | 35; or mace=+25 | 9 | 36 | 36; or
spear=+26 | 7 | 35 | 35; or punch/kick=+26 | 9 | 32 | 32**Wondrous (Level 18)**

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

HP=59; FP=45; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: axe=+28 | 11 | 37 | 36; or
longsword=+29 | 10 | 38 | 37; or mace=+28 | 9 | 39 | 38; or
spear=+29 | 7 | 38 | 37; or punch/kick=+29 | 9 | 35 | 34**Human Marksman Examples****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: bow=+3 | 5 | 10 | 10; or
crossbow=+7 | 5 | 10 | 10; or short sword=+4 | 5 | 14 | 14; or
punch/kick=+4 | 5 | 11 | 11**Decent (Level 2)**

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

HP=32; FP=34; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: bow=+7 | 5 | 12 | 13; or
crossbow=+11 | 5 | 12 | 13; or short sword=+6 | 5 | 16 | 17; or
punch/kick=+6 | 5 | 13 | 14**Fit (Level 4)**

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

HP=32; FP=38; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: bow=+11 | 5 | 14 | 16; or
crossbow=+15 | 5 | 14 | 16; or short sword=+8 | 5 | 18 | 20; or
punch/kick=+8 | 5 | 15 | 17**Hardened (Level 6)**

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

HP=35; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+14 | 5 | 16 | 19; or
crossbow=+18 | 5 | 16 | 19; or short sword=+11 | 6 | 20 | 23;
or punch/kick=+11 | 6 | 17 | 20**Laudable (Level 8)**

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

HP=35; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+17 | 5 | 18 | 21; or
crossbow=+21 | 5 | 18 | 21; or short sword=+13 | 6 | 22 | 25;
or punch/kick=+13 | 6 | 19 | 22**Model (Level 10)**

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

HP=35; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+20 | 5 | 20 | 23; or
crossbow=+24 | 5 | 20 | 23; or short sword=+15 | 6 | 24 | 27;
or punch/kick=+15 | 6 | 21 | 24**Outstanding (Level 12)**

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

HP=38; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bow=+22 | 5 | 23 | 26; or
crossbow=+26 | 5 | 23 | 26; or short sword=+17 | 6 | 27 | 30;
or punch/kick=+17 | 6 | 24 | 27**Remarkable (Level 14)**

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

HP=38; FP=45; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bow=+25 | 5 | 25 | 29; or
crossbow=+29 | 5 | 25 | 29; or short sword=+19 | 6 | 29 | 33;
or punch/kick=+19 | 6 | 26 | 30**Superb (Level 16)**

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

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

Att | Dam | Def | Stab: bow=+27 | 5 | 28 | 31; or
crossbow=+31 | 5 | 28 | 31; or short sword=+23 | 7 | 32 | 35;
or punch/kick=+23 | 7 | 29 | 32**Wondrous (Level 18)**

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

HP=49; FP=45; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: bow=+29 | 5 | 32 | 35; or
crossbow=+33 | 5 | 32 | 35; or short sword=+25 | 7 | 36 | 39;
or punch/kick=+25 | 7 | 33 | 36

Human Rogue Examples**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: dagger=+5 | 3 | 13 | 13; or rapier=+3 | 5 | 16 | 16; or throwing dagger=+4 | 4 | 10 | 10; or whip=+3 | 2 (dam) + 4 (setback) | 13 | 13; or punch/kick=+4 | 5 | 11 | 11

Decent (Level 2)

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

HP=32; FP=34; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+8 | 3 | 16 | 16; or rapier=+6 | 5 | 19 | 19; or throwing dagger=+7 | 4 | 13 | 13; or whip=+6 | 2 (dam) + 4 (setback) | 16 | 16; or punch/kick=+7 | 5 | 14 | 14

Fit (Level 4)

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

HP=32; FP=34; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+12 | 3 | 20 | 18; or rapier=+10 | 5 | 23 | 21; or throwing dagger=+9 | 4 | 17 | 15; or whip=+10 | 2 (dam) + 4 (setback) | 20 | 18; or punch/kick=+11 | 5 | 18 | 16

Hardened (Level 6)

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

HP=35; FP=38; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: dagger=+14 | 3 | 23 | 22; or rapier=+12 | 5 | 26 | 25; or throwing dagger=+12 | 4 | 20 | 19; or whip=+12 | 2 (dam) + 4 (setback) | 23 | 22; or punch/kick=+13 | 5 | 21 | 20

Laudable (Level 8)

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

HP=35; FP=38; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: dagger=+16 | 3 | 25 | 24; or rapier=+14 | 5 | 28 | 27; or throwing dagger=+16 | 4 | 22 | 21; or whip=+14 | 2 (dam) + 6 (setback) | 25 | 24; or punch/kick=+15 | 5 | 23 | 22

Model (Level 10)

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

HP=35; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: dagger=+18 | 3 | 27 | 27; or rapier=+16 | 5 | 30 | 30; or throwing dagger=+20 | 4 | 24 | 24; or whip=+16 | 2 (dam) + 7 (setback) | 27 | 27; or punch/kick=+17 | 5 | 25 | 25

Outstanding (Level 12)

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

HP=38; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: dagger=+20 | 3 | 30 | 30; or rapier=+18 | 5 | 33 | 33; or throwing dagger=+22 | 4 | 27 | 27; or whip=+18 | 2 (dam) + 7 (setback) | 30 | 30; or punch/kick=+19 | 5 | 28 | 28

Remarkable (Level 14)

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

HP=38; FP=45; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: dagger=+22 | 3 | 32 | 32; or rapier=+20 | 5 | 35 | 35; or throwing dagger=+24 | 4 | 29 | 29; or whip=+20 | 2 (dam) + 7 (setback) | 32 | 32; or punch/kick=+21 | 5 | 30 | 30

Superb (Level 16)

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

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

Att | Dam | Def | Stab: dagger=+25 | 3 | 35 | 34; or rapier=+23 | 5 | 38 | 37; or throwing dagger=+26 | 4 | 32 | 31; or whip=+23 | 2 (dam) + 7 (setback) | 35 | 34; or punch/kick=+24 | 5 | 33 | 32

Wondrous (Level 18)

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

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

Att | Dam | Def | Stab: dagger=+27 | 3 | 37 | 36; or rapier=+25 | 5 | 40 | 39; or throwing dagger=+29 | 4 | 34 | 33; or whip=+25 | 2 (dam) + 8 (setback) | 37 | 36; or punch/kick=+26 | 5 | 35 | 34

Human Sage Examples**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: dagger=+5 | 3 | 13 | 13; or staff=+4 | 4 | 16 | 16; or scimitar=+3 | 6 | 15 | 15; or punch/kick=+4 | 5 | 11 | 11

Decent (Level 2)

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

HP=32; FP=34; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+7 | 3 | 15 | 15; or staff=+6 | 4 | 18 | 18; or scimitar=+5 | 6 | 17 | 17; or punch/kick=+6 | 5 | 13 | 13

Fit (Level 4)

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

HP=32; FP=41; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+9 | 3 | 17 | 17; or
staff=+8 | 4 | 20 | 20; or scimitar=+7 | 6 | 19 | 19; or
punch/kick=+8 | 5 | 15 | 15**Wondrous (Level 18)**

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

HP=38; FP=58; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: dagger=+27 | 5 | 33 | 35; or
staff=+26 | 6 | 36 | 38; or scimitar=+25 | 8 | 35 | 37; or
punch/kick=+26 | 7 | 31 | 33**Hardened (Level 6)**

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

HP=32; FP=41; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+11 | 3 | 19 | 19; or
staff=+10 | 4 | 22 | 22; or scimitar=+9 | 6 | 21 | 21; or
punch/kick=+10 | 5 | 17 | 17**Laudable (Level 8)**

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

HP=32; FP=41; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+13 | 3 | 21 | 21; or
staff=+12 | 4 | 24 | 24; or scimitar=+11 | 6 | 23 | 23; or
punch/kick=+12 | 5 | 19 | 19**Model (Level 10)**

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

HP=32; FP=45; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+16 | 3 | 24 | 24; or
staff=+15 | 4 | 27 | 27; or scimitar=+14 | 6 | 26 | 26; or
punch/kick=+15 | 5 | 22 | 22**Outstanding (Level 12)**

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

HP=35; FP=45; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+20 | 4 | 27 | 26; or
staff=+19 | 5 | 30 | 29; or scimitar=+18 | 7 | 29 | 28; or
punch/kick=+19 | 6 | 25 | 24**Remarkable (Level 14)**

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

HP=38; FP=49; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+23 | 5 | 29 | 29; or
staff=+22 | 6 | 32 | 32; or scimitar=+21 | 8 | 31 | 31; or
punch/kick=+22 | 7 | 27 | 27**Superb (Level 16)**

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

HP=38; FP=53; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: dagger=+25 | 5 | 31 | 32; or
staff=+24 | 6 | 34 | 35; or scimitar=+23 | 8 | 33 | 34; or
punch/kick=+24 | 7 | 29 | 30

Bestiary ~ I

Isotoq

An Isotoq is a bizarre Astral being. Its form is primarily that of a giant floating eyeball. A leathery eyelid wraps around the eye from which wings extend. The creature also has a mouth with which it can speak all human tongues.

Needless to say, Isotoqs are highly perceptive. They are also exceptionally intelligent, with minds naturally capable of wielding Mystic Powers.

Isotoqs are highly judgmental creatures, taking offense at the slightest infractions. However, they only judge mortals by the standards that the mortals themselves hold. In essence, an Isotoq will condemn a mortal whose behavior goes against its own Traits. Even so, their primary purpose is to clandestinely spy on the activities of the mortal realm and report what they observe to whatever supernal beings they serve. They will defend themselves when necessary. But, they only engage in combat when they have no other choice.

Habitat: Isotoqs originate from the Astral plane, although they are often sent to the Mortal Realm in order to spy and gather information about the activities happening there. In the mortal realm, they prefer cold climates.

Origin: The myth of the Isotoq (also spelled Isitoq and Issitoq) comes from the folklore of the Inuit people of Greenland. It is their duty to spy on men and report back to the gods whenever anyone breaks a taboo.

Fun Facts: All Isotoqs have all of the various Mystical powers falling under the Disciplines of Revelation and Asceticism. In addition, each Isotoq has one additional Mystical Discipline (of Conviction, Sanctity, or Temperance). It has access to all of the Mystical Powers in that Discipline as well. All Mystical Powers are used at ranks equal to the Isotoq's Level. (See The Codex of Cultures for details.)

Note that the Mystical Discipline of Asceticism includes the Mental Arm power. If needed, an Isotoq will defend itself from physical attack by using this power to wield a weapon. They can even wield weapons requiring two hands if they evoke the Mental Arm power multiple times.

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: Eidolon, Exalted, Winged

Attack Modes: Club or Bolas or Shove

Wealth Type: Incidental

Cunning: Genius

Move Modes: Drift

Size: Medium

Vision: Astral Vision

Danger Tier: +2

Medium Isotoq Examples

Baseline Attributes

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

Adequate (Level 8)

TN= 0; ST= -2; AG= 0; CR= 3; PC= 8; HT= 3; IN= 10

HP=27; FP=82; Ward=0; SP=20 (drift)

Att | Dam | Def | Stab: club=+9 | 2 | 22 | 30; or
bolas=+21 | 10 (setback) | 18 | 26; or
shove=+10 | 0 (setback) | 22 | 30

Decent (Level 10)

TN= 0; ST= -1; AG= 0; CR= 3; PC= 9; HT= 3; IN= 10

HP=29; FP=90; Ward=0; SP=30 (drift)

Att | Dam | Def | Stab: club=+12 | 2 | 24 | 33; or
bolas=+24 | 10 (setback) | 20 | 29; or
shove=+13 | 0 (setback) | 24 | 33

Fit (Level 12)

TN= 0; ST= -1; AG= 0; CR= 3; PC= 9; HT= 4; IN= 11

HP=29; FP=98; Ward=0; SP=30 (drift)

Att | Dam | Def | Stab: club=+14 | 2 | 26 | 35; or
bolas=+26 | 10 (setback) | 22 | 31; or
shove=+15 | 0 (setback) | 26 | 35

Laudable (Level 14)

TN= 0; ST= -1; AG= 1; CR= 3; PC= 9; HT= 5; IN= 11

HP=29; FP=107; Ward=0; SP=30 (drift)

Att | Dam | Def | Stab: club=+17 | 2 | 29 | 37; or
bolas=+28 | 10 (setback) | 25 | 33; or
shove=+18 | 0 (setback) | 29 | 37

Model (Level 16)

TN= 0; ST= -1; AG= 1; CR= 5; PC= 9; HT= 5; IN= 11

HP=29; FP=107; Ward=0; SP=30 (drift)

Att | Dam | Def | Stab: club=+19 | 2 | 31 | 39; or
bolas=+32 | 12 (setback) | 27 | 35; or
shove=+20 | 0 (setback) | 31 | 39

Outstanding (Level 18)

TN= 0; ST= 0; AG= 1; CR= 5; PC= 9; HT= 5; IN= 11

HP=32; FP=107; Ward=0; SP=35 (drift)

Att | Dam | Def | Stab: club=+22 | 2 | 33 | 41; or
bolas=+34 | 12 (setback) | 29 | 37; or
shove=+23 | 1 (setback) | 33 | 41

Bestiary ~ J

Jack-in-Irons

A Jack-in-Irons is a ghost heavily weighed down by numerous chains. Each link in the chain represents every sin, crime, and thoughtless act they performed in life that was not counter-balanced by an act of charity or love. The ghost's intentions are to simply show the consequences of a greedy, self-centered life. They cannot physically attack the party.

Origin: This spirit gets its name from a ghost haunting Yorkshire England who jumps out and frightens passing travelers. Legends of chained ghosts go back as far as ancient Greece, where one haunted a house rented by the philosopher Athenodorus. Even so, ghosts draped in chains are actually rather rare in folklore, although they are a common motif in literature. The most famous clanking ghost of literature is found in Charles Dickens' classic tale [A Christmas Carol](#). Here, Ebenezer Scrooge's deceased partner Marley is fettered by all of the many sins he committed in his former life.

Fun Facts: A Jack-in-Irons is a Ghostly Undead. (See [Creature Conditions in The Overlord's Omnibus](#) for details.)

Being completely insubstantial, this creature is also immune to all forms of physical damage. Because of their ethereal forms, these ghosts can pass through walls and other barriers without hindrance. In addition, the spirit can simply "fade" from existence only to re-appear at a later time.

Anyone seeing a Jack-in-Irons must make an Avoidance Roll with Willpower adjustments against a Threshold of 10 plus the spirit's Level. If the roll fails, the character is weighed down by a ghostly chain as described in the priest Pandemonium spell [Weight of Transgressions](#) (see [The Codex of Cultures](#) for details). If any character dies before they are freed from the ghostly chain, they rise again the next night as either a [Jack-o'-Lantern](#) or [Repeating Apparition](#) (GM's choice). This works as the gifts [Spawn Undead Jack-o'-Lantern](#) and [Spawn Undead Repeating Apparition](#). See [The Character Compendium](#) for details. Descriptions of [Jack-o'-Lantern](#) and [Repeating Apparition](#) can be found in [Celtic Creatures and Nordic Nightmares](#).

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.

Wealth Type: Incidental

Cunning: Alert

Traits: Afraid of Sunlight

Vision: Astral Vision

Attack Modes: special

Move Modes: Waft

Keywords: ghost, undead

Size: Medium

Danger Tier: +1

Habitat: Like all undead spirits, these ghosts do not require any special environment. However, they tend to be found in dungeons and prisons where captives have died while fettered in heavy iron chains.

Medium Jack-in-Irons Examples

Baseline Attributes

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

Adequate (Level 2)

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

HP=--; FP=38; Ward=N/A; SP=30 (waft)

Att | Dam | Def | Stab: special=na | special | 12 | 13

Decent (Level 4)

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

HP=--; FP=38; Ward=N/A; SP=35 (waft)

Att | Dam | Def | Stab: special=na | special | 15 | 15

Fit (Level 6)

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

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

Att | Dam | Def | Stab: special=na | special | 18 | 17

Laudable (Level 8)

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

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

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

Outstanding (Level 10)

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

HP=--; FP=53; Ward=N/A; SP=40 (waft)

Att | Dam | Def | Stab: special=na | special | 22 | 23

Remarkable (Level 12)

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

HP=--; FP=58; Ward=N/A; SP=40 (waft)

Att | Dam | Def | Stab: special=na | special | 24 | 26

Superb (Level 14)

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

HP=--; FP=58; Ward=N/A; SP=40 (waft)

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

Wondrous (Level 16)

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

HP=--; FP=58; Ward=N/A; SP=40 (waft)

Att | Dam | Def | Stab: special=na | special | 30 | 32

Bestiary ~ K

Kraken

The Kraken is the granddaddy of all squid. It has a rigid bullet-shaped body with a pair of flattened flipper-like appendages at its apex, giving the beast a diamond-shaped head. These ‘wings’ enable the Kraken to gracefully swim through the water although it can propel itself at great speed when aroused by expelling a turbulent jet of water. Trailing behind the body are eight powerful tentacles of equal size and a pair of much longer tentacles whose purpose is unknown. The cephalopod has huge glassy eyes that give a cold dispassionate stare. The final sight observed by many sailors is that of their own mortified reflection in the dark orbs of this practiced, otherworldly predator.

Fun Facts: Due to the Kraken's immense size, no weapon short of a cannon can deliver Internal Damage to one of these creatures regardless of the Attack Roll. If it finds its life threatened, the Kraken will flee, leaving behind a trail of black ink to cover its escape.

When a Kraken attacks a ship small enough to wrap its tentacles around, it will position its body under the keel and wrap its tentacles around the hull to crush it. It takes 3 Rounds to wrap its tentacles around the ship after which it takes another 6 Rounds to breach the hull.

Once the ship begins to sink, the Kraken releases its crushing grip on the ship and waits for any remaining sailors to jump overboard. See [Swimming](#) under [Common Edges and Drawbacks](#) for the effects being submerged has on a sailor's actions. The Kraken will attempt to capture one sailor in each of its eight tentacles.

A Kraken will attempt to grab hold of any sailors on deck. Since it cannot see the deck, though, the giant squid must attack blindly (see [Fighting Blind](#) in [The Rules Reference](#) for details). Every Round that a sailor is constricted by a tentacle, they sustain the Damage and Setback stated in the example. The Kraken slowly draws its victims to its huge maw to devour him. When the sailor's Fate Points drop to zero, they reach the Kraken's maw.

When danger threatens its life, Kraken s eject a plume of black ink to cover their escape. Treat this ink as having the same effect underwater as the Occult spell [Pitch Epic Fog](#). (See [The Oculus of Occultism](#) for details.) The inky mist acts as if cast at a spell rank equal to the squid's Level.

Due to their huge sizes, relative rarity, and penchant for attacking ships, virtually all Kraken s are named, which means they have Guts points to spend. They are recognized by their territory, and the scars of former battles. Here are a few potential names: “Krakentoa”, “Squidy McSquidface”, “Moby Squid”, “Tentaculon”, “Scarhide”, “Cthulhu Spawn”, “Calamari's Revenge”.

These creatures live in the water, and possess the Gift of Aquatic Combat.

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

Origin: Tales of giant squid were reported by sailors the world over for centuries. However, the scientists of the age disregarded such fabulous yarns out of hand. It was not until modern times that the existence of the huge cephalopods was confirmed. To be fair, the ancient legends describe a sea monster that is far more aggressive than reality warrants.

The Kraken, specifically, originated in Scandinavia where sailors reported sightings of sea monsters as large as one and a half miles across. Such beasts were often mistaken for islands, to the tourist's dismay.

Habitat: Krakens prefer to inhabit the deep cool waters of the Northern seas but have been spotted by sailors at all latitudes. The Kraken feeds mainly on whales and other sea monsters, but is eager to diversify its diet with the crews of passing ships.

Keywords: aquatic, blooded, carnivore cephalopod, fleshy, living, predator

Attack Modes: Tentacle or Beak *Danger Tier:* +2

Wealth Type: Incidental *Cunning:* Alert

Move Modes: Undulate *Vision:* Night Vision

Astronomical Kraken Examples

Size: Astronomical. Most Astronomical Krakens are between 50 and 300 feet from the tip of their tentacles to the apex of their diamond-shaped heads. A few grow to vastly greater size. The largest of these create dangerous whirlpools in the water when they descend into the depths that can easily sink small vessels. Fortunately, such behemoths generally ignore insignificant sailor-sized tidbits.

Baseline Attributes

TN=10; ST=26; AG= -26; CR= -10; PC=1; HT=1; IN= -2

Adequate (Level 12)

TN=11; ST=29; AG= -25; CR= -10; PC=4; HT=3; IN=0

HP=1024; FP=58; Ward=7; SP=50 (undulate)

Att | Dam | Def | Stab: tentacle=+20 | 10 (dam) + 9 (setback) | 12 | 41; or beak=+20 | 45 | 12 | 41

Fit (Level 14)

TN=12; ST=29; AG= -24; CR= -10; PC=4; HT=3; IN=0

HP=1117; FP=58; Ward=8; SP=50 (undulate)

Att | Dam | Def | Stab: tentacle=+23 | 10 (dam) + 9 (setback) | 16 | 44; or beak=+23 | 45 | 16 | 44

Laudable (Level 16)

TN=13; ST=29; AG= -24; CR= -10; PC=4; HT=4; IN=0

HP=1218; FP=64; Ward=9; SP=50 (undulate)

Att | Dam | Def | Stab: tentacle=+25 | 10 (dam) +
9 (setback) | 19 | 47; or beak=+25 | 45 | 19 | 47**Outstanding (Level 18)**

TN=13; ST=29; AG= -23; CR= -10; PC=4; HT=4; IN=0

HP=1218; FP=64; Ward=9; SP=55 (undulate)

Att | Dam | Def | Stab: tentacle=+28 | 10 (dam) +
9 (setback) | 22 | 49; or beak=+28 | 45 | 22 | 49**Colossal Kraken Examples**

Although they are huge, Colossal-sized krakens lack the huge bulk to crush entire ships in their grasps. Instead, they must content themselves with smaller boats or with snatching sailors from ship decks one at a time.

Baseline Attributes

TN= 8; ST= 20; AG= -20; CR= -8; PC= 1; HT= 1; IN= -2

Adequate (Level 12)

TN= 9; ST= 23; AG= -19; CR= -8; PC= 4; HT= 3; IN= 0

HP=512; FP=58; Ward=5; SP=50 (undulate)

Att | Dam | Def | Stab: tentacle=+20 | 8 (dam) + 8 (setback) |
16 | 39; or beak=+20 | 34 | 16 | 39**Fit (Level 14)**

TN= 10; ST= 23; AG= -18; CR= -8; PC= 4; HT= 3; IN= 0

HP=558; FP=58; Ward=6; SP=50 (undulate)

Att | Dam | Def | Stab: tentacle=+23 | 8 (dam) + 8 (setback) |
20 | 42; or beak=+23 | 34 | 20 | 42**Laudable (Level 16)**

TN= 11; ST= 23; AG= -18; CR= -8; PC= 4; HT= 4; IN= 0

HP=609; FP=64; Ward=7; SP=50 (undulate)

Att | Dam | Def | Stab: tentacle=+25 | 8 (dam) + 8 (setback) |
23 | 45; or beak=+25 | 34 | 23 | 45**Outstanding (Level 18)**

TN= 11; ST= 23; AG= -17; CR= -8; PC= 4; HT= 4; IN= 0

HP=609; FP=64; Ward=7; SP=55 (undulate)

Att | Dam | Def | Stab: tentacle=+28 | 8 (dam) + 8 (setback) |
26 | 47; or beak=+28 | 34 | 26 | 47**Epic Kraken Examples****Baseline Attributes**

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

Adequate (Level 8)

TN= 6; ST= 16; AG= -14; CR= -6; PC= 3; HT= 3; IN= 0

HP=215; FP=53; Ward=3; SP=40 (undulate)

Att | Dam | Def | Stab: tentacle=+14 | 6 (dam) + 7 (setback) |
14 | 31; or beak=+14 | 25 | 14 | 31**Fit (Level 10)**

TN= 6; ST= 17; AG= -14; CR= -6; PC= 4; HT= 3; IN= 0

HP=235; FP=58; Ward=3; SP=45 (undulate)

Att | Dam | Def | Stab: tentacle=+17 | 6 (dam) + 7 (setback) |
16 | 34; or beak=+17 | 26 | 16 | 34**Laudable (Level 12)**

TN= 7; ST= 17; AG= -13; CR= -6; PC= 4; HT= 3; IN= 0

HP=256; FP=58; Ward=3; SP=50 (undulate)

Att | Dam | Def | Stab: tentacle=+20 | 6 (dam) + 7 (setback) |
20 | 37; or beak=+20 | 26 | 20 | 37**Outstanding (Level 14)**

TN= 8; ST= 17; AG= -12; CR= -6; PC= 4; HT= 3; IN= 0

HP=279; FP=58; Ward=4; SP=50 (undulate)

Att | Dam | Def | Stab: tentacle=+23 | 6 (dam) + 7 (setback) |
24 | 40; or beak=+23 | 26 | 24 | 40

Bestiary ~ L

Leech

Leeches are slimy predatory worms that live in calm pools of fresh water. Here they lurk, awaiting opportunities to attach themselves with rasping mouths to any potential host that comes along. If successful, they will suck the host's blood. When feasting, its body slowly balloons with blood until it has either killed its host or has delivered an amount of blood drain Damage equal to its maximum Hit Points. At that point, the engorged Leech will release its host and either swim or squirm away.

Fun Facts: Once a Leech bites, it performs a Grabbing Attack to latch on and begin sucking blood as a Blood Drain Attack (see [Grabbing Attack](#) and [Blood Drain Attack](#) in the [Special Attack Modes](#) section of [The Rules Reference](#) for details). The leech must be Overcome to detach it from its host, and it drains blood from the victim's body at the stated rate every Round.

Although they can survive for extended periods in air, these creatures prefer the water. While submerged, they use the skill of [Rural Stealth](#) at a skill rank equal to their Levels to Surprise prey. Further, they possess the Gift of [Aquatic Combat](#).

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

Origin: These nasty bloodsuckers are found throughout the world, and were often used in medieval medicinal practices to drain "bad blood" from sick patients. The folklore of western Scotland describes a gigantic leech called the Burach Bhadi, that had nine eyes on top of its head, and would lie in shallow water waiting to seize hold of anyone wandering by.

Habitat: Leeches live in calm pools of fresh water, most commonly in swamps and bogs. A body of water in which leeches swarm is known as a leech pool, and is particularly dangerous. (See [Leech Pool](#) in [The Overlord's Omnibus](#) for details.)

Keywords: aquatic, blooded, bug, instinctive, living, vampiric, worm

Traits: Delights in the Taste of Blood

Vision: Heat Vision *Danger Tier:* 0

Move Modes: Squirm/Undulate *Cunning:* Instinctive

Attack Modes: Blood Drain *Wealth Type:* Incidental

Large Leech Examples

Baseline Attributes

TN= 5; ST= 6; AG= -12; CR= 4; PC= 0; HT= -2; IN= -8

Adequate (Level 0)

TN= 5; ST= 6; AG= -12; CR= 4; PC= 0; HT= -2; IN= -8
HP=83; FP=26; Ward=2; SP=10 (squirm) / 20 (undulate)
Att | Dam | Def | Stab: blood drain=-2 | 11 | 7 | 19

Decent (Level 2)

TN= 6; ST= 6; AG= -12; CR= 5; PC= 0; HT= -2; IN= -8
HP=91; FP=26; Ward=3; SP=10 (squirm) / 20 (undulate)
Att | Dam | Def | Stab: blood drain=+0 | 11 | 10 | 22

Fit (Level 4)

TN= 6; ST= 6; AG= -11; CR= 6; PC= 0; HT= -2; IN= -8
HP=91; FP=26; Ward=3; SP=10 (squirm) / 20 (undulate)
Att | Dam | Def | Stab: blood drain=+3 | 11 | 13 | 24

Laudable (Level 6)

TN= 6; ST= 6; AG= -11; CR= 6; PC= 2; HT= -2; IN= -8
HP=91; FP=32; Ward=3; SP=15 (squirm) / 25 (undulate)
Att | Dam | Def | Stab: blood drain=+5 | 11 | 15 | 28

Outstanding (Level 8)

TN= 7; ST= 6; AG= -10; CR= 6; PC= 2; HT= -2; IN= -8
HP=99; FP=32; Ward=3; SP=15 (squirm) / 25 (undulate)
Att | Dam | Def | Stab: blood drain=+8 | 11 | 19 | 31

Medium Leech Examples

Baseline Attributes

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

Adequate (Level 0)

TN= 3; ST= 0; AG= -6; CR= 6; PC= 0; HT= -2; IN= -8
HP=41; FP=26; Ward=1; SP=10 (squirm) / 20 (undulate)
Att | Dam | Def | Stab: blood drain=-2 | 4 | 11 | 17

Decent (Level 2)

TN= 4; ST= 0; AG= -6; CR= 7; PC= 0; HT= -2; IN= -8
HP=45; FP=26; Ward=2; SP=10 (squirm) / 20 (undulate)
Att | Dam | Def | Stab: blood drain=+0 | 4 | 14 | 20

Fit (Level 4)

TN= 4; ST= 0; AG= -5; CR= 8; PC= 0; HT= -2; IN= -8
HP=45; FP=26; Ward=2; SP=10 (squirm) / 20 (undulate)
Att | Dam | Def | Stab: blood drain=+3 | 4 | 17 | 22

Laudable (Level 6)

TN= 4; ST= 0; AG= -5; CR= 8; PC= 2; HT= -2; IN= -8
 HP=45; FP=32; Ward=2; SP=15 (squirm) / 25 (undulate)
 Att | Dam | Def | Stab: blood drain=+5 | 4 | 19 | 26

Outstanding (Level 8)

TN= 5; ST= 0; AG= -4; CR= 8; PC= 2; HT= -2; IN= -8
 HP=49; FP=32; Ward=2; SP=15 (squirm) / 25 (undulate)
 Att | Dam | Def | Stab: blood drain=+8 | 4 | 23 | 29

Small Leech Examples**Baseline Attributes**

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

Adequate (Level 0)

TN= 1; ST= -6; AG= 0; CR= 8; PC= 0; HT= -2; IN= -8
 HP=21; FP=26; Ward=1; SP=10 (squirm) / 20 (undulate)
 Att | Dam | Def | Stab: blood drain=-2 | 3 | 15 | 15

Decent (Level 2)

TN= 2; ST= -6; AG= 0; CR= 9; PC= 0; HT= -2; IN= -8
 HP=23; FP=26; Ward=1; SP=10 (squirm) / 20 (undulate)
 Att | Dam | Def | Stab: blood drain=+0 | 3 | 18 | 18

Fit (Level 4)

TN= 2; ST= -6; AG= 1; CR= 10; PC= 0; HT= -2; IN= -8
 HP=23; FP=26; Ward=1; SP=10 (squirm) / 20 (undulate)
 Att | Dam | Def | Stab: blood drain=+3 | 3 | 21 | 20

Laudable (Level 6)

TN= 2; ST= -6; AG= 1; CR= 10; PC= 2; HT= -2; IN= -8
 HP=23; FP=32; Ward=1; SP=15 (squirm) / 25 (undulate)
 Att | Dam | Def | Stab: blood drain=+5 | 3 | 23 | 24

Outstanding (Level 8)

TN= 3; ST= -6; AG= 2; CR= 10; PC= 2; HT= -2; IN= -8
 HP=25; FP=32; Ward=1; SP=15 (squirm) / 25 (undulate)
 Att | Dam | Def | Stab: blood drain=+8 | 3 | 27 | 27

Leech Swarm Batch Examples

See [Handling Swarms](#) in [The Rules Reference](#) for details on how to deal with Swarms in combat.

According to the standard swarm rules, swarms must normally remain a contiguous whole. However, if a character falls into a pool containing a swarm of leeches and is hit by them, the leeches will cling to them. If they thereafter leave the pool, the individual Swarm Batch that clings to them will break off from the main swarm, and remain attached to their host.

Baseline Attributes

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

Adequate (Level 0)

TN= 3; ST= 0; AG= -6; CR= 6; PC= 0; HT= -2; IN= -8
 HP=41; FP=26; Ward=1; SP=10 (squirm) / 20 (undulate)
 Att | Dam | Def | Stab: blood drain=-2 | 4 | 11 | 17

Decent (Level 2)

TN= 4; ST= 0; AG= -6; CR= 7; PC= 0; HT= -2; IN= -8
 HP=45; FP=26; Ward=2; SP=10 (squirm) / 20 (undulate)
 Att | Dam | Def | Stab: blood drain=+0 | 4 | 14 | 20

Fit (Level 4)

TN= 4; ST= 0; AG= -5; CR= 8; PC= 0; HT= -2; IN= -8
 HP=45; FP=26; Ward=2; SP=10 (squirm) / 20 (undulate)
 Att | Dam | Def | Stab: blood drain=+3 | 4 | 17 | 22

Laudable (Level 6)

TN= 4; ST= 0; AG= -5; CR= 8; PC= 2; HT= -2; IN= -8
 HP=45; FP=32; Ward=2; SP=15 (squirm) / 25 (undulate)
 Att | Dam | Def | Stab: blood drain=+5 | 4 | 19 | 26

Outstanding (Level 8)

TN= 5; ST= 0; AG= -4; CR= 8; PC= 2; HT= -2; IN= -8
 HP=49; FP=32; Ward=2; SP=15 (squirm) / 25 (undulate)
 Att | Dam | Def | Stab: blood drain=+8 | 4 | 23 | 29

Leopard

(Lybbard)

Leopards are big cats closely resembling panthers. The most obvious physical characteristics that distinguish the Leopard from other cats of its size are the multitudinous spots covering its body. These black spots are grouped in patches on the cat's tawny coat and provide excellent camouflage for the feline, which hides in the underbrush awaiting prey.

Although Leopards are known to attack men on occasion, they generally content themselves with more conventional prey. Antelopes are their main staple, although a few are partial to dogs. Some of these cats develop a strong preference to a particular type of prey and will focus on its choice to the exclusion of all other opportunities. It is from these occasional finicky felines that true man-eaters arise.

Most Leopards, however, will hunt anything coming into their territory, including the undead. In fact, Leopards often have a particular fondness for the taste of ectoplasm and will stalk a specter or phantom before any other available prey.

Habitat: Leopards dwell in forests, plains, hillsides, scrub, or anywhere with enough underbrush to mask their presence.

Origin: The Leopard is native to southern Asia and Africa where it is, understandably, a well-known creature to the mythologies of those areas. The Leopard was a symbol of the Egyptian god Osiris and was believed to consume the souls of the damned. The term Leopard is derived from leo, meaning lion, and pard, an ancient word for cheetah. In European heraldry, the leopard is known as the lybbard and represents ferocity and rashness.

Fun Facts: Leopards prefer to surprise prey from above. If possible, its first attack includes its hind claws as well (delivering double the basic damage of a normal attack).

Leopards see both the physical and spiritual realms, having Astral Vision. Their close tie to the metaphysical allows leopards to gain sustenance from the wandering spirits of the undead. Their claws and fangs are as deadly to specters as they are to living creatures. As such, Leopards are often viewed as protectors of the living.

Like all cats, Leopards have extremely good night vision. They can easily see to a distance 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.

Attack Modes: Carnivorous Bite/Claw/Claw

Wealth Type: Incidental *Cunning:* Bestial

Move Modes: Leap/Bounding *Traits:* Afraid of Fire

Danger Tier: +1

Keywords: blooded, carnivore, feline, fleshy, living, mammal, natural, predator, territorial

Vision: Motion Sensitivity, Night Vision, Astral Vision

Medium Leopard Examples

Baseline Attributes

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

Adequate (Level 2)

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

HP=29; FP=24; Ward=0; SP=80 (leap) / 60 (bounding)

Att | Dam | Def | Stab: bite/claw=+10 | 7 | 21 | 17

Decent (Level 4)

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

HP=32; FP=24; Ward=1; SP=80 (leap) / 60 (bounding)

Att | Dam | Def | Stab: bite/claw=+13 | 7 | 25 | 20

Fit (Level 6)

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

HP=38; FP=24; Ward=1; SP=90 (leap) / 70 (bounding)

Att | Dam | Def | Stab: bite/claw=+17 | 8 | 27 | 22

Laudable (Level 8)

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

HP=38; FP=26; Ward=1; SP=90 (leap) / 70 (bounding)

Att | Dam | Def | Stab: bite/claw=+19 | 8 | 29 | 24

Model (Level 10)

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

HP=41; FP=26; Ward=1; SP=90 (leap) / 70 (bounding)

Att | Dam | Def | Stab: bite/claw=+21 | 8 | 32 | 27

Outstanding (Level 12)

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

HP=41; FP=29; Ward=1; SP=90 (leap) / 70 (bounding)

Att | Dam | Def | Stab: bite/claw=+23 | 8 | 34 | 29

Lizard, Common

Lizards are squat reptiles with four legs projecting outward from their bodies. Their apparently clumsy structure is deceptive, however, since their legs are strong enough to lift their bodies well above the ground for short bursts of remarkable speed.

Some lizards, such as monitor Lizards, have formidable-looking claws. But, lizards rarely use claws in combat, preferring instead to attack with their powerful bites and whip-like tails. Their claws serve them well, though, when the reptiles scamper up trees and rocky cliffs.

Habitat: These reptiles dwell in warm climates. Some species of large Lizards are quite comfortable living in the dry desert air, but most require a considerable quantity of water to sustain them. Consequently, Monitor Lizards are most commonly found near rivers, large lakes, or underground waterways. It is no surprise that, although these beasts are distinctly land-dwellers, many are good swimmers.

Origin: Lizards commonly appear in folklore and mythology throughout the world. The Celts considered lizards to be dragons. Other European folklore attributes lizards with poisonous bites, which makes lizards popular ingredients in witch brews. The Egyptians had no such beliefs about lizard bites, though. So, the poisonous bite was omitted in this description.

Fun Facts: On land, a lizard may sweep with its tail. Every time the lizard strikes while on land, the target must make an Avoidance Roll with Agility adjustments against a Threshold of 10 plus the lizard's Level. Failure indicates they are Knocked Prone (see [Knocked Prone in the Combat Rules section of The Rules Reference](#) for details)

When a lizard bites a Prone target, it retains its hold. Treat this as a [Restraining Attack](#) (as described in [The Rules Reference](#)).

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

Keywords: blooded, carnivore, fleshy, living, lizard, natural, reptile, predator

Attack Modes: Carnivorous Bite or Tail Whip

Move Modes: Scamper / Undulate / Cling

Wealth Type: Incidental *Cunning:* Instinctive

Vision: Night Vision *Danger Tier:* 0

Large Common Lizard Examples

Baseline Attributes

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

Adequate (Level 4)

TN= 6; ST= 8; AG= -5; CR= -1; PC= -1; HT= -3; IN= -7

HP=108; FP=22; Ward=3; SP=35 (scamper) / 35 (undulate) / 25 (cling)

Att | Dam | Def | Stab: bite=+11 | 15 | 19 | 23; or tail=+11 | 3 (dam) + 5 (setback) | 19 | 23

Decent (Level 6)

TN= 7; ST= 9; AG= -5; CR= -1; PC= -1; HT= -3; IN= -7

HP=128; FP=22; Ward=3; SP=35 (scamper) / 35 (undulate) / 25 (cling)

Att | Dam | Def | Stab: bite=+14 | 16 | 22 | 26; or tail=+14 | 3 (dam) + 5 (setback) | 22 | 26

Fit (Level 8)

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

HP=140; FP=22; Ward=3; SP=40 (scamper) / 40 (undulate) / 30 (cling)

Att | Dam | Def | Stab: bite=+17 | 17 | 24 | 28; or tail=+17 | 3 (dam) + 5 (setback) | 24 | 28

Laudable (Level 10)

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

HP=140; FP=22; Ward=3; SP=40 (scamper) / 40 (undulate) / 30 (cling)

Att | Dam | Def | Stab: bite=+21 | 17 | 28 | 30; or tail=+21 | 3 (dam) + 5 (setback) | 28 | 30

Outstanding (Level 12)

TN= 7; ST= 10; AG= -3; CR= -1; PC= 0; HT= -2; IN= -6

HP=140; FP=26; Ward=3; SP=45 (scamper) / 45 (undulate) / 35 (cling)

Att | Dam | Def | Stab: bite=+23 | 17 | 30 | 33; or tail=+23 | 3 (dam) + 5 (setback) | 30 | 33

Medium Common Lizard Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=41; FP=22; Ward=1; SP=30 (scamper) / 30 (undulate) / 20 (cling)

Att | Dam | Def | Stab: bite=+5 | 6 | 16 | 15; or tail=+5 | 2 (dam) + 5 (setback) | 16 | 15

Decent (Level 2)

TN= 3; ST= 2; AG= 0; CR= 1; PC= -1; HT= -3; IN= -7
 HP=49; FP=22; Ward=1; SP=30 (scamper) / 30 (undulate) / 20 (cling)

Att | Dam | Def | Stab: bite=+8 | 7 | 19 | 18; or
 tail=+8 | 2 (dam) + 5 (setback) | 19 | 18

Fit (Level 4)

TN= 4; ST= 2; AG= 1; CR= 1; PC= -1; HT= -3; IN= -7
 HP=54; FP=22; Ward=2; SP=35 (scamper) / 35 (undulate) / 25 (cling)

Att | Dam | Def | Stab: bite=+11 | 7 | 23 | 21; or
 tail=+11 | 2 (dam) + 5 (setback) | 23 | 21

Laudable (Level 6)

TN= 5; ST= 3; AG= 1; CR= 1; PC= -1; HT= -3; IN= -7
 HP=64; FP=22; Ward=2; SP=35 (scamper) / 35 (undulate) / 25 (cling)

Att | Dam | Def | Stab: bite=+14 | 8 | 26 | 24; or
 tail=+14 | 2 (dam) + 5 (setback) | 26 | 24

Outstanding (Level 8)

TN= 5; ST= 4; AG= 1; CR= 1; PC= -1; HT= -3; IN= -6
 HP=70; FP=22; Ward=2; SP=40 (scamper) / 40 (undulate) / 30 (cling)

Att | Dam | Def | Stab: bite=+17 | 9 | 28 | 26; or
 tail=+17 | 2 (dam) + 5 (setback) | 28 | 26

Small Common Lizard Examples**Baseline Attributes**

TN= 0; ST= -5; AG= 6; CR= 3; PC= -1; HT= -3; IN= -7

Adequate (Level 0)

TN= 0; ST= -5; AG= 6; CR= 3; PC= -1; HT= -3; IN= -7
 HP=21; FP=22; Ward=0; SP=30 (scamper) / 30 (undulate) / 20 (cling)

Att | Dam | Def | Stab: bite=+5 | 3 | 20 | 13; or
 tail=+5 | 2 (dam) + 6 (setback) | 20 | 13

Decent (Level 2)

TN= 1; ST= -4; AG= 6; CR= 3; PC= -1; HT= -3; IN= -7
 HP=25; FP=22; Ward=1; SP=30 (scamper) / 30 (undulate) / 20 (cling)

Att | Dam | Def | Stab: bite=+8 | 3 | 23 | 16; or
 tail=+8 | 2 (dam) + 6 (setback) | 23 | 16

Fit (Level 4)

TN= 2; ST= -4; AG= 7; CR= 3; PC= -1; HT= -3; IN= -7
 HP=27; FP=22; Ward=1; SP=35 (scamper) / 35 (undulate) / 25 (cling)

Att | Dam | Def | Stab: bite=+11 | 3 | 27 | 19; or
 tail=+11 | 2 (dam) + 6 (setback) | 27 | 19

Laudable (Level 6)

TN= 3; ST= -3; AG= 7; CR= 3; PC= -1; HT= -3; IN= -7
 HP=32; FP=22; Ward=1; SP=35 (scamper) / 35 (undulate) / 25 (cling)

Att | Dam | Def | Stab: bite=+14 | 3 | 30 | 22; or
 tail=+14 | 2 (dam) + 6 (setback) | 30 | 22

Outstanding (Level 8)

TN= 3; ST= -2; AG= 7; CR= 3; PC= -1; HT= -3; IN= -6
 HP=35; FP=22; Ward=1; SP=40 (scamper) / 40 (undulate) / 30 (cling)

Att | Dam | Def | Stab: bite=+17 | 3 | 32 | 24; or
 tail=+17 | 2 (dam) + 6 (setback) | 32 | 24

Tiny Common Lizard Examples**Baseline Attributes**

TN= -2; ST= -11; AG=12; CR=5; PC= -1; HT= -3; IN= -7

Adequate (Level 0)

TN= -2; ST= -11; AG=12; CR=5; PC= -1; HT= -3; IN= -7
 HP=10; FP=22; Ward=0; SP=30 (scamper) / 30 (undulate) / 20 (cling)

Att | Dam | Def | Stab: bite=+5 | 2 | 24 | 11; or
 tail=+5 | 1 (dam) + 7 (setback) | 24 | 11

Decent (Level 2)

TN= -1; ST= -10; AG=12; CR=5; PC= -1; HT= -3; IN= -7
 HP=12; FP=22; Ward=0; SP=30 (scamper) / 30 (undulate) / 20 (cling)

Att | Dam | Def | Stab: bite=+8 | 2 | 27 | 14; or
 tail=+8 | 1 (dam) + 7 (setback) | 27 | 14

Fit (Level 4)

TN=0; ST= -10; AG=13; CR=5; PC= -1; HT= -3; IN= -7
 HP=13; FP=22; Ward=0; SP=35 (scamper) / 35 (undulate) / 25 (cling)

Att | Dam | Def | Stab: bite=+11 | 2 | 31 | 17; or
 tail=+11 | 1 (dam) + 7 (setback) | 31 | 17

Lizardman

(Al'Ubaid Lizardman, Sciritae , Wati-kutjara)

A Lizardman has the head of a lizard and a humanoid body. Their reptilian skins vary from region to region. Desert dwelling Lizardmen have sand colored skins with stripes and patterns of dark browns and dazzling golds. Forest dwelling Lizardmen are quite colorful, with scales having a great variety of brilliant hues and mozaic patterns. Cave-dwelling Lizardmen often have bright white or pitch-black skins with red eyes.

Despite their reptilian heads, Lizardmen are quite intelligent. They are capable of acquiring any class or profession available to humankind, although spell-casting is not their particular forte. Similarly, Lizardman hands are quite dexterous, and are capable of grasping any human tool or weapon. The language of Lizardmen is difficult for human ears to comprehend, but there is little doubt that they communicate among themselves quite easily.

Habitat: Lizardmen are highly adaptable. They are known to inhabit all varieties of warm climates, including deserts, forests, and swamps. They are likewise not out of place in deep subterranean catacombs. Being cold-blooded, though, Lizardmen avoid frigid regions. In temperate climates, they will live on the surface during the warmer seasons and migrate to underground caves during winter months.

Origin: Beings that have a mixture of human and reptilian characteristics are common in mythology, although Lizardmen in particular are quite rare. Figurines of humans having lizard heads have been found in archaeological digs in southern Iraq at a site known as Al Ubaid. The myths of the Aborigines of Western Australia include the Wati-kutjara: two benevolent Lizardman brothers. Some medieval bestiaries and Greek mythology included a man/lizard hybrid called a Sciritae.

Fun Facts: Lizardmen are excellent swimmers and possess the Gift of Aquatic Combat. They typically wield Scimitars or Spears in combat, and will throw Spears from a distance.

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

Keywords: blooded, fleshy, humanoid, living, lizard-like, mortal, reptile

Attack Modes: Axe or Spear or Throwing Spear or Chomp

Wealth Type: Hoard

Cunning: Alert

Move Modes: Run

Size: Medium

Vision: Dark Vision

Danger Tier: 0

Lizardman Fighter Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=49; FP=26; Ward=1; SP=30 (run)

Att | Dam | Def | Stab: axe=+4 | 9 | 15 | 15; or spear=+5 | 5 | 16 | 16; or throwing spear=+1 | 4 | 12 | 12; or chomp=+5 | 5 | 16 | 16; or tail=+5 | 2 (dam) + 4 (setback) | 16 | 16

Decent (Level 2)

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

HP=54; FP=26; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: axe=+8 | 10 | 18 | 17; or spear=+9 | 6 | 19 | 18; or throwing spear=+3 | 4 | 15 | 14; or chomp=+9 | 6 | 19 | 18; or tail=+9 | 2 (dam) + 4 (setback) | 19 | 18

Fit (Level 4)

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

HP=59; FP=29; Ward=2; SP=35 (run)

Att | Dam | Def | Stab: axe=+10 | 10 | 21 | 21; or spear=+11 | 6 | 22 | 22; or throwing spear=+6 | 4 | 18 | 18; or chomp=+11 | 6 | 22 | 22; or tail=+11 | 2 (dam) + 4 (setback) | 22 | 22

Hardened (Level 6)

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

HP=64; FP=29; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: axe=+13 | 10 | 25 | 24; or spear=+14 | 6 | 26 | 25; or throwing spear=+8 | 4 | 22 | 21; or chomp=+14 | 6 | 26 | 25; or tail=+14 | 2 (dam) + 4 (setback) | 26 | 25

Laudable (Level 8)

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

HP=70; FP=32; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: axe=+16 | 11 | 27 | 27; or spear=+17 | 7 | 28 | 28; or throwing spear=+11 | 4 | 24 | 24; or chomp=+17 | 7 | 28 | 28; or tail=+17 | 2 (dam) + 4 (setback) | 28 | 28

Model (Level 10)

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

HP=76; FP=32; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: axe=+20 | 12 | 30 | 29; or spear=+21 | 8 | 31 | 30; or throwing spear=+13 | 4 | 27 | 26; or chomp=+21 | 8 | 31 | 30; or tail=+21 | 2 (dam) + 4 (setback) | 31 | 30

Outstanding (Level 12)

TN= 5; ST= 5; AG= 2; CR= 0; PC= 1; HT= 0; IN= -1
 HP=76; FP=34; Ward=2; SP=50 (run)
 Att | Dam | Def | Stab: axe=+22 | 12 | 32 | 31; or
 spear=+23 | 8 | 33 | 32; or throwing spear=+16 | 4 | 29 | 28;
 or chomp=+23 | 8 | 33 | 32; or tail=+23 | 2 (dam) +
 4 (setback) | 33 | 32

Remarkable (Level 14)

TN= 6; ST= 5; AG= 2; CR= 0; PC= 2; HT= 0; IN= -1
 HP=83; FP=38; Ward=3; SP=50 (run)
 Att | Dam | Def | Stab: axe=+24 | 12 | 35 | 35; or
 spear=+25 | 8 | 36 | 36; or throwing spear=+19 | 4 | 32 | 32;
 or chomp=+25 | 8 | 36 | 36; or tail=+25 | 2 (dam) +
 4 (setback) | 36 | 36

Superb (Level 16)

TN= 6; ST= 6; AG= 2; CR= 0; PC= 2; HT= 0; IN= -1
 HP=91; FP=38; Ward=3; SP=55 (run)
 Att | Dam | Def | Stab: axe=+27 | 13 | 37 | 37; or
 spear=+28 | 9 | 38 | 38; or throwing spear=+21 | 4 | 34 | 34;
 or chomp=+28 | 9 | 38 | 38; or tail=+28 | 2 (dam) +
 4 (setback) | 38 | 38

Wondrous (Level 18)

TN= 6; ST= 6; AG= 2; CR= 0; PC= 2; HT= 0; IN= 0
 HP=91; FP=38; Ward=3; SP=55 (run)
 Att | Dam | Def | Stab: axe=+29 | 13 | 39 | 39; or
 spear=+30 | 9 | 40 | 40; or throwing spear=+23 | 4 | 36 | 36;
 or chomp=+30 | 9 | 40 | 40; or tail=+30 | 2 (dam) +
 4 (setback) | 40 | 40

Lizardman Marksman Examples**Baseline Attributes**

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

Adequate (Level 0)

TN= 3; ST= 2; AG= -1; CR= -1; PC= -1; HT= -1; IN= -1
 HP=49; FP=26; Ward=1; SP=30 (run)
 Att | Dam | Def | Stab: axe=+4 | 9 | 15 | 15; or spear=+5 | 5 |
 16 | 16; or throwing spear=+1 | 4 | 12 | 12; or chomp=+5 | 5 |
 16 | 16; or tail=+5 | 2 (dam) + 4 (setback) | 16 | 16

Decent (Level 2)

TN= 3; ST= 2; AG= -1; CR= 0; PC= 0; HT= -1; IN= -1
 HP=49; FP=29; Ward=1; SP=30 (run)
 Att | Dam | Def | Stab: axe=+6 | 9 | 17 | 18; or spear=+7 | 5 |
 18 | 19; or throwing spear=+5 | 4 | 14 | 15; or chomp=+7 | 5 |
 18 | 19; or tail=+7 | 2 (dam) + 4 (setback) | 18 | 19

Fit (Level 4)

TN= 3; ST= 2; AG= -1; CR= 1; PC= 1; HT= -1; IN= -1
 HP=49; FP=32; Ward=1; SP=35 (run)
 Att | Dam | Def | Stab: axe=+8 | 9 | 19 | 21; or spear=+9 | 5 |
 20 | 22; or throwing spear=+9 | 4 | 16 | 18; or chomp=+9 | 5 |
 20 | 22; or tail=+9 | 2 (dam) + 5 (setback) | 20 | 22

Hardened (Level 6)

TN= 3; ST= 3; AG= -1; CR= 1; PC= 2; HT= -1; IN= -1
 HP=54; FP=34; Ward=1; SP=40 (run)
 Att | Dam | Def | Stab: axe=+11 | 10 | 21 | 24; or
 spear=+12 | 6 | 22 | 25; or throwing spear=+12 | 4 | 18 | 21;
 or chomp=+12 | 6 | 22 | 25; or tail=+12 | 2 (dam) +
 5 (setback) | 22 | 25

Laudable (Level 8)

TN= 3; ST= 3; AG= -1; CR= 2; PC= 2; HT= -1; IN= 0
 HP=54; FP=34; Ward=1; SP=40 (run)
 Att | Dam | Def | Stab: axe=+13 | 10 | 23 | 26; or
 spear=+14 | 6 | 24 | 27; or throwing spear=+15 | 4 | 20 | 23;
 or chomp=+14 | 6 | 24 | 27; or tail=+14 | 2 (dam) +
 6 (setback) | 24 | 27

Model (Level 10)

TN= 3; ST= 3; AG= -1; CR= 3; PC= 2; HT= -1; IN= 0
 HP=54; FP=34; Ward=1; SP=40 (run)
 Att | Dam | Def | Stab: axe=+15 | 10 | 25 | 28; or
 spear=+16 | 6 | 26 | 29; or throwing spear=+18 | 4 | 22 | 25;
 or chomp=+16 | 6 | 26 | 29; or tail=+16 | 2 (dam) +
 7 (setback) | 26 | 29

Outstanding (Level 12)

TN= 4; ST= 3; AG= -1; CR= 3; PC= 2; HT= -1; IN= 1
 HP=59; FP=34; Ward=2; SP=40 (run)
 Att | Dam | Def | Stab: axe=+17 | 10 | 28 | 31; or
 spear=+18 | 6 | 29 | 32; or throwing spear=+20 | 4 | 25 | 28;
 or chomp=+18 | 6 | 29 | 32; or tail=+18 | 2 (dam) +
 7 (setback) | 29 | 32

Remarkable (Level 14)

TN= 4; ST= 3; AG= -1; CR= 3; PC= 3; HT= -1; IN= 1
 HP=59; FP=38; Ward=2; SP=40 (run)
 Att | Dam | Def | Stab: axe=+19 | 10 | 30 | 34; or
 spear=+20 | 6 | 31 | 35; or throwing spear=+23 | 4 | 27 | 31;
 or chomp=+20 | 6 | 31 | 35; or tail=+20 | 2 (dam) +
 7 (setback) | 31 | 35

Superb (Level 16)

TN= 4; ST= 4; AG= 0; CR= 3; PC= 3; HT= -1; IN= 1
 HP=64; FP=38; Ward=2; SP=45 (run)

Att | Dam | Def | Stab: axe=+23 | 11 | 33 | 36; or
 spear=+24 | 7 | 34 | 37; or throwing spear=+25 | 4 | 30 | 33;
 or chomp=+24 | 7 | 34 | 37; or tail=+24 | 2 (dam) +
 7 (setback) | 34 | 37

Wondrous (Level 18)

TN= 6; ST= 4; AG= 0; CR= 3; PC= 3; HT= -1; IN= 1
 HP=76; FP=38; Ward=3; SP=45 (run)

Att | Dam | Def | Stab: axe=+25 | 11 | 37 | 40; or
 spear=+26 | 7 | 38 | 41; or throwing spear=+27 | 4 | 34 | 37;
 or chomp=+26 | 7 | 38 | 41; or tail=+26 | 2 (dam) +
 7 (setback) | 38 | 41

Lizardman Sage Examples**Baseline Attributes**

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

Adequate (Level 0)

TN= 3; ST= 2; AG= -1; CR= -1; PC= -1; HT= -1; IN= -1
 HP=49; FP=26; Ward=1; SP=30 (run)

Att | Dam | Def | Stab: axe=+4 | 9 | 15 | 15; or spear=+5 | 5 |
 16 | 16; or throwing spear=+1 | 4 | 12 | 12; or chomp=+5 | 5 |
 16 | 16; or tail=+5 | 2 (dam) + 4 (setback) | 16 | 16

Decent (Level 2)

TN= 3; ST= 2; AG= -1; CR= -1; PC= -1; HT= 0; IN= 0
 HP=49; FP=29; Ward=1; SP=30 (run)

Att | Dam | Def | Stab: axe=+6 | 9 | 17 | 17; or spear=+7 | 5 |
 18 | 18; or throwing spear=+3 | 4 | 14 | 14; or chomp=+7 | 5 |
 18 | 18; or tail=+7 | 2 (dam) + 4 (setback) | 18 | 18

Fit (Level 4)

TN= 3; ST= 2; AG= -1; CR= -1; PC= -1; HT= 2; IN= 0
 HP=49; FP=34; Ward=1; SP=30 (run)

Att | Dam | Def | Stab: axe=+8 | 9 | 19 | 19; or spear=+9 | 5 |
 20 | 20; or throwing spear=+5 | 4 | 16 | 16; or chomp=+9 | 5 |
 20 | 20; or tail=+9 | 2 (dam) + 4 (setback) | 20 | 20

Hardened (Level 6)

TN= 3; ST= 2; AG= -1; CR= 0; PC= -1; HT= 2; IN= 1
 HP=49; FP=34; Ward=1; SP=30 (run)

Att | Dam | Def | Stab: axe=+10 | 9 | 21 | 21; or
 spear=+11 | 5 | 22 | 22; or throwing spear=+8 | 4 | 18 | 18; or
 chomp=+11 | 5 | 22 | 22; or tail=+11 | 2 (dam) + 4 (setback) |
 22 | 22

Laudable (Level 8)

TN= 3; ST= 2; AG= -1; CR= 1; PC= -1; HT= 2; IN= 2
 HP=49; FP=34; Ward=1; SP=30 (run)

Att | Dam | Def | Stab: axe=+12 | 9 | 23 | 23; or
 spear=+13 | 5 | 24 | 24; or throwing spear=+11 | 4 | 20 | 20; or
 chomp=+13 | 5 | 24 | 24; or tail=+13 | 2 (dam) + 5 (setback) |
 24 | 24

Model (Level 10)

TN= 3; ST= 2; AG= 0; CR= 1; PC= 0; HT= 2; IN= 2
 HP=49; FP=38; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: axe=+15 | 9 | 26 | 26; or
 spear=+16 | 5 | 27 | 27; or throwing spear=+14 | 4 | 23 | 23;
 or chomp=+16 | 5 | 27 | 27; or tail=+16 | 2 (dam) +
 5 (setback) | 27 | 27

Outstanding (Level 12)

TN= 3; ST= 3; AG= 1; CR= 1; PC= 0; HT= 2; IN= 2
 HP=54; FP=38; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: axe=+19 | 10 | 29 | 28; or
 spear=+20 | 6 | 30 | 29; or throwing spear=+16 | 4 | 26 | 25;
 or chomp=+20 | 6 | 30 | 29; or tail=+20 | 2 (dam) +
 5 (setback) | 30 | 29

Remarkable (Level 14)

TN= 3; ST= 4; AG= 1; CR= 1; PC= 1; HT= 2; IN= 2
 HP=59; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: axe=+22 | 11 | 31 | 31; or
 spear=+23 | 7 | 32 | 32; or throwing spear=+19 | 4 | 28 | 28;
 or chomp=+23 | 7 | 32 | 32; or tail=+23 | 2 (dam) +
 5 (setback) | 32 | 32

Superb (Level 16)

TN= 3; ST= 4; AG= 1; CR= 1; PC= 2; HT= 2; IN= 2
 HP=59; FP=45; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: axe=+24 | 11 | 33 | 34; or
 spear=+25 | 7 | 34 | 35; or throwing spear=+22 | 4 | 30 | 31;
 or chomp=+25 | 7 | 34 | 35; or tail=+25 | 2 (dam) +
 5 (setback) | 34 | 35

Wondrous (Level 18)

TN= 3; ST= 4; AG= 1; CR= 1; PC= 3; HT= 2; IN= 2
 HP=59; FP=49; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: axe=+26 | 11 | 35 | 37; or
 spear=+27 | 7 | 36 | 38; or throwing spear=+25 | 4 | 32 | 34;
 or chomp=+27 | 7 | 36 | 38; or tail=+27 | 2 (dam) +
 5 (setback) | 36 | 38

Lobster

Lobsters have long jointed carapaces sprouting five pairs of jointed legs. The front-most pair are the thickest and strongest to support the crustacean's impressive pincers, which are used to fend off enemies and capture prey. From the front project two unblinking eye-stalks which give the creature poor, but adequate, eyesight. The strange-looking sea creature can slowly crawl along the sea floor in a "forward" direction, but is much faster when traveling in "reverse." Consequently, Lobsters always have a good view of their pursuers.

Origin: Lobsters are found in many regions throughout the world, so it is odd that there is not more folklore surrounding the otherworldly creatures. Lobsters are sacred in Greek mythology, being favored by Perseus. To the natives of Madagascar, Lobster meat is taboo. Although Lobster meat is considered an expensive delicacy today, its popularity has waxed and waned throughout the ages.

Fun Facts: Once a Lobster grasps its prey, it maintains its crushing grip for an extended period. Handle this as a standard Grappling attack delivering the stated Crushing Damage on successful rolls.

These creatures possess the Gift of Aquatic Combat.

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

Habitat: Lobsters are saltwater creatures that dwell in reefs and rocky underwater terrain. There do exist some freshwater relatives, known as crayfish, that closely resemble Lobsters.

Keywords: aquatic, blooded, crustacean, exoskeleton, instinctive, living, predator *Danger Tier:* 0

Attack Modes: Crushing Claw /Pincer

Move Modes: Skitter/Creep. Underwater, lobsters skitter around quite well. On land, though, they can only creep.

Wealth Type: Incidental *Cunning:* Instinctive

Vision: Motion Sensitivity

Medium Lobster Examples

Baseline Attributes

TN= 4; ST= 1; AG= -3; CR= 4; PC= -2; HT= -3; IN= -8

Adequate (Level 4)

TN= 6; ST= 2; AG= -2; CR= 4; PC= -2; HT= -3; IN= -8
HP=64; FP=20; Ward=3; SP=35 (skitter) / 5 (creep)
Att | Dam | Def | Stab: claw/pincer=+8 | 8 | 22 | 22

Decent (Level 6)

TN= 7; ST= 3; AG= -2; CR= 4; PC= -2; HT= -3; IN= -8
HP=76; FP=20; Ward=3; SP=40 (skitter) / 5 (creep)
Att | Dam | Def | Stab: claw/pincer=+11 | 9 | 25 | 25

Fit (Level 8)

TN= 7; ST= 3; AG= -1; CR= 4; PC= -1; HT= -3; IN= -8
HP=76; FP=22; Ward=3; SP=40 (skitter) / 5 (creep)
Att | Dam | Def | Stab: claw/pincer=+14 | 9 | 28 | 28

Laudable (Level 10)

TN= 7; ST= 4; AG= -1; CR= 4; PC= -1; HT= -3; IN= -8
HP=83; FP=22; Ward=3; SP=45 (skitter) / 5 (creep)
Att | Dam | Def | Stab: claw/pincer=+17 | 10 | 30 | 30

Outstanding (Level 12)

TN= 8; ST= 4; AG= -1; CR= 4; PC= -1; HT= -2; IN= -8
HP=91; FP=24; Ward=4; SP=45 (skitter) / 5 (creep)
Att | Dam | Def | Stab: claw/pincer=+19 | 10 | 33 | 33

Small Lobster Examples

Baseline Attributes

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

Adequate (Level 0)

TN= 2; ST= -5; AG= 3; CR= 6; PC= -2; HT= -3; IN= -8
HP=25; FP=20; Ward=1; SP=35 (skitter) / 5 (creep)
Att | Dam | Def | Stab: claw/pincer=+2 | 5 | 19 | 14

Decent (Level 2)

TN= 3; ST= -4; AG= 3; CR= 6; PC= -2; HT= -3; IN= -8
HP=29; FP=20; Ward=1; SP=35 (skitter) / 5 (creep)
Att | Dam | Def | Stab: claw/pincer=+5 | 5 | 22 | 17

Fit (Level 4)

TN= 4; ST= -4; AG= 4; CR= 6; PC= -2; HT= -3; IN= -8
HP=32; FP=20; Ward=2; SP=35 (skitter) / 5 (creep)
Att | Dam | Def | Stab: claw/pincer=+8 | 5 | 26 | 20

Laudable (Level 6)

TN= 5; ST= -3; AG= 4; CR= 6; PC= -2; HT= -3; IN= -8
HP=38; FP=20; Ward=2; SP=40 (skitter) / 5 (creep)
Att | Dam | Def | Stab: claw/pincer=+11 | 5 | 29 | 23

Outstanding (Level 8)

TN= 5; ST= -3; AG= 5; CR= 6; PC= -1; HT= -3; IN= -8
HP=38; FP=22; Ward=2; SP=40 (skitter) / 5 (creep)
Att | Dam | Def | Stab: claw/pincer=+14 | 5 | 32 | 26

Bestiary ~ M

Monkey

A Monkey is a primate mammal with two arms, two legs, a head, and a prehensile tail. Both their hands and feet have fingers, which give them an extraordinary ability to climb. They usually run around on all fours, but are capable of moving short distances upright.

Habitat: The monkeys' natural habitat is in the jungle canopy, although they quickly adapt to the presence of men, and are comfortable running around on city streets. They are herbivores, with a passion for sweet fruits.

Origin: There are several stories involving monkeys in [Aesop's Fables](#) portraying them as trickster characters.

Fun Facts: Monkeys are gifted climbers. They cannot climb sheer walls. But, they can scamper up any surface having adequate handholds at their full Speed.

Monkeys rarely attack intending to do harm. But, they are extremely curious, and will often dash up to snatch an interesting item from anyone encountered. Treat this as the skill [Grabbing and Snatching](#). They will be quite persistent in pilfering any item that is not easily separated from its owner. In such circumstances, they will hang on tightly and continue trying to wrest it from their opponent's grasp. Treat this as a [Scuffling 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.

Keywords: blooded, fleshy, living, mammal, natural

Traits: Loves fruit, Steals anything of interest

Attack Modes: Herbivorous Bite or Scuffling

Wealth Type: Incidental

Cunning: Bestial

Vision: Day Vision

Danger Tier: 0

Move Modes: Scamper

Tiny Monkey Examples

Baseline Attributes

TN= -5; ST= -13; AG=13; CR=5; PC= -1; HT=0; IN= -6

Adequate (Level 0)

TN= -5; ST= -13; AG=13; CR=5; PC= -1; HT=0; IN= -6

HP=7; FP=29; Ward=0; SP=30 (scamper)

Att | Dam | Def | Stab: bite=+4 | 1 | 22 | 8; or
scuffle=+4 | 7 (setback) | 22 | 8

Decent (Level 2)

TN= -5; ST= -13; AG=14; CR=6; PC= -1; HT=0; IN= -6

HP=7; FP=29; Ward=0; SP=30 (scamper)

Att | Dam | Def | Stab: bite=+7 | 1 | 25 | 10; or
scuffle=+7 | 8 (setback) | 25 | 10

Fit (Level 4)

TN= -5; ST= -13; AG=14; CR=7; PC= -1; HT=0; IN= -5

HP=7; FP=29; Ward=0; SP=30 (scamper)

Att | Dam | Def | Stab: bite=+9 | 1 | 27 | 12; or
scuffle=+9 | 9 (setback) | 27 | 12

Laudable (Level 6)

TN= -5; ST= -13; AG= 14; CR= 7; PC= 1; HT= 0; IN= -5

HP=7; FP=34; Ward=0; SP=35 (scamper)

Att | Dam | Def | Stab: bite=+11 | 1 | 29 | 16; or
scuffle=+11 | 9 (setback) | 29 | 16

Model (Level 8)

TN= -5; ST= -12; AG= 15; CR= 7; PC= 1; HT= 0; IN= -5

HP=7; FP=34; Ward=0; SP=40 (scamper)

Att | Dam | Def | Stab: bite=+15 | 1 | 32 | 18; or
scuffle=+15 | 9 (setback) | 32 | 18

Outstanding (Level 10)

TN= -5; ST= -11; AG= 15; CR= 8; PC= 1; HT= 0; IN= -5

HP=8; FP=34; Ward=0; SP=40 (scamper)

Att | Dam | Def | Stab: bite=+18 | 1 | 34 | 20; or
scuffle=+18 | 10 (setback) | 34 | 20

Monkey Swarm Batch Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=27; FP=29; Ward=0; SP=30 (scamper)

Att | Dam | Def | Stab: bite=+4 | 3 | 14 | 12; or
scuffle=+4 | 5 (setback) | 14 | 12

Decent (Level 2)

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

HP=27; FP=29; Ward=0; SP=30 (scamper)

Att | Dam | Def | Stab: bite=+7 | 3 | 17 | 14; or
scuffle=+7 | 6 (setback) | 17 | 14

Fit (Level 4)

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

HP=27; FP=29; Ward=0; SP=30 (scamper)

Att | Dam | Def | Stab: bite=+9 | 3 | 19 | 16; or
scuffle=+9 | 7 (setback) | 19 | 16

Laudable (Level 6)

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

HP=27; FP=34; Ward=0; SP=35 (scamper)

Att | Dam | Def | Stab: bite=+11 | 3 | 21 | 20; or
scuffle=+11 | 7 (setback) | 21 | 20

Model (Level 8)

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

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

Att | Dam | Def | Stab: bite=+15 | 3 | 24 | 22; or
scuffle=+15 | 7 (setback) | 24 | 22

Outstanding (Level 10)

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

HP=32; FP=34; Ward=0; SP=40 (scamper)

Att | Dam | Def | Stab: bite=+18 | 4 | 26 | 24; or
scuffle=+18 | 8 (setback) | 26 | 24

Monstrosity

Monstrosities are hideous constructions stitched together from the body parts of various creatures and reanimated through dark Sorcery. Their nature is easily recognized by people familiar with the practice, as the lengthy scars and myriad stitch-marks outlining where the body parts were joined are permanent. Needless to say, society considers any such practice to be unethical in the extreme.

A Monstrosity can be made from parts of almost any living creature to produce a patchwork that fits one of the forms listed below. (This is generally done via the Occult spell Ensorescell Monstrosity.) Any such creature loses all knowledge of any prior existence, and will faithfully follow the commands of their creator, even if it means death.

Monstrosities come in three basic forms: Humanoid, Rending, and Serpentine. A Humanoid Monstrosity is a construct stitched together with two arms, two legs, and one head. They stand upright, and have hands, and so may wield simple melee weapons. A Rending Monstrosity is a construct stitched together with foreclaws, hind legs, and a head with sharp teeth. A Serpentine Monstrosity is a construct stitched together with foreclaws, a head with sharp teeth, and hind quarters comprised of a serpent's body.

Habitat: Monstrosities are usually created to guard castles, dwellings, or laboratories from intruders. But, they will patiently stand guard wherever their creators put them.

Fun Facts: Monstrosities have no need to breathe, so they may submerge themselves in water indefinitely.

Healing magic does not work on Monstrosities. However, they slowly regenerate any damage they sustain at rate of one point per hour.

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.

Wealth Type: Incidental *Vision:* Dark Vision

Keywords: construct, fleshy, mutant

Origin: The folklore behind monstrosities comes from no less than Germany's Frankenstein Castle, where a man by the name of Johann Konrad Dippel was born in 1673. He was a practicing alchemist, who peddled "Dippel Oil", a concoction of his own that was supposedly a form of Elixir of Life. Dippel was also known for dissecting dead bodies and performing experiments on them. He was even rumored to have brought one of his monstrosities to life with a lightning bolt, which then haunted the lands around the castle. It is believed that the stories of Dippel and his monster influenced Mary Shelley when she wrote her classic novel Frankenstein.

Large Humanoid Monstrosity*Additional Keywords:* humanoid*Attack Modes:* Axe or Club or Punch/Punch*Move Modes:* Run**Baseline Attributes**

TN= 6; ST= 8; AG= -6; CR= -2; PC= 0; HT= -2; IN= -4

Adequate (Level 8)

TN= 9; ST= 9; AG= -3; CR= -2; PC= 1; HT= -2; IN= -4

HP=152; FP=29; Ward=5; SP=45 (run)

Att | Dam | Def | Stab: axe=+16 | 19 | 28 | 32; or club=+16 | 14 | 28 | 32; or punch(×2)=+18 | 15 | 25 | 29

Decent (Level 10)

TN= 9; ST= 11; AG= -3; CR= -2; PC= 1; HT= -2; IN= -4

HP=181; FP=29; Ward=5; SP=50 (run)

Att | Dam | Def | Stab: axe=+20 | 21 | 30 | 34; or club=+20 | 16 | 30 | 34; or punch(×2)=+22 | 17 | 27 | 31

Fit (Level 12)

TN= 9; ST= 11; AG= -3; CR= -2; PC= 2; HT= -2; IN= -4

HP=181; FP=32; Ward=5; SP=55 (run)

Att | Dam | Def | Stab: axe=+22 | 21 | 32 | 37; or club=+22 | 16 | 32 | 37; or punch(×2)=+24 | 17 | 29 | 34

Laudable (Level 14)

TN=10; ST=11; AG= -3; CR= -2; PC=3; HT= -2; IN= -4

HP=197; FP=34; Ward=6; SP=55 (run)

Att | Dam | Def | Stab: axe=+24 | 21 | 35 | 41; or club=+24 | 16 | 35 | 41; or punch(×2)=+26 | 17 | 32 | 38

Model (Level 16)

TN= 10; ST= 11; AG= -3; CR= 0; PC= 3; HT= -2; IN= -4

HP=197; FP=34; Ward=6; SP=55 (run)

Att | Dam | Def | Stab: axe=+26 | 21 | 37 | 43; or club=+26 | 16 | 37 | 43; or punch(×2)=+28 | 17 | 34 | 40

Outstanding (Level 18)

TN= 10; ST= 11; AG= -3; CR= 1; PC= 3; HT= -1; IN= -4

HP=197; FP=38; Ward=6; SP=55 (run)

Att | Dam | Def | Stab: axe=+28 | 21 | 39 | 45; or club=+28 | 16 | 39 | 45; or punch(×2)=+30 | 17 | 36 | 42

Medium Humanoid Monstrosity*Attack Modes:* Axe or Club or Punch/Punch*Move Modes:* Run**Baseline Attributes**

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

Adequate (Level 6)

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

HP=70; FP=29; Ward=3; SP=40 (run)

Att | Dam | Def | Stab: axe=+13 | 9 | 28 | 27; or club=+13 | 4 | 29 | 28; or punch(×2)=+14 | 5 | 26 | 25

Decent (Level 8)

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

HP=76; FP=29; Ward=3; SP=45 (run)

Att | Dam | Def | Stab: axe=+17 | 10 | 31 | 29; or club=+17 | 5 | 32 | 30; or punch(×2)=+18 | 6 | 29 | 27

Fit (Level 10)

TN= 7; ST= 5; AG= 3; CR= 0; PC= 1; HT= -2; IN= -4

HP=91; FP=29; Ward=3; SP=50 (run)

Att | Dam | Def | Stab: axe=+21 | 12 | 33 | 31; or club=+21 | 7 | 34 | 32; or punch(×2)=+22 | 8 | 31 | 29

Laudable (Level 12)

TN= 7; ST= 5; AG= 3; CR= 0; PC= 2; HT= -2; IN= -4

HP=91; FP=32; Ward=3; SP=55 (run)

Att | Dam | Def | Stab: axe=+23 | 12 | 35 | 34; or club=+23 | 7 | 36 | 35; or punch(×2)=+24 | 8 | 33 | 32

Model (Level 14)

TN= 8; ST= 5; AG= 3; CR= 0; PC= 3; HT= -2; IN= -4

HP=99; FP=34; Ward=4; SP=55 (run)

Att | Dam | Def | Stab: axe=+25 | 12 | 38 | 38; or club=+25 | 7 | 39 | 39; or punch(×2)=+26 | 8 | 36 | 36

Outstanding (Level 16)

TN= 8; ST= 5; AG= 3; CR= 2; PC= 3; HT= -2; IN= -4

HP=99; FP=34; Ward=4; SP=55 (run)

Att | Dam | Def | Stab: axe=+27 | 12 | 40 | 40; or club=+27 | 7 | 41 | 41; or punch(×2)=+28 | 8 | 38 | 38

Large Rending Monstrosity*Attack Modes:* Carnivorous Bite/Claw/Claw*Move Modes:* Bounding**Baseline Attributes**

TN= 6; ST= 8; AG= -6; CR= -2; PC= 0; HT= -2; IN= -4

Adequate (Level 8)

TN= 9; ST= 9; AG= -3; CR= -2; PC= 1; HT= -2; IN= -4

HP=152; FP=29; Ward=5; SP=65 (bounding)

Att | Dam | Def | Stab: bite/claw(×2)=+18 | 20 | 28 | 32

Decent (Level 10)

TN= 9; ST= 11; AG= -3; CR= -2; PC= 1; HT= -2; IN= -4

HP=181; FP=29; Ward=5; SP=70 (bounding)

Att | Dam | Def | Stab: bite/claw(×2)=+22 | 22 | 30 | 34

Fit (Level 12)

TN= 9; ST= 11; AG= -3; CR= -2; PC= 2; HT= -2; IN= -4

HP=181; FP=32; Ward=5; SP=75 (bounding)

Att | Dam | Def | Stab: bite/claw(×2)=+24 | 22 | 32 | 37

Laudable (Level 14)

TN=10; ST=11; AG= -3; CR= -2; PC=3; HT= -2; IN= -4

HP=197; FP=34; Ward=6; SP=75 (bounding)

Att | Dam | Def | Stab: bite/claw(×2)=+26 | 22 | 35 | 41

Model (Level 16)

TN= 10; ST= 11; AG= -3; CR= 0; PC= 3; HT= -2; IN= -4

HP=197; FP=34; Ward=6; SP=75 (bounding)

Att | Dam | Def | Stab: bite/claw(×2)=+28 | 22 | 37 | 43

Outstanding (Level 18)

TN= 10; ST= 11; AG= -3; CR= 1; PC= 3; HT= -1; IN= -4

HP=197; FP=38; Ward=6; SP=75 (bounding)

Att | Dam | Def | Stab: bite/claw(×2)=+30 | 22 | 39 | 45

Medium Rending Monstrosity*Attack Modes:* Carnivorous Bite/Claw/Claw*Move Modes:* Bounding**Baseline Attributes**

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

Adequate (Level 6)

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

HP=70; FP=29; Ward=3; SP=60 (bounding)

Att | Dam | Def | Stab: bite/claw(×2)=+14 | 10 | 29 | 28

Decent (Level 8)

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

HP=76; FP=29; Ward=3; SP=65 (bounding)

Att | Dam | Def | Stab: bite/claw(×2)=+18 | 11 | 32 | 30

Fit (Level 10)

TN= 7; ST= 5; AG= 3; CR= 0; PC= 1; HT= -2; IN= -4

HP=91; FP=29; Ward=3; SP=70 (bounding)

Att | Dam | Def | Stab: bite/claw(×2)=+22 | 13 | 34 | 32

Laudable (Level 12)

TN= 7; ST= 5; AG= 3; CR= 0; PC= 2; HT= -2; IN= -4

HP=91; FP=32; Ward=3; SP=75 (bounding)

Att | Dam | Def | Stab: bite/claw(×2)=+24 | 13 | 36 | 35

Model (Level 14)

TN= 8; ST= 5; AG= 3; CR= 0; PC= 3; HT= -2; IN= -4

HP=99; FP=34; Ward=4; SP=75 (bounding)

Att | Dam | Def | Stab: bite/claw(×2)=+26 | 13 | 39 | 39

Outstanding (Level 16)

TN= 8; ST= 5; AG= 3; CR= 2; PC= 3; HT= -2; IN= -4

HP=99; FP=34; Ward=4; SP=75 (bounding)

Att | Dam | Def | Stab: bite/claw(×2)=+28 | 13 | 41 | 41

Large Serpentine Monstrosity

Attack Modes: Carnivorous Bite or Claw/Claw or Constriction

Move Modes: Slither

Baseline Attributes

TN= 6; ST= 8; AG= -6; CR= -2; PC= 0; HT= -2; IN= -4

Adequate (Level 8)

TN= 7; ST= 10; AG= -6; CR= 1; PC= 1; HT= -1; IN= -4

HP=140; FP=32; Ward=3; SP=40 (slither)

Att | Dam | Def | Stab: bite=+16 | 17 | 23 | 30; or
claw(×2)=+16 | 18 | 23 | 30; or constriction=+16 | 4 (dam) +
6 (setback) | 23 | 30

Decent (Level 10)

TN= 8; ST= 11; AG= -6; CR= 1; PC= 1; HT= -1; IN= -4

HP=166; FP=32; Ward=4; SP=40 (slither)

Att | Dam | Def | Stab: bite=+19 | 18 | 26 | 33; or
claw(×2)=+19 | 19 | 26 | 33; or constriction=+19 | 4 (dam) +
6 (setback) | 26 | 33

Fit (Level 12)

TN= 8; ST= 12; AG= -6; CR= 1; PC= 1; HT= -1; IN= -4

HP=181; FP=32; Ward=4; SP=45 (slither)

Att | Dam | Def | Stab: bite=+22 | 19 | 28 | 35; or
claw(×2)=+22 | 20 | 28 | 35; or constriction=+22 | 4 (dam) +
6 (setback) | 28 | 35

Laudable (Level 14)

TN= 8; ST= 12; AG= -6; CR= 1; PC= 1; HT= 0; IN= -3

HP=181; FP=34; Ward=4; SP=45 (slither)

Att | Dam | Def | Stab: bite=+24 | 19 | 30 | 37; or
claw(×2)=+24 | 20 | 30 | 37; or constriction=+24 | 4 (dam) +
6 (setback) | 30 | 37

Model (Level 16)

TN= 9; ST= 12; AG= -6; CR= 1; PC= 1; HT= 1; IN= -3

HP=197; FP=38; Ward=5; SP=45 (slither)

Att | Dam | Def | Stab: bite=+26 | 19 | 33 | 40; or
claw(×2)=+26 | 20 | 33 | 40; or constriction=+26 | 4 (dam) +
6 (setback) | 33 | 40

Outstanding (Level 18)

TN= 9; ST= 12; AG= -6; CR= 1; PC= 3; HT= 1; IN= -3

HP=197; FP=45; Ward=5; SP=50 (slither)

Att | Dam | Def | Stab: bite=+28 | 19 | 35 | 44; or
claw(×2)=+28 | 20 | 35 | 44; or constriction=+28 | 4 (dam) +
6 (setback) | 35 | 44

Medium Serpentine Monstrosity

Attack Modes: Carnivorous Bite or Claw/Claw or Constriction

Move Modes: Slither

Baseline Attributes

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

Adequate (Level 6)

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

HP=59; FP=32; Ward=2; SP=40 (slither)

Att | Dam | Def | Stab: bite=+13 | 8 | 24 | 25; or
claw(×2)=+13 | 9 | 24 | 25; or constriction=+13 | 3 (dam) +
7 (setback) | 24 | 25

Decent (Level 8)

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

HP=70; FP=32; Ward=2; SP=40 (slither)

Att | Dam | Def | Stab: bite=+16 | 9 | 27 | 28; or
claw(×2)=+16 | 10 | 27 | 28; or constriction=+16 | 3 (dam) +
7 (setback) | 27 | 28

Fit (Level 10)

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

HP=83; FP=32; Ward=3; SP=40 (slither)

Att | Dam | Def | Stab: bite=+19 | 10 | 30 | 31; or
claw(×2)=+19 | 11 | 30 | 31; or constriction=+19 | 3 (dam) +
7 (setback) | 30 | 31

Laudable (Level 12)

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

HP=91; FP=32; Ward=3; SP=45 (slither)

Att | Dam | Def | Stab: bite=+22 | 11 | 32 | 33; or
claw(×2)=+22 | 12 | 32 | 33; or constriction=+22 | 3 (dam) +
7 (setback) | 32 | 33

Model (Level 14)

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

HP=91; FP=34; Ward=3; SP=45 (slither)

Att | Dam | Def | Stab: bite=+24 | 11 | 34 | 35; or
claw(×2)=+24 | 12 | 34 | 35; or constriction=+24 | 3 (dam) +
7 (setback) | 34 | 35

Outstanding (Level 16)

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

HP=99; FP=38; Ward=3; SP=45 (slither)

Att | Dam | Def | Stab: bite=+26 | 11 | 37 | 38; or
claw(×2)=+26 | 12 | 37 | 38; or constriction=+26 | 3 (dam) +
7 (setback) | 37 | 38

Bestiary ~ N

Newt

Also called by the name “salamander” (not to be confused with the fire elemental of the same name), a Newt is a slimy lizard-like amphibian with stubby legs and a tail. They come in a variety of colors. Many are plain brown, but some are bright yellow or red with pitch black stripes.

Origin: Newts are found in folklore and mythology throughout the world. The European folklore of Alchemy describes them as a special type of fire elemental (described under Salamander). Pliny the Elder of ancient Greece wrote about brightly colored lizard-like creatures that would appear in the day only after heavy rains, which had the ability to extinguish fires with the cold of their bodies. Medieval bestiaries also described a newt-like creature known as a Grylio, which was highly poisonous.

Habitat: Newts can breathe both air and water. They are comfortable crawling around on land, but are more suited to swimming in fresh water. Even when they are on dry ground, you can be sure that there is a pool or stream nearby. They are found in a many environments, including the bright light of day and the absolute dark of deep caves. However, they cannot survive in dry environments. All of them possess the Gift of Aquatic Combat.

Fun Facts: A Newt’s bite is poisonous. Any bitten creature must make an Avoidance Roll with Toughness adjustments against a Threshold equal to 10 plus its Level. Those failing suffer the effects of a Typical Toxin. Treat every bite thereafter as an additional dose of the same poison (see [Poisons](#) in [The Overlord’s Omnibus](#) for the effects).

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

Keywords: amphibian, blooded, fleshy, living, natural

Attack Modes: Poisonous Bite *Vision:* Dark Vision

Wealth Type: Incidental *Cunning:* Instinctive

Move Modes: Scamper/Swim. *Danger Tier:* +1

Medium Newt Examples

Baseline Attributes

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

Adequate (Level 0)

TN= 0; ST= 0; AG= 2; CR= 2; PC= -1; HT= -3; IN= -7
HP=32; FP=22; Ward=0; SP=30 (scamper) / 20 (swim)
Att | Dam | Def | Stab: bite=+6 | 3 +poison | 16 | 13

Decent (Level 2)

TN= 1; ST= 1; AG= 2; CR= 2; PC= -1; HT= -3; IN= -7
HP=38; FP=22; Ward=1; SP=35 (scamper) / 25 (swim)
Att | Dam | Def | Stab: bite=+9 | 4 +poison | 19 | 16

Fit (Level 4)

TN= 2; ST= 1; AG= 3; CR= 2; PC= -1; HT= -3; IN= -7
HP=41; FP=22; Ward=1; SP=35 (scamper) / 25 (swim)
Att | Dam | Def | Stab: bite=+12 | 4 +poison | 23 | 19

Laudable (Level 6)

TN= 3; ST= 2; AG= 3; CR= 2; PC= -1; HT= -3; IN= -7
HP=49; FP=22; Ward=1; SP=40 (scamper) / 30 (swim)
Att | Dam | Def | Stab: bite=+15 | 5 +poison | 26 | 22

Outstanding (Level 8)

TN= 3; ST= 3; AG= 3; CR= 2; PC= -1; HT= -3; IN= -6
HP=54; FP=22; Ward=1; SP=40 (scamper) / 30 (swim)
Att | Dam | Def | Stab: bite=+18 | 6 +poison | 28 | 24

Remarkable (Level 10)

TN= 3; ST= 3; AG= 5; CR= 2; PC= -1; HT= -3; IN= -6
HP=54; FP=22; Ward=1; SP=45 (scamper) / 35 (swim)
Att | Dam | Def | Stab: bite=+22 | 6 +poison | 32 | 26

Superb (Level 12)

TN= 3; ST= 3; AG= 5; CR= 2; PC= 0; HT= -2; IN= -6
HP=54; FP=26; Ward=1; SP=50 (scamper) / 40 (swim)
Att | Dam | Def | Stab: bite=+24 | 6 +poison | 34 | 29

Wondrous (Level 14)

TN= 3; ST= 3; AG= 5; CR= 2; PC= 1; HT= -2; IN= -6
HP=54; FP=29; Ward=1; SP=50 (scamper) / 40 (swim)
Att | Dam | Def | Stab: bite=+26 | 6 +poison | 36 | 32

Small Newt Examples

Baseline Attributes

TN= -2; ST= -6; AG= 8; CR= 4; PC= -1; HT= -3; IN= -7

Adequate (Level 0)

TN= -2; ST= -6; AG= 8; CR= 4; PC= -1; HT= -3; IN= -7

HP=16; FP=22; Ward=0; SP=30 (scamper) / 20 (swim)

Att | Dam | Def | Stab: bite=+6 | 1 +poison | 20 | 11

Decent (Level 2)

TN= -1; ST= -5; AG= 8; CR= 4; PC= -1; HT= -3; IN= -7

HP=19; FP=22; Ward=0; SP=35 (scamper) / 25 (swim)

Att | Dam | Def | Stab: bite=+9 | 1 +poison | 23 | 14

Fit (Level 4)

TN= 0; ST= -5; AG= 9; CR= 4; PC= -1; HT= -3; IN= -7

HP=21; FP=22; Ward=0; SP=35 (scamper) / 25 (swim)

Att | Dam | Def | Stab: bite=+12 | 1 +poison | 27 | 17

Laudable (Level 6)

TN= 1; ST= -4; AG= 9; CR= 4; PC= -1; HT= -3; IN= -7

HP=25; FP=22; Ward=1; SP=40 (scamper) / 30 (swim)

Att | Dam | Def | Stab: bite=+15 | 1 +poison | 30 | 20

Outstanding (Level 8)

TN= 1; ST= -3; AG= 9; CR= 4; PC= -1; HT= -3; IN= -6

HP=27; FP=22; Ward=1; SP=40 (scamper) / 30 (swim)

Att | Dam | Def | Stab: bite=+18 | 1 +poison | 32 | 22

Remarkable (Level 10)

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

HP=27; FP=22; Ward=1; SP=45 (scamper) / 35 (swim)

Att | Dam | Def | Stab: bite=+22 | 1 +poison | 36 | 24

Superb (Level 12)

TN= 1; ST= -3; AG= 11; CR= 4; PC= 0; HT= -2; IN= -6

HP=27; FP=26; Ward=1; SP=50 (scamper) / 40 (swim)

Att | Dam | Def | Stab: bite=+24 | 1 +poison | 38 | 27

Wondrous (Level 14)

TN= 1; ST= -3; AG= 11; CR= 4; PC= 1; HT= -2; IN= -6

HP=27; FP=29; Ward=1; SP=50 (scamper) / 40 (swim)

Att | Dam | Def | Stab: bite=+26 | 1 +poison | 40 | 30

Bestiary ~ O

Otter

An Otter is a slinky four-legged mammal with excellent swimming skills and an almost snake-like body. It is sometimes described as part fish and part dog. Otters are carnivorous, with a great fondness for fish and the hunting instincts to obtain them. They are quite territorial, though, and so will attack any intruders into their hunting grounds.

When they are not hunting, Otters are quite playful. Mated pairs will often be seen frolicking with one another in and around the stream or lake they call home.

Habitat: Otters dig out dens into the sides of lakes or rivers whose entrances are submerged underwater.

Origin: Otters having a size and temperament necessary to kill people appear in Irish folklore, where they are known as the King Otter, Dobhar-chú, or Water Hound. It is possible that this term comes from the tale of Li Ban, an Irish heroine who was caught in a flood and deposited in a great underwater bubble, where she and her dog were trapped for a year. She prayed to become a fish in order to escape, and her request was granted. Li Ban transformed into a mermaid, and her dog changed into an otter.

Fun Facts: Otters are as comfortable moving in the water as on land. As such, possess the Gift of Aquatic Combat.

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

Keywords: blooded, fleshy, living, mammal, natural, omnivore

Traits: Afraid of Fire, Fond of fish

Attack Modes: Carnivorous Bite or Shove

Move Modes: Scamper/Undulate

Wealth Type: Incidental *Cunning:* Bestial

Vision: Night Vision *Danger Tier:* 0

Large Otter Examples

Baseline Attributes

TN=2; ST=11; AG= -10; CR= -2; PC=0; HT= -2; IN= -6

Adequate (Level 6)

TN= 4; ST= 11; AG= -8; CR= -1; PC= 0; HT= -1; IN= -6
 HP=117; FP=29; Ward=2; SP=35 (scamper) / 35 (undulate)
 Att | Dam | Def | Stab: bite=+13 | 18 | 16 | 24; or
 shove=+13 | 3 (setback) | 16 | 24

Decent (Level 8)

TN= 4; ST= 11; AG= -8; CR= 1; PC= 0; HT= -1; IN= -6
 HP=117; FP=29; Ward=2; SP=35 (scamper) / 35 (undulate)
 Att | Dam | Def | Stab: bite=+15 | 18 | 18 | 26; or
 shove=+15 | 3 (setback) | 18 | 26

Fit (Level 10)

TN= 4; ST= 11; AG= -7; CR= 1; PC= 1; HT= -1; IN= -6
 HP=117; FP=32; Ward=2; SP=40 (scamper) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+18 | 18 | 21 | 29; or
 shove=+18 | 4 (setback) | 21 | 29

Laudable (Level 12)

TN= 4; ST= 12; AG= -7; CR= 1; PC= 1; HT= -1; IN= -5
 HP=128; FP=32; Ward=2; SP=40 (scamper) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+21 | 19 | 23 | 31; or
 shove=+21 | 5 (setback) | 23 | 31

Model (Level 14)

TN= 5; ST= 12; AG= -7; CR= 1; PC= 1; HT= -1; IN= -4
 HP=140; FP=32; Ward=2; SP=40 (scamper) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+23 | 19 | 26 | 34; or
 shove=+23 | 5 (setback) | 26 | 34

Outstanding (Level 16)

TN= 5; ST= 12; AG= -7; CR= 1; PC= 3; HT= -1; IN= -4
 HP=140; FP=38; Ward=2; SP=50 (scamper) / 50 (undulate)
 Att | Dam | Def | Stab: bite=+25 | 19 | 28 | 38; or
 shove=+25 | 5 (setback) | 28 | 38

Medium Otter Examples

Baseline Attributes

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

Adequate (Level 4)

TN= 1; ST= 5; AG= -2; CR= 1; PC= 0; HT= -2; IN= -6
 HP=54; FP=26; Ward=1; SP=35 (scamper) / 35 (undulate)
 Att | Dam | Def | Stab: bite=+11 | 10 | 17 | 19; or
 shove=+11 | 3 (setback) | 17 | 19

Decent (Level 6)

TN= 2; ST= 5; AG= -2; CR= 1; PC= 0; HT= -1; IN= -6
 HP=59; FP=29; Ward=1; SP=35 (scamper) / 35 (undulate)
 Att | Dam | Def | Stab: bite=+13 | 10 | 20 | 22; or
 shove=+13 | 3 (setback) | 20 | 22

Fit (Level 8)

TN= 2; ST= 5; AG= -2; CR= 3; PC= 0; HT= -1; IN= -6
 HP=59; FP=29; Ward=1; SP=35 (scamper) / 35 (undulate)
 Att | Dam | Def | Stab: bite=+15 | 10 | 22 | 24; or
 shove=+15 | 3 (setback) | 22 | 24

Laudable (Level 10)

TN= 2; ST= 5; AG= -1; CR= 3; PC= 1; HT= -1; IN= -6
 HP=59; FP=32; Ward=1; SP=40 (scamper) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+18 | 10 | 25 | 27; or
 shove=+18 | 4 (setback) | 25 | 27

Model (Level 12)

TN= 2; ST= 6; AG= -1; CR= 3; PC= 1; HT= -1; IN= -5
 HP=64; FP=32; Ward=1; SP=40 (scamper) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+21 | 11 | 27 | 29; or
 shove=+21 | 5 (setback) | 27 | 29

Outstanding (Level 14)

TN= 3; ST= 6; AG= -1; CR= 3; PC= 1; HT= -1; IN= -4
 HP=70; FP=32; Ward=1; SP=40 (scamper) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+23 | 11 | 30 | 32; or
 shove=+23 | 5 (setback) | 30 | 32

Small Otter Examples**Baseline Attributes**

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

Adequate (Level 2)

TN= -1; ST= -1; AG= 3; CR= 2; PC= 0; HT= -2; IN= -6
 HP=27; FP=26; Ward=0; SP=35 (scamper) / 35 (undulate)
 Att | Dam | Def | Stab: bite=+8 | 3 | 18 | 15; or
 shove=+8 | 2 (setback) | 18 | 15

Decent (Level 4)

TN= -1; ST= -1; AG= 4; CR= 3; PC= 0; HT= -2; IN= -6
 HP=27; FP=26; Ward=0; SP=35 (scamper) / 35 (undulate)
 Att | Dam | Def | Stab: bite=+11 | 3 | 21 | 17; or
 shove=+11 | 3 (setback) | 21 | 17

Fit (Level 6)

TN= 0; ST= -1; AG= 4; CR= 3; PC= 0; HT= -1; IN= -6
 HP=29; FP=29; Ward=0; SP=35 (scamper) / 35 (undulate)
 Att | Dam | Def | Stab: bite=+13 | 3 | 24 | 20; or
 shove=+13 | 3 (setback) | 24 | 20

Laudable (Level 8)

TN= 0; ST= -1; AG= 4; CR= 5; PC= 0; HT= -1; IN= -6
 HP=29; FP=29; Ward=0; SP=35 (scamper) / 35 (undulate)
 Att | Dam | Def | Stab: bite=+15 | 3 | 26 | 22; or
 shove=+15 | 3 (setback) | 26 | 22

Model (Level 10)

TN= 0; ST= -1; AG= 5; CR= 5; PC= 1; HT= -1; IN= -6
 HP=29; FP=32; Ward=0; SP=40 (scamper) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+18 | 3 | 29 | 25; or
 shove=+18 | 4 (setback) | 29 | 25

Outstanding (Level 12)

TN= 0; ST= 0; AG= 5; CR= 5; PC= 1; HT= -1; IN= -5
 HP=32; FP=32; Ward=0; SP=40 (scamper) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+21 | 3 | 31 | 27; or
 shove=+21 | 5 (setback) | 31 | 27

Tiny Otter Examples**Baseline Attributes**

TN= -4; ST= -7; AG= 8; CR= 4; PC= 0; HT= -2; IN= -6

Adequate (Level 0)

TN= -4; ST= -7; AG= 8; CR= 4; PC= 0; HT= -2; IN= -6
 HP=12; FP=26; Ward=0; SP=30 (scamper) / 30 (undulate)
 Att | Dam | Def | Stab: bite=+5 | 2 | 18 | 10; or
 shove=+5 | 1 (setback) | 18 | 10

Decent (Level 2)

TN= -3; ST= -7; AG= 9; CR= 4; PC= 0; HT= -2; IN= -6
 HP=13; FP=26; Ward=0; SP=35 (scamper) / 35 (undulate)
 Att | Dam | Def | Stab: bite=+8 | 2 | 22 | 13; or
 shove=+8 | 2 (setback) | 22 | 13

Fit (Level 4)

TN= -3; ST= -7; AG= 10; CR= 5; PC= 0; HT= -2; IN= -6
 HP=13; FP=26; Ward=0; SP=35 (scamper) / 35 (undulate)
 Att | Dam | Def | Stab: bite=+11 | 2 | 25 | 15; or
 shove=+11 | 3 (setback) | 25 | 15

Laudable (Level 6)

TN= -2; ST= -7; AG= 10; CR= 5; PC= 0; HT= -1; IN= -6
 HP=15; FP=29; Ward=0; SP=35 (scamper) / 35 (undulate)
 Att | Dam | Def | Stab: bite=+13 | 2 | 28 | 18; or
 shove=+13 | 3 (setback) | 28 | 18

Model (Level 8)

TN= -2; ST= -7; AG= 10; CR= 7; PC= 0; HT= -1; IN= -6
 HP=15; FP=29; Ward=0; SP=35 (scamper) / 35 (undulate)
 Att | Dam | Def | Stab: bite=+15 | 2 | 30 | 20; or
 shove=+15 | 3 (setback) | 30 | 20

Outstanding (Level 10)

TN= -2; ST= -7; AG= 11; CR= 7; PC= 1; HT= -1; IN= -6
 HP=15; FP=32; Ward=0; SP=40 (scamper) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+18 | 2 | 33 | 23; or
 shove=+18 | 4 (setback) | 33 | 23

Ouroboros

Ouroboros are a rare dragon breed with long, tapering serpentine bodies. Fully mature adults have leathery wings and deadly claws that are grown during the reptile's "adolescence." The young lack these characteristics until reaching adulthood. The most distinctive trait of the Ouroboros is the unusual coloration of its scales. The dragon's forequarters are a glistening black while its hind extremities are pure white. The change in shade is abrupt although the placement and form of the boundary varies from one specimen to another. (The wings of the adults are usually black.) In all other respects, these reptiles have the same general appearance as other snake-like dragons.

Alchemists have hunted the Ouroboros nearly to extinction. They believe the blood of these creatures is necessary to transmute lead into gold. Often this creature is pictured in alchemical books as biting its own tail as a symbol of the constancy of the elements it supposedly protects.

Habitat: Fully mature Ouroboros prefer to dwell high up on mountains regions where they are able to use the persistent updrafts to soar high over the surrounding countryside with little effort. The younger dragons (those still lacking wings), dwell in and around rivers, lakes, and seas. They are excellent swimmers and are often mistaken for small sea serpents. Once the dragon wings begin to sprout, the maturing reptile quickly abandons the watery realm and seeks out loftier quarters. Its treasure is, of course, packed-up and shipped using the most reliable postage available.

Origin: The Ouroboros is usually depicted as a serpent biting its own tail, and is often linked with the Nordic Midgard serpent, the dragon that encircles the world. The oldest engravings of this dragon come from ancient Egyptian tombs where the serpent is used to represent resurrection, renewal, and the vast expanse of the universe. Over the ages, the Ouroboros, or Hermetic Dragon, became the symbol of alchemy and the alchemists of old believed that lead could not be transmuted into gold without this dragon's blood. The form of the hermetic dragon in various alchemical texts varies from that of a simple serpent to that of a cockatrice.

Fun Facts: On any given day, the first three bites of an Ouroboros are poisonous to those bitten. In addition to the damage normally inflicted, the bitten individual must make an Avoidance Roll with Toughness adjustments against a Threshold of 10 plus the dragon's Level. Failure indicates a Strong Toxin affects the bitten character (see [Poisons in The Overlord's Omnibus](#) for details). Further, the dragon is adept at flipping its tail like a whip to trip up foes.

The breath of the Ouroboros also poisons. It may exhale these toxic fumes once per day for every 50 Hit Points possessed by the dragon. The fumes billow around the dragon to a radius of 20 feet. Those in the area must make Avoidance Rolls with Toughness adjustments against a Threshold of 10 plus the dragon's Level or suffer from a Typical Toxin (see [Poisons](#) for details). The poisonous cloud disperses after a single Round.

If a large party attacks an Ouroboros, it will roar to frighten off its assailants. Anyone hearing it must make an Avoidance Roll with Willpower Adjustments. Those failing are affected as the Occult spell [Invoke Epic Fell Roar](#).

Like other dragons, the Ouroboros has a natural resistance to magic. All spells affecting the dragon have their spell ranks cut in half.

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

Keywords: ageless, blooded, carnivore, dragon, fleshy, living, poisonous, reptile, serpentine, territorial, winged

Attack Modes: Carnivorous Bite+Poison/Claw/Tail Whip

Move Modes (Great, Large): Slither/Hover/Undulate

Move Modes (Medium, Small): Slither/Undulate

Traits: Lust for Gold and Silver *Vision:* Night Vision

Wealth Type: Hoard

Cunning: Alert

Danger Tier: +2

Great Ouroboros Examples

Baseline Attributes

TN=8; ST=12; AG= -10; CR= -2; PC=3; HT= -2; IN= -2

Adequate (Level 12)

TN= 11; ST= 13; AG= -9; CR= -2; PC= 6; HT= 0; IN= 0

HP=256; FP=53; Ward=7; SP=55 (slither) / 65 (hover) / 55 (undulate)

Att | Dam | Def | Stab: bite/claw/tail whip=+20 | 13 (dam) + 7 (setback) +poison | 28 | 43

Fit (Level 14)

TN= 11; ST= 14; AG= -9; CR= -2; PC= 6; HT= 0; IN= 1

HP=279; FP=53; Ward=7; SP=55 (slither) / 65 (hover) / 55 (undulate)

Att | Dam | Def | Stab: bite/claw/tail whip=+23 | 13 (dam) + 7 (setback) +poison | 30 | 45

Laudable (Level 16)

TN= 11; ST= 14; AG= -7; CR= -2; PC= 6; HT= 0; IN= 1

HP=279; FP=53; Ward=7; SP=65 (slither) / 75 (hover) / 65 (undulate)

Att | Dam | Def | Stab: bite/claw/tail whip=+27 | 13 (dam) + 7 (setback) +poison | 34 | 47

Outstanding (Level 18)

TN= 11; ST= 15; AG= -7; CR= -1; PC= 6; HT= 0; IN= 1

HP=304; FP=53; Ward=7; SP=65 (slither) / 75 (hover) / 65 (undulate)

Att | Dam | Def | Stab: bite/claw/tail whip=+30 | 13 (dam) + 7 (setback) +poison | 36 | 49

Large Ouroboros Examples**Baseline Attributes**

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

Adequate (Level 6)

TN= 8; ST= 6; AG= -3; CR= 0; PC= 5; HT= -2; IN= -1

HP=108; FP=41; Ward=4; SP=50 (slither) / 60 (hover) / 50 (undulate)

Att | Dam | Def | Stab: bite/claw/tail whip=+13 | 10 (dam) + 5 (setback) +poison | 25 | 33

Decent (Level 8)

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

HP=108; FP=45; Ward=4; SP=50 (slither) / 60 (hover) / 50 (undulate)

Att | Dam | Def | Stab: bite/claw/tail whip=+15 | 10 (dam) + 5 (setback) +poison | 27 | 36

Fit (Level 10)

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

HP=108; FP=53; Ward=4; SP=50 (slither) / 60 (hover) / 50 (undulate)

Att | Dam | Def | Stab: bite/claw/tail whip=+17 | 10 (dam) + 5 (setback) +poison | 29 | 38

Laudable (Level 12)

TN= 9; ST= 7; AG= -3; CR= 0; PC= 6; HT= 0; IN= 0

HP=128; FP=53; Ward=5; SP=55 (slither) / 65 (hover) / 55 (undulate)

Att | Dam | Def | Stab: bite/claw/tail whip=+20 | 10 (dam) + 5 (setback) +poison | 32 | 41

Model (Level 14)

TN= 9; ST= 8; AG= -3; CR= 0; PC= 6; HT= 0; IN= 1

HP=140; FP=53; Ward=5; SP=55 (slither) / 65 (hover) / 55 (undulate)

Att | Dam | Def | Stab: bite/claw/tail whip=+23 | 10 (dam) + 5 (setback) +poison | 34 | 43

Outstanding (Level 16)

TN= 9; ST= 8; AG= -1; CR= 0; PC= 6; HT= 0; IN= 1

HP=140; FP=53; Ward=5; SP=65 (slither) / 75 (hover) / 65 (undulate)

Att | Dam | Def | Stab: bite/claw/tail whip=+27 | 10 (dam) + 5 (setback) +poison | 38 | 45

Medium Ouroboros Examples**Baseline Attributes**

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

Adequate (Level 4)

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

HP=54; FP=38; Ward=3; SP=45 (slither) / 55 (hover) / 45 (undulate)

Att | Dam | Def | Stab: bite/claw/tail whip=+11 | 8 (dam) + 6 (setback) +poison | 27 | 28

Decent (Level 6)

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

HP=54; FP=41; Ward=3; SP=50 (slither) / 60 (hover) / 50 (undulate)

Att | Dam | Def | Stab: bite/claw/tail whip=+13 | 8 (dam) + 6 (setback) +poison | 29 | 31

Fit (Level 8)

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

HP=54; FP=45; Ward=3; SP=50 (slither) / 60 (hover) / 50 (undulate)

Att | Dam | Def | Stab: bite/claw/tail whip=+15 | 8 (dam) + 6 (setback) +poison | 31 | 34

Laudable (Level 10)

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

HP=54; FP=53; Ward=3; SP=50 (slither) / 60 (hover) / 50 (undulate)

Att | Dam | Def | Stab: bite/claw/tail whip=+17 | 8 (dam) + 6 (setback) +poison | 33 | 36

Model (Level 12)

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

HP=64; FP=53; Ward=3; SP=55 (slither) / 65 (hover) / 55 (undulate)

Att | Dam | Def | Stab: bite/claw/tail whip=+20 | 8 (dam) + 6 (setback) +poison | 36 | 39

Outstanding (Level 14)

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

HP=70; FP=53; Ward=3; SP=55 (slither) / 65 (hover) / 55 (undulate)

Att | Dam | Def | Stab: bite/claw/tail whip=+23 | 8 (dam) + 6 (setback) +poison | 38 | 41

Bestiary ~ P

Porcupine

Porcupines are four legged creatures resembling big badgers. The most obvious difference is that porcupines sprout long quills from their backs. From afar, the Porcupine simply looks like it has an unusually bristly coat. But, closer examination reveals the stiffness and needle sharpness of the individual quills. The quills normally lay down with the rest of the animal's coat. However, when aggravated, its quills stand upright, providing effective protection.

Habitat: Porcupines live in wooded regions. Although they do have some climbing skills that can be used to ascend into the treetops when pressed, they generally prefer to forage on the forest floor for berries and roots.

Origin: The myths of Porcupines trace back as far as Aristotle and Pliny of ancient Greece who claimed that these barbed creatures could shoot their quills like arrows. In fact, many people still believe this bit of quaint folklore.

Fun Facts: Any creature striking a Porcupine with a Close Combat Weapon must make an Avoidance Roll with Craftiness Adjustment against a Threshold of 10 + the porcupine's Level. Failure indicates the striker sustains Puncture Damage from its quills equivalent to its normal attack. (Gauntlets can absorb this damage as normal).

When agitated, a Porcupine will violently shake its body to throw a volley of quills. Treat this as if it were the Occult spell Invoke Large Cone of Grim Daggers cast at a spell rank equal to the porcupine's Level. A Porcupine can throw only three such volleys within the span of a week.

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

Keywords: blooded, fleshy, living, mammal, natural, omnivore, territorial

Wealth Type: Incidental

Cunning: Bestial

Traits: Afraid of Fire

Vision: Day Vision

Attack Modes: Omnivorous Bite

Move Modes: Scamper

Danger Tier: 0

Medium Porcupine Examples

Baseline Attributes

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

Adequate (Level 2)

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

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

Att | Dam | Def | Stab: bite=+5 | 6 | 15 | 21

Decent (Level 4)

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

HP=49; FP=38; Ward=1; SP=35 (scamper)

Att | Dam | Def | Stab: bite=+8 | 6 | 19 | 24

Fit (Level 6)

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

HP=49; FP=41; Ward=1; SP=40 (scamper)

Att | Dam | Def | Stab: bite=+11 | 6 | 22 | 26

Laudable (Level 8)

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

HP=54; FP=41; Ward=1; SP=40 (scamper)

Att | Dam | Def | Stab: bite=+14 | 7 | 24 | 28

Model (Level 10)

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

HP=59; FP=41; Ward=2; SP=40 (scamper)

Att | Dam | Def | Stab: bite=+16 | 7 | 27 | 31

Outstanding (Level 12)

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

HP=59; FP=49; Ward=2; SP=45 (scamper)

Att | Dam | Def | Stab: bite=+18 | 7 | 29 | 35

Small Porcupine Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=23; FP=34; Ward=0; SP=30 (scamper)

Att | Dam | Def | Stab: bite=+2 | 2 | 16 | 16

Decent (Level 2)

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

HP=23; FP=38; Ward=0; SP=35 (scamper)

Att | Dam | Def | Stab: bite=+5 | 2 | 19 | 19

Fit (Level 4)

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

HP=25; FP=38; Ward=1; SP=35 (scamper)

Att | Dam | Def | Stab: bite=+8 | 2 | 23 | 22

Laudable (Level 6)

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

HP=25; FP=41; Ward=1; SP=40 (scamper)

Att | Dam | Def | Stab: bite=+11 | 2 | 26 | 24

Model (Level 8)

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

HP=27; FP=41; Ward=1; SP=40 (scamper)

Att | Dam | Def | Stab: bite=+14 | 2 | 28 | 26

Outstanding (Level 10)

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

HP=29; FP=41; Ward=1; SP=40 (scamper)

Att | Dam | Def | Stab: bite=+16 | 2 | 31 | 29

Possessed Construct Overlay

A Possessed Construct is an object that has taken on human-like characteristics because it is haunted by a spirit of some kind, such as a ghost or demon. We forego the tedious task of creating a possessed version of every possible Construct in the monster supplements. Rather, we provide you here with a system for quickly creating your own such Constructs based on the various Constructs in the game's bestiary. That way, you can take any Construct from any of the monster supplements and quickly transform it into a Possessed Construct. Only creatures that are Constructs can be haunted by the undead, though. Undead spirits are incapable of possessing living beings. (Eidolons have no such restriction.)

Fun Facts: A Possessed Construct is a blend between two creatures: a Construct and the spirit possessing it. That's not to say that the object must somehow have been a Construct before the spirit haunts it. Only that, from a game mechanics standpoint, we are designing a creature that is a blend of two other creatures. Indeed, the fact that a spirit haunts an object is sufficient reason to consider it a Construct.

First determine the nature of the object being possessed. Perhaps it is a girl's doll made of brittle china or a little boy's tin soldier. Maybe it is a silver candlestick holder, an iron chain, or even an automaton of a dancing dog. Once you figure out what it is, decide which of the creature

descriptions in the monster supplement best fits it, if any. The Anthropomorphs in this book are likely to be of great help here. A girl's china doll would probably be well represented as a Fragile Anthropomorph. A little boy's Tin Soldier would be a Metallic Anthropomorph, etc. But, the object needn't be animate at all. It could just be a demonically possessed paper weight, for example.

Next, determine the nature of the spirit possessing the Construct. Is it a Phantom, a Shadow, a Larva, or perhaps a Hell Hound? If it is undead, make sure it is non-corporeal. (Creatures having the keyword undead and either ghost or specter satisfy this requirement.)

Once you've picked out what Construct and spirit best fits what you have in mind, pick an example of the Size Category and Level of the Construct you want, and use that as a starting point.

In order to keep this Overlay as simple as possible, all of the melee stats of the Construct being haunted are retained. So, its Toughness, Strength, Agility, Craftiness, Perception, and Heart are the attributes it keeps. Similarly, its Level, Hit Points, Fate Points, Attack Bonuses, Defense, Stability, Damage, Natural Ward, and Speed remain as they were before.

Next, adopt the Intelligence and Level of the possessing spirit.

The only thing you should have to re-calculate its its Charisma. Since Charisma is primarily used for Banding Words, that task shouldn't be overly burdensome. The blended creature's Charisma is a combination of the Construct's Heart and the spirit's Intelligence.

Further, the Construct loses any magical abilities and skills it possessed prior to the haunting, and gains the magical abilities and skills of the possessing spirit, if any. Note that possessing an object does not bestow upon a spirit the ability to speak if it didn't have that ability to begin with. Nor does it remove it.

Finally, the physical durabilities of the Construct are retained. However, the Possessed Construct replaces any spiritual and mental durabilities of the Construct with those of the possessing spirit. (In other words, those effects which are based on Setback.) There is an exception with any Infernal and Righteous Damage imposed on the possessed construct, though. These damage types are actually passed on to the possessing Eidolon, rather than affecting the possessed construct itself.

Origin: The folklore of all cultures is replete with ghost stories and possessed items. It's no secret that many tales tell of haunted houses and forests. But, some stories relate how ghosts or demons have taken up residence in individual swords, bookcases, or other objects. For example, the bells of Bealing House in Suffolk, England were said to have been rung by ghostly hands almost every day for two months in 1834.

Habitat: Possessed Constructs can most often be found in

cemeteries, castles, and mansions that are haunted by spirits.

Keywords: haunted, eidolon or undead (plus all of the keywords of the Construct)

Traits: Adopted from the possessing spirit.

Cunning: Adopted from the possessing spirit.

Wealth Type: Adopted from the possessing spirit.

Vision: Adopted from the possessing spirit.

Attack Modes: Retained from the possessed Construct.

Move Modes: Retained from the possessed Construct.

Size: Retained from the possessed Construct.

Danger Tier: Variable

Possessed Creature Overlay

A Possessed Creature is an animal, beast or creature that has been possessed by an Eidolon (such as a demon, devil, celestial, angel, or other astral being). Rather than undertake the hopeless task of creating a possessed version of every creature in the monster supplements, we provide you here with a system for quickly creating your own possessed creatures based on the other creatures in the game's bestiary. That way, you can take almost any creature from any of the monster supplements and quickly transform it into a Possessed Creature. Only creatures that are living or which are Constructs can be possessed, though.

In folklore, humanoids, animals, and even sometimes objects are possessed by demons or other spirits. So, humans, elves, goblins, bears, foxes, pigs, dogs, horses, griffins, dragons, and the like are all likely candidates for possession. Even an Anthropomorphic Teddy Bear can be possessed, if that strikes your fancy.

Habitat: A Possessed Creature of a given creature type can be found anywhere the non-Possessed version on which it is based can be encountered. So, a Possessed Donkey would most likely be found in a stable or farm. A Possessed Bear would be found doing its thing in the woods, etc.

Origin: Folklore is brimming with tales of possessed creatures. Some have ability to speak, while others just run about creating havoc and inflicting as much anguish as possible.

Keywords: possessed (plus all of the keywords of the possessed creature)

Traits: Adopted from the possessing Eidolon.

Cunning: Adopted from the possessing Eidolon.

Wealth Type: Adopted from the possessing Eidolon.

Vision: Adopted from the possessing Eidolon

Attack Modes: Retained from the possessed creature.

Move Modes: Retained from the possessed creature.

Size: Retained from the possessed creature.

Danger Tier: Variable

Fun Facts: A Possessed Creature is a blend between two beings: a creature and the astral being possessing it. In order for an Eidolon to possess a creature, its Level must equal or exceed the Level of the creature it possesses. Otherwise, it will not be able to maintain control. On the other hand, Eidolons want to inhabit creatures that are as powerful as possible, because possession one of the very few ways in which an Eidolon can gain experience as a living being (and, therefore, XP). The more powerful the being it possesses, the greater the potential XP rewards.

In order to keep this Overlay as simple as possible, all of the melee stats of the creature being possessed are retained. So, its Toughness, Strength, and Agility are the attributes it keeps. Similarly, its Level, Hit Points, Melee Attack Bonus, Defense, Damage, Natural Ward, and Speed remain as they were before.

Next, adopt the Intelligence of the possessing Eidolon, along with its Level.

The only thing you should have to re-calculate is its Charisma. The blended creature's Charisma is a combination of the possessed creature's Heart and the Eidolon's Intelligence.

Further, the creature loses any magical abilities and skills it possessed prior to the possession, and gains the magical abilities and skills of the Eidolon, if any.

You may give the Possessed Creature the ability to speak, if you wish. But, this is not a requirement. If you do, it will be able to speak any language spoken by the possessing Eidolon.

Finally, the physical immunities, resistances, and sensitivities of the possessed creature remain as they were. Further, the Possessed Creature replaces any emotional or mental immunities, resistances, and sensitivities of the possessed creature with those of the Eidolon. (In other words, those effects which are based on Setback.) There is an exception with any Infernal and Righteous Damage imposed on the possessed creature, though. These damage types are actually passed on to the possessing Eidolon, rather than affecting the possessed creature itself.

Bestiary ~ R

Raptor, Common

Raptor is a general term for a variety of bird-of-prey species. Invariably, raptors possessing razor-sharp beaks, dagger-like claws, and the keen sight of a serious predator. Most raptors have uniform brown or gray feathers, but a few have a more remarkable plumage, such as having a head or wings completely covered with a different color.

Habitat: Depending on their size, raptors nest in a various locations. Larger raptors roost high up on rocky cliffs and mountaintops. Here they build nests in sheltered crags to protect them from the harsh weather native to such lofty realms. The smaller varieties have the additional option of nesting in tree tops.

Origin: The bird-of-prey described herein is a catch-all for the winged hunters of the real world, with artistic license taken for the frequent mythological practice of describing giant versions of common beasts.

Fun Facts: A raptor can dive down from above and attack. On any Natural roll on such an attack, it can carry off any creature at least one size category smaller than itself when it strikes in this manner.

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

Keywords: avian, blooded, fleshy, living, natural, raptor, territorial, winged

Vision: Day Vision, Motion Sensitivity

Wealth Type: Incidental *Cunning:* Bestial.

Attack Modes: Beak/Claw *Traits:* Afraid of Fire

Move Modes: Hop/Dive/Glide *Danger Tier:* 0

Large Common Raptor Examples

Baseline Attributes

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

Adequate (Level 6)

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

HP=64; FP=34; Ward=1; SP=30 (hop) / 100 (dive) / 70 (glide)

Att | Dam | Def | Stab: beak/claw=+12 | 15 | 20 | 27

Decent (Level 8)

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

HP=70; FP=38; Ward=1; SP=35 (hop) / 105 (dive) / 75 (glide)

Att | Dam | Def | Stab: beak/claw=+15 | 16 | 22 | 29

Fit (Level 10)

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

HP=76; FP=38; Ward=1; SP=40 (hop) / 110 (dive) / 80 (glide)

Att | Dam | Def | Stab: beak/claw=+19 | 17 | 25 | 31

Laudable (Level 12)

TN= 3; ST= 7; AG= -2; CR= 0; PC= 5; HT= -2; IN= -6

HP=76; FP=41; Ward=1; SP=45 (hop) / 115 (dive) / 85 (glide)

Att | Dam | Def | Stab: beak/claw=+21 | 17 | 27 | 34

Model (Level 14)

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

HP=83; FP=45; Ward=2; SP=45 (hop) / 115 (dive) / 85 (glide)

Att | Dam | Def | Stab: beak/claw=+23 | 17 | 30 | 38

Outstanding (Level 16)

TN= 4; ST= 8; AG= -2; CR= 0; PC= 6; HT= -2; IN= -6

HP=91; FP=45; Ward=2; SP=50 (hop) / 120 (dive) / 90 (glide)

Att | Dam | Def | Stab: beak/claw=+26 | 18 | 32 | 40

Medium Common Raptor Examples**Baseline Attributes**

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

Adequate (Level 4)

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

HP=29; FP=34; Ward=0; SP=30 (hop) / 100 (dive) / 70 (glide)

Att | Dam | Def | Stab: beak/claw=+9 | 7 | 20 | 22

Decent (Level 6)

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

HP=32; FP=34; Ward=1; SP=30 (hop) / 100 (dive) / 70 (glide)

Att | Dam | Def | Stab: beak/claw=+12 | 7 | 24 | 25

Fit (Level 8)

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

HP=35; FP=38; Ward=1; SP=35 (hop) / 105 (dive) / 75 (glide)

Att | Dam | Def | Stab: beak/claw=+15 | 7 | 26 | 27

Laudable (Level 10)

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

HP=38; FP=38; Ward=1; SP=40 (hop) / 110 (dive) / 80 (glide)

Att | Dam | Def | Stab: beak/claw=+19 | 8 | 29 | 29

Model (Level 12)

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

HP=38; FP=41; Ward=1; SP=45 (hop) / 115 (dive) / 85 (glide)

Att | Dam | Def | Stab: beak/claw=+21 | 8 | 31 | 32

Outstanding (Level 14)

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

HP=41; FP=45; Ward=1; SP=45 (hop) / 115 (dive) / 85 (glide)

Att | Dam | Def | Stab: beak/claw=+23 | 8 | 34 | 36

Small Common Raptor Examples**Baseline Attributes**

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

Adequate (Level 2)

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

HP=13; FP=32; Ward=0; SP=30 (hop) / 100 (dive) / 70 (glide)

Att | Dam | Def | Stab: beak/claw=+7 | 4 | 21 | 16

Decent (Level 4)

TN= -2; ST= -7; AG= 8; CR= 3; PC= 4; HT= -3; IN= -6

HP=15; FP=34; Ward=0; SP=30 (hop) / 100 (dive) / 70 (glide)

Att | Dam | Def | Stab: beak/claw=+9 | 4 | 24 | 20

Fit (Level 6)

TN= -1; ST= -7; AG= 9; CR= 3; PC= 4; HT= -3; IN= -6

HP=16; FP=34; Ward=0; SP=30 (hop) / 100 (dive) / 70 (glide)

Att | Dam | Def | Stab: beak/claw=+12 | 4 | 28 | 23

Laudable (Level 8)

TN= -1; ST= -6; AG= 9; CR= 3; PC= 4; HT= -2; IN= -6

HP=17; FP=38; Ward=0; SP=35 (hop) / 105 (dive) / 75 (glide)

Att | Dam | Def | Stab: beak/claw=+15 | 4 | 30 | 25

Model (Level 10)

TN= -1; ST= -5; AG= 10; CR= 3; PC= 4; HT= -2; IN= -6

HP=19; FP=38; Ward=0; SP=40 (hop) / 110 (dive) / 80 (glide)

Att | Dam | Def | Stab: beak/claw=+19 | 4 | 33 | 27

Outstanding (Level 12)

TN= -1; ST= -5; AG= 10; CR= 4; PC= 5; HT= -2; IN= -6

HP=19; FP=41; Ward=0; SP=45 (hop) / 115 (dive) / 85 (glide)

Att | Dam | Def | Stab: beak/claw=+21 | 4 | 35 | 30

Tiny Common Raptor Examples

Baseline Attributes

TN= -5; ST= -14; AG=14; CR=4; PC=3; HT= -3; IN= -6

Adequate (Level 0)

TN= -5; ST= -14; AG=14; CR=4; PC=3; HT= -3; IN= -6
 HP=6; FP=32; Ward=0; SP=25 (hop) / 95 (dive) / 65 (glide)
 Att | Dam | Def | Stab: beak/claw=+4 | 3 | 23 | 12

Decent (Level 2)

TN= -5; ST= -13; AG=14; CR=5; PC=3; HT= -3; IN= -6
 HP=7; FP=32; Ward=0; SP=30 (hop) / 100 (dive) / 70 (glide)
 Att | Dam | Def | Stab: beak/claw=+7 | 3 | 25 | 14

Fit (Level 4)

TN= -4; ST= -13; AG=14; CR=5; PC=4; HT= -3; IN= -6
 HP=7; FP=34; Ward=0; SP=30 (hop) / 100 (dive) / 70 (glide)
 Att | Dam | Def | Stab: beak/claw=+9 | 3 | 28 | 18

Laudable (Level 6)

TN= -3; ST= -13; AG=15; CR=5; PC=4; HT= -3; IN= -6
 HP=8; FP=34; Ward=0; SP=30 (hop) / 100 (dive) / 70 (glide)
 Att | Dam | Def | Stab: beak/claw=+12 | 3 | 32 | 21

Model (Level 8)

TN= -3; ST= -12; AG=15; CR=5; PC=4; HT= -2; IN= -6
 HP=9; FP=38; Ward=0; SP=35 (hop) / 105 (dive) / 75 (glide)
 Att | Dam | Def | Stab: beak/claw=+15 | 3 | 34 | 23

Outstanding (Level 10)

TN= -3; ST= -11; AG=16; CR=5; PC=4; HT= -2; IN= -6
 HP=10; FP=38; Ward=0; SP=40 (hop) / 110 (dive) / 80 (glide)
 Att | Dam | Def | Stab: beak/claw=+19 | 3 | 37 | 25

Raptor, Ghastly

A Ghastly Raptor is type of raptor that is far more monstrous and physically imposing than the common variety. It has an exceptionally bad temper, and is surrounded by an aura of fear. Its cries can send chills down the spines of even the bravest souls.

Origin: Birds of prey are common motifs found in myths throughout the world. This description is intended to fill the need for raptors that are far more supernaturally potent than the common variety.

Fun Facts: A Ghastly Raptor may screech at will to instill fear in its foes. This works as the Occult spell Invoke Epic Fell Roar. Further, when desired, it can radiate an aura of fear as the Occult spell Manifest Large Aura of Dire Fear. These are used at spell ranks equal to the beast's Level.

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

Vision: Day Vision, Motion Sensitivity

Wealth Type: Incidental

Cunning: Bestial.

Attack Modes: Beak/Claw

Traits: Afraid of Fire

Move Modes: Hop/Dive/Glide

Danger Tier: +1

Keywords: avian, blooded, fleshy, living, natural, raptor, territorial, winged

Habitat: Ghastly Raptors inhabit the same regions as Common Raptors, and often commingle with them.

Great Ghastly Raptor Examples

Baseline Attributes

TN= 5; ST= 12; AG= -9; CR= -4; PC= 3; HT= -1; IN= -6

Adequate (Level 8)

TN= 7; ST= 14; AG= -8; CR= -3; PC= 4; HT= 0; IN= -6
 HP=197; FP=45; Ward=3; SP=45 (hop) / 115 (dive) / 85 (glide)
 Att | Dam | Def | Stab: beak/claw=+18 | 25 | 21 | 33

Decent (Level 10)

TN= 7; ST= 15; AG= -7; CR= -3; PC= 4; HT= 0; IN= -6
 HP=215; FP=45; Ward=3; SP=50 (hop) / 120 (dive) / 90 (glide)
 Att | Dam | Def | Stab: beak/claw=+22 | 26 | 24 | 35

Fit (Level 12)

TN= 7; ST= 15; AG= -7; CR= -2; PC= 5; HT= 0; IN= -6
 HP=215; FP=49; Ward=3; SP=55 (hop) / 125 (dive) /
 95 (glide)
 Att | Dam | Def | Stab: beak/claw=+24 | 26 | 26 | 38

Laudable (Level 14)

TN= 8; ST= 15; AG= -7; CR= -2; PC= 6; HT= 0; IN= -6
 HP=235; FP=53; Ward=4; SP=55 (hop) / 125 (dive) /
 95 (glide)
 Att | Dam | Def | Stab: beak/claw=+26 | 26 | 29 | 42

Model (Level 16)

TN= 8; ST= 16; AG= -7; CR= -2; PC= 6; HT= 0; IN= -6
 HP=256; FP=53; Ward=4; SP=60 (hop) / 130 (dive) /
 100 (glide)
 Att | Dam | Def | Stab: beak/claw=+29 | 27 | 31 | 44

Outstanding (Level 18)

TN= 8; ST= 16; AG= -6; CR= -2; PC= 6; HT= 0; IN= -5
 HP=256; FP=53; Ward=4; SP=65 (hop) / 135 (dive) /
 105 (glide)
 Att | Dam | Def | Stab: beak/claw=+32 | 27 | 34 | 46

Large Ghastly Raptor Examples**Baseline Attributes**

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

Adequate (Level 6)

TN= 5; ST= 7; AG= -2; CR= -1; PC= 4; HT= -1; IN= -6
 HP=91; FP=41; Ward=2; SP=40 (hop) / 110 (dive) /
 80 (glide)
 Att | Dam | Def | Stab: beak/claw=+15 | 17 | 23 | 29

Decent (Level 8)

TN= 5; ST= 8; AG= -2; CR= -1; PC= 4; HT= 0; IN= -6
 HP=99; FP=45; Ward=2; SP=45 (hop) / 115 (dive) /
 85 (glide)
 Att | Dam | Def | Stab: beak/claw=+18 | 18 | 25 | 31

Fit (Level 10)

TN= 5; ST= 9; AG= -1; CR= -1; PC= 4; HT= 0; IN= -6
 HP=108; FP=45; Ward=2; SP=50 (hop) / 120 (dive) /
 90 (glide)
 Att | Dam | Def | Stab: beak/claw=+22 | 19 | 28 | 33

Laudable (Level 12)

TN= 5; ST= 9; AG= -1; CR= 0; PC= 5; HT= 0; IN= -6
 HP=108; FP=49; Ward=2; SP=55 (hop) / 125 (dive) /
 95 (glide)
 Att | Dam | Def | Stab: beak/claw=+24 | 19 | 30 | 36

Model (Level 14)

TN= 6; ST= 9; AG= -1; CR= 0; PC= 6; HT= 0; IN= -6
 HP=117; FP=53; Ward=3; SP=55 (hop) / 125 (dive) /
 95 (glide)
 Att | Dam | Def | Stab: beak/claw=+26 | 19 | 33 | 40

Outstanding (Level 16)

TN= 6; ST= 10; AG= -1; CR= 0; PC= 6; HT= 0; IN= -6
 HP=128; FP=53; Ward=3; SP=60 (hop) / 130 (dive) /
 100 (glide)
 Att | Dam | Def | Stab: beak/claw=+29 | 20 | 35 | 42

Medium Ghastly Raptor Examples**Baseline Attributes**

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

Adequate (Level 0)

TN= 1; ST= 0; AG= 3; CR= 0; PC= 3; HT= -1; IN= -6
 HP=35; FP=38; Ward=1; SP=30 (hop) / 100 (dive) /
 70 (glide)
 Att | Dam | Def | Stab: beak/claw=+7 | 7 | 18 | 18

Decent (Level 2)

TN= 1; ST= 1; AG= 3; CR= 1; PC= 3; HT= -1; IN= -6
 HP=38; FP=38; Ward=1; SP=35 (hop) / 105 (dive) /
 75 (glide)
 Att | Dam | Def | Stab: beak/claw=+10 | 8 | 20 | 20

Fit (Level 4)

TN= 2; ST= 1; AG= 3; CR= 1; PC= 4; HT= -1; IN= -6
 HP=41; FP=41; Ward=1; SP=40 (hop) / 110 (dive) /
 80 (glide)
 Att | Dam | Def | Stab: beak/claw=+12 | 8 | 23 | 24

Laudable (Level 6)

TN= 3; ST= 1; AG= 4; CR= 1; PC= 4; HT= -1; IN= -6
 HP=45; FP=41; Ward=1; SP=40 (hop) / 110 (dive) /
 80 (glide)
 Att | Dam | Def | Stab: beak/claw=+15 | 8 | 27 | 27

Model (Level 8)

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

HP=49; FP=45; Ward=1; SP=45 (hop) / 115 (dive) / 85 (glide)

Att | Dam | Def | Stab: beak/claw=+18 | 9 | 29 | 29

Outstanding (Level 10)

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

HP=54; FP=45; Ward=1; SP=50 (hop) / 120 (dive) / 90 (glide)

Att | Dam | Def | Stab: beak/claw=+22 | 10 | 32 | 31

Remarkable (Level 12)

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

HP=54; FP=49; Ward=1; SP=55 (hop) / 125 (dive) / 95 (glide)

Att | Dam | Def | Stab: beak/claw=+24 | 10 | 34 | 34

Superb (Level 14)

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

HP=59; FP=53; Ward=2; SP=55 (hop) / 125 (dive) / 95 (glide)

Att | Dam | Def | Stab: beak/claw=+26 | 10 | 37 | 38

Wondrous (Level 16)

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

HP=64; FP=53; Ward=2; SP=60 (hop) / 130 (dive) / 100 (glide)

Att | Dam | Def | Stab: beak/claw=+29 | 11 | 39 | 40

Small Ghastly Raptor Examples**Baseline Attributes**

TN= -1; ST= -6; AG= 9; CR= 2; PC= 3; HT= -1; IN= -6

Adequate (Level 0)

TN= -1; ST= -6; AG= 9; CR= 2; PC= 3; HT= -1; IN= -6

HP=17; FP=38; Ward=0; SP=30 (hop) / 100 (dive) / 70 (glide)

Att | Dam | Def | Stab: beak/claw=+7 | 4 | 22 | 16

Decent (Level 2)

TN= -1; ST= -5; AG= 9; CR= 3; PC= 3; HT= -1; IN= -6

HP=19; FP=38; Ward=0; SP=35 (hop) / 105 (dive) / 75 (glide)

Att | Dam | Def | Stab: beak/claw=+10 | 4 | 24 | 18

Fit (Level 4)

TN= 0; ST= -5; AG= 9; CR= 3; PC= 4; HT= -1; IN= -6

HP=21; FP=41; Ward=0; SP=40 (hop) / 110 (dive) / 80 (glide)

Att | Dam | Def | Stab: beak/claw=+12 | 4 | 27 | 22

Laudable (Level 6)

TN= 1; ST= -5; AG= 10; CR= 3; PC= 4; HT= -1; IN= -6

HP=23; FP=41; Ward=1; SP=40 (hop) / 110 (dive) / 80 (glide)

Att | Dam | Def | Stab: beak/claw=+15 | 4 | 31 | 25

Model (Level 8)

TN= 1; ST= -4; AG= 10; CR= 3; PC= 4; HT= 0; IN= -6

HP=25; FP=45; Ward=1; SP=45 (hop) / 115 (dive) / 85 (glide)

Att | Dam | Def | Stab: beak/claw=+18 | 4 | 33 | 27

Outstanding (Level 10)

TN= 1; ST= -3; AG= 11; CR= 3; PC= 4; HT= 0; IN= -6

HP=27; FP=45; Ward=1; SP=50 (hop) / 120 (dive) / 90 (glide)

Att | Dam | Def | Stab: beak/claw=+22 | 4 | 36 | 29

Remarkable (Level 12)

TN= 1; ST= -3; AG= 11; CR= 4; PC= 5; HT= 0; IN= -6

HP=27; FP=49; Ward=1; SP=55 (hop) / 125 (dive) / 95 (glide)

Att | Dam | Def | Stab: beak/claw=+24 | 4 | 38 | 32

Superb (Level 14)

TN= 2; ST= -3; AG= 11; CR= 4; PC= 6; HT= 0; IN= -6

HP=29; FP=53; Ward=1; SP=55 (hop) / 125 (dive) / 95 (glide)

Att | Dam | Def | Stab: beak/claw=+26 | 4 | 41 | 36

Wondrous (Level 16)

TN= 2; ST= -2; AG= 11; CR= 4; PC= 6; HT= 0; IN= -6

HP=32; FP=53; Ward=1; SP=60 (hop) / 130 (dive) / 100 (glide)

Att | Dam | Def | Stab: beak/claw=+29 | 4 | 43 | 38

Rat, Common

Rats are common rodents often mistaken for large mice. Their bodies are covered with short fur which is generally a greyish brown but can vary anywhere from pure black to pure white. Their ears lack this fur and, though decidedly mouse-like, are proportionately smaller to the head when compared with those of a mouse. Rat-tails are similarly hairless. Of course, the finer details of rat anatomy do little to describe the living pulsing mass of screeching appetite that a rat swarm represents.

Habitat: Rats infest sewers, alleys, cellars, ships, or anywhere else they find a free meal. Consequently, they claim their own humble dominions everywhere human populations arise.

Origin: Rats are ubiquitous throughout the world. In China, Japan, and Hindu lore they are revered as bringers of good luck. Ganesha, the elephant-headed Hindu god of prudence, uses a rat as a steed. In Europe, rats are identified with bad luck and death, due to their association with the plague.

Fun Facts: Rats spread plague and disease. Anyone Overcome by rats in combat is inflicted with the Black Plague as described under the Diseased Condition in the Character Conditions section of The Rules Reference.

For information on how to deal with swarms, see Handling Swarms in the Combat Rules of The Rules Reference.

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

Keywords: blooded, fleshy, infectious, living, mammal, natural, omnivore, rat, rodent

Traits: Afraid of Fire, Starvation supersedes any Fear

Wealth Type: Incidental *Cunning:* Bestial

Attack Modes: Carnivorous Bite *Vision:* Night Vision

Move Modes: Scamper/Paddle *Danger Tier:* 0

Medium Common Rat Examples

Baseline Attributes

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

Adequate (Level 2)

TN= 2; ST= 1; AG= 1; CR= 0; PC= 0; HT= -3; IN= -6
HP=41; FP=24; Ward=1; SP=35 (scamper) / 15 (paddle)
Att | Dam | Def | Stab: bite=+8 | 6 | 19 | 18

Decent (Level 4)

TN= 2; ST= 2; AG= 1; CR= 0; PC= 1; HT= -3; IN= -6
HP=45; FP=26; Ward=1; SP=40 (scamper) / 20 (paddle)
Att | Dam | Def | Stab: bite=+11 | 7 | 21 | 21

Fit (Level 6)

TN= 2; ST= 3; AG= 2; CR= 0; PC= 1; HT= -3; IN= -6
HP=49; FP=26; Ward=1; SP=40 (scamper) / 20 (paddle)
Att | Dam | Def | Stab: bite=+15 | 8 | 24 | 23

Laudable (Level 8)

TN= 3; ST= 3; AG= 2; CR= 0; PC= 1; HT= -3; IN= -5
HP=54; FP=26; Ward=1; SP=40 (scamper) / 20 (paddle)
Att | Dam | Def | Stab: bite=+17 | 8 | 27 | 26

Model (Level 10)

TN= 3; ST= 3; AG= 2; CR= 0; PC= 3; HT= -3; IN= -5
HP=54; FP=32; Ward=1; SP=50 (scamper) / 30 (paddle)
Att | Dam | Def | Stab: bite=+19 | 8 | 29 | 30

Outstanding (Level 12)

TN= 5; ST= 3; AG= 2; CR= 0; PC= 3; HT= -3; IN= -5
HP=64; FP=32; Ward=2; SP=50 (scamper) / 30 (paddle)
Att | Dam | Def | Stab: bite=+21 | 8 | 33 | 34

Small Common Rat Examples

Baseline Attributes

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

Adequate (Level 0)

TN= 0; ST= -6; AG= 6; CR= 2; PC= 0; HT= -3; IN= -6
HP=19; FP=24; Ward=0; SP=30 (scamper) / 10 (paddle)
Att | Dam | Def | Stab: bite=+4 | 3 | 20 | 14

Decent (Level 2)

TN= 0; ST= -5; AG= 7; CR= 2; PC= 0; HT= -3; IN= -6
HP=21; FP=24; Ward=0; SP=35 (scamper) / 15 (paddle)
Att | Dam | Def | Stab: bite=+8 | 3 | 23 | 16

Fit (Level 4)

TN= 0; ST= -4; AG= 7; CR= 2; PC= 1; HT= -3; IN= -6
HP=23; FP=26; Ward=0; SP=40 (scamper) / 20 (paddle)
Att | Dam | Def | Stab: bite=+11 | 3 | 25 | 19

Laudable (Level 6)

TN= 0; ST= -3; AG= 8; CR= 2; PC= 1; HT= -3; IN= -6
HP=25; FP=26; Ward=0; SP=40 (scamper) / 20 (paddle)
Att | Dam | Def | Stab: bite=+15 | 3 | 28 | 21

Model (Level 8)

TN= 1; ST= -3; AG= 8; CR= 2; PC= 1; HT= -3; IN= -5
HP=27; FP=26; Ward=1; SP=40 (scamper) / 20 (paddle)
Att | Dam | Def | Stab: bite=+17 | 3 | 31 | 24

Outstanding (Level 10)

TN= 1; ST= -3; AG= 8; CR= 2; PC= 3; HT= -3; IN= -5
 HP=27; FP=32; Ward=1; SP=50 (scamper) / 30 (paddle)
 Att | Dam | Def | Stab: bite=+19 | 3 | 33 | 28

Tiny Common Rat Examples**Baseline Attributes**

TN= -2; ST= -12; AG=12; CR=4; PC=0; HT= -3; IN= -6

Adequate (Level 0)

TN= -2; ST= -12; AG=12; CR=4; PC=0; HT= -3; IN= -6
 HP=10; FP=24; Ward=0; SP=30 (scamper) / 10 (paddle)
 Att | Dam | Def | Stab: bite=+4 | 2 | 24 | 12

Decent (Level 2)

TN= -2; ST= -11; AG=13; CR=4; PC=0; HT= -3; IN= -6
 HP=10; FP=24; Ward=0; SP=35 (scamper) / 15 (paddle)
 Att | Dam | Def | Stab: bite=+8 | 2 | 27 | 14

Fit (Level 4)

TN= -2; ST= -10; AG=13; CR=4; PC=1; HT= -3; IN= -6
 HP=11; FP=26; Ward=0; SP=40 (scamper) / 20 (paddle)
 Att | Dam | Def | Stab: bite=+11 | 2 | 29 | 17

Laudable (Level 6)

TN= -2; ST= -9; AG= 14; CR= 4; PC= 1; HT= -3; IN= -6
 HP=12; FP=26; Ward=0; SP=40 (scamper) / 20 (paddle)
 Att | Dam | Def | Stab: bite=+15 | 2 | 32 | 19

Model (Level 8)

TN= -1; ST= -9; AG= 14; CR= 4; PC= 1; HT= -3; IN= -5
 HP=13; FP=26; Ward=0; SP=40 (scamper) / 20 (paddle)
 Att | Dam | Def | Stab: bite=+17 | 2 | 35 | 22

Outstanding (Level 10)

TN= -1; ST= -9; AG= 14; CR= 4; PC= 3; HT= -3; IN= -5
 HP=13; FP=32; Ward=0; SP=50 (scamper) / 30 (paddle)
 Att | Dam | Def | Stab: bite=+19 | 2 | 37 | 26

Rat Swarm Batch Examples

See [Handling Swarms](#) in [The Rules Reference](#) for details on how to deal with Swarms in combat.

Baseline Attributes

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

Adequate (Level 2)

TN= 2; ST= 1; AG= 1; CR= 0; PC= 0; HT= -3; IN= -6
 HP=41; FP=24; Ward=1; SP=35 (scamper) / 15 (paddle)
 Att | Dam | Def | Stab: bite=+8 | 6 | 19 | 18

Decent (Level 4)

TN= 2; ST= 2; AG= 1; CR= 0; PC= 1; HT= -3; IN= -6
 HP=45; FP=26; Ward=1; SP=40 (scamper) / 20 (paddle)
 Att | Dam | Def | Stab: bite=+11 | 7 | 21 | 21

Fit (Level 6)

TN= 2; ST= 3; AG= 2; CR= 0; PC= 1; HT= -3; IN= -6
 HP=49; FP=26; Ward=1; SP=40 (scamper) / 20 (paddle)
 Att | Dam | Def | Stab: bite=+15 | 8 | 24 | 23

Laudable (Level 8)

TN= 3; ST= 3; AG= 2; CR= 0; PC= 1; HT= -3; IN= -5
 HP=54; FP=26; Ward=1; SP=40 (scamper) / 20 (paddle)
 Att | Dam | Def | Stab: bite=+17 | 8 | 27 | 26

Model (Level 10)

TN= 3; ST= 3; AG= 2; CR= 0; PC= 3; HT= -3; IN= -5
 HP=54; FP=32; Ward=1; SP=50 (scamper) / 30 (paddle)
 Att | Dam | Def | Stab: bite=+19 | 8 | 29 | 30

Outstanding (Level 12)

TN= 5; ST= 3; AG= 2; CR= 0; PC= 3; HT= -3; IN= -5
 HP=64; FP=32; Ward=2; SP=50 (scamper) / 30 (paddle)
 Att | Dam | Def | Stab: bite=+21 | 8 | 33 | 34

Rat, Ghastly

A Ghastly Rat is a rat that is far more monstrous and physically imposing than the common variety. It has an exceptionally bad temper, and is surrounded by an aura of fear.

Origin: Rats are a common motif found in myths throughout the world. This description is intended to fill the need for rats that are supernaturally potent, far above those of their more common kindred.

Fun Facts: When desired, a Ghastly Rat can radiate an aura of fear as the Occult spell Manifest Great Aura of Dire Fear. This is used at spell rank equal to the beast's Level.

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

Wealth Type: Incidental *Cunning:* Bestial.

Traits: Afraid of Fire *Vision:* Night Vision

Attack Modes: Carnivorous Bite *Danger Tier:* +1

Move Modes: Romp / Paddle

Keywords: blooded, canine, carnivore, fleshy, mammal, natural, pack, predator

Habitat: Ghastly Rats inhabit the same regions as Common Rats, and often commingle with them.

Medium Ghastly Rat Examples

Baseline Attributes

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

Adequate (Level 4)

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

HP=54; FP=32; Ward=1; SP=45 (scamper) / 25 (paddle)

Att | Dam | Def | Stab: bite=+14 | 8 | 24 | 22

Decent (Level 6)

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

HP=59; FP=32; Ward=1; SP=50 (scamper) / 30 (paddle)

Att | Dam | Def | Stab: bite=+18 | 9 | 27 | 24

Fit (Level 8)

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

HP=64; FP=32; Ward=2; SP=50 (scamper) / 30 (paddle)

Att | Dam | Def | Stab: bite=+20 | 9 | 30 | 27

Laudable (Level 10)

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

HP=64; FP=38; Ward=2; SP=55 (scamper) / 35 (paddle)

Att | Dam | Def | Stab: bite=+22 | 9 | 32 | 31

Model (Level 12)

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

HP=76; FP=38; Ward=3; SP=55 (scamper) / 35 (paddle)

Att | Dam | Def | Stab: bite=+24 | 9 | 36 | 35

Outstanding (Level 14)

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

HP=76; FP=38; Ward=3; SP=60 (scamper) / 40 (paddle)

Att | Dam | Def | Stab: bite=+27 | 9 | 39 | 37

Remarkable (Level 16)

TN= 7; ST= 4; AG= 5; CR= 2; PC= 3; HT= -1; IN= -5

HP=83; FP=38; Ward=3; SP=60 (scamper) / 40 (paddle)

Att | Dam | Def | Stab: bite=+29 | 9 | 42 | 40

Superb (Level 18)

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

HP=83; FP=38; Ward=3; SP=60 (scamper) / 40 (paddle)

Att | Dam | Def | Stab: bite=+31 | 9 | 44 | 42

Wondrous (Level 20)

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

HP=83; FP=41; Ward=3; SP=65 (scamper) / 45 (paddle)

Att | Dam | Def | Stab: bite=+33 | 9 | 46 | 45

Small Ghastly Rat Examples

Baseline Attributes

TN= 1; ST= -5; AG= 8; CR= 3; PC= 0; HT= -1; IN= -6

Adequate (Level 2)

TN= 1; ST= -4; AG= 9; CR= 3; PC= 0; HT= -1; IN= -6

HP=25; FP=29; Ward=1; SP=40 (scamper) / 20 (paddle)

Att | Dam | Def | Stab: bite=+11 | 3 | 26 | 17

Decent (Level 4)

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

HP=27; FP=32; Ward=1; SP=45 (scamper) / 25 (paddle)

Att | Dam | Def | Stab: bite=+14 | 3 | 28 | 20

Fit (Level 6)

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

HP=29; FP=32; Ward=1; SP=50 (scamper) / 30 (paddle)

Att | Dam | Def | Stab: bite=+18 | 3 | 31 | 22

Laudable (Level 8)

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

HP=32; FP=32; Ward=1; SP=50 (scamper) / 30 (paddle)

Att | Dam | Def | Stab: bite=+20 | 3 | 34 | 25

Model (Level 10)

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

HP=32; FP=38; Ward=1; SP=55 (scamper) / 35 (paddle)

Att | Dam | Def | Stab: bite=+22 | 3 | 36 | 29

Outstanding (Level 12)

TN= 4; ST= -2; AG= 10; CR= 3; PC= 3; HT= -1; IN= -5

HP=38; FP=38; Ward=2; SP=55 (scamper) / 35 (paddle)

Att | Dam | Def | Stab: bite=+24 | 3 | 40 | 33

Remarkable (Level 14)

TN= 4; ST= -2; AG= 11; CR= 4; PC= 3; HT= -1; IN= -5

HP=38; FP=38; Ward=2; SP=60 (scamper) / 40 (paddle)

Att | Dam | Def | Stab: bite=+27 | 3 | 43 | 35

Superb (Level 16)

TN= 5; ST= -2; AG= 11; CR= 4; PC= 3; HT= -1; IN= -5

HP=41; FP=38; Ward=2; SP=60 (scamper) / 40 (paddle)

Att | Dam | Def | Stab: bite=+29 | 3 | 46 | 38

Wondrous (Level 18)

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

HP=41; FP=38; Ward=2; SP=60 (scamper) / 40 (paddle)

Att | Dam | Def | Stab: bite=+31 | 3 | 48 | 40

Ghastly Rat 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= 2; CR= 1; PC= 0; HT= -1; IN= -6

Adequate (Level 0)

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

HP=45; FP=29; Ward=1; SP=35 (scamper) / 15 (paddle)

Att | Dam | Def | Stab: bite=+7 | 6 | 19 | 17

Decent (Level 2)

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

HP=49; FP=29; Ward=1; SP=40 (scamper) / 20 (paddle)

Att | Dam | Def | Stab: bite=+11 | 7 | 22 | 19

Fit (Level 4)

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

HP=54; FP=32; Ward=1; SP=45 (scamper) / 25 (paddle)

Att | Dam | Def | Stab: bite=+14 | 8 | 24 | 22

Laudable (Level 6)

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

HP=59; FP=32; Ward=1; SP=50 (scamper) / 30 (paddle)

Att | Dam | Def | Stab: bite=+18 | 9 | 27 | 24

Model (Level 8)

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

HP=64; FP=32; Ward=2; SP=50 (scamper) / 30 (paddle)

Att | Dam | Def | Stab: bite=+20 | 9 | 30 | 27

Outstanding (Level 10)

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

HP=64; FP=38; Ward=2; SP=55 (scamper) / 35 (paddle)

Att | Dam | Def | Stab: bite=+22 | 9 | 32 | 31

Remarkable (Level 12)

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

HP=76; FP=38; Ward=3; SP=55 (scamper) / 35 (paddle)

Att | Dam | Def | Stab: bite=+24 | 9 | 36 | 35

Superb (Level 14)

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

HP=76; FP=38; Ward=3; SP=60 (scamper) / 40 (paddle)

Att | Dam | Def | Stab: bite=+27 | 9 | 39 | 37

Wondrous (Level 16)

TN= 7; ST= 4; AG= 5; CR= 2; PC= 3; HT= -1; IN= -5

HP=83; FP=38; Ward=3; SP=60 (scamper) / 40 (paddle)

Att | Dam | Def | Stab: bite=+29 | 9 | 42 | 40

Ratman

A Ratman has the physical attributes of both rat and man. It does not take a close examination, however, to discern that their ratty features far outnumber their human ones.

Their human attributes include a high-pitched squeaky voice and exceptionally nimble hands with long bony fingers and sharp fingernails. Their dexterous digits, easily capable of picking locks, serve them well in their pilfering ways. Besides their itchy fingers and obnoxious voices, Ratmen have a decidedly rattish look. In fact, a naked Ratman could easily be mistaken for a giant rat.

Ratmen are notorious thieves and frequently venture from their familiar sewers in search of riches. They often carry weapons, simple thieving equipment, and large sacs in which to haul their loot.

Habitat: Ratmen inhabit a variety of climates, but they are most commonly found in the sewers and storm-drains of large cities.

Fun Facts: Ratmen are conniving little rodents that can make excellent thieves. All possess the skills of Urban Stealth, Opening Locks, and Picking Pockets that they utilize at skill levels equal to their Levels.

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

Origin: Due to the fact that they are the primary means of the plague's spreading, rats are often identified with bad luck and death. They are not always depicted as dumb animals, however. Scandinavian and Germanic folklore abounds with animals of all sorts that possess the ability of human speech. One such example of a talking rat is found in Hans Christian Andersen's The Hardy Tin Soldier.

Attack Modes: Dagger or Throwing Rocks or Omnivorous Bite

Keywords: blooded, fleshy, humanoid, living, omnivore, rat, rodent

Traits: Fond of Stealing

Vision: Night Vision

Move Modes: Scamper/Swim

Cunning: Alert

Wealth Type: Monetary

Danger Tier: 0

Small Ratman Examples

Baseline Attributes

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

Adequate

(Level 0)

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

HP=16; FP=32; Ward=0; SP=35 (scamper) / 15 (paddle)

Att | Dam | Def | Stab: dagger=+7 | 2 | 17 | 12; or throw rocks=+9 | 3 | 15 | 10; or bite=+5 | 2 | 19 | 14

Decent

(Level 2)

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

HP=17; FP=32; Ward=0; SP=35 (scamper) / 15 (paddle)

Att | Dam | Def | Stab: dagger=+9 | 2 | 20 | 15; or throw rocks=+12 | 3 | 18 | 13; or bite=+7 | 2 | 22 | 17

Fit

(Level 4)

TN= -1; ST= -5; AG= 7; CR= 4; PC= 3; HT= -2; IN= -2

HP=19; FP=34; Ward=0; SP=40 (scamper) / 20 (paddle)

Att | Dam | Def | Stab: dagger=+12 | 2 | 22 | 18; or throw rocks=+15 | 3 | 20 | 16; or bite=+10 | 2 | 24 | 20

Laudable

(Level 6)

TN= -1; ST= -5; AG= 9; CR= 4; PC= 3; HT= -2; IN= -2

HP=19; FP=34; Ward=0; SP=45 (scamper) / 25 (paddle)

Att | Dam | Def | Stab: dagger=+16 | 2 | 26 | 20; or throw rocks=+17 | 3 | 24 | 18; or bite=+14 | 2 | 28 | 22

Outstanding

(Level 8)

TN= 0; ST= -5; AG= 9; CR= 4; PC= 4; HT= -2; IN= -2

HP=21; FP=38; Ward=0; SP=50 (scamper) / 30 (paddle)

Att | Dam | Def | Stab: dagger=+18 | 2 | 29 | 24; or throw rocks=+20 | 3 | 27 | 22; or bite=+16 | 2 | 31 | 26

Remarkable

(Level 10)

TN= 1; ST= -5; AG= 9; CR= 5; PC= 4; HT= -2; IN= -2

HP=23; FP=38; Ward=1; SP=50 (scamper) / 30 (paddle)

Att | Dam | Def | Stab: dagger=+20 | 2 | 32 | 27; or throw rocks=+23 | 3 | 30 | 25; or bite=+18 | 2 | 34 | 29

Superb

(Level 12)

TN= 1; ST= -5; AG= 9; CR= 6; PC= 4; HT= -2; IN= -1

HP=23; FP=38; Ward=1; SP=50 (scamper) / 30 (paddle)

Att | Dam | Def | Stab: dagger=+22 | 2 | 34 | 29; or throw rocks=+26 | 3 | 32 | 27; or bite=+20 | 2 | 36 | 31

Ray, Manta

A Manta Ray is a large sea creature with an expansive flat body. Its horizontal, almost dish-like frame is perfectly suited for lying clandestinely on the ocean floor. Despite its great bulk, a Manta Ray is a graceful creature that seems to fly through the water like a huge lumbering albatross lazily flapping its “wings.”

Mantas have impressive maws that can easily engulf the large fish on which they prey. The biggest of these beasts can swallow a man whole and will do so if the opportunity presents itself. Trailing behind the ray is a long ribbon-like tail whose flexibility belies the threat it represents. In combat, the tail whips its deadly barbed tip with dexterity and lightning speed.

Due to their strength and size, “devil fish” often serve as steeds for the water dwelling races. Extensive training from hatching can turn one of these aquatic horrors into a superb war steed.

Habitat: Manta Rays commonly inhabit the edges of coral reefs where, it is believed, they lie in wait for shipwrecks to deposit their tasty crews into the choppy waters.

Origin: Due their large size and ominous appearance, sailors feared these creatures and greatly exaggerated their ferocity, dubbing them “devil fish.” In reality, Mantas are extremely gentle sea dwellers whose large maws are used simply to strain food from seawater. Their portrayal in legend could hardly be further from reality, but in a game based on folklore, fancy holds sway over fact.

Fun Facts: The sting of a Manta Ray delivers a Typical Toxin and can be used any number of times per day. See the [Poisons](#) section in [The Overlord's Omnibus](#) for further details.

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

Keywords: aquatic, blooded, fish, fleshy, living, natural

Attack Modes: Carnivorous Bite/Sting

Wealth Type: Incidental *Cunning:* Instinctive

Move Modes: Undulate *Vision:* Night Vision

Size: Large *Danger Tier:* +1

Large Manta Ray Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=64; FP=24; Ward=1; SP=30 (undulate)

Att | Dam | Def | Stab: bite/sting=+4 | 15 +poison | 10 | 16

Decent (Level 2)

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

HP=64; FP=26; Ward=1; SP=35 (undulate)

Att | Dam | Def | Stab: bite/sting=+7 | 15 +poison | 13 | 19

Fit (Level 4)

TN= 2; ST= 7; AG= -4; CR= 2; PC= 1; HT= -3; IN= -8

HP=70; FP=26; Ward=1; SP=40 (undulate)

Att | Dam | Def | Stab: bite/sting=+11 | 16 +poison | 16 | 21

Laudable (Level 6)

TN= 3; ST= 8; AG= -4; CR= 2; PC= 1; HT= -3; IN= -8

HP=83; FP=26; Ward=1; SP=40 (undulate)

Att | Dam | Def | Stab: bite/sting=+14 | 17 +poison | 19 | 24

Outstanding (Level 8)

TN= 4; ST= 8; AG= -4; CR= 2; PC= 2; HT= -3; IN= -8

HP=91; FP=29; Ward=2; SP=40 (undulate)

Att | Dam | Def | Stab: bite/sting=+16 | 17 +poison | 22 | 28

Remarkable (Level 10)

TN= 5; ST= 9; AG= -4; CR= 2; PC= 2; HT= -3; IN= -8

HP=108; FP=29; Ward=2; SP=45 (undulate)

Att | Dam | Def | Stab: bite/sting=+19 | 18 +poison | 25 | 31

Superb (Level 12)

TN= 5; ST= 9; AG= -3; CR= 2; PC= 3; HT= -3; IN= -8

HP=108; FP=32; Ward=2; SP=50 (undulate)

Att | Dam | Def | Stab: bite/sting=+22 | 18 +poison | 28 | 34

Wondrous (Level 14)

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

HP=117; FP=32; Ward=2; SP=55 (undulate)

Att | Dam | Def | Stab: bite/sting=+25 | 19 +poison | 30 | 36

Ray, Sting

When young, Stingrays are flat-bodied sea creatures that swim through water with flapping motions similar to that of ponderous birds. Their skin varies from brown to grey to black and is slippery to the touch. Two eyes bulge from the back while mouth and “nostrils” are found on the underside. If confronted, a young stingray will usually flee at the earliest opportunity to hide in the sandy bottom.

Upon reaching maturity, a strange transformation warps the bodies of these creatures. Unlike the caterpillar that undergoes a spectacular metamorphosis from an ugly worm into a beautiful butterfly, Stingrays mutate from weird looking to downright monstrous. Their whole head distends and arches back to reveal a maw filled with newly grown needle-like teeth. In addition, the side fins enlarge to allow the creature greater maneuverability and speed. Some even grow small arm-like appendages apparently used to grasp onto their struggling prey.

Stingrays commonly congregate in schools having between 5 and 20 individuals. They are never shy about attacking large prey and have even been known to kill small whales. They have voracious appetites and will eagerly dig into any man-sized morsel swimming by. They especially like tourists.

The young have only a stinger at the end of a long whip-like tail. When reaching an adult (or Haniver) state, the creatures have both a bite and a sting.

Habitat: Stingrays dwell in shallow waters along coasts and in coral reefs. They prefer resting on sandy bottoms where quick, rippling motions will cover their flattened bodies with thin layers of natural camouflage.

Origin: Stingrays are quite common in many oceans of the world. However, sailors purposefully heightened the dread over these docile creatures in order to make an easy buck. Often, when a small ray or skate was caught or found dead on the beach, an unscrupulous seafarer would tie a cord around the jaws to form a “neck.” The snout would then be bent up to reveal the underside nostrils which would take on the eerie appearance of empty eye sockets and the side fins would be curled over the poor creature’s back to fashion leathery wings. Finally, the whole thing would be dried in the sun and varnished. Despite its small size, the completed work was quite terrifying to behold. These “Jenny Hanivers,” the name the craftsmen give these monstrous creations, could catch a decent sum at any seaside curio shop.

Fun Facts: When buried in sand, a young stingray is very difficult to spot. In such cases, treat the ray as having the skill Rural Stealth at a skill level equal to its Level (see The Character Compendium for details). Once the ray reaches maturity, its transformed body can no longer hide effectively in the sandy ocean floor.

The sting of these creatures delivers a Typical Toxin and can be used any number of times per day. See the Poisons

section in The Overlord’s Omnibus for further details.

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

Keywords: aquatic, blooded, fish, fleshy, living, natural, poisonous

Attack Modes: Carnivorous Bite/Sting

Wealth Type: Incidental *Cunning:* Instinctive

Move Modes: Undulate *Vision:* Night Vision

Danger Tier: +1

Small Sting Ray Examples

Baseline Attributes

TN= -2; ST= -4; AG= 6; CR= 6; PC= -2; HT= -3; IN= -8

Adequate (Level 2)

TN= -2; ST= -4; AG= 7; CR= 6; PC= -1; HT= -3; IN= -8

HP=19; FP=22; Ward=0; SP=35 (undulate)

Att | Dam | Def | Stab: bite/sting=+9 | 4 +poison | 21 | 13

Decent (Level 4)

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

HP=21; FP=22; Ward=0; SP=40 (undulate)

Att | Dam | Def | Stab: bite/sting=+13 | 4 +poison | 24 | 15

Fit (Level 6)

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

HP=25; FP=22; Ward=0; SP=40 (undulate)

Att | Dam | Def | Stab: bite/sting=+16 | 4 +poison | 27 | 18

Laudable (Level 8)

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

HP=27; FP=24; Ward=0; SP=40 (undulate)

Att | Dam | Def | Stab: bite/sting=+18 | 4 +poison | 30 | 22

Model (Level 10)

TN= 1; ST= -1; AG= 8; CR= 6; PC= 0; HT= -3; IN= -8

HP=32; FP=24; Ward=1; SP=45 (undulate)

Att | Dam | Def | Stab: bite/sting=+21 | 4 +poison | 33 | 25

Outstanding (Level 12)

TN= 1; ST= -1; AG= 9; CR= 6; PC= 1; HT= -3; IN= -8

HP=32; FP=26; Ward=1; SP=50 (undulate)

Att | Dam | Def | Stab: bite/sting=+24 | 4 +poison | 36 | 28

Revenant, Common

A Common Revenant is an undead humanoid whose dehydrated flesh is drawn taut over its skeletal frame. They are easily distinguished from their mindless cousins by their decisive and well considered actions. Common Revenants are usually armed with well-tended weapons, and often wear armor.

Habitat: Common Revenants can be found anywhere the decayed remains of the dead are laid to rest.

Origin: All religions deal with the concept of death and the afterlife. Corpses rising from their graves is a common theme in all cultures throughout the world.

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.

Fun Facts: Common Revenants that recently arose from fresh corpses are surrounded by a strong stench due to their rotting, juicy flesh. Treat this as the Occult spell Manifest Great Halo of Deft Nauseous Fumes, as if cast at a spell rank equal to their Levels (see The Oculus of Occultism for details). This unbearable aroma will cease after the revenant's flesh has had a few weeks to dry out.

Attack Modes: Melee Weapon or Range Weapon or Mace or Bow or Omnivorous Bite/Punch

Keywords: humanoid, revenant, undead

Traits: Aversion to Sunlight *Vision:* Astral Vision

Wealth Type: Incidental *Cunning:* Alert

Move Modes: Run *Danger Tier:* +1

Large Common Revenant Examples

Baseline Attributes

TN= 2; ST= 6; AG= -6; CR= -2; PC= 0; HT= 0; IN= 0

Adequate (Level 4)

TN= 2; ST= 6; AG= -5; CR= -2; PC= 2; HT= 1; IN= 0

HP=64; FP=41; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: melee=+5 +tempo | weapon+6 |
11+parry | 18+parry; or range=+4 +tempo | weapon |
11+gap | 18+gap; or mace=+7 | 14 | 16 | 23; or bow=+5 | 8 |
11 | 18; or bite/punch=+9 | 13 | 15 | 22

Decent (Level 6)

TN= 2; ST= 7; AG= -4; CR= -2; PC= 2; HT= 1; IN= 0

HP=70; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: melee=+9 +tempo | weapon+7 |
14+parry | 20+parry; or range=+6 +tempo | weapon |
14+gap | 20+gap; or mace=+11 | 15 | 19 | 25; or bow=+7 | 8 |
14 | 20; or bite/punch=+13 | 14 | 18 | 24

Fit (Level 8)

TN= 3; ST= 7; AG= -4; CR= -2; PC= 2; HT= 1; IN= 1

HP=76; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: melee=+11 +tempo | weapon+7 |
17+parry | 23+parry; or range=+8 +tempo | weapon |
17+gap | 23+gap; or mace=+13 | 15 | 22 | 28; or bow=+9 | 8 |
17 | 23; or bite/punch=+15 | 14 | 21 | 27

Laudable (Level 10)

TN= 3; ST= 8; AG= -3; CR= -2; PC= 2; HT= 1; IN= 1

HP=83; FP=41; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: melee=+15 +tempo | weapon+8 |
20+parry | 25+parry; or range=+10 +tempo | weapon |
20+gap | 25+gap; or mace=+17 | 16 | 25 | 30; or
bow=+11 | 8 | 20 | 25; or bite/punch=+19 | 15 | 24 | 29

Model (Level 12)

TN= 3; ST= 9; AG= -3; CR= -2; PC= 3; HT= 1; IN= 1

HP=91; FP=45; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: melee=+18 +tempo | weapon+9 |
22+parry | 28+parry; or range=+13 +tempo | weapon |
22+gap | 28+gap; or mace=+20 | 17 | 27 | 33; or
bow=+14 | 8 | 22 | 28; or bite/punch=+22 | 16 | 26 | 32

Outstanding (Level 14)

TN= 3; ST= 10; AG= -3; CR= -2; PC= 3; HT= 1; IN= 1

HP=99; FP=45; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: melee=+21 +tempo | weapon+10 |
24+parry | 30+parry; or range=+15 +tempo | weapon |
24+gap | 30+gap; or mace=+23 | 18 | 29 | 35; or
bow=+16 | 8 | 24 | 30; or bite/punch=+25 | 17 | 28 | 34

Medium Common Revenant Examples

Baseline Attributes

TN= 0; ST= 0; AG= 0; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 4)

TN= 0; ST= 0; AG= 1; CR= 0; PC= 2; HT= 1; IN= 0

HP=32; FP=41; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: melee=+5 +tempo | weapon |
15+parry | 16+parry; or range=+6 +tempo | weapon |
15+gap | 16+gap; or mace=+8 | 5 | 20 | 21; or bow=+9 | 5 |
15 | 16; or bite/punch=+9 | 5 | 19 | 20

Decent (Level 6)

TN= 0; ST= 1; AG= 2; CR= 0; PC= 2; HT= 1; IN= 0

HP=35; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: melee=+9 +tempo | weapon+1 |
18+parry | 18+parry; or range=+8 +tempo | weapon |
18+gap | 18+gap; or mace=+12 | 6 | 23 | 23; or bow=+11 | 5 |
18 | 18; or bite/punch=+13 | 6 | 22 | 22

Fit (Level 8)

TN= 1; ST= 1; AG= 2; CR= 0; PC= 2; HT= 1; IN= 1

HP=38; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: melee=+11 +tempo | weapon+1 |
21+parry | 21+parry; or range=+10 +tempo | weapon |
21+gap | 21+gap; or mace=+14 | 6 | 26 | 26; or bow=+13 | 5 |
21 | 21; or bite/punch=+15 | 6 | 25 | 25

Laudable (Level 10)

TN= 1; ST= 2; AG= 3; CR= 0; PC= 2; HT= 1; IN= 1

HP=41; FP=41; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: melee=+15 +tempo | weapon+2 |
24+parry | 23+parry; or range=+12 +tempo | weapon |
24+gap | 23+gap; or mace=+18 | 7 | 29 | 28; or bow=+15 | 5 |
24 | 23; or bite/punch=+19 | 7 | 28 | 27

Model (Level 12)

TN= 1; ST= 3; AG= 3; CR= 0; PC= 3; HT= 1; IN= 1

HP=45; FP=45; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: melee=+18 +tempo | weapon+3 |
26+parry | 26+parry; or range=+15 +tempo | weapon |
26+gap | 26+gap; or mace=+21 | 8 | 31 | 31; or bow=+18 | 5 |
26 | 26; or bite/punch=+22 | 8 | 30 | 30

Outstanding (Level 14)

TN= 1; ST= 4; AG= 3; CR= 0; PC= 3; HT= 1; IN= 1

HP=49; FP=45; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: melee=+21 +tempo | weapon+4 |
28+parry | 28+parry; or range=+17 +tempo | weapon |
28+gap | 28+gap; or mace=+24 | 9 | 33 | 33; or bow=+20 | 5 |
28 | 28; or bite/punch=+25 | 9 | 32 | 32

Small Common Revenant Examples

Baseline Attributes

TN= -2; ST= -6; AG= 6; CR= 2; PC= 0; HT= 0; IN= 0

Adequate (Level 4)

TN= -2; ST= -6; AG= 7; CR= 2; PC= 2; HT= 1; IN= 0

HP=16; FP=41; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: melee=+5 +tempo | weapon |
19+parry | 14+parry; or range=+8 +tempo | weapon |
19+gap | 14+gap; or mace=+9 | 4 | 23 | 18; or bow=+12 | 5 |
19 | 14; or bite/punch=+9 | 3 | 23 | 18

Decent (Level 6)

TN= -2; ST= -5; AG= 8; CR= 2; PC= 2; HT= 1; IN= 0

HP=17; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: melee=+9 +tempo | weapon |
22+parry | 16+parry; or range=+10 +tempo | weapon |
22+gap | 16+gap; or mace=+13 | 4 | 26 | 20; or bow=+14 | 5 |
22 | 16; or bite/punch=+13 | 3 | 26 | 20

Fit (Level 8)

TN= -1; ST= -5; AG= 8; CR= 2; PC= 2; HT= 1; IN= 1

HP=19; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: melee=+11 +tempo | weapon |
25+parry | 19+parry; or range=+12 +tempo | weapon |
25+gap | 19+gap; or mace=+15 | 4 | 29 | 23; or bow=+16 | 5 |
25 | 19; or bite/punch=+15 | 3 | 29 | 23

Laudable (Level 10)

TN= -1; ST= -4; AG= 9; CR= 2; PC= 2; HT= 1; IN= 1

HP=21; FP=41; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: melee=+15 +tempo | weapon |
28+parry | 21+parry; or range=+14 +tempo | weapon |
28+gap | 21+gap; or mace=+19 | 4 | 32 | 25; or bow=+18 | 5 |
28 | 21; or bite/punch=+19 | 3 | 32 | 25

Model (Level 12)

TN= -1; ST= -3; AG= 9; CR= 2; PC= 3; HT= 1; IN= 1

HP=23; FP=45; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: melee=+18 +tempo | weapon |
30+parry | 24+parry; or range=+17 +tempo | weapon |
30+gap | 24+gap; or mace=+22 | 4 | 34 | 28; or bow=+21 | 5 |
30 | 24; or bite/punch=+22 | 3 | 34 | 28

Outstanding (Level 14)

TN= -1; ST= -2; AG= 9; CR= 2; PC= 3; HT= 1; IN= 1

HP=25; FP=45; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: melee=+21 +tempo | weapon |
32+parry | 26+parry; or range=+19 +tempo | weapon |
32+gap | 26+gap; or mace=+25 | 4 | 36 | 30; or bow=+23 | 5 |
32 | 26; or bite/punch=+25 | 3 | 36 | 30

Revenant, Ghastly

A Ghastly Revenant is a nightmarish undead creature risen from the grave to carry out some foul purpose. When newly dead, a Ghastly Revenant looks like a freshly dead corpse. If its flesh dries out, it will draw taut over its bones. However it looks, a Ghastly Revenant's muscles are as wiry and tough as steel cables, giving the horror terrifying strength.

The majority of Ghastly Revenants arise naturally. These horrors are powered by nothing more than the deceased's lust for vengeance against some wrong. A few of these creatures, though, are purposefully created through Necromantic rituals (i.e., the Occult spell *Revenancy*). Some powerful spell casters even place themselves in this state in a desperate ploy to postpone their own inevitable deaths.

Ghastly Revenants retain all abilities possessed in life. The strength of a Ghastly Revenant depends greatly on the depth of its seething anger against their targeted foe and the potency of the magics sustaining it.

Habitat: Ghastly Revenants have few constraints on them concerning their abodes. Being essentially dead, they don't eat, drink, or even breathe. The most critical requirement for a Revenant's lair is that it must be free from the light of day. It should also be tastefully decorated. Some pastel curtains and a few throw pillows around the resident's coffin can go a long way toward that "dead but not drab" effect.

Origin: Many cultures have legends of revenants, or undead which rise long after death to revenge some wrong or fulfill some quest. Many tales describe revenants as merely ghosts, terrifying the living with their apparitions. Others liken revenants to vampires, giving them a substantial nature.

Fun Facts: When a dead body rises as a Ghastly Revenant, its undead state bestows an enhanced physical prowess. Its Strength, Agility, Craftiness, and Perception all rise above its former living value by 1 points and its Toughness increases by 3.

Once per day, the Revenant can assume an ethereal state like that of a Ghost. This acts in a manner similar to the Occult spell *Stride in Spectral Form* cast at a spell rank equal to the Ghastly Revenant's Level. Further, when desired, a Ghastly Revenant can radiate an aura of fear as the Occult spell *Manifest Large Aura of Dire Fear*. This is used at spell a rank equal to their Level.

Durabilities: This creature is Immune to Bleeding, Blighting, Dehydrating, Dreadful, Entrancing, Fatiguing, Freezing, Infernal, Internal, Intoxicating, Maladive, Rotting, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; and Resistant to Enervating Effects.

Attack Modes: Melee Weapon or Range Weapon or Hammer or Bow or Punch/Kick

Wealth Type: Hoard

Cunning: Alert

Traits: Aversion to Sunlight

Vision: Astral Vision

Move Modes: Run

Danger Tier: +2

Keywords: fleshy, humanoid, revenant, undead

Large Ghastly Revenant Examples

Baseline Attributes

TN= 5; ST= 7; AG= -5; CR= -1; PC= 1; HT= 0; IN= 0

Adequate (Level 8)

TN= 6; ST= 9; AG= -5; CR= -1; PC= 2; HT= 2; IN= 2

HP=117; FP=45; Ward=3; SP=40 (run)

Att | Dam | Def | Stab: melee=+12 +tempo | weapon+9 | 19+parry | 26+parry; or range=+9 +tempo | weapon | 19+gap | 26+gap; or hammer=+13 | 17 | 23 | 30; or bow=+10 | 8 | 19 | 26; or punch/kick=+16 | 16 | 20 | 27

Decent (Level 10)

TN= 6; ST= 9; AG= -4; CR= -1; PC= 2; HT= 2; IN= 3

HP=117; FP=45; Ward=3; SP=45 (run)

Att | Dam | Def | Stab: melee=+15 +tempo | weapon+9 | 22+parry | 28+parry; or range=+11 +tempo | weapon | 22+gap | 28+gap; or hammer=+16 | 17 | 26 | 32; or bow=+12 | 8 | 22 | 28; or punch/kick=+19 | 16 | 23 | 29

Fit (Level 12)

TN= 7; ST= 9; AG= -4; CR= 0; PC= 2; HT= 2; IN= 3

HP=128; FP=45; Ward=3; SP=45 (run)

Att | Dam | Def | Stab: melee=+17 +tempo | weapon+9 | 25+parry | 31+parry; or range=+14 +tempo | weapon | 25+gap | 31+gap; or hammer=+18 | 17 | 29 | 35; or bow=+15 | 8 | 25 | 31; or punch/kick=+21 | 16 | 26 | 32

Laudable (Level 14)

TN= 7; ST= 9; AG= -2; CR= 0; PC= 2; HT= 2; IN= 3

HP=128; FP=45; Ward=3; SP=50 (run)

Att | Dam | Def | Stab: melee=+21 +tempo | weapon+9 | 29+parry | 33+parry; or range=+16 +tempo | weapon | 29+gap | 33+gap; or hammer=+22 | 17 | 33 | 37; or bow=+17 | 8 | 29 | 33; or punch/kick=+25 | 16 | 30 | 34

Model (Level 16)

TN= 8; ST= 10; AG= -2; CR= 0; PC= 2; HT= 2; IN= 3

HP=152; FP=45; Ward=4; SP=55 (run)

Att | Dam | Def | Stab: melee=+24 +tempo | weapon+10 | 32+parry | 36+parry; or range=+18 +tempo | weapon | 32+gap | 36+gap; or hammer=+25 | 18 | 36 | 40; or bow=+19 | 8 | 32 | 36; or punch/kick=+28 | 17 | 33 | 37

Outstanding (Level 18)

TN= 8; ST= 11; AG= -2; CR= 0; PC= 2; HT= 2; IN= 3

HP=166; FP=45; Ward=4; SP=55 (run)

Att | Dam | Def | Stab: melee=+27 +tempo | weapon+11 | 34+parry | 38+parry; or range=+20 +tempo | weapon | 34+gap | 38+gap; or hammer=+28 | 19 | 38 | 42; or bow=+21 | 8 | 34 | 38; or punch/kick=+31 | 18 | 35 | 39

Medium Ghastly Revenant Examples

Baseline Attributes

TN= 3; ST= 1; AG= 1; CR= 1; PC= 1; HT= 0; IN= 0

Adequate (Level 6)

TN= 4; ST= 3; AG= 1; CR= 1; PC= 2; HT= 1; IN= 1

HP=59; FP=41; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: melee=+10 +tempo | weapon+3 |
21+parry | 22+parry; or range=+9 +tempo | weapon |
21+gap | 22+gap; or hammer=+12 | 8 | 25 | 26; or
bow=+12 | 5 | 21 | 22; or punch/kick=+14 | 8 | 22 | 23

Decent (Level 8)

TN= 4; ST= 3; AG= 1; CR= 1; PC= 2; HT= 2; IN= 2

HP=59; FP=45; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: melee=+12 +tempo | weapon+3 |
23+parry | 24+parry; or range=+11 +tempo | weapon |
23+gap | 24+gap; or hammer=+14 | 8 | 27 | 28; or
bow=+14 | 5 | 23 | 24; or punch/kick=+16 | 8 | 24 | 25

Fit (Level 10)

TN= 4; ST= 3; AG= 2; CR= 1; PC= 2; HT= 2; IN= 3

HP=59; FP=45; Ward=2; SP=45 (run)

Att | Dam | Def | Stab: melee=+15 +tempo | weapon+3 |
26+parry | 26+parry; or range=+13 +tempo | weapon |
26+gap | 26+gap; or hammer=+17 | 8 | 30 | 30; or
bow=+16 | 5 | 26 | 26; or punch/kick=+19 | 8 | 27 | 27

Laudable (Level 12)

TN= 5; ST= 3; AG= 2; CR= 2; PC= 2; HT= 2; IN= 3

HP=64; FP=45; Ward=2; SP=45 (run)

Att | Dam | Def | Stab: melee=+17 +tempo | weapon+3 |
29+parry | 29+parry; or range=+16 +tempo | weapon |
29+gap | 29+gap; or hammer=+19 | 8 | 33 | 33; or
bow=+19 | 5 | 29 | 29; or punch/kick=+21 | 8 | 30 | 30

Model (Level 14)

TN= 5; ST= 3; AG= 4; CR= 2; PC= 2; HT= 2; IN= 3

HP=64; FP=45; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: melee=+21 +tempo | weapon+3 |
33+parry | 31+parry; or range=+18 +tempo | weapon |
33+gap | 31+gap; or hammer=+23 | 8 | 37 | 35; or
bow=+21 | 5 | 33 | 31; or punch/kick=+25 | 8 | 34 | 32

Outstanding (Level 16)

TN= 6; ST= 4; AG= 4; CR= 2; PC= 2; HT= 2; IN= 3

HP=76; FP=45; Ward=3; SP=55 (run)

Att | Dam | Def | Stab: melee=+24 +tempo | weapon+4 |
36+parry | 34+parry; or range=+20 +tempo | weapon |
36+gap | 34+gap; or hammer=+26 | 9 | 40 | 38; or
bow=+23 | 5 | 36 | 34; or punch/kick=+28 | 9 | 37 | 35

Revenant Overlay

Revenant is a general term for a corporeal undead that has flesh on its bones (corporeal undead without flesh are various forms of skeleton). Zombies, Vampires, Wights, and Liches are all Revenants. That's not to say that you can derive all of those revenant types using this Overlay (which is why they are written up individually). But, rather, that Revenant is a fairly broad category of undead.

However, any living creature can rise after death as one of the undead, not just humanoids. It would be tedious to fully detail every possibility (Ant Revenant, Bat Revenant, Cat Revenant, etc.), so, instead, a simple Overlay for how to convert another monster type into a reasonable Revenant form is provided here.

With the goal of imposing as little change as possible, the revenant of a monster retains the Attributes and Combat Characteristics it possessed in life (Strength, Agility, Attack Bonus, Defense, Speed, Damage, etc.). The major difference is the critter is now undead. This fact bestows all of the benefits and banes listed in the sections below.

Habitat: Monster Revenants are more often encountered in the wild rather than in areas inhabited by men. The reason for this is that Necromancers are the greatest source of undead in civilized areas. Since Revenants retain the flesh they formerly possessed in life, and since dead flesh rots, revenants often stink. Necromancers far prefer non-stinky skeletons to putrid revenants as personal guards. At least, living Necromancers do. Undead Necromancers aren't all that picky about olfactory issues and are as likely to employ Zombies as Skeletons to guard their estates.

Origin: All cultures have myths concerning death as an important theme. One very common belief is that the recently deceased will physically rise from their graves if they have not been provided with a proper burial.

Fun Facts: Monster Revenants retain all of the abilities they possessed in life. Due to their rotting flesh, revenants of recently killed corpses exude a putrid odor. Treat this as the Occult spell Manifest Great Halo of Deft Nauseous Fumes cast at a spell rank equal to the creature's Level. Revenants whose flesh has dried out lack this odor, though.

A Monster Revenant 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: Aversion to Sunlight, Longing for the Taste of Humanoid Flesh

Keywords: revenant, undead

Danger Tier: Variable

Wealth Type: Variable

Cunning: Variable

Attack Modes: Variable

Vision: Astral Vision

Move Modes: Variable

Size: Variable

Revenant, Shambling

A Shambling Revenant is an undead humanoid whose dehydrated flesh is drawn taut over its skeletal frame, and which shuffles listlessly with a blank expression on its withered face. They are virtually mindless, and are usually armed with dilapidated weapons.

When animated through dark magics, Shambling Revenants obey their creators without question or fear.

Durabilities: This creature is Immune to Bleeding, Blighting, Dehydrating, Deluding, Entrancing, Fatiguing, Freezing, Infernal, Internal, Intoxicating, Maladive, Rotting, Sedating, Starving, Suffocating, Sunshining, Tormenting, and Toxic Effects; and Resistant to Enervating Effects.

Habitat: Shambling Revenants can be found anywhere the decayed remains of the dead are laid to rest. They have almost no wills of their own, and so are unafraid of injury or death.

Origin: All cultures share a common theme of corpses rising from their graves. Some of these are believed to be controlled by dark spell-casters. The most famous of these is the Haitian Zombie.

Attack Modes: Club or Punch

Keywords: humanoid, revenant, undead

Traits: Aversion to Sunlight *Vision:* Astral Vision

Wealth Type: Incidental *Cunning:* Mindless

Move Modes: Run *Danger Tier:* 0

Medium Shambling Revenant Examples

Baseline Attributes

TN= 0; ST= 0; AG= -2; CR= -1; PC= -1; HT= -1; IN= -9

Adequate (Level 0)

TN= 0; ST= 0; AG= -2; CR= -1; PC= -1; HT= -1; IN= -9

HP=32; FP=26; Ward=0; SP=15 (shamble)

Att | Dam | Def | Stab: club=+1 | 2 | 12 | 13; or punch=+2 | 2 | 9 | 10

Decent (Level 2)

TN= 1; ST= 0; AG= -2; CR= 0; PC= -1; HT= -1; IN= -9

HP=35; FP=26; Ward=1; SP=15 (shamble)

Att | Dam | Def | Stab: club=+3 | 2 | 15 | 16; or punch=+4 | 2 | 12 | 13

Fit (Level 4)

TN= 2; ST= 1; AG= -2; CR= 0; PC= -1; HT= -1; IN= -9

HP=41; FP=26; Ward=1; SP=15 (shamble)

Att | Dam | Def | Stab: club=+6 | 3 | 18 | 19; or punch=+7 | 3 | 15 | 16

Laudable (Level 6)

TN= 2; ST= 2; AG= -1; CR= 0; PC= -1; HT= -1; IN= -9

HP=45; FP=26; Ward=1; SP=20 (shamble)

Att | Dam | Def | Stab: club=+10 | 4 | 21 | 21; or punch=+11 | 4 | 18 | 18

Model (Level 8)

TN= 2; ST= 3; AG= 0; CR= 0; PC= -1; HT= -1; IN= -9

HP=49; FP=26; Ward=1; SP=25 (shamble)

Att | Dam | Def | Stab: club=+14 | 5 | 24 | 23; or punch=+15 | 5 | 21 | 20

Outstanding (Level 10)

TN= 3; ST= 3; AG= 0; CR= 0; PC= -1; HT= -1; IN= -8

HP=54; FP=26; Ward=1; SP=25 (shamble)

Att | Dam | Def | Stab: club=+16 | 5 | 27 | 26; or punch=+17 | 5 | 24 | 23

Small Shambling Revenant Examples

Baseline Attributes

TN= -2; ST= -6; AG= 4; CR= 1; PC= -1; HT= -1; IN= -9

Adequate (Level 0)

TN= -2; ST= -6; AG= 4; CR= 1; PC= -1; HT= -1; IN= -9

HP=16; FP=26; Ward=0; SP=15 (shamble)

Att | Dam | Def | Stab: club=+2 | 1 | 15 | 10; or punch=+2 | 2 | 13 | 8

Decent (Level 2)

TN= -1; ST= -6; AG= 4; CR= 2; PC= -1; HT= -1; IN= -9

HP=17; FP=26; Ward=0; SP=15 (shamble)

Att | Dam | Def | Stab: club=+4 | 1 | 18 | 13; or punch=+4 | 2 | 16 | 11

Fit (Level 4)

TN= 0; ST= -5; AG= 4; CR= 2; PC= -1; HT= -1; IN= -9

HP=21; FP=26; Ward=0; SP=15 (shamble)

Att | Dam | Def | Stab: club=+7 | 1 | 21 | 16; or punch=+7 | 2 | 19 | 14

Laudable (Level 6)

TN= 0; ST= -4; AG= 5; CR= 2; PC= -1; HT= -1; IN= -9

HP=23; FP=26; Ward=0; SP=20 (shamble)

Att | Dam | Def | Stab: club=+11 | 1 | 24 | 18; or punch=+11 | 2 | 22 | 16

Model (Level 8)

TN= 0; ST= -3; AG= 6; CR= 2; PC= -1; HT= -1; IN= -9

HP=25; FP=26; Ward=0; SP=25 (shamble)

Att | Dam | Def | Stab: club=+15 | 1 | 27 | 20; or punch=+15 | 2 | 25 | 18

Outstanding (Level 10)

TN= 1; ST= -3; AG= 6; CR= 2; PC= -1; HT= -1; IN= -8

HP=27; FP=26; Ward=1; SP=25 (shamble)

Att | Dam | Def | Stab: club=+17 | 1 | 30 | 23; or punch=+17 | 2 | 28 | 21

Rope, Animated

An Animated Rope is a rope that has been magically imbued with the ability of motion. As constructs, they slavishly obey the instructions of their creators.

Habitat: Animated Ropes are content to remain indefinitely wherever their creators put them.

Origin: The Indian Rope Trick was a magic trick supposedly performed by magicians of the middle and far east as early as the 9th century.

Fun Facts: Animated Ropes are capable of attacking if instructed to do so. Their only mode of attack is binding, though. If ordered to attack an opponent, the rope will first slither to the target, and then lunge in an attempt to curl itself around a target's limb or other protrusion. Thereafter, the rope slowly wraps itself around its quarry to bind it. Treat this as a Binding Attack (as described in the Special Attack Modes section of The Rules Reference). If the target's Fate Points fall to zero due to the grappling contest, it is completely bound by the rope, unable to move.

Durabilities: This creature is Immune to Bleeding, Blighting, Blunt, Crushing, Dehydrating, Deluding, Dreadful, Enervating, Entrancing, Freezing, Infernal, Internal, Intoxicating, Maladive, Quieting, Righteous, Sedating, Sonic, Starving, Suffocating, Sunshining, Tormenting, and Toxic Effects; Sensitive to Cutting Effects; and Highly Sensitive to Flaying and Scorching Effects.

Keywords: construct, obedient

Wealth Type: Incidental *Cunning:* Instinctive

Attack Modes: Binding *Vision:* Astral Vision

Move Modes: Slither/Undulate *Danger Tier:* 0

Large Animated Rope Examples

Large Animated Ropes are Heavy or Industrial weight.

Baseline Attributes

TN= 2; ST= 6; AG= -6; CR= 0; PC= 0; HT= 0; IN= -9

Adequate (Level 0)

TN= 2; ST= 6; AG= -6; CR= 0; PC= 0; HT= 0; IN= -9

HP=64; FP=32; Ward=1; SP=30 (slither) / 30 (undulate)

Att | Dam | Def | Stab: binding=+4 | 5 (setback) | 10 | 16

Decent (Level 2)

TN= 2; ST= 7; AG= -5; CR= 0; PC= 0; HT= 0; IN= -9

HP=70; FP=32; Ward=1; SP=35 (slither) / 35 (undulate)

Att | Dam | Def | Stab: binding=+8 | 5 (setback) | 13 | 18

Fit (Level 4)

TN= 3; ST= 7; AG= -4; CR= 0; PC= 0; HT= 0; IN= -9

HP=76; FP=32; Ward=1; SP=35 (slither) / 35 (undulate)

Att | Dam | Def | Stab: binding=+11 | 5 (setback) | 17 | 21

Laudable (Level 6)

TN= 4; ST= 8; AG= -4; CR= 0; PC= 0; HT= 0; IN= -9

HP=91; FP=32; Ward=2; SP=40 (slither) / 40 (undulate)

Att | Dam | Def | Stab: binding=+14 | 5 (setback) | 20 | 24

Model (Level 8)

TN= 4; ST= 9; AG= -4; CR= 0; PC= 1; HT= 0; IN= -9

HP=99; FP=34; Ward=2; SP=40 (slither) / 40 (undulate)

Att | Dam | Def | Stab: binding=+17 | 5 (setback) | 22 | 27

Outstanding (Level 10)

TN= 5; ST= 9; AG= -4; CR= 0; PC= 1; HT= 1; IN= -9

HP=108; FP=38; Ward=2; SP=40 (slither) / 40 (undulate)

Att | Dam | Def | Stab: binding=+19 | 5 (setback) | 25 | 30

Remarkable (Level 12)

TN= 5; ST= 9; AG= -4; CR= 0; PC= 3; HT= 1; IN= -9

HP=108; FP=45; Ward=2; SP=50 (slither) / 50 (undulate)

Att | Dam | Def | Stab: binding=+21 | 5 (setback) | 27 | 34

Superb (Level 14)

TN= 5; ST= 10; AG= -4; CR= 0; PC= 3; HT= 1; IN= -9

HP=117; FP=45; Ward=2; SP=50 (slither) / 50 (undulate)

Att | Dam | Def | Stab: binding=+24 | 5 (setback) | 29 | 36

Wondrous (Level 16)

TN= 5; ST= 10; AG= -3; CR= 0; PC= 3; HT= 1; IN= -8

HP=117; FP=45; Ward=2; SP=55 (slither) / 55 (undulate)

Att | Dam | Def | Stab: binding=+27 | 5 (setback) | 32 | 38

Medium Animated Rope Examples

Medium Animated Ropes are Moderate weight.

Baseline Attributes

TN= 0; ST= 0; AG= 0; CR= 2; PC= 0; HT= 0; IN= -9

Adequate (Level 0)

TN= 0; ST= 0; AG= 0; CR= 2; PC= 0; HT= 0; IN= -9
 HP=32; FP=32; Ward=0; SP=30 (slither) / 30 (undulate)
 Att | Dam | Def | Stab: binding=+4 | 6 (setback) | 14 | 14

Decent (Level 2)

TN= 0; ST= 1; AG= 1; CR= 2; PC= 0; HT= 0; IN= -9
 HP=35; FP=32; Ward=0; SP=35 (slither) / 35 (undulate)
 Att | Dam | Def | Stab: binding=+8 | 6 (setback) | 17 | 16

Fit (Level 4)

TN= 1; ST= 1; AG= 2; CR= 2; PC= 0; HT= 0; IN= -9
 HP=38; FP=32; Ward=1; SP=35 (slither) / 35 (undulate)
 Att | Dam | Def | Stab: binding=+11 | 6 (setback) | 21 | 19

Laudable (Level 6)

TN= 2; ST= 2; AG= 2; CR= 2; PC= 0; HT= 0; IN= -9
 HP=45; FP=32; Ward=1; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: binding=+14 | 6 (setback) | 24 | 22

Model (Level 8)

TN= 2; ST= 3; AG= 2; CR= 2; PC= 1; HT= 0; IN= -9
 HP=49; FP=34; Ward=1; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: binding=+17 | 6 (setback) | 26 | 25

Outstanding (Level 10)

TN= 3; ST= 3; AG= 2; CR= 2; PC= 1; HT= 1; IN= -9
 HP=54; FP=38; Ward=1; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: binding=+19 | 6 (setback) | 29 | 28

Remarkable (Level 12)

TN= 3; ST= 3; AG= 2; CR= 2; PC= 3; HT= 1; IN= -9
 HP=54; FP=45; Ward=1; SP=50 (slither) / 50 (undulate)
 Att | Dam | Def | Stab: binding=+21 | 6 (setback) | 31 | 32

Superb (Level 14)

TN= 3; ST= 4; AG= 2; CR= 2; PC= 3; HT= 1; IN= -9
 HP=59; FP=45; Ward=1; SP=50 (slither) / 50 (undulate)
 Att | Dam | Def | Stab: binding=+24 | 6 (setback) | 33 | 34

Wondrous (Level 16)

TN= 3; ST= 4; AG= 3; CR= 2; PC= 3; HT= 1; IN= -8
 HP=59; FP=45; Ward=1; SP=55 (slither) / 55 (undulate)
 Att | Dam | Def | Stab: binding=+27 | 6 (setback) | 36 | 36

Small Animated Rope Examples

Small Animated Ropes are Light weight.

Baseline Attributes

TN= -2; ST= -6; AG= 6; CR= 4; PC= 0; HT= 0; IN= -9

Adequate (Level 0)

TN= -2; ST= -6; AG= 6; CR= 4; PC= 0; HT= 0; IN= -9
 HP=16; FP=32; Ward=0; SP=30 (slither) / 30 (undulate)
 Att | Dam | Def | Stab: binding=+4 | 7 (setback) | 18 | 12

Decent (Level 2)

TN= -2; ST= -5; AG= 7; CR= 4; PC= 0; HT= 0; IN= -9
 HP=17; FP=32; Ward=0; SP=35 (slither) / 35 (undulate)
 Att | Dam | Def | Stab: binding=+8 | 7 (setback) | 21 | 14

Fit (Level 4)

TN= -1; ST= -5; AG= 8; CR= 4; PC= 0; HT= 0; IN= -9
 HP=19; FP=32; Ward=0; SP=35 (slither) / 35 (undulate)
 Att | Dam | Def | Stab: binding=+11 | 7 (setback) | 25 | 17

Laudable (Level 6)

TN= 0; ST= -4; AG= 8; CR= 4; PC= 0; HT= 0; IN= -9
 HP=23; FP=32; Ward=0; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: binding=+14 | 7 (setback) | 28 | 20

Model (Level 8)

TN= 0; ST= -3; AG= 8; CR= 4; PC= 1; HT= 0; IN= -9
 HP=25; FP=34; Ward=0; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: binding=+17 | 7 (setback) | 30 | 23

Outstanding (Level 10)

TN= 1; ST= -3; AG= 8; CR= 4; PC= 1; HT= 1; IN= -9
 HP=27; FP=38; Ward=1; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: binding=+19 | 7 (setback) | 33 | 26

Remarkable (Level 12)

TN= 1; ST= -3; AG= 8; CR= 4; PC= 3; HT= 1; IN= -9
 HP=27; FP=45; Ward=1; SP=50 (slither) / 50 (undulate)
 Att | Dam | Def | Stab: binding=+21 | 7 (setback) | 35 | 30

Superb (Level 14)

TN= 1; ST= -2; AG= 8; CR= 4; PC= 3; HT= 1; IN= -9
 HP=29; FP=45; Ward=1; SP=50 (slither) / 50 (undulate)
 Att | Dam | Def | Stab: binding=+24 | 7 (setback) | 37 | 32

Wondrous (Level 16)

TN= 1; ST= -2; AG= 9; CR= 4; PC= 3; HT= 1; IN= -8
 HP=29; FP=45; Ward=1; SP=55 (slither) / 55 (undulate)
 Att | Dam | Def | Stab: binding=+27 | 7 (setback) | 40 | 34

Bestiary ~ S

Salamander

Salamanders are fire elementals resembling tiny newts with four stubby legs, thin reptilian tails, and slick black skins covered with brilliant yellow and orange spots. They have boundless energy and astonishing dexterity. They are freezing to the touch, due to their voracious appetites for heat. All warmth falling onto a Salamander's body is absorbed to fuel the creature's incessant activity.

The young are legless, resembling jumpy, vibrant worms. When they get a little older, they imprison themselves in cocoons and undergo a metamorphosis to adulthood. The cocoons are made of a furry silk, known as "salamander's wool," that is sometimes fashioned into fire resistant textiles.

Habitat: Salamanders seek out blistering heat. They zip to and fro alongside erupting volcanoes, boiling lava flows, and the furnaces of alchemists. They also appear in the licking flames of any fire that has burned continually for 7 years.

Origin: Legends of Salamanders date back to ancient Greece. Aristotle and Pliny both told of these unusual beasts. They began their folklore careers as creatures so cold they extinguished any flame touching them. Later, they simply thrived in fire with no detriment to either the flame or themselves. Through the ages, they have been described as either worm-like or as a cross between a dog and a lizard.

Young Salamanders supposedly emerged from fuzzy white cocoons that were also unfazed by extreme heat. Charlatans in the Middle Ages claimed to use these cocoons as a source of "salamander's wool" which they sold at exorbitant prices. Indeed, garments made from it had miraculous heat resisting properties. Pope Alexander III even owned a tunic. Studies of surviving specimens revealed them to be nothing more than natural asbestos. Rather than fire dwelling Salamanders, it was the rich nobles of the Middle Ages who were actually fleeced by these fast-talking tailors.

Fun Facts: Salamanders are healed by Heat and Fire. Every point of Scorching Damage heals it by one point. In fact, Salamanders continually extract heat from their surroundings. At any temperature comfortable for humans, a Salamander regenerates one point per minute.

Anyone touched by a Salamander sustains Freezing Damage as the Occult spell Manifest Dire Freezing Touch. Further, it radiates an aura of cold as the spell Manifest Great Aura of Dire Cold. Further, it can spit a jet of flame acting as the spell Invoke Grim Spitfire. All spells are cast at ranks equal to its Level (see The Oculus of Occultism).

Their bites delivers a Deadly Killing Venom so potent that it poisons for weeks any stream or well it touches. (See Poisons in The Overlord's Omnibus for details.) However, on any given day, only their first three bites are poisonous.

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: Hatred Toward All Non-Fiery Elemental Creatures

Attack Modes: Carnivorous Bite+Poison

Keywords: elemental, fiery, lizard-like, phlogiston, poisonous, worm-like *Danger Tier:* +2

Wealth Type: Incidental *Cunning:* Brilliant

Move Modes: Scamper *Vision:* Astral Vision

Tiny Salamander Examples

Baseline Attributes

TN= -1; ST= -12; AG= 12; CR= 4; PC= 1; HT= 0; IN= 3

Adequate (Level 8)

TN= 0; ST= -10; AG= 13; CR= 4; PC= 3; HT= 1; IN= 4

HP=13; FP=45; Ward=0; SP=40 (scamper)

Att | Dam | Def | Stab: bite=+15 | 2 +poison | 35 | 25

Decent (Level 10)

TN= 0; ST= -10; AG= 15; CR= 4; PC= 3; HT= 1; IN= 4

HP=13; FP=45; Ward=0; SP=50 (scamper)

Att | Dam | Def | Stab: bite=+19 | 2 +poison | 39 | 27

Fit (Level 12)

TN= 0; ST= -9; AG= 15; CR= 4; PC= 3; HT= 1; IN= 4

HP=15; FP=45; Ward=0; SP=50 (scamper)

Att | Dam | Def | Stab: bite=+22 | 2 +poison | 41 | 29

Laudable (Level 14)

TN= 1; ST= -9; AG= 16; CR= 4; PC= 3; HT= 1; IN= 4

HP=16; FP=45; Ward=1; SP=55 (scamper)

Att | Dam | Def | Stab: bite=+25 | 2 +poison | 45 | 32

Model (Level 16)

TN= 2; ST= -9; AG= 16; CR= 4; PC= 4; HT= 1; IN= 4

HP=17; FP=49; Ward=1; SP=55 (scamper)

Att | Dam | Def | Stab: bite=+27 | 2 +poison | 48 | 36

Outstanding (Level 18)

TN= 2; ST= -8; AG= 16; CR= 4; PC= 4; HT= 1; IN= 4

HP=19; FP=49; Ward=1; SP=60 (scamper)

Att | Dam | Def | Stab: bite=+30 | 2 +poison | 50 | 38

Scorpion

A Scorpion is a large arachnid having a segmented abdomen tapering into a long forward curving tail that is tipped with a deadly stinger. It has four pairs of spindly legs supporting its abdomen and two small pincers in front that wave threateningly when approached. Its exoskeleton is a pale reddish color, giving it adequate camouflage in sandy regions.

Scorpion stingers are highly prized by alchemists who often have standing bounties on the tails. Despite the obvious danger scorpions represent, many desperate men risk their lives to collect the offered rewards. Of course, a given alchemist can only use so many, so the proffered prices tend to drop as the supply increases.

Habitat: Scorpions are most commonly found in desert regions although they are not unknown in temperate climes. They are most active at night, preferring the anonymity of darkness while hunting. Even so, Scorpions take great pleasure in lazy sunbaths when temperatures drop to moderate levels.

Origin: Scorpions are universally associated in folklore with death and evil. Egyptian myth links the Scorpion with Serket, the goddess of death, and asserts that crocodiles sometimes transform into Scorpions upon drawing their final breaths.

In ancient Greek lore, a huge Scorpion was sent by the gods to sting and kill the great hunter Orion. They were afraid that Orion would wipe out the world's entire animal population if nothing were done to prevent the tragedy. Thereafter, the gods placed the venomous arachnid in the sky, far away from humanity. Thus, Scorpio became the eighth Zodiacal sign.

Legend also has it that a brew containing a powdered Scorpion is a sure cure for scorpion stings.

Fun Facts: When a Scorpion tail strikes, it injects a Deadly Toxic Poison (see Poisons in The Overlord's Omnibus for details). The stinger is capable of delivering only three such doses every day, but the sting can still deliver physical damage even after the poison is depleted.

Durabilities: This creature is Immune to Blighting, Captivating, Deluding, Enervating, Infernal, Metaphysical, Poisoning, Quieting, Righteous, Sedating, Sunshining, and Toxic Effects; and Resistant to Footing and Slippery Effects.

Keywords: arachnid, blooded, bug, exoskeleton, fleshy, living, poisonous, predator

Vision: Heat Vision, Motion Sensitivity

Attack Modes: Pincer/Pincer/Sting

Move Modes: Skitter / Cling *Danger Tier:* +1

Wealth Type: Incidental *Cunning:* Instinctive

Large Scorpion Examples

Baseline Attributes

TN= 4; ST= 6; AG= -6; CR= 1; PC= -1; HT= -3; IN= -8

Adequate (Level 4)

TN= 4; ST= 7; AG= -6; CR= 2; PC= 0; HT= -3; IN= -7

HP=83; FP=24; Ward=2; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+9 | 13 +poison | 16 | 22

Decent (Level 6)

TN= 4; ST= 7; AG= -6; CR= 2; PC= 2; HT= -3; IN= -7

HP=83; FP=29; Ward=2; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+11 | 13 +poison | 18 | 26

Fit (Level 8)

TN= 4; ST= 8; AG= -5; CR= 2; PC= 2; HT= -3; IN= -7

HP=91; FP=29; Ward=2; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+15 | 14 +poison | 21 | 28

Laudable (Level 10)

TN= 4; ST= 9; AG= -5; CR= 3; PC= 2; HT= -3; IN= -7

HP=99; FP=29; Ward=2; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+18 | 15 +poison | 23 | 30

Outstanding (Level 12)

TN= 4; ST= 9; AG= -4; CR= 3; PC= 2; HT= -3; IN= -6

HP=99; FP=29; Ward=2; SP=55 (skitter) / 35 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+21 | 15 +poison | 26 | 32

Remarkable (Level 14)

TN= 4; ST= 10; AG= -4; CR= 3; PC= 2; HT= -3; IN= -6

HP=108; FP=29; Ward=2; SP=60 (skitter) / 40 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+24 | 16 +poison | 28 | 34

Superb (Level 16)

TN= 5; ST= 10; AG= -4; CR= 3; PC= 2; HT= -3; IN= -5

HP=117; FP=29; Ward=2; SP=60 (skitter) / 40 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+26 | 16 +poison | 31 | 37

Medium Scorpion Examples**Baseline Attributes**

TN= 2; ST= 0; AG= 0; CR= 3; PC= -1; HT= -3; IN= -8

Adequate (Level 2)

TN= 2; ST= 1; AG= 0; CR= 4; PC= -1; HT= -3; IN= -8

HP=41; FP=22; Ward=1; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+7 | 6 +poison | 18 | 17

Decent (Level 4)

TN= 2; ST= 1; AG= 0; CR= 4; PC= 0; HT= -3; IN= -7

HP=41; FP=24; Ward=1; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+9 | 6 +poison | 20 | 20

Fit (Level 6)

TN= 2; ST= 1; AG= 0; CR= 4; PC= 2; HT= -3; IN= -7

HP=41; FP=29; Ward=1; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+11 | 6 +poison | 22 | 24

Laudable (Level 8)

TN= 2; ST= 2; AG= 1; CR= 4; PC= 2; HT= -3; IN= -7

HP=45; FP=29; Ward=1; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+15 | 7 +poison | 25 | 26

Outstanding (Level 10)

TN= 2; ST= 3; AG= 1; CR= 5; PC= 2; HT= -3; IN= -7

HP=49; FP=29; Ward=1; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+18 | 8 +poison | 27 | 28

Remarkable (Level 12)

TN= 2; ST= 3; AG= 2; CR= 5; PC= 2; HT= -3; IN= -6

HP=49; FP=29; Ward=1; SP=55 (skitter) / 35 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+21 | 8 +poison | 30 | 30

Superb (Level 14)

TN= 2; ST= 4; AG= 2; CR= 5; PC= 2; HT= -3; IN= -6

HP=54; FP=29; Ward=1; SP=60 (skitter) / 40 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+24 | 9 +poison | 32 | 32

Small Scorpion Examples**Baseline Attributes**

TN= 0; ST= -6; AG= 6; CR= 5; PC= -1; HT= -3; IN= -8

Adequate (Level 0)

TN= 0; ST= -6; AG= 6; CR= 5; PC= -1; HT= -3; IN= -8

HP=19; FP=22; Ward=0; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+4 | 3 +poison | 20 | 13

Decent (Level 2)

TN= 0; ST= -5; AG= 6; CR= 6; PC= -1; HT= -3; IN= -8

HP=21; FP=22; Ward=0; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+7 | 3 +poison | 22 | 15

Fit (Level 4)

TN= 0; ST= -5; AG= 6; CR= 6; PC= 0; HT= -3; IN= -7

HP=21; FP=24; Ward=0; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+9 | 3 +poison | 24 | 18

Laudable (Level 6)

TN= 0; ST= -5; AG= 6; CR= 6; PC= 2; HT= -3; IN= -7

HP=21; FP=29; Ward=0; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+11 | 3 +poison | 26 | 22

Outstanding (Level 8)

TN= 0; ST= -4; AG= 7; CR= 6; PC= 2; HT= -3; IN= -7

HP=23; FP=29; Ward=0; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+15 | 3 +poison | 29 | 24

Remarkable (Level 10)

TN= 0; ST= -3; AG= 7; CR= 7; PC= 2; HT= -3; IN= -7

HP=25; FP=29; Ward=0; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+18 | 3 +poison | 31 | 26

Superb (Level 12)

TN= 0; ST= -3; AG= 8; CR= 7; PC= 2; HT= -3; IN= -6

HP=25; FP=29; Ward=0; SP=55 (skitter) / 35 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+21 | 3 +poison | 34 | 28

Tiny Scorpion Examples

Baseline Attributes

TN= -2;ST= -12;AG=12;CR=7;PC= -1;HT= -3;IN= -8

Adequate (Level 0)

TN= -2;ST= -12;AG=12;CR=7;PC= -1;HT= -3;IN= -8

HP=10; FP=22; Ward=0; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+4 | 2 +poison | 24 | 11

Decent (Level 2)

TN= -2;ST= -11;AG=12;CR=8;PC= -1;HT= -3;IN= -8

HP=10; FP=22; Ward=0; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+7 | 2 +poison | 26 | 13

Fit (Level 4)

TN= -2; ST= -11; AG=12; CR=8; PC=0; HT= -3; IN= -7

HP=10; FP=24; Ward=0; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+9 | 2 +poison | 28 | 16

Laudable (Level 6)

TN= -2; ST= -11; AG=12; CR=8; PC=2; HT= -3; IN= -7

HP=10; FP=29; Ward=0; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+11 | 2 +poison | 30 | 20

Outstanding (Level 8)

TN= -2; ST= -10; AG=13; CR=8; PC=2; HT= -3; IN= -7

HP=11; FP=29; Ward=0; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+15 | 2 +poison | 33 | 22

Remarkable (Level 10)

TN= -2; ST= -9; AG= 13; CR= 9; PC= 2; HT= -3; IN= -7

HP=12; FP=29; Ward=0; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+18 | 2 +poison | 35 | 24

Superb (Level 12)

TN= -2; ST= -9; AG= 14; CR= 9; PC= 2; HT= -3; IN= -6

HP=12; FP=29; Ward=0; SP=55 (skitter) / 35 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+21 | 2 +poison | 38 | 26

Scorpion Swarm Batch Examples

See [Handling Swarms](#) in [The Rules Reference](#) for details on how to deal with Swarms in combat.

Baseline Attributes

TN= 2; ST= 0; AG= 0; CR= 3; PC= -1; HT= -3; IN= -8

Adequate (Level 0)

TN= 2; ST= 0; AG= 0; CR= 3; PC= -1; HT= -3; IN= -8

HP=38; FP=22; Ward=1; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+4 | 5 +poison | 16 | 15

Decent (Level 2)

TN= 2; ST= 1; AG= 0; CR= 4; PC= -1; HT= -3; IN= -8

HP=41; FP=22; Ward=1; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+7 | 6 +poison | 18 | 17

Fit (Level 4)

TN= 2; ST= 1; AG= 0; CR= 4; PC= 0; HT= -3; IN= -7

HP=41; FP=24; Ward=1; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+9 | 6 +poison | 20 | 20

Laudable (Level 6)

TN= 2; ST= 1; AG= 0; CR= 4; PC= 2; HT= -3; IN= -7

HP=41; FP=29; Ward=1; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+11 | 6 +poison | 22 | 24

Outstanding (Level 8)

TN= 2; ST= 2; AG= 1; CR= 4; PC= 2; HT= -3; IN= -7

HP=45; FP=29; Ward=1; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+15 | 7 +poison | 25 | 26

Remarkable (Level 10)

TN= 2; ST= 3; AG= 1; CR= 5; PC= 2; HT= -3; IN= -7

HP=49; FP=29; Ward=1; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+18 | 8 +poison | 27 | 28

Superb (Level 12)

TN= 2; ST= 3; AG= 2; CR= 5; PC= 2; HT= -3; IN= -6

HP=49; FP=29; Ward=1; SP=55 (skitter) / 35 (cling)

Att | Dam | Def | Stab: pincer(×2)/sting=+21 | 8 +poison | 30 | 30

Seal

Seals are ocean-dwelling mammals that can be thought of as dogs of the seas. They have small to no ears, short fur, and loud barks. Instead of legs, seals have flippers that make them graceful swimmers, but they are clumsy on land.

Habitat: Seals dwell on both land and sea, migrating across oceans, but never venturing from the coast while on land.

Fun Facts: On land, seals are out of their element. If forced into combat on land, seals have a Drawback on all rolls involving combat. Conversely, in water, seals have no such handicap, as they all possess the Gift of Aquatic Combat.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Origin: Seals are common in seas throughout the world. In folklore, seals appear as selkies in Celtic lore and as a form that sea draugen can take in Scandinavia folklore.

Keywords: amphibious, blooded, living, mammal, natural

Attack Modes: Bite or Shove *Wealth Type:* none

Move Modes: Crawl/Undulate *Cunning:* Bestial

Vision: Day Vision *Danger Tier:* 0

Large Seal Examples

Baseline Attributes

TN= 2; ST= 6; AG= -7; CR= -1; PC= 0; HT= -1; IN= -6

Adequate (Level 4)

TN= 4; ST= 7; AG= -6; CR= -1; PC= 0; HT= -1; IN= -6
 HP=83; FP=29; Ward=2; SP=20 (crawl) / 30 (undulate)
 Att | Dam | Def | Stab: bite=+9 | 14 | 16 | 22; or
 shove=+9 | 1 (setback) | 16 | 22

Decent (Level 6)

TN= 4; ST= 9; AG= -6; CR= -1; PC= 0; HT= -1; IN= -6
 HP=99; FP=29; Ward=2; SP=25 (crawl) / 35 (undulate)
 Att | Dam | Def | Stab: bite=+13 | 16 | 18 | 24; or
 shove=+13 | 3 (setback) | 18 | 24

Fit (Level 8)

TN= 5; ST= 9; AG= -6; CR= -1; PC= 0; HT= -1; IN= -5
 HP=108; FP=29; Ward=2; SP=25 (crawl) / 35 (undulate)
 Att | Dam | Def | Stab: bite=+15 | 16 | 21 | 27; or
 shove=+15 | 3 (setback) | 21 | 27

Laudable (Level 10)

TN= 5; ST= 10; AG= -6; CR= -1; PC= 0; HT= -1; IN= -5
 HP=117; FP=29; Ward=2; SP=30 (crawl) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+18 | 17 | 23 | 29; or
 shove=+18 | 4 (setback) | 23 | 29

Model (Level 12)

TN= 5; ST= 10; AG= -6; CR= -1; PC= 1; HT= -1; IN= -5
 HP=117; FP=32; Ward=2; SP=30 (crawl) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+20 | 17 | 25 | 32; or
 shove=+20 | 4 (setback) | 25 | 32

Outstanding (Level 14)

TN= 6; ST= 10; AG= -5; CR= -1; PC= 1; HT= -1; IN= -5
 HP=128; FP=32; Ward=3; SP=30 (crawl) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+23 | 17 | 29 | 35; or
 shove=+23 | 5 (setback) | 29 | 35

Medium Seal Examples

Baseline Attributes

TN= 0; ST= 0; AG= -1; CR= 1; PC= 0; HT= -1; IN= -6

Adequate (Level 2)

TN= 2; ST= 0; AG= -1; CR= 1; PC= 0; HT= -1; IN= -6
 HP=38; FP=29; Ward=1; SP=20 (crawl) / 30 (undulate)
 Att | Dam | Def | Stab: bite=+5 | 5 | 17 | 18; or
 shove=+5 | 0 (setback) | 17 | 18

Decent (Level 4)

TN= 2; ST= 1; AG= 0; CR= 1; PC= 0; HT= -1; IN= -6
 HP=41; FP=29; Ward=1; SP=20 (crawl) / 30 (undulate)
 Att | Dam | Def | Stab: bite=+9 | 6 | 20 | 20; or
 shove=+9 | 1 (setback) | 20 | 20

Fit (Level 6)

TN= 2; ST= 3; AG= 0; CR= 1; PC= 0; HT= -1; IN= -6
 HP=49; FP=29; Ward=1; SP=25 (crawl) / 35 (undulate)
 Att | Dam | Def | Stab: bite=+13 | 8 | 22 | 22; or
 shove=+13 | 3 (setback) | 22 | 22

Laudable (Level 8)

TN= 3; ST= 3; AG= 0; CR= 1; PC= 0; HT= -1; IN= -5
 HP=54; FP=29; Ward=1; SP=25 (crawl) / 35 (undulate)
 Att | Dam | Def | Stab: bite=+15 | 8 | 25 | 25; or
 shove=+15 | 3 (setback) | 25 | 25

Model (Level 10)

TN= 3; ST= 4; AG= 0; CR= 1; PC= 0; HT= -1; IN= -5
 HP=59; FP=29; Ward=1; SP=30 (crawl) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+18 | 9 | 27 | 27; or
 shove=+18 | 4 (setback) | 27 | 27

Outstanding (Level 12)

TN= 3; ST= 4; AG= 0; CR= 1; PC= 1; HT= -1; IN= -5
 HP=59; FP=32; Ward=1; SP=30 (crawl) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+20 | 9 | 29 | 30; or
 shove=+20 | 4 (setback) | 29 | 30

Sea Serpent

Sea Serpents terrorize the seas. Their huge serpentine bodies support gigantic dragon heads that snap and strike with a speed belying their immense size. Malicious eyes bulge from their bony sockets and accentuate the vile stench fuming from their maws. Perhaps equally terrifying, rigid slick scales deflect and absorb the force from the strongest of blows, giving these monsters an air of invulnerability.

Sea Serpents hunt whales and commonly haunt the same waters. From underwater, ship hulls resemble whale underbellies, which provokes these serpents to attack. They soon find that men are not as filling as whales, but they are a whole lot easier to hunt. Once one acquires a taste for human flesh, it will lurk near common trade routes awaiting passing ships. They will attempt to sink ships having only half their own body lengths. Larger vessels will be attacked outwardly for the occasional morsel they can snatch from its decks.

Habitat: Sea Serpents prefer the cold waters of Arctic regions and the cool waters of temperate zones. This preference is probably due to the greater availability of whales in these regions, which comprise the main staple of their diets. It is not likely to be a physical limitation of the sea serpent, since these large reptiles are occasionally spotted in the oceans of warmer climes.

Origin: Sailors have reported sea serpents through the ages. The sightings were most common in the North Atlantic, Baltic seas, and around the British Isles.

Fun Facts: If a Sea Serpent spots a ship small enough to sink, it will wrap its coils around the boat and attempt to breach the hull. It takes 6 Rounds to coil around the vessel in a looped tail-first fashion. During this time, it will hold its head high above the water to defend its vulnerable body. Once the craft is encircled, the serpent constricts with its powerful muscles, taking 8 Rounds to crush a hole. Once accomplished, the serpent releases the ship to devour escaping sailors. The ship will take further 6 rounds to sink.

Sailors can easily strike a serpent's body coiled around the hull of a ship. In this vulnerable state, the body has a 0 Defense. Of course, the serpent's great length provides its head easy reach to any part of the sinking ship, so nothing short of a Kraken attack is likely to divert its attention away from its own defense. The creature's head retains its normal listed Defense.

Sea Serpents breathe steam similar to the Occult spell Invoke Colossal Cone of Grim Steam as if cast at a rank equal to the dragon's Level. This breath weapon is actually an Eldritch ability that may be used twice per day.

These creatures are quite at home in the water, and possess the Gift of Aquatic Combat.

Like all dragon forms, Sea Serpents are resistant to the effects of magic. Any spell affecting the beast has its spell ranks cut in half.

Durabilities: This creature is Immune to Blighting,

Captivating, Dreadful, Enervating, Infernal, Metaphysical, Quieting, Righteous, Scorching, and Sunshining Effects.

Keywords: ageless, aquatic, blooded, carnivore, dragon, fleshy, living, predator, reptile, serpentine, territorial

Wealth Type: Incidental *Cunning:* Simpleminded

Attack Modes: Carnivorous Bite *Move Modes:* Undulate

Vision: Night Vision *Danger Tier:* +3

Colossal Sea Serpent Examples

Baseline Attributes

TN=12; ST=24; AG= -24; CR= -8; PC=5; HT=2; IN= -4

Adequate (Level 10)

TN=14; ST=25; AG= -23; CR= -8; PC=8; HT=2; IN= -1

HP=939; FP=76; Ward=10; SP=55 (undulate)

Att | Dam | Def | Stab: bite=+16 | 40 | 15 | 46

Decent (Level 12)

TN=15; ST=25; AG= -23; CR= -8; PC=8; HT=2; IN= -1

HP=1024; FP=76; Ward=11; SP=55 (undulate)

Att | Dam | Def | Stab: bite=+18 | 40 | 18 | 49

Fit (Level 14)

TN=15; ST=25; AG= -23; CR= -8; PC=9; HT=2; IN= -1

HP=1024; FP=82; Ward=11; SP=55 (undulate)

Att | Dam | Def | Stab: bite=+20 | 40 | 20 | 52

Laudable (Level 16)

TN= 15; ST= 25; AG= -22; CR= -8; PC= 9; HT= 2; IN= 0

HP=1024; FP=82; Ward=11; SP=60 (undulate)

Att | Dam | Def | Stab: bite=+23 | 40 | 23 | 54

Outstanding (Level 18)

TN= 15; ST= 26; AG= -22; CR= -7; PC= 9; HT= 2; IN= 0

HP=1117; FP=82; Ward=11; SP=65 (undulate)

Att | Dam | Def | Stab: bite=+26 | 41 | 25 | 56

Remarkable (Level 20)

TN= 15; ST= 27; AG= -22; CR= -7; PC= 9; HT= 3; IN= 0

HP=1218; FP=90; Ward=11; SP=65 (undulate)

Att | Dam | Def | Stab: bite=+29 | 42 | 27 | 58

Superb (Level 22)

TN= 15; ST= 27; AG= -21; CR= -6; PC= 9; HT= 3; IN= 0

HP=1218; FP=90; Ward=11; SP=70 (undulate)

Att | Dam | Def | Stab: bite=+32 | 42 | 30 | 60

Sea Turtle

The Sea Turtle lives a relatively unobtrusive life in the salty seas. Although Sea Turtles are generally thought of as peaceful creatures, they are true carnivores that will eat anything they deem edible. Their normal fare includes fish, lobsters, crabs, and the occasional sailor.

Sea Turtles quickly learn to associate the delectable taste of sailor meat with the underbelly of boats. Because of this, giant Sea Turtles will purposely surface underneath boats and small ships in efforts to capsize them and spill their contents.

Although clumsy and slow on land, this creature's bulk belies its true grace underwater.

The largest of these beasts lazily doze on the ocean's surface for months or years at a time, long enough for vegetation to take root and grow. Because of this, passing ships sometimes mistake these huge monsters as islands. Entire crews have been lost after having taken shore leave on the backs of immense Sea Turtles which were awakened by the commotion.

Fun Facts: The sailors on any boat which a sea turtle attempts to capsize must make a Group Wilderness Survival Roll against a Threshold equal to 10 plus the Level of the turtle.

The sailors suffer from one Drawback on these Conflict Rolls for every Size Category of the sea monster above Medium (so, 1 at Large, 2 at Great, 3 at Epic, etc.). However, they gain one Edge for every Size Category of their vessel's footprint above Medium as well.

If the turtle does not succeed on its first attempt, it will try again until it succeeds or is driven off. One such attempt may be made every 3 Rounds.

These creatures possess the Gift of Aquatic Combat.

Durabilities: This creature is Immune to Blighting, Captivating, Deluding, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Habitat: Sea Turtles are found only in the deep open sea where food supplies are plentiful enough to support creatures with such great bulk.

Origin: Giant Sea Turtles were sprinkled about on old mariner maps indicating some of the various sea monsters to expect in uncharted waters. In medieval bestiaries, it was known as the Aspidochelone.

Keywords: aquatic, blooded, fleshy, living, reptile, territorial

Wealth Type: Hoard *Cunning:* Instinctive

Move Modes: Swim/Creep *Attack Modes:* Beak

Vision: Night Vision

Astronomical Sea Turtle Examples

Danger Tier: +4

Baseline Attributes

TN=16; ST=29; AG= -29; CR= -8; PC=0; HT=7; IN= -8

Adequate (Level 8)

TN=17; ST=31; AG= -27; CR= -8; PC=1; HT=9; IN= -8

HP=2048; FP=76; Ward=13; SP=30 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+16 | 47 | 12 | 40

Decent (Level 10)

TN=18; ST=32; AG= -27; CR= -8; PC=1; HT=9; IN= -8

HP=2435; FP=76; Ward=14; SP=30 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+19 | 48 | 15 | 43

Fit (Level 12)

TN=19; ST=32; AG= -27; CR= -8; PC=2; HT=9; IN= -8

HP=2656; FP=82; Ward=15; SP=35 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+21 | 48 | 18 | 47

Laudable (Level 14)

TN=19; ST=32; AG= -26; CR= -8; PC=3; HT=9; IN= -8

HP=2656; FP=90; Ward=15; SP=40 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+24 | 48 | 21 | 50

Model (Level 16)

TN=20; ST=32; AG= -26; CR= -8; PC=3; HT=9; IN= -8

HP=2896; FP=90; Ward=16; SP=40 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+26 | 48 | 24 | 53

Outstanding (Level 18)

TN=20; ST=32; AG= -26; CR= -8; PC=3; HT=10; IN= -8

HP=2896; FP=98; Ward=16; SP=40 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+28 | 48 | 26 | 55

Colossal Sea Turtle Examples*Danger Tier: +4***Baseline Attributes**

TN=14; ST=23; AG= -23; CR= -6; PC=0; HT=7; IN= -8

Adequate (Level 8)

TN=15; ST=25; AG= -21; CR= -6; PC=1; HT=9; IN= -8

HP=1024; FP=76; Ward=11; SP=30 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+16 | 36 | 16 | 38

Decent (Level 10)

TN=16; ST=26; AG= -21; CR= -6; PC=1; HT=9; IN= -8

HP=1218; FP=76; Ward=12; SP=30 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+19 | 37 | 19 | 41

Fit (Level 12)

TN=17; ST=26; AG= -21; CR= -6; PC=2; HT=9; IN= -8

HP=1328; FP=82; Ward=13; SP=35 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+21 | 37 | 22 | 45

Laudable (Level 14)

TN=17; ST=26; AG= -20; CR= -6; PC=3; HT=9; IN= -8

HP=1328; FP=90; Ward=13; SP=40 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+24 | 37 | 25 | 48

Model (Level 16)

TN=18; ST=26; AG= -20; CR= -6; PC=3; HT=9; IN= -8

HP=1448; FP=90; Ward=14; SP=40 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+26 | 37 | 28 | 51

Outstanding (Level 18)

TN=18; ST=26; AG= -20; CR= -6; PC=3; HT=10; IN= -8

HP=1448; FP=98; Ward=14; SP=40 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+28 | 37 | 30 | 53

Epic Sea Turtle Examples*Danger Tier: +4***Baseline Attributes**

TN=12; ST=17; AG= -17; CR= -4; PC=0; HT=7; IN= -8

Adequate (Level 8)

TN=13; ST=19; AG= -15; CR= -4; PC=1; HT=9; IN= -8

HP=512; FP=76; Ward=9; SP=30 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+16 | 28 | 20 | 36

Decent (Level 10)

TN=14; ST=20; AG= -15; CR= -4; PC=1; HT=9; IN= -8

HP=609; FP=76; Ward=10; SP=30 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+19 | 29 | 23 | 39

Fit (Level 12)

TN=15; ST=20; AG= -15; CR= -4; PC=2; HT=9; IN= -8

HP=664; FP=82; Ward=11; SP=35 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+21 | 29 | 26 | 43

Laudable (Level 14)

TN=15; ST=20; AG= -14; CR= -4; PC=3; HT=9; IN= -8

HP=664; FP=90; Ward=11; SP=40 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+24 | 29 | 29 | 46

Model (Level 16)

TN=16; ST=20; AG= -14; CR= -4; PC=3; HT=9; IN= -8

HP=724; FP=90; Ward=12; SP=40 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+26 | 29 | 32 | 49

Outstanding (Level 18)

TN=16; ST=20; AG= -14; CR= -4; PC=3; HT=10; IN= -8

HP=724; FP=98; Ward=12; SP=40 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+28 | 29 | 34 | 51

Great Sea Turtle Examples

Danger Tier: +3

Baseline Attributes

TN=10; ST=11; AG= -11; CR= -2; PC=0; HT=7; IN= -8

Adequate (Level 8)

TN= 11; ST= 13; AG= -9; CR= -2; PC= 1; HT= 9; IN= -8

HP=256; FP=76; Ward=7; SP=30 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+16 | 21 | 24 | 34

Decent (Level 10)

TN= 12; ST= 14; AG= -9; CR= -2; PC= 1; HT= 9; IN= -8

HP=304; FP=76; Ward=8; SP=30 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+19 | 22 | 27 | 37

Fit (Level 12)

TN= 13; ST= 14; AG= -9; CR= -2; PC= 2; HT= 9; IN= -8

HP=332; FP=82; Ward=9; SP=35 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+21 | 22 | 30 | 41

Laudable (Level 14)

TN= 13; ST= 14; AG= -8; CR= -2; PC= 3; HT= 9; IN= -8

HP=332; FP=90; Ward=9; SP=40 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+24 | 22 | 33 | 44

Model (Level 16)

TN= 14; ST= 14; AG= -8; CR= -2; PC= 3; HT= 9; IN= -8

HP=362; FP=90; Ward=10; SP=40 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+26 | 22 | 36 | 47

Outstanding (Level 18)

TN=14; ST=14; AG= -8; CR= -2; PC=3; HT=10; IN= -8

HP=362; FP=98; Ward=10; SP=40 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+28 | 22 | 38 | 49

Large Sea Turtle Examples

Danger Tier: +2

Baseline Attributes

TN= 8; ST= 5; AG= -5; CR= 0; PC= 0; HT= 7; IN= -8

Adequate (Level 4)

TN= 8; ST= 6; AG= -4; CR= 0; PC= 1; HT= 8; IN= -8

HP=108; FP=69; Ward=4; SP=25 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+10 | 13 | 22 | 27

Decent (Level 6)

TN= 9; ST= 7; AG= -4; CR= 0; PC= 1; HT= 8; IN= -8

HP=128; FP=69; Ward=5; SP=30 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+13 | 14 | 25 | 30

Fit (Level 8)

TN= 9; ST= 7; AG= -3; CR= 0; PC= 1; HT= 9; IN= -8

HP=128; FP=76; Ward=5; SP=30 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+16 | 14 | 28 | 32

Laudable (Level 10)

TN= 10; ST= 8; AG= -3; CR= 0; PC= 1; HT= 9; IN= -8

HP=152; FP=76; Ward=6; SP=30 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+19 | 15 | 31 | 35

Model (Level 12)

TN= 11; ST= 8; AG= -3; CR= 0; PC= 2; HT= 9; IN= -8

HP=166; FP=82; Ward=7; SP=35 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+21 | 15 | 34 | 39

Outstanding (Level 14)

TN= 11; ST= 8; AG= -2; CR= 0; PC= 3; HT= 9; IN= -8

HP=166; FP=90; Ward=7; SP=40 (swim) / 5 (creep)

Att | Dam | Def | Stab: beak=+24 | 15 | 37 | 42

Shadow, Common

Shadows are unusual undead spirits that look precisely like the shadows cast by ordinary humans and humanoids on floors and walls. The major distinguishing feature of these shades is the noticeable lack of any physical body to do the actual casting. From the shadow's perspective, the absence of an encumbering physical form is a pure joy. Their freedom makes them remarkably light on their feet and allows them to perform great bounds and acrobatics.

Shadows are relatively social to one another and enjoy silently dancing and frolicking with any playmates they encounter. If a shade encounters another who still serves a physical body, it will attempt 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: Shadows inhabit graveyards, crypts, and dungeons where they lurk in dark corners and forgotten passageways.

Origin: Tales of shadows and shades were first recorded in ancient Egypt which believed that a person's shadow, or Khaib, was part of their soul (the other parts being the Akh, Ba, Ka, and Khu). The Romans referred to the shadow as the umbra, which departed from the body after death to live in the Land of Shade. In medieval times, it was believed that a person who lost their soul could be identified by their lack of a shadow.

Fun Facts: Shadows are Undead with the [Shadowy Condition](#). (See the [Creature Conditions](#) section of [The Overlord's Omnibus](#) for details.)

When a shadow attacks its victim, it ignores the physical body. Instead, it concentrates on the target's shadow. Every time the target's shadow is touched, the shade drains Fate Points from the target as the Occult spell [Manifest Dire Siphoning 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 due to a shadow's touch, their shadow flees its body to join its liberator, leaving the body with no shadow. Treat this as if the shadow used the gift [Spawn Undead Common Shadow](#) or, if the target is Egyptian, use [Spawn Undead Shuyet](#) instead. (See [The Character Compendium](#) for details. A description of the Shuyet can be found in [Monsters of the Mediterranean](#).) From this point onward, the victim falls into a coma until its body is re-joined with their freed shadow. This can be done by casting the Pagan spell [Lift Curse](#) on the body, which restores the shadow on the next sunrise.

Shadows can Invoke [Able Hare's Leap](#) (as the Occult spell), as if cast at a spell rank equal to the shade's Level.

Wealth Type: Incidental

Cunning: Alert

Traits: Afraid of Sunlight

Vision: Astral Vision

Attack Modes: Touch

Size: Medium

Move Modes: Run / Cling

Danger Tier: +1

Keywords: humanoid, shadow, undead

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.

Medium Common Shadow Examples

Baseline Attributes

TN= --; ST= --; AG= 0; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 4)

TN= --; ST= --; AG= 3; CR= 0; PC= 0; HT= 0; IN= 0

HP=35; FP=32; Ward=1; SP=35 (run) / 25 (cling)

Att | Dam | Def | Stab: touch=+8 | special | 22 | 19

Decent (Level 6)

TN= --; ST= --; AG= 3; CR= 1; PC= 0; HT= 0; IN= 0

HP=38; FP=32; Ward=1; SP=35 (run) / 25 (cling)

Att | Dam | Def | Stab: touch=+11 | special | 25 | 22

Fit (Level 8)

TN= --; ST= --; AG= 3; CR= 1; PC= 0; HT= 1; IN= 0

HP=41; FP=34; Ward=1; SP=35 (run) / 25 (cling)

Att | Dam | Def | Stab: touch=+13 | special | 28 | 25

Laudable (Level 10)

TN= --; ST= --; AG= 3; CR= 2; PC= 1; HT= 1; IN= 0

HP=41; FP=38; Ward=1; SP=40 (run) / 30 (cling)

Att | Dam | Def | Stab: touch=+17 | special | 30 | 28

Model (Level 12)

TN= --; ST= --; AG= 4; CR= 2; PC= 1; HT= 1; IN= 0

HP=41; FP=38; Ward=1; SP=40 (run) / 30 (cling)

Att | Dam | Def | Stab: touch=+19 | special | 33 | 30

Outstanding (Level 14)

TN= --; ST= --; AG= 4; CR= 2; PC= 1; HT= 2; IN= 1

HP=41; FP=41; Ward=1; SP=40 (run) / 30 (cling)

Att | Dam | Def | Stab: touch=+21 | special | 35 | 32

Shark

Sharks are finely tuned eating machines continually prowling the seas for prey. These carnivorous fish have sleek long torpedo bodies that glide through the water with surprising speed. Their sense of smell is superb giving them the ability to detect fresh blood at distances of up to a mile. Once their quarry is tracked down, sharks will circle for several minutes, searching the waters for danger with their black soulless eyes before lunging. Once the attack begins, however, they take little time in devouring their meal. Their large maws are lined with countless rows of dagger-like teeth enabling them to treat seals like second-graders treat chocolate ice cream. (The quantity of goop sticking to the face is far less important than the goody-shoveling rate.)

Fun Facts: Needless to say, sharks possess the Gift of Aquatic Combat.

Durabilities: This creature is Immune to Blighting, Captivating, Deluding, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Habitat: Sharks patrol all of the world's seas continuously searching for bloody feasts.

Origin: Shark myths are found wherever there is ocean. They are seen by some cultures as the reincarnations of dead ancestors. Western lore asserts that a shark following a ship is an omen of death.

Keywords: aquatic, blooded, carnivore, fish, fleshy, living, natural, predator

Wealth Type: Incidental *Cunning:* Instinctive

Attack Modes: Maw *Move Modes:* Fishtail

Vision: Night Vision *Danger Tier:* 0

Great Shark Examples

Baseline Attributes

TN=5; ST=13; AG= -12; CR= -6; PC=3; HT= -2; IN= -8

Adequate (Level 6)

TN=6; ST=14; AG= -10; CR= -6; PC=5; HT= -2; IN= -8
HP=181; FP=41; Ward=3; SP=60 (fishtail)
Att | Dam | Def | Stab: maw=+14 | 25 | 16 | 31

Decent (Level 8)

TN=7; ST=15; AG= -10; CR= -6; PC=5; HT= -2; IN= -8
HP=215; FP=41; Ward=3; SP=65 (fishtail)
Att | Dam | Def | Stab: maw=+17 | 26 | 19 | 34

Fit (Level 10)

TN= 7; ST= 15; AG= -9; CR= -6; PC= 6; HT= -2; IN= -8
HP=215; FP=45; Ward=3; SP=70 (fishtail)
Att | Dam | Def | Stab: maw=+20 | 26 | 22 | 37

Laudable (Level 12)

TN= 8; ST= 16; AG= -9; CR= -6; PC= 6; HT= -2; IN= -8
HP=256; FP=45; Ward=4; SP=75 (fishtail)
Att | Dam | Def | Stab: maw=+23 | 27 | 25 | 40

Model (Level 14)

TN= 8; ST= 17; AG= -9; CR= -6; PC= 6; HT= -2; IN= -8
HP=279; FP=45; Ward=4; SP=75 (fishtail)
Att | Dam | Def | Stab: maw=+26 | 28 | 27 | 42

Outstanding (Level 16)

TN= 8; ST= 17; AG= -9; CR= -6; PC= 6; HT= -1; IN= -7
HP=279; FP=49; Ward=4; SP=75 (fishtail)
Att | Dam | Def | Stab: maw=+28 | 28 | 29 | 44

Large Shark Examples

Baseline Attributes

TN= 3; ST= 7; AG= -6; CR= -4; PC= 3; HT= -2; IN= -8

Adequate (Level 4)

TN= 4; ST= 8; AG= -4; CR= -4; PC= 3; HT= -2; IN= -8
HP=91; FP=34; Ward=2; SP=55 (fishtail)
Att | Dam | Def | Stab: maw=+12 | 17 | 18 | 25

Decent (Level 6)

TN= 4; ST= 8; AG= -4; CR= -4; PC= 5; HT= -2; IN= -8
HP=91; FP=41; Ward=2; SP=60 (fishtail)
Att | Dam | Def | Stab: maw=+14 | 17 | 20 | 29

Fit (Level 8)

TN= 5; ST= 9; AG= -4; CR= -4; PC= 5; HT= -2; IN= -8
HP=108; FP=41; Ward=2; SP=65 (fishtail)
Att | Dam | Def | Stab: maw=+17 | 18 | 23 | 32

Laudable (Level 10)

TN= 5; ST= 9; AG= -3; CR= -4; PC= 6; HT= -2; IN= -8
HP=108; FP=45; Ward=2; SP=70 (fishtail)
Att | Dam | Def | Stab: maw=+20 | 18 | 26 | 35

Model (Level 12)

TN= 6; ST= 10; AG= -3; CR= -4; PC= 6; HT= -2; IN= -8
HP=128; FP=45; Ward=3; SP=75 (fishtail)
Att | Dam | Def | Stab: maw=+23 | 19 | 29 | 38

Outstanding (Level 14)

TN= 6; ST= 11; AG= -3; CR= -4; PC= 6; HT= -2; IN= -8
HP=140; FP=45; Ward=3; SP=75 (fishtail)
Att | Dam | Def | Stab: maw=+26 | 20 | 31 | 40

Medium Shark Examples**Baseline Attributes**

TN= 1; ST= 1; AG= 0; CR= -2; PC= 3; HT= -2; IN= -8

Adequate (Level 2)

TN= 2; ST= 1; AG= 1; CR= -2; PC= 3; HT= -2; IN= -8

HP=41; FP=34; Ward=1; SP=50 (fishtail)

Att | Dam | Def | Stab: maw=+8 | 8 | 19 | 21

Decent (Level 4)

TN= 2; ST= 2; AG= 2; CR= -2; PC= 3; HT= -2; IN= -8

HP=45; FP=34; Ward=1; SP=55 (fishtail)

Att | Dam | Def | Stab: maw=+12 | 9 | 22 | 23

Fit (Level 6)

TN= 2; ST= 2; AG= 2; CR= -2; PC= 5; HT= -2; IN= -8

HP=45; FP=41; Ward=1; SP=60 (fishtail)

Att | Dam | Def | Stab: maw=+14 | 9 | 24 | 27

Laudable (Level 8)

TN= 3; ST= 3; AG= 2; CR= -2; PC= 5; HT= -2; IN= -8

HP=54; FP=41; Ward=1; SP=65 (fishtail)

Att | Dam | Def | Stab: maw=+17 | 10 | 27 | 30

Model (Level 10)

TN= 3; ST= 3; AG= 3; CR= -2; PC= 6; HT= -2; IN= -8

HP=54; FP=45; Ward=1; SP=70 (fishtail)

Att | Dam | Def | Stab: maw=+20 | 10 | 30 | 33

Outstanding (Level 12)

TN= 4; ST= 4; AG= 3; CR= -2; PC= 6; HT= -2; IN= -8

HP=64; FP=45; Ward=2; SP=75 (fishtail)

Att | Dam | Def | Stab: maw=+23 | 11 | 33 | 36

Small Shark Examples**Baseline Attributes**

TN= -1; ST= -5; AG= 6; CR= 0; PC= 3; HT= -2; IN= -8

Adequate (Level 0)

TN= -1; ST= -5; AG= 6; CR= 0; PC= 3; HT= -2; IN= -8

HP=19; FP=34; Ward=0; SP=50 (fishtail)

Att | Dam | Def | Stab: maw=+5 | 5 | 19 | 16

Decent (Level 2)

TN= 0; ST= -5; AG= 7; CR= 0; PC= 3; HT= -2; IN= -8

HP=21; FP=34; Ward=0; SP=50 (fishtail)

Att | Dam | Def | Stab: maw=+8 | 5 | 23 | 19

Fit (Level 4)

TN= 0; ST= -4; AG= 8; CR= 0; PC= 3; HT= -2; IN= -8

HP=23; FP=34; Ward=0; SP=55 (fishtail)

Att | Dam | Def | Stab: maw=+12 | 5 | 26 | 21

Laudable (Level 6)

TN= 0; ST= -4; AG= 8; CR= 0; PC= 5; HT= -2; IN= -8

HP=23; FP=41; Ward=0; SP=60 (fishtail)

Att | Dam | Def | Stab: maw=+14 | 5 | 28 | 25

Model (Level 8)

TN= 1; ST= -3; AG= 8; CR= 0; PC= 5; HT= -2; IN= -8

HP=27; FP=41; Ward=1; SP=65 (fishtail)

Att | Dam | Def | Stab: maw=+17 | 5 | 31 | 28

Outstanding (Level 10)

TN= 1; ST= -3; AG= 9; CR= 0; PC= 6; HT= -2; IN= -8

HP=27; FP=45; Ward=1; SP=70 (fishtail)

Att | Dam | Def | Stab: maw=+20 | 5 | 34 | 31

Tiny Shark Examples**Baseline Attributes**

TN= -3; ST= -11; AG=12; CR=2; PC=3; HT= -2; IN= -8

Adequate (Level 0)

TN= -3; ST= -11; AG=12; CR=2; PC=3; HT= -2; IN= -8

HP=10; FP=34; Ward=0; SP=50 (fishtail)

Att | Dam | Def | Stab: maw=+5 | 3 | 23 | 14

Decent (Level 2)

TN= -2; ST= -11; AG=13; CR=2; PC=3; HT= -2; IN= -8

HP=10; FP=34; Ward=0; SP=50 (fishtail)

Att | Dam | Def | Stab: maw=+8 | 3 | 27 | 17

Fit (Level 4)

TN= -2; ST= -10; AG=14; CR=2; PC=3; HT= -2; IN= -8

HP=11; FP=34; Ward=0; SP=55 (fishtail)

Att | Dam | Def | Stab: maw=+12 | 3 | 30 | 19

Laudable (Level 6)

TN= -2; ST= -10; AG=14; CR=2; PC=5; HT= -2; IN= -8

HP=11; FP=41; Ward=0; SP=60 (fishtail)

Att | Dam | Def | Stab: maw=+14 | 3 | 32 | 23

Outstanding (Level 8)

TN= -1; ST= -9; AG= 14; CR= 2; PC= 5; HT= -2; IN= -8

HP=13; FP=41; Ward=0; SP=65 (fishtail)

Att | Dam | Def | Stab: maw=+17 | 3 | 35 | 26

Sheep, Common

Sheep are hoofed, four-legged woolly beasts, often kept as livestock. Male sheep, known as rams, sport large curled horns on their heads. The females of the species, known as ewes, are very placid creatures, content to mill about on green fields all day munching on grass. Domesticated rams are also quite compliant, but wild rams are highly aggressive. They will defend their flocks against any intruders daring to come too near. When irritated, a wild ram will charge at anything moving.

The ordinary, domesticated sheep are generally Fit and below. Anything more exceptional than that can only be found in the herd of a cyclops or other legendary shepherd.

Ewes will flee any threats, along with the rest of their flock.

Habitat: Domesticated sheep are usually kept pinned up within a grazing pasture. Wild sheep inhabit grassy fields near ready water sources.

Keywords: blooded, fleshy, herd, living, mammal, natural, sheep

Fun Facts: If a ram strikes on its initial charge, it butts for 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 ram misses on its initial charge, it continues, turns around, and charges again, requiring a full Round to do so. Once the ram hits, it stays in combat using its horns to butt normally.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Origin: Sheep are among the oldest of domesticated animals. As such, stories about them and the shepherds that care for them are the subject of stories in most western cultures.

Wealth Type: Incidental *Cunning:* Bestial

Move Modes: Charge/Trot *Vision:* Day Vision

Attack Modes: Head Butt *Traits:* Afraid of Fire.

Danger Ti

Large Sheep Examples

Baseline Attributes

TN= 3; ST= 6; AG= -6; CR= -2; PC= 0; HT= -2; IN= -6

Adequate (Level 2)

TN= 4; ST= 7; AG= -6; CR= -2; PC= 0; HT= -2; IN= -6

HP=83; FP=26; Ward=2; SP=50 (charge) / 40 (trot)

Att | Dam | Def | Stab: head butt=+7 | 14 | 14 | 20

Decent (Level 4)

TN= 4; ST= 8; AG= -5; CR= -2; PC= 0; HT= -2; IN= -6

HP=91; FP=26; Ward=2; SP=55 (charge) / 45 (trot)

Att | Dam | Def | Stab: head butt=+11 | 15 | 17 | 22

Fit (Level 6)

TN= 4; ST= 9; AG= -4; CR= -2; PC= 0; HT= -2; IN= -6

HP=99; FP=26; Ward=2; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: head butt=+15 | 16 | 20 | 24

Laudable (Level 8)

TN= 4; ST= 9; AG= -3; CR= -2; PC= 0; HT= -2; IN= -5

HP=99; FP=26; Ward=2; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: head butt=+18 | 16 | 23 | 26

Outstanding (Level 10)

TN= 5; ST= 9; AG= -3; CR= -2; PC= 1; HT= -2; IN= -5

HP=108; FP=29; Ward=2; SP=65 (charge) / 55 (trot)

Att | Dam | Def | Stab: head butt=+20 | 16 | 26 | 30

Medium Sheep Examples

Baseline Attributes

TN= 1; ST= 0; AG= 0; CR= 0; PC= 0; HT= -2; IN= -6

Adequate (Level 0)

TN= 1; ST= 0; AG= 0; CR= 0; PC= 0; HT= -2; IN= -6

HP=35; FP=26; Ward=1; SP=50 (charge) / 40 (trot)

Att | Dam | Def | Stab: head butt=+4 | 6 | 15 | 15

Decent (Level 2)

TN= 2; ST= 1; AG= 0; CR= 0; PC= 0; HT= -2; IN= -6

HP=41; FP=26; Ward=1; SP=50 (charge) / 40 (trot)

Att | Dam | Def | Stab: head butt=+7 | 7 | 18 | 18

Fit (Level 4)

TN= 2; ST= 2; AG= 1; CR= 0; PC= 0; HT= -2; IN= -6

HP=45; FP=26; Ward=1; SP=55 (charge) / 45 (trot)

Att | Dam | Def | Stab: head butt=+11 | 8 | 21 | 20

Laudable (Level 6)

TN= 2; ST= 3; AG= 2; CR= 0; PC= 0; HT= -2; IN= -6

HP=49; FP=26; Ward=1; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: head butt=+15 | 9 | 24 | 22

Outstanding (Level 8)

TN= 2; ST= 3; AG= 3; CR= 0; PC= 0; HT= -2; IN= -5

HP=49; FP=26; Ward=1; SP=60 (charge) / 50 (trot)

Att | Dam | Def | Stab: head butt=+18 | 9 | 27 | 24

Singing Bone

A Singing Bone is a dusty old bone lying on the floor, or possibly a desktop or table. It is part of the skeletal remains of a murder victim, who had a fondness for music while alive.

Desperate to bring their murderer to justice, and somehow unable to carry out a normal conversation, a Singing Bone will croon out melodies with lyrics that provide clues about their unfortunate demise. They are also understandably angry about their circumstances, and will often use their singing ability to bring about misery and misfortune to the living.

Fun Facts: Singing Bones have no means to physically attack. They cannot even move beyond slightly rocking back and forth. But, they can sing, and will do so whenever there is an audience. They are capable of singing any Musical Score. But, often focus on the following scores when assisting other undead in defeating intruders: [Frightful Tune](#), [Lamenting Tune](#), [Lullaby Theme](#), [Lulling Refrain](#), or [Siren's Song](#). Or, if attacked directly, they will often burst out with a C above High C at their assailant. All scores are performed at ranks equal to their Level (see [The Character Compendium](#) for details.).

Singing Bones have the gifts of [Spawn Undead Screaming Skull](#) and [Spawn Undead Common Ghost](#), which they will use on any fresh corpses that happen to land in their vicinity. See [The Character Compendium](#) for details.

Durabilities: This creature is Immune to Bleeding, Blighting, Dehydrating, Entrancing, Fatiguing, Freezing, Infernal, Internal, Intoxicating, Maladive, Petrifying, Rotting, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; Resistant to Cutting, Enervating, Puncturing, and Rending Effects; and Highly Sensitive to Acidic Effects.

Habitat: Singing Bones have little choice other than making any place they happen to be placed as their home.

Origin: [The Singing Bone](#) is a fairy tale recorded by the Grimm brothers, in which the bone of a murdered boy sings to implicate his brother as his killer.

Size: Medium *Danger Tier:* -1

Attack Modes: Special *Move Modes:* None

Keywords: skeleton, undead *Vision:* Astral Vision

Wealth Type: Incidental *Cunning:* Alert

Medium Singing Bone Examples

Baseline Attributes

TN= 9; ST= 0; AG= -10; CR= 0; PC= 3; HT= -2; IN= 0

Adequate (Level 0)

TN= 9; ST= 0; AG= -10; CR= 0; PC= 3; HT= -2; IN= 0

HP=70; FP=34; Ward=5; SP=0 (immobile)

Att | Dam | Def | Stab: special=na | special | 9 | 22

Decent (Level 2)

TN= 10; ST= 0; AG= -9; CR= 0; PC= 3; HT= -2; IN= 0

HP=76; FP=34; Ward=6; SP=0 (immobile)

Att | Dam | Def | Stab: special=na | special | 13 | 25

Fit (Level 4)

TN= 10; ST= 0; AG= -9; CR= 0; PC= 4; HT= -1; IN= 0

HP=76; FP=41; Ward=6; SP=0 (immobile)

Att | Dam | Def | Stab: special=na | special | 15 | 28

Laudable (Level 6)

TN= 11; ST= 0; AG= -8; CR= 0; PC= 4; HT= -1; IN= 0

HP=83; FP=41; Ward=7; SP=0 (immobile)

Att | Dam | Def | Stab: special=na | special | 19 | 31

Model (Level 8)

TN= 12; ST= 0; AG= -7; CR= 0; PC= 4; HT= -1; IN= 0

HP=91; FP=41; Ward=8; SP=0 (immobile)

Att | Dam | Def | Stab: special=na | special | 23 | 34

Outstanding (Level 10)

TN= 12; ST= 0; AG= -7; CR= 0; PC= 4; HT= -1; IN= 2

HP=91; FP=41; Ward=8; SP=0 (immobile)

Att | Dam | Def | Stab: special=na | special | 25 | 36

Remarkable (Level 12)

TN= 12; ST= 0; AG= -7; CR= 0; PC= 6; HT= -1; IN= 2

HP=91; FP=49; Ward=8; SP=0 (immobile)

Att | Dam | Def | Stab: special=na | special | 27 | 40

Superb (Level 14)

TN= 12; ST= 0; AG= -7; CR= 0; PC= 6; HT= 0; IN= 3

HP=91; FP=53; Ward=8; SP=0 (immobile)

Att | Dam | Def | Stab: special=na | special | 29 | 42

Wondrous (Level 16)

TN= 12; ST= 0; AG= -7; CR= 1; PC= 6; HT= 1; IN= 3

HP=91; FP=58; Ward=8; SP=0 (immobile)

Att | Dam | Def | Stab: special=na | special | 31 | 44

Skeleton

Skeletons are the final remains of the dead that are animated through some unholy power. While many skeletons are imbued with undeath through necromantic spells and rituals, a large fraction of them arise without magical aid. Many are simply possessed with restless spirits whose motives are, at best, obscure. While the bones move under their own volition, they usually have very little in the way of purpose or drive.

Upon first sight, a skeleton often appears as nothing more than a dusty, disorganized pile of bones. When approached, the pile stirs and, with a bit of quiet rattling, quickly assumes its proper structure.

Skeleton, Common

Common Skeletons are the remains of humans and humanoids and are imbued with human intellect. Being mentally competent, they are generally armed with well maintained weapons and are occasionally armored with helmets, breastplates, and/or shields. A moments observation of their deliberate and well-considered actions easily distinguishes them from their shambling kindred.

Habitat: Skeletons can be found anywhere the decayed remains of the dead are laid to rest. They have almost no wills of their own, and so are unafraid of injury or death. They do, however, seem to prefer dark dank cobweb-filled surroundings.

Origin: Every religion in history deals in some way with death and the human skeleton is death's universal symbol. Consequently, nightmarish tales of skeletons with dark powers and evil intent appear throughout the world's mythologies.

Durabilities: This creature is Immune to Bleeding, Blighting, Dehydrating, Entrancing, Fatiguing, Freezing, Infernal, Internal, Intoxicating, Maladive, Petrifying, Rotting, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; Resistant to Cutting, Enervating, Puncturing, and Rending Effects; and Highly Sensitive to Acidic Effects.

Keywords: humanoid, revenant, skeleton, undead

Attack Modes: Melee Weapon or Range Weapon or Short Sword or Bow or Punch/Kick

Traits: Aversion to Sunlight *Vision:* Astral Vision

Wealth Type: Incidental *Cunning:* Alert

Move Modes: Run *Danger Tier:* +1

Large Common Skeleton Examples

Baseline Attributes

TN= 2; ST= 6; AG= -6; CR= -2; PC= 0; HT= 0; IN= 0

Adequate (Level 4)

TN= 2; ST= 6; AG= -5; CR= -1; PC= 1; HT= 1; IN= 0

HP=64; FP=38; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: melee=+5 +tempo | weapon+6 | 11+parry | 17+parry; or range=+4 +tempo | weapon | 11+gap | 17+gap; or short sword=+8 | 12 | 16 | 22; or bow=+5 | 8 | 11 | 17; or punch/kick=+9 | 13 | 12 | 18

Decent (Level 6)

TN= 2; ST= 7; AG= -5; CR= -1; PC= 1; HT= 1; IN= 1

HP=70; FP=38; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: melee=+8 +tempo | weapon+7 | 13+parry | 19+parry; or range=+6 +tempo | weapon | 13+gap | 19+gap; or short sword=+11 | 13 | 18 | 24; or bow=+7 | 8 | 13 | 19; or punch/kick=+12 | 14 | 14 | 20

Fit (Level 8)

TN= 2; ST= 7; AG= -5; CR= -1; PC= 2; HT= 1; IN= 2

HP=70; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: melee=+10 +tempo | weapon+7 | 15+parry | 22+parry; or range=+9 +tempo | weapon | 15+gap | 22+gap; or short sword=+13 | 13 | 20 | 27; or bow=+10 | 8 | 15 | 22; or punch/kick=+14 | 14 | 16 | 23

Laudable (Level 10)

TN= 2; ST= 8; AG= -5; CR= 0; PC= 2; HT= 1; IN= 2

HP=76; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: melee=+13 +tempo | weapon+8 | 17+parry | 24+parry; or range=+12 +tempo | weapon | 17+gap | 24+gap; or short sword=+16 | 14 | 22 | 29; or bow=+13 | 8 | 17 | 24; or punch/kick=+17 | 15 | 18 | 25

Model (Level 12)

TN= 2; ST= 8; AG= -5; CR= 0; PC= 3; HT= 2; IN= 2

HP=76; FP=49; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: melee=+15 +tempo | weapon+8 | 19+parry | 27+parry; or range=+15 +tempo | weapon | 19+gap | 27+gap; or short sword=+18 | 14 | 24 | 32; or bow=+16 | 8 | 19 | 27; or punch/kick=+19 | 15 | 20 | 28

Outstanding (Level 14)

TN= 2; ST= 9; AG= -4; CR= 0; PC= 3; HT= 2; IN= 2

HP=83; FP=49; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: melee=+19 +tempo | weapon+9 | 22+parry | 29+parry; or range=+17 +tempo | weapon | 22+gap | 29+gap; or short sword=+22 | 15 | 27 | 34; or bow=+18 | 8 | 22 | 29; or punch/kick=+23 | 16 | 23 | 30

Medium Common Skeleton Examples

Baseline Attributes

TN= 0; ST= 0; AG= 0; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 4)

TN= 0; ST= 0; AG= 1; CR= 1; PC= 1; HT= 1; IN= 0

HP=32; FP=38; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: melee=+5 +tempo | weapon | 15+parry | 15+parry; or range=+6 +tempo | weapon | 15+gap | 15+gap; or short sword=+9 | 5 | 19 | 19; or bow=+9 | 5 | 15 | 15; or punch/kick=+9 | 5 | 16 | 16

Decent (Level 6)

TN= 0; ST= 1; AG= 1; CR= 1; PC= 1; HT= 1; IN= 1

HP=35; FP=38; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: melee=+8 +tempo | weapon+1 | 17+parry | 17+parry; or range=+8 +tempo | weapon | 17+gap | 17+gap; or short sword=+12 | 6 | 21 | 21; or bow=+11 | 5 | 17 | 17; or punch/kick=+12 | 6 | 18 | 18

Fit (Level 8)

TN= 0; ST= 1; AG= 1; CR= 1; PC= 2; HT= 1; IN= 2

HP=35; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: melee=+10 +tempo | weapon+1 | 19+parry | 20+parry; or range=+11 +tempo | weapon | 19+gap | 20+gap; or short sword=+14 | 6 | 23 | 24; or bow=+14 | 5 | 19 | 20; or punch/kick=+14 | 6 | 20 | 21

Laudable (Level 10)

TN= 0; ST= 2; AG= 1; CR= 2; PC= 2; HT= 1; IN= 2

HP=38; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: melee=+13 +tempo | weapon+2 | 21+parry | 22+parry; or range=+14 +tempo | weapon | 21+gap | 22+gap; or short sword=+17 | 7 | 25 | 26; or bow=+17 | 5 | 21 | 22; or punch/kick=+17 | 7 | 22 | 23

Model (Level 12)

TN= 0; ST= 2; AG= 1; CR= 2; PC= 3; HT= 2; IN= 2

HP=38; FP=49; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: melee=+15 +tempo | weapon+2 | 23+parry | 25+parry; or range=+17 +tempo | weapon | 23+gap | 25+gap; or short sword=+19 | 7 | 27 | 29; or bow=+20 | 5 | 23 | 25; or punch/kick=+19 | 7 | 24 | 26

Outstanding (Level 14)

TN= 0; ST= 3; AG= 2; CR= 2; PC= 3; HT= 2; IN= 2

HP=41; FP=49; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: melee=+19 +tempo | weapon+3 | 26+parry | 27+parry; or range=+19 +tempo | weapon | 26+gap | 27+gap; or short sword=+23 | 8 | 30 | 31; or bow=+22 | 5 | 26 | 27; or punch/kick=+23 | 8 | 27 | 28

Small Common Skeleton Examples

Baseline Attributes

TN= -2; ST= -6; AG= 6; CR= 2; PC= 0; HT= 0; IN= 0

Adequate (Level 4)

TN= -2; ST= -6; AG= 7; CR= 3; PC= 1; HT= 1; IN= 0

HP=16; FP=38; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: melee=+5 +tempo | weapon | 19+parry | 13+parry; or range=+8 +tempo | weapon | 19+gap | 13+gap; or short sword=+10 | 4 | 22 | 16; or bow=+12 | 5 | 19 | 13; or punch/kick=+9 | 4 | 20 | 14

Decent (Level 6)

TN= -2; ST= -5; AG= 7; CR= 3; PC= 1; HT= 1; IN= 1

HP=17; FP=38; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: melee=+8 +tempo | weapon | 21+parry | 15+parry; or range=+10 +tempo | weapon | 21+gap | 15+gap; or short sword=+13 | 4 | 24 | 18; or bow=+14 | 5 | 21 | 15; or punch/kick=+12 | 4 | 22 | 16

Fit (Level 8)

TN= -2; ST= -5; AG= 7; CR= 3; PC= 2; HT= 1; IN= 2

HP=17; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: melee=+10 +tempo | weapon | 23+parry | 18+parry; or range=+13 +tempo | weapon | 23+gap | 18+gap; or short sword=+15 | 4 | 26 | 21; or bow=+17 | 5 | 23 | 18; or punch/kick=+14 | 4 | 24 | 19

Laudable (Level 10)

TN= -2; ST= -4; AG= 7; CR= 4; PC= 2; HT= 1; IN= 2

HP=19; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: melee=+13 +tempo | weapon | 25+parry | 20+parry; or range=+16 +tempo | weapon | 25+gap | 20+gap; or short sword=+18 | 4 | 28 | 23; or bow=+20 | 5 | 25 | 20; or punch/kick=+17 | 4 | 26 | 21

Model (Level 12)

TN= -2; ST= -4; AG= 7; CR= 4; PC= 3; HT= 2; IN= 2

HP=19; FP=49; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: melee=+15 +tempo | weapon | 27+parry | 23+parry; or range=+19 +tempo | weapon | 27+gap | 23+gap; or short sword=+20 | 4 | 30 | 26; or bow=+23 | 5 | 27 | 23; or punch/kick=+19 | 4 | 28 | 24

Outstanding (Level 14)

TN= -2; ST= -3; AG= 8; CR= 4; PC= 3; HT= 2; IN= 2

HP=21; FP=49; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: melee=+19 +tempo | weapon | 30+parry | 25+parry; or range=+21 +tempo | weapon | 30+gap | 25+gap; or short sword=+24 | 4 | 33 | 28; or bow=+25 | 5 | 30 | 25; or punch/kick=+23 | 4 | 31 | 26

Skeleton, Ghastly

Ghastly Skeletons are physically similar to Common Skeletons. (After all, one bag of bones looks like any other.) Even so, a keen observer will note the obvious care given a Ghastly Skeleton's weapons and the finery, albeit faded and tattered, which covers their frame. Even if such minutia are overlooked, their decisive and purposeful actions identify them as special. Where a mundane Skeleton will shamble down a hall in direct pursuit of enemies, a Ghastly Skeleton will race down the same corridor with his weapon readied while glancing into side passages, alert to any tricks his foes might use to surprise them from behind. In short, they retain the keen mental awareness honed from a lifetime of battle.

Most Ghastly Skeletons arise naturally from the remains of skilled fighters. Though far less numerous, some walk the earth who focused more on spell-casting or thieving abilities instead. All, however, are highly aggressive and jealously guard their unholy domains.

Fun Facts: Ghastly Skeletons have the Gift of Spawn Undead Common Skeleton, which they will use on any fresh corpses they encounter (particularly those it personally killed). See The Character Compendium for details.

Even without tongues, Ghastly Skeletons have a supernatural ability to speak. They can also emit a soft light similar to the Eldritch skills of Moon Glow and Guise, the later of which they often use to appear alive.

When desired, a Ghastly Skeletons can radiate an aura of fear as the Occult spell Manifest Large Aura of Dire Fear. This is used at spell a rank equal to their Level.

Durabilities: This creature is Immune to Bleeding, Blighting, Dehydrating, Dreadful, Entrancing, Fatiguing, Freezing, Infernal, Internal, Intoxicating, Maladive, Petrifying, Rotting, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; Resistant to Cutting, Enervating, Puncturing, and Rending Effects; and Highly Sensitive to Acidic Effects.

Habitat: Ghastly Skeletons are commonly the restless remains of the upper crust and warrior elite of human societies. As such, they are usually encountered defending the castles and fortresses they formerly occupied in life.

Origin: Being the most enduring part of the body, skeletons rising from the grave are a common trope throughout the world. Lithuania has a particularly interesting skeleton legend, known as the Ziburinis, which glows in the dark and can change its appearance at will. It is from that tale that this description was largely drawn.

Traits: Aversion to Sunlight *Vision:* Astral Vision

Wealth Type: Hoard *Cunning:* Alert

Move Modes: Run *Danger Tier:* +2

Keywords: humanoid, revenant, skeleton, undead

Attack Modes: Melee Weapon or Range Weapon or Punch/Kick

Large Ghastly Skeleton Examples

Baseline Attributes

TN= 5; ST= 7; AG= -5; CR= -1; PC= 1; HT= 0; IN= 0

Adequate (Level 8)

TN= 8; ST= 7; AG= -3; CR= -1; PC= 1; HT= 1; IN= 2

HP=117; FP=38; Ward=4; SP=40 (run)

Att | Dam | Def | Stab: melee=+12 +tempo | weapon+7 | 23+parry | 27+parry; or range=+8 +tempo | weapon | 23+gap | 27+gap; or scimitar=+14 | 14 | 29 | 33; or bow=+9 | 8 | 23 | 27; or punch/kick=+16 | 14 | 24 | 28

Decent (Level 10)

TN= 8; ST= 7; AG= -2; CR= -1; PC= 1; HT= 1; IN= 2

HP=117; FP=38; Ward=4; SP=40 (run)

Att | Dam | Def | Stab: melee=+15 +tempo | weapon+7 | 26+parry | 29+parry; or range=+10 +tempo | weapon | 26+gap | 29+gap; or scimitar=+17 | 14 | 32 | 35; or bow=+11 | 8 | 26 | 29; or punch/kick=+19 | 14 | 27 | 30

Fit (Level 12)

TN= 8; ST= 7; AG= -1; CR= 0; PC= 1; HT= 1; IN= 2

HP=117; FP=38; Ward=4; SP=45 (run)

Att | Dam | Def | Stab: melee=+18 +tempo | weapon+7 | 29+parry | 31+parry; or range=+13 +tempo | weapon | 29+gap | 31+gap; or scimitar=+20 | 14 | 35 | 37; or bow=+14 | 8 | 29 | 31; or punch/kick=+22 | 14 | 30 | 32

Laudable (Level 14)

TN= 9; ST= 7; AG= -1; CR= 0; PC= 1; HT= 1; IN= 2

HP=128; FP=38; Ward=5; SP=45 (run)

Att | Dam | Def | Stab: melee=+20 +tempo | weapon+7 | 32+parry | 34+parry; or range=+15 +tempo | weapon | 32+gap | 34+gap; or scimitar=+22 | 14 | 38 | 40; or bow=+16 | 8 | 32 | 34; or punch/kick=+24 | 14 | 33 | 35

Model (Level 16)

TN= 9; ST= 9; AG= -1; CR= 0; PC= 1; HT= 1; IN= 2

HP=152; FP=38; Ward=5; SP=50 (run)

Att | Dam | Def | Stab: melee=+24 +tempo | weapon+9 | 34+parry | 36+parry; or range=+17 +tempo | weapon | 34+gap | 36+gap; or scimitar=+26 | 16 | 40 | 42; or bow=+18 | 8 | 34 | 36; or punch/kick=+28 | 16 | 35 | 37

Outstanding (Level 18)

TN= 9; ST= 9; AG= -1; CR= 0; PC= 1; HT= 2; IN= 3

HP=152; FP=41; Ward=5; SP=50 (run)

Att | Dam | Def | Stab: melee=+26 +tempo | weapon+9 | 36+parry | 38+parry; or range=+19 +tempo | weapon | 36+gap | 38+gap; or scimitar=+28 | 16 | 42 | 44; or bow=+20 | 8 | 36 | 38; or punch/kick=+30 | 16 | 37 | 39

Medium Ghastly Skeleton Examples**Baseline Attributes**

TN= 3; ST= 1; AG= 1; CR= 1; PC= 1; HT= 0; IN= 0

Adequate (Level 6)

TN= 6; ST= 1; AG= 3; CR= 1; PC= 1; HT= 0; IN= 1

HP=59; FP=34; Ward=3; SP=40 (run)

Att | Dam | Def | Stab: melee=+10 +tempo | weapon+1 |
25+parry | 23+parry; or range=+8 +tempo | weapon |
25+gap | 23+gap; or scimitar=+13 | 7 | 30 | 28; or
bow=+11 | 5 | 25 | 23; or punch/kick=+14 | 6 | 26 | 24

Decent (Level 8)

TN= 6; ST= 1; AG= 3; CR= 1; PC= 1; HT= 1; IN= 2

HP=59; FP=38; Ward=3; SP=40 (run)

Att | Dam | Def | Stab: melee=+12 +tempo | weapon+1 |
27+parry | 25+parry; or range=+10 +tempo | weapon |
27+gap | 25+gap; or scimitar=+15 | 7 | 32 | 30; or
bow=+13 | 5 | 27 | 25; or punch/kick=+16 | 6 | 28 | 26

Fit (Level 10)

TN= 6; ST= 1; AG= 4; CR= 1; PC= 1; HT= 1; IN= 2

HP=59; FP=38; Ward=3; SP=40 (run)

Att | Dam | Def | Stab: melee=+15 +tempo | weapon+1 |
30+parry | 27+parry; or range=+12 +tempo | weapon |
30+gap | 27+gap; or scimitar=+18 | 7 | 35 | 32; or
bow=+15 | 5 | 30 | 27; or punch/kick=+19 | 6 | 31 | 28

Laudable (Level 12)

TN= 6; ST= 1; AG= 5; CR= 2; PC= 1; HT= 1; IN= 2

HP=59; FP=38; Ward=3; SP=45 (run)

Att | Dam | Def | Stab: melee=+18 +tempo | weapon+1 |
33+parry | 29+parry; or range=+15 +tempo | weapon |
33+gap | 29+gap; or scimitar=+21 | 7 | 38 | 34; or
bow=+18 | 5 | 33 | 29; or punch/kick=+22 | 6 | 34 | 30

Model (Level 14)

TN= 7; ST= 1; AG= 5; CR= 2; PC= 1; HT= 1; IN= 2

HP=64; FP=38; Ward=3; SP=45 (run)

Att | Dam | Def | Stab: melee=+20 +tempo | weapon+1 |
36+parry | 32+parry; or range=+17 +tempo | weapon |
36+gap | 32+gap; or scimitar=+23 | 7 | 41 | 37; or
bow=+20 | 5 | 36 | 32; or punch/kick=+24 | 6 | 37 | 33

Outstanding (Level 16)

TN= 7; ST= 3; AG= 5; CR= 2; PC= 1; HT= 1; IN= 2

HP=76; FP=38; Ward=3; SP=50 (run)

Att | Dam | Def | Stab: melee=+24 +tempo | weapon+3 |
38+parry | 34+parry; or range=+19 +tempo | weapon |
38+gap | 34+gap; or scimitar=+27 | 9 | 43 | 39; or
bow=+22 | 5 | 38 | 34; or punch/kick=+28 | 8 | 39 | 35

Skeleton Overlay

Rather than create an endless list of possible monster skeletons (skeletal aardvark, skeletal anteater, skeletal antelope, etc.), all of which would be monotonously similar, we provide you here with more of a system for quickly creating your own skeletal creatures. That way, you can take just about any other living creature from any of the monster supplements and quickly transform it into a skeletal version of that beast.

Of course, if the creature was a magical creature with special defensive or offensive abilities which the undead skeletal state will obviously make impotent, that ability will be lost (i.e., the flaming breath weapon or high Natural Ward formerly possessed by a heraldic dragon).

With the goal of imposing as little change as possible in mind, the skeleton of a monster will retain most of the combat characteristics that it possessed in life (Attack Bonus, Defense, Speed, Strength, Damage, etc.). The major difference is, of course, the fact that the critter is now undead. This fact bestows all of the benefits and banes listed in the Fun Facts section below.

Habitat: Monster skeletons can be encountered almost anywhere in the wild but are actually more common in areas inhabited by men. In fact, many of these bony creatures were obviously former guardians, pets, or companions of men in life because, in death, they remain steadfast to their beloved masters. It is not unheard of for a skeletal child and dog to be seen skipping and playing near the grave-site of a drowned youth.

Origin: All mythologies deal with death in one way or another and skeletons provide them with an obvious focal point, since skeletons are the longest lasting remnants of living creatures. In fact, the Finno-Ugric mythology holds that the soul survives only as long as the skeleton remains intact. Consequently, these people tended to the remains of their dead with great care and even took great pains to make sure that the bones of their livestock were well preserved.

Durabilities: This creature is Immune to Bleeding, Blighting, Dehydrating, Entrancing, Fatiguing, Freezing, Infernal, Internal, Intoxicating, Maladive, Petrifying, Rotting, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; Resistant to Cutting, Enervating, Puncturing, and Rending Effects; and Highly Sensitive to Acidic Effects.

Keywords: revenant, skeleton, undead

Traits: Aversion to Sunlight

Vision: Astral Vision

Wealth Type: Incidental

Cunning: Variable

Attack Modes: Variable

Move Modes: Variable

Size: Variable

Skeleton, Shambling

Shambling Skeletons are a form of skeletal undead with jerky, uncoordinated motions. While they are essentially mindless, they may wield weapons. However, they are rarely armed with anything better than a rusty sword and maybe a dilapidated helmet, breastplate, or shield.

When animated through dark magics, Shambling Skeletons obey all commands of their creators unquestioningly. In fact, they have no fear or hesitation in obeying requests that will obviously lead to their own quick deaths. Their blind acceptances of all orders make them excellent slaves for sorcerers, necromancers, and other dark spell casters.

Habitat: Skeletons are found anywhere the decayed remains of the dead are laid to rest. They have no wills of their own, and so are unafraid of injury or death. They do, however, seem to prefer dark dank cobweb-filled surroundings.

Origin: Every religion in history deals in some way with death and the human skeleton is death's universal symbol. Consequently, nightmarish tales of skeletons with dark powers and evil intent appear throughout the world's mythologies.

Durabilities: This creature is Immune to Bleeding, Blighting, Dehydrating, Deluding, Entrancing, Fatiguing, Freezing, Infernal, Internal, Intoxicating, Maladive, Petrifying, Rotting, Sedating, Starving, Suffocating, Sunshining, Tormenting, and Toxic Effects; Resistant to Cutting, Enervating, Puncturing, and Rending Effects; and Highly Sensitive to Acidic Effects.

Attack Modes: Club or Omnivorous Punch

Keywords: humanoid, revenant, skeleton, undead

Traits: Aversion to Sunlight *Vision:* Astral Vision

Wealth Type: Incidental *Cunning:* Mindless

Move Modes: Shamble *Danger Tier:* 0

Medium Shambling Skeleton Examples**Baseline Attributes**

TN= -2; ST= 0; AG= -2; CR= -1; PC= 0; HT= 0; IN= -9

Adequate (Level 0)

TN= -2; ST= 0; AG= -2; CR= -1; PC= 0; HT= 0; IN= -9

HP=27; FP=32; Ward=0; SP=15 (shamble)

Att | Dam | Def | Stab: club=+1 | 2 | 10 | 12; or punch=+2 | 2 | 7 | 9

Decent (Level 2)

TN= -1; ST= 0; AG= -2; CR= 0; PC= 0; HT= 0; IN= -9

HP=29; FP=32; Ward=0; SP=15 (shamble)

Att | Dam | Def | Stab: club=+3 | 2 | 13 | 15; or punch=+4 | 2 | 10 | 12

Fit (Level 4)

TN= 0; ST= 1; AG= -2; CR= 0; PC= 0; HT= 0; IN= -9

HP=35; FP=32; Ward=0; SP=20 (shamble)

Att | Dam | Def | Stab: club=+6 | 3 | 16 | 18; or punch=+7 | 3 | 13 | 15

Laudable (Level 6)

TN= 0; ST= 2; AG= -1; CR= 0; PC= 0; HT= 0; IN= -9

HP=38; FP=32; Ward=0; SP=20 (shamble)

Att | Dam | Def | Stab: club=+10 | 4 | 19 | 20; or punch=+11 | 4 | 16 | 17

Model (Level 8)

TN= 0; ST= 3; AG= 0; CR= 0; PC= 0; HT= 0; IN= -9

HP=41; FP=32; Ward=0; SP=25 (shamble)

Att | Dam | Def | Stab: club=+14 | 5 | 22 | 22; or punch=+15 | 5 | 19 | 19

Outstanding (Level 10)

TN= 1; ST= 3; AG= 0; CR= 0; PC= 0; HT= 0; IN= -8

HP=45; FP=32; Ward=1; SP=25 (shamble)

Att | Dam | Def | Stab: club=+16 | 5 | 25 | 25; or punch=+17 | 5 | 22 | 22

Small Shambling Skeleton Examples

Baseline Attributes

TN= -4; ST= -6; AG= 4; CR= 1; PC= 0; HT= 0; IN= -9

Adequate (Level 0)

TN= -4; ST= -6; AG= 4; CR= 1; PC= 0; HT= 0; IN= -9

HP=13; FP=32; Ward=0; SP=15 (shamble)

Att | Dam | Def | Stab: club=+2 | 1 | 13 | 9; or punch=+2 | 2 | 11 | 7

Decent (Level 2)

TN= -3; ST= -6; AG= 4; CR= 2; PC= 0; HT= 0; IN= -9

HP=15; FP=32; Ward=0; SP=15 (shamble)

Att | Dam | Def | Stab: club=+4 | 1 | 16 | 12; or punch=+4 | 2 | 14 | 10

Fit (Level 4)

TN= -2; ST= -5; AG= 4; CR= 2; PC= 0; HT= 0; IN= -9

HP=17; FP=32; Ward=0; SP=20 (shamble)

Att | Dam | Def | Stab: club=+7 | 1 | 19 | 15; or punch=+7 | 2 | 17 | 13

Laudable (Level 6)

TN= -2; ST= -4; AG= 5; CR= 2; PC= 0; HT= 0; IN= -9

HP=19; FP=32; Ward=0; SP=20 (shamble)

Att | Dam | Def | Stab: club=+11 | 1 | 22 | 17; or punch=+11 | 2 | 20 | 15

Model (Level 8)

TN= -2; ST= -3; AG= 6; CR= 2; PC= 0; HT= 0; IN= -9

HP=21; FP=32; Ward=0; SP=25 (shamble)

Att | Dam | Def | Stab: club=+15 | 1 | 25 | 19; or punch=+15 | 2 | 23 | 17

Outstanding (Level 10)

TN= -1; ST= -3; AG= 6; CR= 2; PC= 0; HT= 0; IN= -8

HP=23; FP=32; Ward=0; SP=25 (shamble)

Att | Dam | Def | Stab: club=+17 | 1 | 28 | 22; or punch=+17 | 2 | 26 | 20

Snake

Constrictor Snake

Constrictors wrap their serpentine bodies around their prey and crush them to death. They can reach lengths of up to 35 feet and have girths approaching 4 feet around. Their reptilian skins tightly cover their rippling muscles and provide them excellent camouflage in the forest canopy.

Even though these giant reptiles are capable of swallowing a man-sized meal whole, they will not even consider engulfing their quarry until it is completely immobile. They will not even bite, as they have no fangs and cannot deliver venom of any kind.

Constrictors can be slain by normal means, but they never die of old age. They apparently achieve this remarkable feat by periodically shedding their skins. The discarded covering contains everything within the serpent's metabolism that is old and dying. When the shedding is complete, the snake emerges young and strong.

Habitat: Constrictors live in wooded areas where they have ready access to water. They spend much of their time in the forest canopy, patiently waiting for the opportunity to drop onto passing prey.

Fun Facts: The skins of these reptiles provide excellent camouflage, enabling them to ambush their prey. Any wary character within 20 feet of a Constrictor is entitled to a Perception Check against a Threshold of 10 + the snake's Level + Craftiness. Success indicates the character spots the nearly motionless snake poised in a nearby tree.

The snake can grab hold of and restrain its prey as a Constriction Attack (as described in the Special Attack Modes section of The Rules Reference). A constrictor snake cannot actually wrap itself around any creature that is two categories smaller than itself or smaller. However, it can grab hold of such creatures with their mouths and grapple by twisting, turning, and thrashing about.

The coloration of many snakes provides excellent camouflage. Treat this as the skill Rural Stealth used at a skill rank equal to the snake's Level.

Durabilities: This creature is Immune to Blighting, Captivating, Deluding, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects; Resistant to Footing Effects; and Sensitive to Slippery Effects.

Origin: The most famous of the large Constrictor Snakes are the African Python and the South American Anaconda. The Python is especially revered by African tribes and, like many serpents, is believed to be immortal. This belief is found in many places throughout the world and is undoubtedly derived from the fact that snakes shed their skins, thus renewing themselves. The Python gets its name from the Greek monster Python, a large serpent sent by the gods to crush Loacon and his sons to death. This was done as

punishment for Loacoon suggesting caution to his fellow Trojans concerning the enormous wooden horse left outside the city gates. He pointed out that bringing it into Troy's walls might actually be a bad idea.

Keywords: blooded, fleshy, living, natural, predator, reptilian, serpent

Wealth Type: Incidental *Cunning:* Instinctive

Attack Modes: Constriction *Vision:* Night Vision

Move Modes: Slither/Undulate *Danger Tier:* +1

Large Constrictor Snake Examples

Baseline Attributes

TN= 4; ST= 5; AG= -6; CR= -1; PC= 0; HT= -1; IN= -8

Adequate (Level 4)

TN= 5; ST= 6; AG= -4; CR= -1; PC= 0; HT= -1; IN= -8

HP=83; FP=29; Ward=2; SP=35 (slither) / 35 (undulate)

Att | Dam | Def | Stab: constriction=+10 | 4 (dam) +
5 (setback) | 19 | 23

Decent (Level 6)

TN= 6; ST= 7; AG= -4; CR= -1; PC= 0; HT= -1; IN= -8

HP=99; FP=29; Ward=3; SP=35 (slither) / 35 (undulate)

Att | Dam | Def | Stab: constriction=+13 | 4 (dam) +
5 (setback) | 22 | 26

Fit (Level 8)

TN= 6; ST= 8; AG= -4; CR= -1; PC= 1; HT= -1; IN= -8

HP=108; FP=32; Ward=3; SP=40 (slither) / 40 (undulate)

Att | Dam | Def | Stab: constriction=+16 | 4 (dam) +
5 (setback) | 24 | 29

Laudable (Level 10)

TN= 7; ST= 8; AG= -4; CR= -1; PC= 1; HT= 0; IN= -8

HP=117; FP=34; Ward=3; SP=40 (slither) / 40 (undulate)

Att | Dam | Def | Stab: constriction=+18 | 4 (dam) +
5 (setback) | 27 | 32

Model (Level 12)

TN= 7; ST= 8; AG= -4; CR= -1; PC= 3; HT= 0; IN= -8

HP=117; FP=41; Ward=3; SP=45 (slither) / 45 (undulate)

Att | Dam | Def | Stab: constriction=+20 | 4 (dam) +
5 (setback) | 29 | 36

Outstanding (Level 14)

TN= 7; ST= 9; AG= -4; CR= -1; PC= 3; HT= 0; IN= -8

HP=128; FP=41; Ward=3; SP=50 (slither) / 50 (undulate)

Att | Dam | Def | Stab: constriction=+23 | 4 (dam) +
5 (setback) | 31 | 38

Poisonous Snake

Poisonous Snakes are limbless reptiles with venomous bites. Some have drab, single-hued skins while others are covered with brilliant, multi-colored patterns. Despite their obvious fashion differences, these sinuous creatures all have many features in common, including flicking tongues, serpentine bodies, and cold staring eyes. But, it's their deadly fangs that command absolute attention from those crossing their paths.

Fun Facts: Poisonous Snakes have needle sharp fangs that deliver a Typical Killing Venom (as described under [Poisons](#) in [The Overlord's Omnibus](#)).

The coloration of snakes acts as camouflage, giving them the skill Rural Stealth at a rank equal to their Levels.

Durabilities: This creature is Immune to Blighting, Captivating, Deluding, Enervating, Infernal, Metaphysical, Poisoning, Quieting, Righteous, Sedating, Sunshining, and Toxic Effects; Resistant to Footing Effects; and Sensitive to Slippery Effects.

Habitat: Snakes live in every climate except the Arctic.

Origin: Serpents play a central role in most mythologies. Most condemn them as symbols of evil, but some see them as a force of good. In ancient Greece, snakes were kept as pets and were linked with the gods of fertility and healing.

Keywords: blooded, fleshy, living, natural, poisonous, reptilian, serpent

Wealth Type: Incidental *Cunning:* Instinctive

Attack Modes: Poisonous Bite *Move Modes:* Slither

Vision: Day Vision, Heat Sense *Danger Tier:* +1

Large Poisonous Snake Examples

Baseline Attributes

TN= 7; ST= 6; AG= -8; CR= -2; PC= 0; HT= -2; IN= -8

Adequate (Level 4)

TN= 8; ST= 6; AG= -7; CR= 0; PC= 0; HT= -2; IN= -8

HP=108; FP=26; Ward=4; SP=30 (slither) / 30 (undulate)

Att | Dam | Def | Stab: bite=+7 | 10 +poison | 19 | 26

Decent (Level 6)

TN= 8; ST= 7; AG= -6; CR= 0; PC= 0; HT= -2; IN= -8

HP=117; FP=26; Ward=4; SP=30 (slither) / 30 (undulate)

Att | Dam | Def | Stab: bite=+11 | 11 +poison | 22 | 28

Fit (Level 8)

TN= 8; ST= 7; AG= -5; CR= 0; PC= 1; HT= -2; IN= -8

HP=117; FP=29; Ward=4; SP=35 (slither) / 35 (undulate)

Att | Dam | Def | Stab: bite=+14 | 11 +poison | 25 | 31

Laudable (Level 10)

TN= 9; ST= 7; AG= -5; CR= 0; PC= 2; HT= -2; IN= -8
 HP=128; FP=32; Ward=5; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+16 | 11 +poison | 28 | 35

Model (Level 12)

TN= 9; ST= 7; AG= -5; CR= 1; PC= 3; HT= -2; IN= -8
 HP=128; FP=34; Ward=5; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+18 | 11 +poison | 30 | 38

Outstanding (Level 14)

TN= 10; ST= 8; AG= -5; CR= 1; PC= 3; HT= -2; IN= -8
 HP=152; FP=34; Ward=6; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+21 | 12 +poison | 33 | 41

Medium Poisonous Snake Examples**Baseline Attributes**

TN= 5; ST= 0; AG= -2; CR= 0; PC= 0; HT= -2; IN= -8

Adequate (Level 4)

TN= 6; ST= 0; AG= -1; CR= 2; PC= 0; HT= -2; IN= -8
 HP=54; FP=26; Ward=3; SP=30 (slither) / 30 (undulate)
 Att | Dam | Def | Stab: bite=+7 | 3 +poison | 23 | 24

Decent (Level 6)

TN= 6; ST= 1; AG= 0; CR= 2; PC= 0; HT= -2; IN= -8
 HP=59; FP=26; Ward=3; SP=30 (slither) / 30 (undulate)
 Att | Dam | Def | Stab: bite=+11 | 4 +poison | 26 | 26

Fit (Level 8)

TN= 6; ST= 1; AG= 1; CR= 2; PC= 1; HT= -2; IN= -8
 HP=59; FP=29; Ward=3; SP=35 (slither) / 35 (undulate)
 Att | Dam | Def | Stab: bite=+14 | 4 +poison | 29 | 29

Laudable (Level 10)

TN= 7; ST= 1; AG= 1; CR= 2; PC= 2; HT= -2; IN= -8
 HP=64; FP=32; Ward=3; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+16 | 4 +poison | 32 | 33

Model (Level 12)

TN= 7; ST= 1; AG= 1; CR= 3; PC= 3; HT= -2; IN= -8
 HP=64; FP=34; Ward=3; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+18 | 4 +poison | 34 | 36

Outstanding (Level 14)

TN= 8; ST= 2; AG= 1; CR= 3; PC= 3; HT= -2; IN= -8
 HP=76; FP=34; Ward=4; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+21 | 5 +poison | 37 | 39

Small Poisonous Snake Examples**Baseline Attributes**

TN= 3; ST= -6; AG= 4; CR= 2; PC= 0; HT= -2; IN= -8

Adequate (Level 2)

TN= 3; ST= -6; AG= 5; CR= 3; PC= 0; HT= -2; IN= -8
 HP=25; FP=26; Ward=1; SP=30 (slither) / 30 (undulate)
 Att | Dam | Def | Stab: bite=+5 | 1 +poison | 24 | 19

Decent (Level 4)

TN= 4; ST= -6; AG= 5; CR= 4; PC= 0; HT= -2; IN= -8
 HP=27; FP=26; Ward=2; SP=30 (slither) / 30 (undulate)
 Att | Dam | Def | Stab: bite=+7 | 1 +poison | 27 | 22

Fit (Level 6)

TN= 4; ST= -5; AG= 6; CR= 4; PC= 0; HT= -2; IN= -8
 HP=29; FP=26; Ward=2; SP=30 (slither) / 30 (undulate)
 Att | Dam | Def | Stab: bite=+11 | 1 +poison | 30 | 24

Laudable (Level 8)

TN= 4; ST= -5; AG= 7; CR= 4; PC= 1; HT= -2; IN= -8
 HP=29; FP=29; Ward=2; SP=35 (slither) / 35 (undulate)
 Att | Dam | Def | Stab: bite=+14 | 1 +poison | 33 | 27

Model (Level 10)

TN= 5; ST= -5; AG= 7; CR= 4; PC= 2; HT= -2; IN= -8
 HP=32; FP=32; Ward=2; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+16 | 1 +poison | 36 | 31

Outstanding (Level 12)

TN= 5; ST= -5; AG= 7; CR= 5; PC= 3; HT= -2; IN= -8
 HP=32; FP=34; Ward=2; SP=40 (slither) / 40 (undulate)
 Att | Dam | Def | Stab: bite=+18 | 1 +poison | 38 | 34

Tiny Poisonous Snake Examples

Baseline Attributes

TN= 1; ST= -12; AG= 10; CR= 4; PC= 0; HT= -2; IN= -8

Adequate (Level 0)

TN= 1; ST= -12; AG= 10; CR= 4; PC= 0; HT= -2; IN= -8

HP=12; FP=26; Ward=1; SP=25 (slither) / 25 (undulate)

Att | Dam | Def | Stab: bite=+2 | 1 +poison | 25 | 15

Decent (Level 2)

TN= 1; ST= -12; AG= 11; CR= 5; PC= 0; HT= -2; IN= -8

HP=12; FP=26; Ward=1; SP=30 (slither) / 30 (undulate)

Att | Dam | Def | Stab: bite=+5 | 1 +poison | 28 | 17

Fit (Level 4)

TN= 2; ST= -12; AG= 11; CR= 6; PC= 0; HT= -2; IN= -8

HP=13; FP=26; Ward=1; SP=30 (slither) / 30 (undulate)

Att | Dam | Def | Stab: bite=+7 | 1 +poison | 31 | 20

Laudable (Level 6)

TN= 2; ST= -11; AG= 12; CR= 6; PC= 0; HT= -2; IN= -8

HP=15; FP=26; Ward=1; SP=30 (slither) / 30 (undulate)

Att | Dam | Def | Stab: bite=+11 | 1 +poison | 34 | 22

Model (Level 8)

TN= 2; ST= -11; AG= 13; CR= 6; PC= 1; HT= -2; IN= -8

HP=15; FP=29; Ward=1; SP=35 (slither) / 35 (undulate)

Att | Dam | Def | Stab: bite=+14 | 1 +poison | 37 | 25

Outstanding (Level 10)

TN= 3; ST= -11; AG= 13; CR= 6; PC= 2; HT= -2; IN= -8

HP=16; FP=32; Ward=1; SP=40 (slither) / 40 (undulate)

Att | Dam | Def | Stab: bite=+16 | 1 +poison | 40 | 29

Poisonous Snake Swarm Batch Examples

See [Handling Swarms](#) in [The Rules Reference](#) for details on how to deal with Swarms in combat.

Baseline Attributes

TN= 5; ST= 0; AG= -2; CR= 0; PC= 0; HT= -2; IN= -8

Adequate (Level 2)

TN= 5; ST= 0; AG= -1; CR= 1; PC= 0; HT= -2; IN= -8

HP=49; FP=26; Ward=2; SP=30 (slither) / 30 (undulate)

Att | Dam | Def | Stab: bite=+5 | 3 +poison | 20 | 21

Decent (Level 4)

TN= 6; ST= 0; AG= -1; CR= 2; PC= 0; HT= -2; IN= -8

HP=54; FP=26; Ward=3; SP=30 (slither) / 30 (undulate)

Att | Dam | Def | Stab: bite=+7 | 3 +poison | 23 | 24

Fit (Level 6)

TN= 6; ST= 1; AG= 0; CR= 2; PC= 0; HT= -2; IN= -8

HP=59; FP=26; Ward=3; SP=30 (slither) / 30 (undulate)

Att | Dam | Def | Stab: bite=+11 | 4 +poison | 26 | 26

Laudable (Level 8)

TN= 6; ST= 1; AG= 1; CR= 2; PC= 1; HT= -2; IN= -8

HP=59; FP=29; Ward=3; SP=35 (slither) / 35 (undulate)

Att | Dam | Def | Stab: bite=+14 | 4 +poison | 29 | 29

Model (Level 10)

TN= 7; ST= 1; AG= 1; CR= 2; PC= 2; HT= -2; IN= -8

HP=64; FP=32; Ward=3; SP=40 (slither) / 40 (undulate)

Att | Dam | Def | Stab: bite=+16 | 4 +poison | 32 | 33

Outstanding (Level 12)

TN= 7; ST= 1; AG= 1; CR= 3; PC= 3; HT= -2; IN= -8

HP=64; FP=34; Ward=3; SP=40 (slither) / 40 (undulate)

Att | Dam | Def | Stab: bite=+18 | 4 +poison | 34 | 36

Specter, Common

Specters are the ethereal spirits of the restless dead. Their forms are almost always insubstantial and are ordinarily seen as vaguely humanoid clouds of hazy white. Their nondescript nature gives rise to the depiction of Specters as floating white sheets whose only features are their dead black eyes and hollow mouths.

Specters patrol their haunts like sentries and are outraged at trespassers. Its disparaging wails and moans will immediately warn off any intruder encountered by a specter.

Habitat: Specters haunt graveyards, crypts, dungeons, castles, and manors. They tend to appear in the locations where they met a violent death or where they formerly lived. Often a specter will haunt its former house in order to warn living family members of imminent doom.

Origin: Tales of ghostly spirits are found throughout the world. This description attempts to present Specters in a form that will not seem too out of place in any given culture. The game divides ethereal undead spirits into two categories: ghosts and specters. Ghosts cannot physically harm those in the physical realm, while specters can. Specters, on the other hand, may be themselves affected by physical attacks, while Ghosts are immune to such actions.

Fun Facts: Common Specters are Undead with the [Spectral Condition](#). (See the [Creature Conditions](#) section of [The Overlord's Omnibus](#) for details.)

On its attack, a Specter delivers a [Manifest Dire Siphoning Touch](#), as the [Occult spell](#).

In addition, a Specter can emit a moan as the spell [Invoke Colossal Deft Dire Deathly Moan](#). See [The Oculus of Occultism](#) for details.

Common Specters have the gifts of [Spawn Undead Ghost](#) and [Spawn Undead Shadow](#), which they will use on any fresh corpses they encounter (particularly those it personally killed). See [The Character Compendium](#) for details.

If a Specter 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.

Because of their ethereal natures, specters can pass through walls and other barriers without hindrance. In addition, these spirits can simply “fade” from existence only to re-appear later.

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, specter, undead

Wealth Type: Incidental

Cunning: Alert

Traits: Afraid of Sunlight.

Attack Modes: Touch

Move Modes: Run

Vision: Astral Vision

Size: Medium

Danger Tier: +1

Medium Common Specter Examples

Baseline Attributes

TN= --; ST= --; AG= 0; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 6)

TN= --; ST= --; AG= 2; CR= 0; PC= 0; HT= 2; IN= 2

HP=32; FP=38; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: touch=+10 | special | 22 | 20

Decent (Level 8)

TN= --; ST= --; AG= 2; CR= 0; PC= 1; HT= 3; IN= 2

HP=32; FP=45; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: touch=+13 | special | 24 | 23

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= 3; CR= 0; PC= 3; HT= 3; IN= 3

HP=32; FP=53; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: touch=+19 | special | 29 | 29

Model (Level 14)

TN= --; ST= --; AG= 4; CR= 0; PC= 3; HT= 3; IN= 3

HP=32; FP=53; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: touch=+21 | special | 32 | 31

Outstanding (Level 16)

TN= --; ST= --; AG= 4; CR= 1; PC= 3; HT= 3; IN= 3

HP=32; FP=53; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: touch=+24 | special | 34 | 33

Specter Overlay

Specter is a general term for a semi-corporeal undead. Most specters are malevolent, although some are friendly. They are insubstantial enough to walk through walls and be slightly transparent. But, they have enough substance to them to inflict physical harm on their foes, as well as being susceptible to their physical blows. Headless Horsemen, Repeating Apparitions, Galley Beggars, and Kirk Grimms are all various types of Specters. That's not to say that you can derive all of those specter types using this Overlay (which is why they are written up individually). But, rather, that Specter is a fairly broad category of undead.

However, any living creature can rise after death as a specter, not just humanoids. It would be tedious to fully detail every possibility (Asp Specter, Bugbear Specter, Chimera Specter, etc.), so, instead, a simple Overlay for how to convert another monster type into a reasonable Specter form is provided here.

Habitat: The specter form of any given monster type will be found in areas normally inhabited by their living brethren.

Origin: All cultures have myths concerning death as an important theme. One very common belief is that the recently deceased will rise from their graves as spirits.

Fun Facts: With the goal of imposing as little change as possible in mind, the specter of a monster will retain most of the Attributes and combat characteristics that it possessed in life (Attack Bonus, Defense, Speed, Damage, etc.). However, since the specter is only semi-corporeal, Toughness and Strength no longer have meaning. So, these attributes are dropped.

A creature with this overlay is Undead with the Spectral Condition. (See the Creature Conditions section of The Overlord's Omnibus for details.) This fact bestows all of the benefits and banes listed in the sections below.

Specters retain all of the abilities they possessed in life. In addition, on its attack, a Specter delivers a Manifest Dire Siphoning Touch, as the Occult spell. However, specters lose the immunities, resistances, and sensitivities they formerly possessed.

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: Aversion to Sunlight *Move Modes:* Variable

Keywords: specter, undead *Size:* Variable

Wealth Type: Variable *Cunning:* Variable

Attack Modes: Variable *Vision:* Astral Vision

Spider, Burly

A Burly Spider is an arachnid with a large bulbous abdomen, eight glistening eyes, and eight thick, sturdy legs. Their exoskeletons are covered with fur. There are various forms of Burly Spiders, but all of them have rugged structures. Consequently, burly spiders use their brawn to give them as much of an advantage over their prey as possible. Their general mode of attack is to bite their prey first to inject them with a paralyzing venom, and then wrap them up with webbing. These spiders don't spin webs to snare their food.

Fun Facts: Burly Spiders can see heat sources in the dark, and can walk on walls at their normal Speeds.

Further, their bite injects a Typical Paralyzing Venom (as described under Poisons in The Overlord's Omnibus) Those bitten must make an Avoidance Roll with Toughness adjustments against a Threshold of 10 plus the spider's Level.

Durabilities: This creature is Immune to Blighting, Captivating, Deluding, Dreadful, Enervating, Infernal, Metaphysical, Poisoning, Quieting, Righteous, Sedating, Sunshining, Toxic, and Weblike Effects; and Resistant to Footing and Slippery Effects.

Keywords: arachnid, blooded, bug, instinctive, living, natural, poisonous, predator, spider, territorial, vampiric

Vision: Heat Vision, Motion Sensitivity

Traits: Delights in the Taste of Blood

Move Modes: Skitter / Cling

Wealth Type: Incidental

Cunning: Instinctive

Attack Modes: Poisonous Bite

Danger Tier: +1

Tarantula

What moviegoer has not experienced a chill when the gangly legs of a sinister black spider poked up over the shoulder of an unknowing heroine? The terrifying arachnids of horror and suspense movies are invariably Tarantulas, chosen by movie directors as much by their infamous deadly bites as for their unusual size. Although the bite of a Tarantula is indeed poisonous, these furry arachnids are sometimes used as pets and familiars. Puppies they aren't, but a Tarantula can become acclimated to human handling. Needless to say, wild Tarantulas are not so forgiving.

Habitat: The tarantula lives comfortably in both temperate and arid regions.

Origin: Tarantulas are found in Asia, Europe, and the Middle East. In Italy, it was believed that the only way to survive the bite of a tarantula was through extreme physical exercise, such as a frenzied dance. A famous folk-dance, the tarantella, was named in regard to this belief.

More Fun Facts: Tarantulas do not spin webs or wrap their prey in webbing. However, they do create burrows in which they live, and they line the walls of these dwellings with webbing as the Occult spell [Generate Sheet of Webs](#).

Additional Keywords: burrowing

Wolf Spider

Wolf Spiders are hairy, brown, striped arachnids that are highly aggressive in stalking and capturing their meals. This may be due to the fact that their poison is not quite as potent as their more placid kindred or because they do not spin webs. Whatever the reason, their powerful fangs and great fortitude more than compensate for their other weaknesses.

Habitat: A Wolf Spider lacks the patience to sit in the middle of a sticky web and wait for a meal to happen by. Instead, these blood-sucking predators actively hunt their fare.

More Fun Facts: After biting their prey, wolf spiders bind it with spider silk as the Occult spell Fetter with Webbing Grapple, at a spell rank equal to its Level.

Origin: The famed Natural Historian Pliny the Elder talks about spiders, and the Wolf Spider in particular, in his Natural History, written in the 1st century.

Large Burly Spider Examples

Baseline Attributes

TN= 2; ST= 6; AG= -5; CR= 0; PC= 0; HT= -2; IN= -8

Adequate (Level 4)

TN= 3; ST= 7; AG= -3; CR= 0; PC= 0; HT= -2; IN= -8
HP=76; FP=26; Ward=1; SP=50 (skitter) / 30 (cling)
Att | Dam | Def | Stab: bite=+12 | 11 +poison | 18 | 21

Decent (Level 6)

TN= 4; ST= 7; AG= -2; CR= 0; PC= 0; HT= -2; IN= -8
HP=83; FP=26; Ward=2; SP=50 (skitter) / 30 (cling)
Att | Dam | Def | Stab: bite=+15 | 11 +poison | 22 | 24

Fit (Level 8)

TN= 5; ST= 7; AG= -2; CR= 0; PC= 0; HT= -2; IN= -8
HP=91; FP=26; Ward=2; SP=50 (skitter) / 30 (cling)
Att | Dam | Def | Stab: bite=+17 | 11 +poison | 25 | 27

Laudable (Level 10)

TN= 6; ST= 8; AG= -2; CR= 0; PC= 0; HT= -2; IN= -8
HP=108; FP=26; Ward=3; SP=50 (skitter) / 30 (cling)
Att | Dam | Def | Stab: bite=+20 | 12 +poison | 28 | 30

Model (Level 12)

TN= 6; ST= 9; AG= -2; CR= 0; PC= 0; HT= -2; IN= -7
HP=117; FP=26; Ward=3; SP=55 (skitter) / 35 (cling)
Att | Dam | Def | Stab: bite=+23 | 13 +poison | 30 | 32

Outstanding (Level 14)

TN= 7; ST= 9; AG= -2; CR= 0; PC= 0; HT= -2; IN= -7
HP=128; FP=26; Ward=3; SP=55 (skitter) / 35 (cling)
Att | Dam | Def | Stab: bite=+25 | 13 +poison | 33 | 35

Medium Burly Spider Examples

Baseline Attributes

TN= 0; ST= 0; AG= 1; CR= 2; PC= 0; HT= -2; IN= -8

Adequate (Level 2)

TN= 1; ST= 1; AG= 1; CR= 2; PC= 0; HT= -2; IN= -8
HP=38; FP=26; Ward=1; SP=45 (skitter) / 25 (cling)
Att | Dam | Def | Stab: bite=+8 | 4 +poison | 18 | 17

Decent (Level 4)

TN= 1; ST= 1; AG= 3; CR= 2; PC= 0; HT= -2; IN= -8
HP=38; FP=26; Ward=1; SP=50 (skitter) / 30 (cling)
Att | Dam | Def | Stab: bite=+12 | 4 +poison | 22 | 19

Fit (Level 6)

TN= 2; ST= 1; AG= 4; CR= 2; PC= 0; HT= -2; IN= -8
HP=41; FP=26; Ward=1; SP=50 (skitter) / 30 (cling)
Att | Dam | Def | Stab: bite=+15 | 4 +poison | 26 | 22

Laudable (Level 8)

TN= 3; ST= 1; AG= 4; CR= 2; PC= 0; HT= -2; IN= -8
HP=45; FP=26; Ward=1; SP=50 (skitter) / 30 (cling)
Att | Dam | Def | Stab: bite=+17 | 4 +poison | 29 | 25

Model (Level 10)

TN= 4; ST= 2; AG= 4; CR= 2; PC= 0; HT= -2; IN= -8
HP=54; FP=26; Ward=2; SP=50 (skitter) / 30 (cling)
Att | Dam | Def | Stab: bite=+20 | 5 +poison | 32 | 28

Outstanding (Level 12)

TN= 4; ST= 3; AG= 4; CR= 2; PC= 0; HT= -2; IN= -7
HP=59; FP=26; Ward=2; SP=55 (skitter) / 35 (cling)
Att | Dam | Def | Stab: bite=+23 | 6 +poison | 34 | 30

Small Burly Spider Examples

Baseline Attributes

TN= -2; ST= -6; AG= 7; CR= 4; PC= 0; HT= -2; IN= -8

Adequate (Level 0)

TN= -2; ST= -6; AG= 7; CR= 4; PC= 0; HT= -2; IN= -8

HP=16; FP=26; Ward=0; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: bite=+5 | 1 +poison | 19 | 12

Decent (Level 2)

TN= -1; ST= -5; AG= 7; CR= 4; PC= 0; HT= -2; IN= -8

HP=19; FP=26; Ward=0; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: bite=+8 | 1 +poison | 22 | 15

Fit (Level 4)

TN= -1; ST= -5; AG= 9; CR= 4; PC= 0; HT= -2; IN= -8

HP=19; FP=26; Ward=0; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: bite=+12 | 1 +poison | 26 | 17

Laudable (Level 6)

TN= 0; ST= -5; AG= 10; CR= 4; PC= 0; HT= -2; IN= -8

HP=21; FP=26; Ward=0; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: bite=+15 | 1 +poison | 30 | 20

Model (Level 8)

TN= 1; ST= -5; AG= 10; CR= 4; PC= 0; HT= -2; IN= -8

HP=23; FP=26; Ward=1; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: bite=+17 | 1 +poison | 33 | 23

Outstanding (Level 10)

TN= 2; ST= -4; AG= 10; CR= 4; PC= 0; HT= -2; IN= -8

HP=27; FP=26; Ward=1; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: bite=+20 | 1 +poison | 36 | 26

Burly Spider 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= 1; CR= 2; PC= 0; HT= -2; IN= -8

Adequate (Level 0)

TN= 0; ST= 0; AG= 1; CR= 2; PC= 0; HT= -2; IN= -8

HP=32; FP=26; Ward=0; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: bite=+5 | 3 +poison | 15 | 14

Decent (Level 2)

TN= 1; ST= 1; AG= 1; CR= 2; PC= 0; HT= -2; IN= -8

HP=38; FP=26; Ward=1; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: bite=+8 | 4 +poison | 18 | 17

Fit (Level 4)

TN= 1; ST= 1; AG= 3; CR= 2; PC= 0; HT= -2; IN= -8

HP=38; FP=26; Ward=1; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: bite=+12 | 4 +poison | 22 | 19

Laudable (Level 6)

TN= 2; ST= 1; AG= 4; CR= 2; PC= 0; HT= -2; IN= -8

HP=41; FP=26; Ward=1; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: bite=+15 | 4 +poison | 26 | 22

Model (Level 8)

TN= 3; ST= 1; AG= 4; CR= 2; PC= 0; HT= -2; IN= -8

HP=45; FP=26; Ward=1; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: bite=+17 | 4 +poison | 29 | 25

Outstanding (Level 10)

TN= 4; ST= 2; AG= 4; CR= 2; PC= 0; HT= -2; IN= -8

HP=54; FP=26; Ward=2; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: bite=+20 | 5 +poison | 32 | 28

Spider, Ghastly

A Ghastly Spider is an arachnid that is far more monstrous and physically imposing than the more common varieties of spider, and is surrounded by an aura of fear.

Origin: Spiders are a common motif found in myths throughout the world. This description is intended to fill the need for spiders that are supernaturally potent, far above those of their more common kindred.

Fun Facts: Ghastly Spiders can see heat sources in the dark, and can walk on walls at their normal Speeds.

Their bite injects a Typical Paralyzing Venom (as described under Poisons in The Overlord's Omnibus) Those bitten must make an Avoidance Roll with Toughness adjustments against a Threshold of 10 plus the spider's Level.

When desired, a Ghastly Spider can radiate an aura of fear as the Occult spell Manifest Large Aura of Dire Fear. This is used at spell a rank equal to the arachnid's Level.

Durabilities: This creature is Immune to Blighting, Captivating, Deluding, Dreadful, Enervating, Infernal, Metaphysical, Poisoning, Quieting, Righteous, Sedating, Sunshining, Toxic, and Weblike Effects; and Resistant to Footing and Slippery Effects.

Keywords: arachnid, blooded, bug, instinctive, living, natural, poisonous, predator, spider, territorial, vampiric

Habitat: Ghastly Spiders dwell anywhere the more common spider varieties live, and often cohabit with them.

Vision: Heat Vision, Motion Sensitivity

Traits: Delights in the Taste of Blood

Move Modes: Skitter / Cling

Wealth Type: Incidental *Cunning:* Instinctive

Attack Modes: Poisonous Bite *Danger Tier:* +2

Great Ghastly Spider Examples

Baseline Attributes

TN= 6; ST= 14; AG= -9; CR= -2; PC= 0; HT= -1; IN= -8

Adequate (Level 10)

TN=10; ST=16; AG= -6; CR= -2; PC=0; HT= -1; IN= -8
HP=304; FP=29; Ward=6; SP=65 (skitter) / 45 (cling)
Att | Dam | Def | Stab: bite=+24 | 21 +poison | 28 | 34

Decent (Level 12)

TN=10; ST=17; AG= -6; CR= -2; PC=0; HT= -1; IN= -7
HP=332; FP=29; Ward=6; SP=65 (skitter) / 45 (cling)
Att | Dam | Def | Stab: bite=+27 | 22 +poison | 30 | 36

Fit (Level 14)

TN=11; ST=17; AG= -6; CR= -2; PC=0; HT= -1; IN= -7
HP=362; FP=29; Ward=7; SP=65 (skitter) / 45 (cling)
Att | Dam | Def | Stab: bite=+29 | 22 +poison | 33 | 39

Laudable (Level 16)

TN=11; ST=17; AG= -5; CR= -2; PC=0; HT= -1; IN= -7
HP=362; FP=29; Ward=7; SP=70 (skitter) / 50 (cling)
Att | Dam | Def | Stab: bite=+32 | 22 +poison | 36 | 41

Outstanding (Level 18)

TN=11; ST=17; AG= -5; CR= -2; PC=0; HT= -1; IN= -6
HP=362; FP=29; Ward=7; SP=70 (skitter) / 50 (cling)
Att | Dam | Def | Stab: bite=+34 | 22 +poison | 38 | 43

Large Ghastly Spider Examples

Baseline Attributes

TN= 4; ST= 8; AG= -3; CR= 0; PC= 0; HT= -1; IN= -8

Adequate (Level 6)

TN= 6; ST= 9; AG= 0; CR= 0; PC= 0; HT= -1; IN= -8
HP=117; FP=29; Ward=3; SP=60 (skitter) / 40 (cling)
Att | Dam | Def | Stab: bite=+19 | 13 +poison | 26 | 26

Decent (Level 8)

TN= 7; ST= 9; AG= 0; CR= 0; PC= 0; HT= -1; IN= -8
HP=128; FP=29; Ward=3; SP=60 (skitter) / 40 (cling)
Att | Dam | Def | Stab: bite=+21 | 13 +poison | 29 | 29

Fit (Level 10)

TN= 8; ST= 10; AG= 0; CR= 0; PC= 0; HT= -1; IN= -8
HP=152; FP=29; Ward=4; SP=65 (skitter) / 45 (cling)
Att | Dam | Def | Stab: bite=+24 | 14 +poison | 32 | 32

Laudable (Level 12)

TN= 8; ST= 11; AG= 0; CR= 0; PC= 0; HT= -1; IN= -7
HP=166; FP=29; Ward=4; SP=65 (skitter) / 45 (cling)
Att | Dam | Def | Stab: bite=+27 | 15 +poison | 34 | 34

Model (Level 14)

TN= 9; ST= 11; AG= 0; CR= 0; PC= 0; HT= -1; IN= -7
HP=181; FP=29; Ward=5; SP=65 (skitter) / 45 (cling)
Att | Dam | Def | Stab: bite=+29 | 15 +poison | 37 | 37

Outstanding (Level 16)

TN= 9; ST= 11; AG= 1; CR= 0; PC= 0; HT= -1; IN= -7
HP=181; FP=29; Ward=5; SP=70 (skitter) / 50 (cling)
Att | Dam | Def | Stab: bite=+32 | 15 +poison | 40 | 39

Medium Ghastly Spider Examples

Baseline Attributes

TN= 2; ST= 2; AG= 3; CR= 2; PC= 0; HT= -1; IN= -8

Adequate (Level 2)

TN= 3; ST= 3; AG= 3; CR= 2; PC= 0; HT= -1; IN= -8

HP=54; FP=29; Ward=1; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: bite=+12 | 6 +poison | 22 | 19

Decent (Level 4)

TN= 3; ST= 3; AG= 5; CR= 2; PC= 0; HT= -1; IN= -8

HP=54; FP=29; Ward=1; SP=60 (skitter) / 40 (cling)

Att | Dam | Def | Stab: bite=+16 | 6 +poison | 26 | 21

Fit (Level 6)

TN= 4; ST= 3; AG= 6; CR= 2; PC= 0; HT= -1; IN= -8

HP=59; FP=29; Ward=2; SP=60 (skitter) / 40 (cling)

Att | Dam | Def | Stab: bite=+19 | 6 +poison | 30 | 24

Laudable (Level 8)

TN= 5; ST= 3; AG= 6; CR= 2; PC= 0; HT= -1; IN= -8

HP=64; FP=29; Ward=2; SP=60 (skitter) / 40 (cling)

Att | Dam | Def | Stab: bite=+21 | 6 +poison | 33 | 27

Outstanding (Level 10)

TN= 6; ST= 4; AG= 6; CR= 2; PC= 0; HT= -1; IN= -8

HP=76; FP=29; Ward=3; SP=65 (skitter) / 45 (cling)

Att | Dam | Def | Stab: bite=+24 | 7 +poison | 36 | 30

Remarkable (Level 12)

TN= 6; ST= 5; AG= 6; CR= 2; PC= 0; HT= -1; IN= -7

HP=83; FP=29; Ward=3; SP=65 (skitter) / 45 (cling)

Att | Dam | Def | Stab: bite=+27 | 8 +poison | 38 | 32

Superb (Level 14)

TN= 7; ST= 5; AG= 6; CR= 2; PC= 0; HT= -1; IN= -7

HP=91; FP=29; Ward=3; SP=65 (skitter) / 45 (cling)

Att | Dam | Def | Stab: bite=+29 | 8 +poison | 41 | 35

Wondrous (Level 16)

TN= 7; ST= 5; AG= 7; CR= 2; PC= 0; HT= -1; IN= -7

HP=91; FP=29; Ward=3; SP=70 (skitter) / 50 (cling)

Att | Dam | Def | Stab: bite=+32 | 8 +poison | 44 | 37

Ghastly Spider Swarm Batch Examples

See [Handling Swarms](#) in [The Rules Reference](#) for details on how to deal with Swarms in combat.

Baseline Attributes

TN= 2; ST= 2; AG= 3; CR= 2; PC= 0; HT= -1; IN= -8

Adequate (Level 0)

TN= 2; ST= 2; AG= 3; CR= 2; PC= 0; HT= -1; IN= -8

HP=45; FP=29; Ward=1; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: bite=+9 | 5 +poison | 19 | 16

Decent (Level 2)

TN= 3; ST= 3; AG= 3; CR= 2; PC= 0; HT= -1; IN= -8

HP=54; FP=29; Ward=1; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: bite=+12 | 6 +poison | 22 | 19

Fit (Level 4)

TN= 3; ST= 3; AG= 5; CR= 2; PC= 0; HT= -1; IN= -8

HP=54; FP=29; Ward=1; SP=60 (skitter) / 40 (cling)

Att | Dam | Def | Stab: bite=+16 | 6 +poison | 26 | 21

Laudable (Level 6)

TN= 4; ST= 3; AG= 6; CR= 2; PC= 0; HT= -1; IN= -8

HP=59; FP=29; Ward=2; SP=60 (skitter) / 40 (cling)

Att | Dam | Def | Stab: bite=+19 | 6 +poison | 30 | 24

Outstanding (Level 8)

TN= 5; ST= 3; AG= 6; CR= 2; PC= 0; HT= -1; IN= -8

HP=64; FP=29; Ward=2; SP=60 (skitter) / 40 (cling)

Att | Dam | Def | Stab: bite=+21 | 6 +poison | 33 | 27

Remarkable (Level 10)

TN= 6; ST= 4; AG= 6; CR= 2; PC= 0; HT= -1; IN= -8

HP=76; FP=29; Ward=3; SP=65 (skitter) / 45 (cling)

Att | Dam | Def | Stab: bite=+24 | 7 +poison | 36 | 30

Superb (Level 12)

TN= 6; ST= 5; AG= 6; CR= 2; PC= 0; HT= -1; IN= -7

HP=83; FP=29; Ward=3; SP=65 (skitter) / 45 (cling)

Att | Dam | Def | Stab: bite=+27 | 8 +poison | 38 | 32

Wondrous (Level 14)

TN= 7; ST= 5; AG= 6; CR= 2; PC= 0; HT= -1; IN= -7

HP=91; FP=29; Ward=3; SP=65 (skitter) / 45 (cling)

Att | Dam | Def | Stab: bite=+29 | 8 +poison | 41 | 35

Spider, Spindly

A Spindly Spider is an arachnid with a large bulbous abdomen, eight glistening eyes, and eight long, spindly legs. Its smooth hairless exoskeleton glistens in the light. There are various forms of Spindly Spiders, but their slender legs give them rather frail structures. Consequently, Spindly Spiders all use guile to gain as much of an advantage over their prey as possible before entering into direct combat with them. Their general mode of attack is to entangle their prey in some form of webbing, then inject them with paralyzing venom to slow them further, and then wrap them up with more webbing.

Spiders of various species are found throughout the world. Giant varieties of woodland arachnids are found within huge webs constructed in forest canopies. Cave dwelling spiders lurk in dark underground passages and subterranean caverns. Even the desert is home to spiders, which hide from the blazing sun during the day and hunt after nightfall.

Fun Facts: The bite of a Spindly Spider delivers a Deadly Paralyzing Venom to incapacitate its prey before draining its blood. (See Poisons in The Overlord's Omnibus for details.) However, this poison can only be delivered 3 times per day before being depleted, although the bite itself can still deliver damage.

All Spindly Spiders build webs to ensnare their prey. Any creature other than a spider touching the web's net will stick fast as the Occult spell Generate Large Morass of Dire Web (see The Oculus of Occultism for details). Treat this ability as if cast at a spell rank equal to the spider's Level. All Spindly Spiders can use this ability to create cobwebs. But, they cannot use this ability to spray their prey directly unless their description states that they can.

After a Spindly Spider Overcomes their prey, it wraps its quarry up with spider silk as the Occult spell Fetter with Webbing Grapple.

Spiders can see heat sources in the dark. Further, spindly spiders are Immune to Webs and Poisons, and can walk on walls at their normal Speeds

Despite their sticky nature, spider webs are highly prized because they are a potent sealing agent in healing balms. Any character with the skill of Creating Herbal Balms may use a spider's webs to increase the effectiveness of their balms. The web of a single medium spider can enhance 1 such balm, which will heal an additional 4 points of damage.

Oddly enough, the bite of a spider is equally deadly to sickness and disease. In other words, a spider bite can actually cure sicknesses. Anytime a Spindly Spider bites a diseased character, they are entitled to an Avoidance Roll with Toughness Adjustments against the infecting disease. Success indicates the illness is cured.

Keywords: arachnid, blooded, bug, instinctive, living, poisonous, predator, spider, territorial, vampiric

Durabilities: This creature is Immune to Blighting,

Captivating, Deluding, Dreadful, Enervating, Infernal, Metaphysical, Poisoning, Quieting, Righteous, Sedating, Sunshining, Toxic, and Weblike Effects; and Resistant to Footing and Slippery Effects.

Vision: Heat Vision, Motion Sensitivity

Traits: Delights in the Taste of Blood

Move Modes: Skitter / Cling

Wealth Type: Incidental

Cunning: Instinctive

Attack Modes: Poisonous Bite

Danger Tier: +1

Black-Widow Spider

A Black-Widow is a Spindly Spider whose body consists of a large almond-shaped abdomen and a combined thorax and head (known as the cephalothorax). It has eight bristled legs, eight sinister eyes, and threatening fangs. Black-Widow Spiders have a glossy black coloration with a red pattern on the abdomen which often resembles an hour-glass.

Habitat: Black-Widow Spiders commonly create huge webs in dark niches, but do not entirely depend on their sticky traps to fill their bellies. Instead, they patiently lurk in dark shadows and forgotten passages waiting to pounce on passing morsels.

Origin: The spider is a common topic in folklore. The Norse associated the spider with fate, since it weaves its delicate threadlike webs in the same manner as the Norns, the Nordic fates, who wove the fabric of man's destiny. Although very few spiders are really dangerous to man, the folklore of the Middle Ages asserted that they all had deadly bites. As such, spiders were common ingredients in witch brews. Oddly enough, spiders and their webs were also used in a variety of home remedies to cure a range of ills.

Spitting Spider

The standard eight legs, big fangs, and cold black eyes all make up a Spitting Spider's rather ordinary appearance. Its looks and behavior are nothing unusual in the least. To the uninitiated, these arachnids are indistinguishable from the more common spindly spider varieties. That is, at first.

The Spitting Spider reveals its scary nature when its prey approaches by spitting a long sticky strand of silk. This strand adheres to the target, enabling the spider to draw it in for the kill.

Habitat: Spitting Spiders populate the dark recesses of temperate forests. Here they commonly lurk in the upper reaches of the forest canopies awaiting unsuspecting morsels to pass underneath.

Origin: Spitting Spiders are natives of North America and Europe.

More Fun Facts: Spitting Spiders get their name from their remarkable ability to spit forth sticky silk strands. These are targeted at the spider's prey to ensnare and "reel in" their juicy meals. Spitting spiders can use this ability as either the

Occult spell Bond with Spider Thread or Generate Large Morass of Dire Web. In either case, it is cast at a spell rank equal to the spider's Level (see The Oculus of Occultism for details).

Medium Spindly Spider Examples

Baseline Attributes

TN= -3; ST= -1; AG= 3; CR= 4; PC= 0; HT= -2; IN= -8

Adequate (Level 2)

TN= -2; ST= -1; AG= 3; CR= 4; PC= 1; HT= -2; IN= -8

HP=25; FP=29; Ward=0; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: bite=+8 | 3 +poison | 17 | 15

Decent (Level 4)

TN= -2; ST= 0; AG= 4; CR= 4; PC= 1; HT= -2; IN= -8

HP=27; FP=29; Ward=0; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: bite=+12 | 3 +poison | 20 | 17

Fit (Level 6)

TN= -2; ST= 1; AG= 4; CR= 4; PC= 2; HT= -2; IN= -8

HP=29; FP=32; Ward=0; SP=55 (skitter) / 35 (cling)

Att | Dam | Def | Stab: bite=+15 | 4 +poison | 22 | 20

Laudable (Level 8)

TN= -1; ST= 2; AG= 4; CR= 4; PC= 2; HT= -2; IN= -8

HP=35; FP=32; Ward=0; SP=60 (skitter) / 40 (cling)

Att | Dam | Def | Stab: bite=+18 | 5 +poison | 25 | 23

Model (Level 10)

TN= 0; ST= 2; AG= 5; CR= 4; PC= 2; HT= -2; IN= -8

HP=38; FP=32; Ward=0; SP=60 (skitter) / 40 (cling)

Att | Dam | Def | Stab: bite=+21 | 5 +poison | 29 | 26

Outstanding (Level 12)

TN= 0; ST= 2; AG= 5; CR= 6; PC= 2; HT= -2; IN= -8

HP=38; FP=32; Ward=0; SP=60 (skitter) / 40 (cling)

Att | Dam | Def | Stab: bite=+23 | 5 +poison | 31 | 28

Small Spindly Spider Examples

Baseline Attributes

TN= -5; ST= -7; AG= 9; CR= 6; PC= 0; HT= -2; IN= -8

Adequate (Level 0)

TN= -5; ST= -7; AG= 9; CR= 6; PC= 0; HT= -2; IN= -8

HP=11; FP=26; Ward=0; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: bite=+6 | 1 +poison | 18 | 9

Decent (Level 2)

TN= -4; ST= -7; AG= 9; CR= 6; PC= 1; HT= -2; IN= -8

HP=12; FP=29; Ward=0; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: bite=+8 | 1 +poison | 21 | 13

Fit (Level 4)

TN= -4; ST= -6; AG= 10; CR= 6; PC= 1; HT= -2; IN= -8

HP=13; FP=29; Ward=0; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: bite=+12 | 1 +poison | 24 | 15

Laudable (Level 6)

TN= -4; ST= -5; AG= 10; CR= 6; PC= 2; HT= -2; IN= -8

HP=15; FP=32; Ward=0; SP=55 (skitter) / 35 (cling)

Att | Dam | Def | Stab: bite=+15 | 1 +poison | 26 | 18

Model (Level 8)

TN= -3; ST= -4; AG= 10; CR= 6; PC= 2; HT= -2; IN= -8

HP=17; FP=32; Ward=0; SP=60 (skitter) / 40 (cling)

Att | Dam | Def | Stab: bite=+18 | 1 +poison | 29 | 21

Outstanding (Level 10)

TN= -2; ST= -4; AG= 11; CR= 6; PC= 2; HT= -2; IN= -8

HP=19; FP=32; Ward=0; SP=60 (skitter) / 40 (cling)

Att | Dam | Def | Stab: bite=+21 | 1 +poison | 33 | 24

Tiny Spindly Spider Examples

Baseline Attributes

TN= -7; ST= -13; AG=15; CR=8; PC=0; HT= -2; IN= -8

Adequate (Level 0)

TN= -7; ST= -13; AG=15; CR=8; PC=0; HT= -2; IN= -8

HP=6; FP=26; Ward=0; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: bite=+6 | 1 +poison | 22 | 7

Decent (Level 2)

TN= -6; ST= -13; AG=15; CR=8; PC=1; HT= -2; IN= -8

HP=6; FP=29; Ward=0; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: bite=+8 | 1 +poison | 25 | 11

Fit (Level 4)

TN= -6; ST= -12; AG=16; CR=8; PC=1; HT= -2; IN= -8

HP=7; FP=29; Ward=0; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: bite=+12 | 1 +poison | 28 | 13

Laudable (Level 6)

TN= -6; ST= -11; AG=16; CR=8; PC=2; HT= -2; IN= -8

HP=7; FP=32; Ward=0; SP=55 (skitter) / 35 (cling)

Att | Dam | Def | Stab: bite=+15 | 1 +poison | 30 | 16

Model (Level 8)

TN= -5; ST= -10; AG=16; CR=8; PC=2; HT= -2; IN= -8
 HP=9; FP=32; Ward=0; SP=60 (skitter) / 40 (cling)
 Att | Dam | Def | Stab: bite=+18 | 1 +poison | 33 | 19

Outstanding (Level 10)

TN= -4; ST= -10; AG=17; CR=8; PC=2; HT= -2; IN= -8
 HP=10; FP=32; Ward=0; SP=60 (skitter) / 40 (cling)
 Att | Dam | Def | Stab: bite=+21 | 1 +poison | 37 | 22

Spindly Spider 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= 4; PC= 0; HT= -2; IN= -8

Adequate (Level 2)

TN= -2; ST= -1; AG= 3; CR= 4; PC= 1; HT= -2; IN= -8
 HP=25; FP=29; Ward=0; SP=45 (skitter) / 25 (cling)
 Att | Dam | Def | Stab: bite=+8 | 3 +poison | 17 | 15

Decent (Level 4)

TN= -2; ST= 0; AG= 4; CR= 4; PC= 1; HT= -2; IN= -8
 HP=27; FP=29; Ward=0; SP=50 (skitter) / 30 (cling)
 Att | Dam | Def | Stab: bite=+12 | 3 +poison | 20 | 17

Fit (Level 6)

TN= -2; ST= 1; AG= 4; CR= 4; PC= 2; HT= -2; IN= -8
 HP=29; FP=32; Ward=0; SP=55 (skitter) / 35 (cling)
 Att | Dam | Def | Stab: bite=+15 | 4 +poison | 22 | 20

Laudable (Level 8)

TN= -1; ST= 2; AG= 4; CR= 4; PC= 2; HT= -2; IN= -8
 HP=35; FP=32; Ward=0; SP=60 (skitter) / 40 (cling)
 Att | Dam | Def | Stab: bite=+18 | 5 +poison | 25 | 23

Model (Level 10)

TN= 0; ST= 2; AG= 5; CR= 4; PC= 2; HT= -2; IN= -8
 HP=38; FP=32; Ward=0; SP=60 (skitter) / 40 (cling)
 Att | Dam | Def | Stab: bite=+21 | 5 +poison | 29 | 26

Outstanding (Level 12)

TN= 0; ST= 2; AG= 5; CR= 6; PC= 2; HT= -2; IN= -8
 HP=38; FP=32; Ward=0; SP=60 (skitter) / 40 (cling)
 Att | Dam | Def | Stab: bite=+23 | 5 +poison | 31 | 28

Statue, Animated

Statues are sculpted representations of living creatures used to adorn the burial chambers of deceased royalty and the palaces and gardens of the rich. They may be fashioned from metal, stone, or, in frozen environments, ice. A fabulous Greek mansion may greet its visitors with the marble statue of a winged horse, frozen in the act of taking flight. An ancient Egyptian temple may advertise its deity's importance with rows of patiently reclining sphinxes. A valiant knight piercing the throat of a dragon with the tip of their spear may oversee a royal throne room. All of these works add to the mood and grandeur of any adventure set in such fabulous halls. There is no reason in a magical world that a few of these seemingly innocuous effigies should not provide their owners with more than pleasing scenery, however. In fact, many adventurers would justly feel cheated if a statue didn't occasionally provide them with a good fight. The trick, of course, is figuring out which ones are going to jump.

Habitat: Statues apparently have rather refined tastes, preferring to associate with the upper crust of society in palaces and mansions. A few of the most renowned sculptures even have abodes of their own, known as "museums," where society's elite flock to ogle at the earthy spectacles. For reasons too mysterious for common men to fathom, sculptures invariably possess fine physiques. One will never see the halls of royalty adorned with a pot-bellied, slovenly dressed sculpture slouching on a sofa with a beer in hand, their feet splayed out like a pair of open scissors. In fact, sculptures are such prime physical specimens that they tend to strike unusual poses to show off their impressive musculature. Evidently their vanity often overwhelms their senses of modesty, as many cast off clothing entirely to show their superb features, bringing new meaning to the phrase "hang out." Oddly enough, not even the wealthiest of patrons with the strictest codes of conduct bat an eyelash at what would otherwise seem to be exceptionally rude behavior.

Origin: What culture has not created figurines from ivory or stone and, once fashioned, imbued the icons with powers of their own? Few indeed. In fact, sculptures in many societies were created for the express purpose of guarding tombs, temples, and palaces. Some even sealed the newly made creations within the crypts themselves, forever out of sight of anyone who could appreciate their beauty. In ancient Greek mythology, Pygmalion falls in love with a statue he carved. Seeing his plight, Aphrodite brings the statue to life.

Wealth Type: Incidental *Cunning:* Simpleminded

Vision: Astral Vision *Danger Tier:* +1

Durabilities: This creature is Immune to Bleeding, Blighting, Dehydrating, Deluding, Dreadful, Electrical, Enervating, Entrancing, Freezing, Infernal, Internal, Intoxicating, Maladive, Petrifying, Quieting, Righteous, Rotting, Sedating, Starving, Suffocating, Sunshining, Tormenting, and Toxic Effects; Resistant to Cutting,

Puncturing, and Rending Effects; and Sensitive to Sonic Effects.

Stone statues are also Highly Sensitive to Sonic Effects, while metal ones are Highly Sensitive to Electrical Effects.

A statue sculpted from ice is Immune to Bleeding, Blighting, Crushing, Deluding, Dreadful, Entrancing, Fatiguing, Fettering, Footing, Freezing, Infernal, Internal, Intoxicating, Maladive, Quieting, Righteous, Rotting, Sedating, Starving, Sunshining, Tormenting, and Toxic Effects;; Resistant to Metaphysical Effects; and Highly Sensitive to Scorching Effects.

Statue Overlay

Statues can be fashioned to mimic just about any creature's physical form, from snakes to eagles. There are a number of specific sculpture types listed in this section to make your life as easy as possible, since this Overlay is, admittedly, a trifle tedious to apply. But, there's no fundamental reason you should limit yourself to those, if animating some specific creature in stone or metal inspires you.

Here, we present a n Overlay to use in transforming the stats of other creature types into new animated statue types.

Fun Facts: The primary distinction of animated statues is that they are made of metal (generally bronze) or stone. Further, they are programmed by their creators with a single, specific task, such as "Guard this treasure from all intruders." All of their behavior will be geared toward fulfilling that goal.

To determine the new statue's Agility, Heart, and Intelligence, subtract 4 points from each of the original creature's corresponding values to obtain the new values in those attributes. Then add 12 points to the original creature's Toughness to derive the new statue's Toughness value.

All of the creature's other basic Attributes are unchanged. Given this information, all of its Combat Characteristics can be derived from there using the normal rules.

The creature retains its natural attacks and movement modes, and the ability to wield a weapon, if applicable. All other original abilities and characteristics are dropped.

Durabilities: Immune to Bleeding, Blighting, Dehydrating, Deluding, Dreadful, Electrical, Enervating, Entrancing, Freezing, Infernal, Internal, Intoxicating, Maladive, Petrifying, Quieting, Righteous, Rotting, Sedating, Starving, Suffocating, Sunshining, Tormenting, and Toxic Effects; Resistant to Cutting, Puncturing, and Rending Effects; and Sensitive to Sonic Effects.

Stone statues are also Highly Sensitive to Sonic Damage, while metal statues are Highly Sensitive to Electrical Damage.

Traits: Variable

Danger Tier: Variable

Attack Modes: Variable

Vision: Variable

Move Modes: Variable

Size: Variable

Keywords: construct, obedient, simulacrum

Chomping Statue

Chomping statues are sculptures of any creature having a lone bite attack. These include dogs, jackals, crocodiles, vultures, boars, etc.

Attack Modes: Chomp

Move Modes: Plod

Large Chomping Statue Examples

Baseline Attributes

TN=10; ST=14; AG= -16; CR= -4; PC=0; HT=0; IN= -4

Adequate (Level 4)

TN=10; ST=15; AG= -15; CR= -4; PC=1; HT=1; IN= -4

HP=279; FP=38; Ward=6; SP=20 (plod)

Att | Dam | Def | Stab: chomp=+8 | 20 | 13 | 29

Decent (Level 6)

TN=10; ST=16; AG= -15; CR= -3; PC=1; HT=1; IN= -4

HP=304; FP=38; Ward=6; SP=25 (plod)

Att | Dam | Def | Stab: chomp=+11 | 21 | 15 | 31

Fit (Level 8)

TN=10; ST=16; AG= -14; CR= -3; PC=1; HT=1; IN= -3

HP=304; FP=38; Ward=6; SP=25 (plod)

Att | Dam | Def | Stab: chomp=+14 | 21 | 18 | 33

Laudable (Level 10)

TN=10; ST=16; AG= -13; CR= -2; PC=1; HT=1; IN= -3

HP=304; FP=38; Ward=6; SP=30 (plod)

Att | Dam | Def | Stab: chomp=+17 | 21 | 21 | 35

Outstanding (Level 12)

TN=10; ST=16; AG= -13; CR= -1; PC=1; HT=2; IN= -3

HP=304; FP=41; Ward=6; SP=30 (plod)

Att | Dam | Def | Stab: chomp=+19 | 21 | 23 | 37

Remarkable (Level 14)

TN=11; ST=16; AG= -13; CR= -1; PC=1; HT=3; IN= -3

HP=332; FP=45; Ward=7; SP=30 (plod)

Att | Dam | Def | Stab: chomp=+21 | 21 | 26 | 40

Superb (Level 16)

TN=12; ST=16; AG= -13; CR= -1; PC=1; HT=3; IN= -2

HP=362; FP=45; Ward=8; SP=30 (plod)

Att | Dam | Def | Stab: chomp=+23 | 21 | 29 | 43

Medium Chomping Statue Examples

Baseline Attributes

TN= 8; ST= 8; AG= -10; CR= -2; PC= 0; HT= 0; IN= -4

Adequate (Level 2)

TN= 8; ST= 8; AG= -9; CR= -2; PC= 1; HT= 0; IN= -4

HP=128; FP=34; Ward=4; SP=20 (plod)

Att | Dam | Def | Stab: chomp=+5 | 11 | 15 | 25

Decent (Level 4)

TN= 8; ST= 9; AG= -9; CR= -2; PC= 1; HT= 1; IN= -4

HP=140; FP=38; Ward=4; SP=20 (plod)

Att | Dam | Def | Stab: chomp=+8 | 12 | 17 | 27

Fit (Level 6)

TN= 8; ST= 10; AG= -9; CR= -1; PC= 1; HT= 1; IN= -4

HP=152; FP=38; Ward=4; SP=25 (plod)

Att | Dam | Def | Stab: chomp=+11 | 13 | 19 | 29

Laudable (Level 8)

TN= 8; ST= 10; AG= -8; CR= -1; PC= 1; HT= 1; IN= -3

HP=152; FP=38; Ward=4; SP=25 (plod)

Att | Dam | Def | Stab: chomp=+14 | 13 | 22 | 31

Outstanding (Level 10)

TN= 8; ST= 10; AG= -7; CR= 0; PC= 1; HT= 1; IN= -3

HP=152; FP=38; Ward=4; SP=30 (plod)

Att | Dam | Def | Stab: chomp=+17 | 13 | 25 | 33

Remarkable (Level 12)

TN= 8; ST= 10; AG= -7; CR= 1; PC= 1; HT= 2; IN= -3

HP=152; FP=41; Ward=4; SP=30 (plod)

Att | Dam | Def | Stab: chomp=+19 | 13 | 27 | 35

Superb (Level 14)

TN= 9; ST= 10; AG= -7; CR= 1; PC= 1; HT= 3; IN= -3

HP=166; FP=45; Ward=5; SP=30 (plod)

Att | Dam | Def | Stab: chomp=+21 | 13 | 30 | 38

Wondrous (Level 16)

TN= 10; ST= 10; AG= -7; CR= 1; PC= 1; HT= 3; IN= -2

HP=181; FP=45; Ward=6; SP=30 (plod)

Att | Dam | Def | Stab: chomp=+23 | 13 | 33 | 41

Constrictor Statue

Constrictor Statues include constrictors of all forms: serpentine dragons, sea serpents, snakes etc. The sculpture begins constricting if it strikes with its tail and doesn't let go.

The snake can grab hold of and restrain its prey as a Constriction Attack (as described in the Special Attack Modes section of The Rules Reference).

Attack Modes: Carnivorous Bite or Constriction

Move Modes: Slither

Large Constrictor Statue Examples

Baseline Attributes

TN= 8; ST= 8; AG= -10; CR= -2; PC= 0; HT= 0; IN= -4

Adequate (Level 8)

TN= 8; ST= 10; AG= -8; CR= -1; PC= 1; HT= 1; IN= -3

HP=152; FP=38; Ward=4; SP=35 (slither)

Att | Dam | Def | Stab: bite=+14 | 17 | 22 | 31; or
constriction=+14 | 4 (dam) + 5 (setback) | 22 | 31

Decent (Level 10)

TN= 8; ST= 10; AG= -7; CR= 0; PC= 1; HT= 1; IN= -3

HP=152; FP=38; Ward=4; SP=40 (slither)

Att | Dam | Def | Stab: bite=+17 | 17 | 25 | 33; or
constriction=+17 | 4 (dam) + 5 (setback) | 25 | 33

Fit (Level 12)

TN= 8; ST= 10; AG= -7; CR= 1; PC= 1; HT= 2; IN= -3

HP=152; FP=41; Ward=4; SP=40 (slither)

Att | Dam | Def | Stab: bite=+19 | 17 | 27 | 35; or
constriction=+19 | 4 (dam) + 6 (setback) | 27 | 35

Laudable (Level 14)

TN= 9; ST= 10; AG= -7; CR= 1; PC= 1; HT= 3; IN= -3

HP=166; FP=45; Ward=5; SP=40 (slither)

Att | Dam | Def | Stab: bite=+21 | 17 | 30 | 38; or
constriction=+21 | 4 (dam) + 6 (setback) | 30 | 38

Model (Level 16)

TN= 10; ST= 10; AG= -7; CR= 1; PC= 1; HT= 3; IN= -2

HP=181; FP=45; Ward=6; SP=40 (slither)

Att | Dam | Def | Stab: bite=+23 | 17 | 33 | 41; or
constriction=+23 | 4 (dam) + 6 (setback) | 33 | 41

Outstanding (Level 18)

TN= 11; ST= 10; AG= -7; CR= 1; PC= 1; HT= 3; IN= -1

HP=197; FP=45; Ward=7; SP=40 (slither)

Att | Dam | Def | Stab: bite=+25 | 17 | 36 | 44; or
constriction=+25 | 4 (dam) + 6 (setback) | 36 | 44

Medium Constrictor Statue Examples

Baseline Attributes

TN= 6; ST= 2; AG= -4; CR= 0; PC= 0; HT= 0; IN= -4

Adequate (Level 4)

TN= 6; ST= 3; AG= -3; CR= 0; PC= 1; HT= 1; IN= -4

HP=70; FP=38; Ward=3; SP=30 (slither)

Att | Dam | Def | Stab: bite=+8 | 8 | 21 | 25; or
constriction=+8 | 3 (dam) + 4 (setback) | 21 | 25

Decent (Level 6)

TN= 6; ST= 4; AG= -3; CR= 1; PC= 1; HT= 1; IN= -4

HP=76; FP=38; Ward=3; SP=35 (slither)

Att | Dam | Def | Stab: bite=+11 | 9 | 23 | 27; or
constriction=+11 | 3 (dam) + 5 (setback) | 23 | 27

Fit (Level 8)

TN= 6; ST= 4; AG= -2; CR= 1; PC= 1; HT= 1; IN= -3

HP=76; FP=38; Ward=3; SP=35 (slither)

Att | Dam | Def | Stab: bite=+14 | 9 | 26 | 29; or
constriction=+14 | 3 (dam) + 5 (setback) | 26 | 29

Laudable (Level 10)

TN= 6; ST= 4; AG= -1; CR= 2; PC= 1; HT= 1; IN= -3

HP=76; FP=38; Ward=3; SP=40 (slither)

Att | Dam | Def | Stab: bite=+17 | 9 | 29 | 31; or
constriction=+17 | 3 (dam) + 6 (setback) | 29 | 31

Outstanding (Level 12)

TN= 6; ST= 4; AG= -1; CR= 3; PC= 1; HT= 2; IN= -3

HP=76; FP=41; Ward=3; SP=40 (slither)

Att | Dam | Def | Stab: bite=+19 | 9 | 31 | 33; or
constriction=+19 | 3 (dam) + 7 (setback) | 31 | 33

Remarkable (Level 14)

TN= 7; ST= 4; AG= -1; CR= 3; PC= 1; HT= 3; IN= -3

HP=83; FP=45; Ward=3; SP=40 (slither)

Att | Dam | Def | Stab: bite=+21 | 9 | 34 | 36; or
constriction=+21 | 3 (dam) + 7 (setback) | 34 | 36

Superb (Level 16)

TN= 8; ST= 4; AG= -1; CR= 3; PC= 1; HT= 3; IN= -2

HP=91; FP=45; Ward=4; SP=40 (slither)

Att | Dam | Def | Stab: bite=+23 | 9 | 37 | 39; or
constriction=+23 | 3 (dam) + 7 (setback) | 37 | 39

Humanoid Statue

Humanoid statues are effigies of members of one of the various anthropoid races. These include humans, elves, goblins, dwarfs, and others.

Additional Keywords: humanoid

Attack Modes: Melee Weapon or Punch *Move Modes:* Plod

Large Humanoid Statue Examples

Baseline Attributes

TN= 8; ST= 8; AG= -10; CR= -2; PC= 0; HT= 0; IN= -4

Adequate (Level 8)

TN= 8; ST= 10; AG= -8; CR= -1; PC= 1; HT= 1; IN= -3

HP=152; FP=38; Ward=4; SP=25 (plod)

Att | Dam | Def | Stab: melee=+10 +tempo | weapon+10 |
18+parry | 27+parry; or punch=+14 | 14 | 19 | 28

Decent (Level 10)

TN= 8; ST= 10; AG= -7; CR= 0; PC= 1; HT= 1; IN= -3

HP=152; FP=38; Ward=4; SP=30 (plod)

Att | Dam | Def | Stab: melee=+13 +tempo | weapon+10 |
21+parry | 29+parry; or punch=+17 | 14 | 22 | 30

Fit (Level 12)

TN= 8; ST= 10; AG= -7; CR= 1; PC= 1; HT= 2; IN= -3

HP=152; FP=41; Ward=4; SP=30 (plod)

Att | Dam | Def | Stab: melee=+15 +tempo | weapon+10 |
23+parry | 31+parry; or punch=+19 | 14 | 24 | 32

Laudable (Level 14)

TN= 9; ST= 10; AG= -7; CR= 1; PC= 1; HT= 3; IN= -3

HP=166; FP=45; Ward=5; SP=30 (plod)

Att | Dam | Def | Stab: melee=+17 +tempo | weapon+10 |
26+parry | 34+parry; or punch=+21 | 14 | 27 | 35

Model (Level 16)

TN= 10; ST= 10; AG= -7; CR= 1; PC= 1; HT= 3; IN= -2

HP=181; FP=45; Ward=6; SP=30 (plod)

Att | Dam | Def | Stab: melee=+19 +tempo | weapon+10 |
29+parry | 37+parry; or punch=+23 | 14 | 30 | 38

Outstanding (Level 18)

TN= 11; ST= 10; AG= -7; CR= 1; PC= 1; HT= 3; IN= -1

HP=197; FP=45; Ward=7; SP=30 (plod)

Att | Dam | Def | Stab: melee=+21 +tempo | weapon+10 |
32+parry | 40+parry; or punch=+25 | 14 | 33 | 41

Medium Humanoid Stone Statue Examples

Baseline Attributes

TN= 6; ST= 2; AG= -4; CR= 0; PC= 0; HT= 0; IN= -4

Adequate (Level 4)

TN= 6; ST= 3; AG= -3; CR= 0; PC= 1; HT= 1; IN= -4

HP=70; FP=38; Ward=3; SP=20 (plod)

Att | Dam | Def | Stab: melee=+4 +tempo | weapon+3 | 17+parry | 21+parry; or punch=+8 | 5 | 18 | 22

Decent (Level 6)

TN= 6; ST= 4; AG= -3; CR= 1; PC= 1; HT= 1; IN= -4

HP=76; FP=38; Ward=3; SP=25 (plod)

Att | Dam | Def | Stab: melee=+7 +tempo | weapon+4 | 19+parry | 23+parry; or punch=+11 | 6 | 20 | 24

Fit (Level 8)

TN= 6; ST= 4; AG= -2; CR= 1; PC= 1; HT= 1; IN= -3

HP=76; FP=38; Ward=3; SP=25 (plod)

Att | Dam | Def | Stab: melee=+10 +tempo | weapon+4 | 22+parry | 25+parry; or punch=+14 | 6 | 23 | 26

Laudable (Level 10)

TN= 6; ST= 4; AG= -1; CR= 2; PC= 1; HT= 1; IN= -3

HP=76; FP=38; Ward=3; SP=30 (plod)

Att | Dam | Def | Stab: melee=+13 +tempo | weapon+4 | 25+parry | 27+parry; or punch=+17 | 6 | 26 | 28

Outstanding (Level 12)

TN= 6; ST= 4; AG= -1; CR= 3; PC= 1; HT= 2; IN= -3

HP=76; FP=41; Ward=3; SP=30 (plod)

Att | Dam | Def | Stab: melee=+15 +tempo | weapon+4 | 27+parry | 29+parry; or punch=+19 | 6 | 28 | 30

Remarkable (Level 14)

TN= 7; ST= 4; AG= -1; CR= 3; PC= 1; HT= 3; IN= -3

HP=83; FP=45; Ward=3; SP=30 (plod)

Att | Dam | Def | Stab: melee=+17 +tempo | weapon+4 | 30+parry | 32+parry; or punch=+21 | 6 | 31 | 33

Superb (Level 16)

TN= 8; ST= 4; AG= -1; CR= 3; PC= 1; HT= 3; IN= -2

HP=91; FP=45; Ward=4; SP=30 (plod)

Att | Dam | Def | Stab: melee=+19 +tempo | weapon+4 | 33+parry | 35+parry; or punch=+23 | 6 | 34 | 36

Rending Statue

Rending statues are sculptures of creatures that have bite and claw attacks. These include lions, griffins, dragons, and many others.

Attack Modes: Carnivorous Bite/Claw

Move Modes: Plod

Large Rending Stone Statue Examples

Baseline Attributes

TN= 8; ST= 8; AG= -10; CR= -2; PC= 0; HT= 0; IN= -4

Adequate (Level 8)

TN= 8; ST= 10; AG= -8; CR= -1; PC= 1; HT= 1; IN= -3

HP=152; FP=38; Ward=4; SP=25 (plod)

Att | Dam | Def | Stab: bite/claw=+14 | 20 | 22 | 31

Decent (Level 10)

TN= 8; ST= 10; AG= -7; CR= 0; PC= 1; HT= 1; IN= -3

HP=152; FP=38; Ward=4; SP=30 (plod)

Att | Dam | Def | Stab: bite/claw=+17 | 20 | 25 | 33

Fit (Level 12)

TN= 8; ST= 10; AG= -7; CR= 1; PC= 1; HT= 2; IN= -3

HP=152; FP=41; Ward=4; SP=30 (plod)

Att | Dam | Def | Stab: bite/claw=+19 | 20 | 27 | 35

Laudable (Level 14)

TN= 9; ST= 10; AG= -7; CR= 1; PC= 1; HT= 3; IN= -3

HP=166; FP=45; Ward=5; SP=30 (plod)

Att | Dam | Def | Stab: bite/claw=+21 | 20 | 30 | 38

Model (Level 16)

TN= 10; ST= 10; AG= -7; CR= 1; PC= 1; HT= 3; IN= -2

HP=181; FP=45; Ward=6; SP=30 (plod)

Att | Dam | Def | Stab: bite/claw=+23 | 20 | 33 | 41

Outstanding (Level 18)

TN= 11; ST= 10; AG= -7; CR= 1; PC= 1; HT= 3; IN= -1

HP=197; FP=45; Ward=7; SP=30 (plod)

Att | Dam | Def | Stab: bite/claw=+25 | 20 | 36 | 44

Medium Rending Stone Statue Examples

Baseline Attributes

TN= 6; ST= 2; AG= -4; CR= 0; PC= 0; HT= 0; IN= -4

Adequate (Level 4)

TN= 6; ST= 3; AG= -3; CR= 0; PC= 1; HT= 1; IN= -4

HP=70; FP=38; Ward=3; SP=20 (plod)

Att | Dam | Def | Stab: bite/claw=+8 | 10 | 21 | 25

Decent (Level 6)

TN= 6; ST= 4; AG= -3; CR= 1; PC= 1; HT= 1; IN= -4

HP=76; FP=38; Ward=3; SP=25 (plod)

Att | Dam | Def | Stab: bite/claw=+11 | 11 | 23 | 27

Fit (Level 8)

TN= 6; ST= 4; AG= -2; CR= 1; PC= 1; HT= 1; IN= -3

HP=76; FP=38; Ward=3; SP=25 (plod)

Att | Dam | Def | Stab: bite/claw=+14 | 11 | 26 | 29

Laudable (Level 10)

TN= 6; ST= 4; AG= -1; CR= 2; PC= 1; HT= 1; IN= -3

HP=76; FP=38; Ward=3; SP=30 (plod)

Att | Dam | Def | Stab: bite/claw=+17 | 11 | 29 | 31

Outstanding (Level 12)

TN= 6; ST= 4; AG= -1; CR= 3; PC= 1; HT= 2; IN= -3

HP=76; FP=41; Ward=3; SP=30 (plod)

Att | Dam | Def | Stab: bite/claw=+19 | 11 | 31 | 33

Remarkable (Level 14)

TN= 7; ST= 4; AG= -1; CR= 3; PC= 1; HT= 3; IN= -3

HP=83; FP=45; Ward=3; SP=30 (plod)

Att | Dam | Def | Stab: bite/claw=+21 | 11 | 34 | 36

Superb (Level 16)

TN= 8; ST= 4; AG= -1; CR= 3; PC= 1; HT= 3; IN= -2

HP=91; FP=45; Ward=4; SP=30 (plod)

Att | Dam | Def | Stab: bite/claw=+23 | 11 | 37 | 39

Wondrous (Level 18)

TN= 9; ST= 4; AG= -1; CR= 3; PC= 1; HT= 3; IN= -1

HP=99; FP=45; Ward=5; SP=30 (plod)

Att | Dam | Def | Stab: bite/claw=+25 | 11 | 40 | 42

Swarm King Overlay

A Swarm King is a composite monster whose body is made up of a swarm of countless creatures. Each Swarm King is named after the creatures comprising it. So, a Swarm King formed from rats is called a Rat King; a Swarm King of ants is an Ant King; a Swarm King of vipers is a Viper King; etc.

Any type of swarming creature can embody a Swarm King. But, only a single swarm in any colony of creatures can take on the characteristics of one. It represents the spirit of the entire collective, garnering human-level intelligence from the whole. Some can even talk.

Swarm Kings are amoeba-like. They can take on any rough form. Often they will take on a shape resembling a larger version of the creatures comprising it. Vaguely humanoid forms are also common.

Habitat: Swarm Kings can be found in any clime, but are almost always encountered within extensive colonies of the creatures making up their forms.

Fun Facts: Swarm Kings can assume the state of either a swarm or a conglomerated creature, requiring only a single Action to transition from one to the other. A swarm containing one to three swarm batches transitions into a Medium-size conglomerate. A swarm containing four to ten batches becomes a Large-size conglomerate.

In their conglomerated state, a Swarm King takes on the characteristics of an individual monster: they cannot occupy the space of another creature, and have Reach. In their swarm state, they have the abilities of any swarm: they can occupy the space of another creature and have a Reach of 0. The Hit Points and Fate Points of the two states are independent of one another. That is, if a Swarm King is Overcome in its conglomerated state, it merely collapses into a common swarm, and will continue on in that state until it is completely defeated.

Otherwise, Swarm Kings retain the abilities and characteristics of the creatures from which they are made.

There are a variety of ways to determine the Attributes and other stats of a Swarm King, as described below. Use whichever means seems best for your circumstance. But, in all cases, set the Swarm King's Intelligence to be no less than that of an average human: 0.

- The first technique is to look up the basic creature type of which the Swarm King is made (Rat for Rat King, Centipede for Centipede King, etc). If an example exists having the same size and level as the Swarm King, use those stats.
- If the Swarm King takes on a humanoid form, use the stats provided in this description's accompanying examples.
- Otherwise, use the stats of one of the examples provided in the generic Critter descriptions.

Durabilities: Swarm Kings retain the Durabilities of the creatures comprising them.

Origin: Germany has many folktales describing rat kings, amorphous collectives of myriad rats all stuck together and acting with a single will. These legends are the source of the mouse king character of The Nutcracker ballet, whose original story describes the villain as having seven heads.

Rat king stories likely arose from real-life encounters. A number of specimens have been photographed documenting rat colonies and mouse colonies that died because their tails became inexplicably tangled. Unfortunate nests of “squirrel kings” have even been found, whose tails became glued together from pine sap.

The term “rat king” likely comes from “Rattenkönig”, a sarcastic title given to the Pope by the German masses at the time of Martin Luther’s break from the Catholic church. The pejorative christens the Pope as ruler over a nest of entangled rats.

Traits: Swarm Kings adopt the traits of the creatures comprising them.

Keywords: swarm

Danger Tier: Variable

Wealth Type: Variable

Cunning: Alert

Vision: Variable

Large Humanoid Swarm King

Attack Modes: Punch

Move Modes: Plod

Baseline Attributes

TN= 2; ST= 6; AG= -6; CR= -2; PC= 0; HT= 0; IN= 0

Adequate (Level 6)

TN= 4; ST= 7; AG= -4; CR= -1; PC= 0; HT= 0; IN= 0

HP=83; FP=32; Ward=2; SP=25 (plod)

Att | Dam | Def | Stab: punch=+13 | 11 | 17 | 21

Decent (Level 8)

TN= 4; ST= 7; AG= -4; CR= 1; PC= 0; HT= 0; IN= 0

HP=83; FP=32; Ward=2; SP=25 (plod)

Att | Dam | Def | Stab: punch=+15 | 11 | 19 | 23

Fit (Level 10)

TN= 4; ST= 7; AG= -3; CR= 1; PC= 1; HT= 0; IN= 0

HP=83; FP=34; Ward=2; SP=30 (plod)

Att | Dam | Def | Stab: punch=+18 | 11 | 22 | 26

Laudable (Level 12)

TN= 5; ST= 7; AG= -3; CR= 1; PC= 2; HT= 0; IN= 0

HP=91; FP=38; Ward=2; SP=30 (plod)

Att | Dam | Def | Stab: punch=+20 | 11 | 25 | 30

Model (Level 14)

TN= 5; ST= 8; AG= -3; CR= 1; PC= 2; HT= 1; IN= 0

HP=99; FP=41; Ward=2; SP=35 (plod)

Att | Dam | Def | Stab: punch=+23 | 12 | 27 | 32

Outstanding (Level 16)

TN= 5; ST= 8; AG= -3; CR= 1; PC= 2; HT= 1; IN= 0

HP=99; FP=41; Ward=2; SP=35 (plod)

Att | Dam | Def | Stab: punch=+25 | 12 | 29 | 34

Medium Humanoid Swarm King

Attack Modes: Punch

Move Modes: Plod

Baseline Attributes

TN= 0; ST= 0; AG= 0; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 4)

TN= 2; ST= 0; AG= 1; CR= 1; PC= 0; HT= 0; IN= 0

HP=38; FP=32; Ward=1; SP=20 (plod)

Att | Dam | Def | Stab: punch=+9 | 2 | 18 | 17

Decent (Level 6)

TN= 2; ST= 1; AG= 2; CR= 1; PC= 0; HT= 0; IN= 0

HP=41; FP=32; Ward=1; SP=25 (plod)

Att | Dam | Def | Stab: punch=+13 | 3 | 21 | 19

Fit (Level 8)

TN= 2; ST= 1; AG= 2; CR= 3; PC= 0; HT= 0; IN= 0

HP=41; FP=32; Ward=1; SP=25 (plod)

Att | Dam | Def | Stab: punch=+15 | 3 | 23 | 21

Laudable (Level 10)

TN= 2; ST= 1; AG= 3; CR= 3; PC= 1; HT= 0; IN= 0

HP=41; FP=34; Ward=1; SP=30 (plod)

Att | Dam | Def | Stab: punch=+18 | 3 | 26 | 24

Model (Level 12)

TN= 3; ST= 1; AG= 3; CR= 3; PC= 2; HT= 0; IN= 0

HP=45; FP=38; Ward=1; SP=30 (plod)

Att | Dam | Def | Stab: punch=+20 | 3 | 29 | 28

Outstanding (Level 14)

TN= 3; ST= 2; AG= 3; CR= 3; PC= 2; HT= 1; IN= 0

HP=49; FP=41; Ward=1; SP=35 (plod)

Att | Dam | Def | Stab: punch=+23 | 4 | 31 | 30

Bestiary ~ T

Tick

Ticks are eight-legged disgusting little blood-sucking arachnids. They are closely related to spiders and scorpions, sharing the characteristic large fangs and multiple eyes. Physically, the main difference between ticks and other varieties of arachnids is that there is no separation between the body's fore part (prosome) and hind part (abdomen). When feasting, a tick's body slowly engorges to two or three times its original size.

Fun Facts: Once a tick bites, it latches on with its mandibles 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.

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: These nasty little bloodsuckers are found throughout the world. The Turkman and Uzbek tribes of Asia occasionally used ticks in torturing prisoners. They would chain the unfortunate souls to walls and release bucketfuls of the tiny starving arachnids in their cells. Needless to say, death came slowly and with considerable agony.

Habitat: Ticks hide in the undergrowth of forests and fields patiently waiting for warm-blooded creatures to pass by.

Keywords: arachnid, blooded, bug, exoskeleton, instinctive, living, vampiric

Vision: Heat Vision, Motion Sensitivity

Wealth Type: Incidental *Cunning:* Instinctive

Attack Modes: Mandibles *Danger Tier:* 0

Move Modes: Skitter / Cling *Traits:* Craves Blood

Small Tick Examples

Baseline Attributes

TN= 1; ST= 0; AG= -4; CR= 6; PC= 0; HT= -2; IN= -8

Adequate (Level 0)

TN= 1; ST= 0; AG= -4; CR= 6; PC= 0; HT= -2; IN= -8

HP=35; FP=26; Ward=1; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+0 | 3 | 11 | 15

Decent (Level 2)

TN= 2; ST= 0; AG= -3; CR= 6; PC= 0; HT= -2; IN= -8

HP=38; FP=26; Ward=1; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+3 | 3 | 15 | 18

Fit (Level 4)

TN= 2; ST= 1; AG= -2; CR= 6; PC= 0; HT= -2; IN= -8

HP=41; FP=26; Ward=1; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+7 | 4 | 18 | 20

Laudable (Level 6)

TN= 2; ST= 1; AG= -2; CR= 6; PC= 2; HT= -2; IN= -8

HP=41; FP=32; Ward=1; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+9 | 4 | 20 | 24

Model (Level 8)

TN= 3; ST= 2; AG= -2; CR= 6; PC= 2; HT= -2; IN= -8

HP=49; FP=32; Ward=1; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+12 | 5 | 23 | 27

Outstanding (Level 10)

TN= 3; ST= 3; AG= -2; CR= 6; PC= 2; HT= -1; IN= -8

HP=54; FP=34; Ward=1; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: mandibles=+15 | 6 | 25 | 29

Tiny Tick Examples

Baseline Attributes

TN= -1; ST= -6; AG= 2; CR= 8; PC= 0; HT= -2; IN= -8

Adequate (Level 0)

TN= -1; ST= -6; AG= 2; CR= 8; PC= 0; HT= -2; IN= -8

HP=17; FP=26; Ward=0; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+0 | 2 | 15 | 13

Fit (Level 2)

TN= 0; ST= -6; AG= 3; CR= 8; PC= 0; HT= -2; IN= -8

HP=19; FP=26; Ward=0; SP=35 (skitter) / 15 (cling)

Att | Dam | Def | Stab: mandibles=+3 | 2 | 19 | 16

Laudable (Level 4)

TN= 0; ST= -5; AG= 4; CR= 8; PC= 0; HT= -2; IN= -8

HP=21; FP=26; Ward=0; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+7 | 2 | 22 | 18

Outstanding (Level 6)

TN= 0; ST= -5; AG= 4; CR= 8; PC= 2; HT= -2; IN= -8

HP=21; FP=32; Ward=0; SP=40 (skitter) / 20 (cling)

Att | Dam | Def | Stab: mandibles=+9 | 2 | 24 | 22

Toad

Toads are squat amphibians with stubby front legs and powerful hind legs. Their skins are dry and wrinkled and are covered with a variety of “warts.” Toads travel by great bounds interspersed with brief resting periods. If a toad must escape an enemy, it will flee only as long as the enemy is within sight.

Black Witches, Apothecaries, and Alchemists all prize toads for their hallucinogenic properties. The spit glands and skins of these creatures are most valued but virtually all portions of the creature are utilized for one brew or another.

Habitat: Toads are known to inhabit ecosystems ranging from deserts to swamps and from the tropics to frozen wastes. Since they require open water in which to lay their eggs, giant toads prefer tropical and temperate climates.

Origin: Toads are found in folklore and mythology throughout the world. Due to their rough, warty skin, Toads are associated with poison and disease and are a favorite ingredient in Witch brews.

Fun Facts: If it must close the distance to its meal, a Toad may vault in an initial attempt to surprise its prey.

Toads do not have the long sticky tongues that their froggish kindred possess. Rather, up to three times per day, they can attack their prey with a hallucinogenic poison that they spray any distance up to twice their body length. This works as the Occult spell Invoke Medium Cone of Deadly Hallucinogen, with the exception that its Affected Area is commensurate with its size. (So, a Medium-size cone for Medium Toads, a Large-size cone for Large Toads, etc.) In all cases, treat the spray as if cast at a spell rank equal to the toad’s Level.

Alternately, it can grab hold of its prey with its mouth (via its chomp attack) and grapple it. Treat this as a Restraining Attack (as described in the Special Attack Modes section of The Rules Reference). If its prey is Overcome, the Toad will attempt to swallow it, although it can do so only if its prey is at least one Size Category smaller than it. Any swallowed creature suffocates (see Choking / Drowning / Suffocating under the Character Conditions section in The Rules Reference.) If its prey is too big to swallow, the Toad will still attempt to do so for a few Rounds before figuring out that the task is impossible and let it go.

Durabilities: This creature is Immune to Blighting, Captivating, Deluding, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: amphibian, blooded, fleshy, instinctive, living, natural, poisonous

Wealth Type: Incidental *Cunning:* Instinctive

Attack Modes: Chomp

Vision: Motion Sensitivity

Move Modes: Vault/Hop/Swim. It may vault once per scene.

Danger Tier: 0

Large Toad Examples

A Large Toad can spray hallucinogenic poison in a Large cone (20 feet long with a 10-foot base diameter).

Baseline Attributes

TN= 4; ST= 4; AG= -7; CR= 3; PC= -2; HT= -1; IN= -8

Adequate (Level 4)

TN= 7; ST= 5; AG= -7; CR= 3; PC= -2; HT= -1; IN= -8

HP=91; FP=24; Ward=3; SP=55 (vault) / 15 (hop) / 15 (swim)

Att | Dam | Def | Stab: chomp=+6 | 10 | 18 | 23

Decent (Level 6)

TN= 7; ST= 5; AG= -5; CR= 3; PC= -2; HT= -1; IN= -8

HP=91; FP=24; Ward=3; SP=55 (vault) / 15 (hop) / 15 (swim)

Att | Dam | Def | Stab: chomp=+10 | 10 | 22 | 25

Fit (Level 8)

TN= 7; ST= 5; AG= -5; CR= 3; PC= -2; HT= 0; IN= -8

HP=91; FP=26; Ward=3; SP=55 (vault) / 15 (hop) / 15 (swim)

Att | Dam | Def | Stab: chomp=+12 | 10 | 24 | 27

Laudable (Level 10)

TN= 8; ST= 6; AG= -5; CR= 3; PC= -2; HT= 0; IN= -8

HP=108; FP=26; Ward=4; SP=60 (vault) / 20 (hop) / 20 (swim)

Att | Dam | Def | Stab: chomp=+15 | 11 | 27 | 30

Model (Level 12)

TN= 8; ST= 6; AG= -4; CR= 4; PC= -2; HT= 0; IN= -8

HP=108; FP=26; Ward=4; SP=60 (vault) / 20 (hop) / 20 (swim)

Att | Dam | Def | Stab: chomp=+18 | 11 | 30 | 32

Outstanding (Level 14)

TN= 8; ST= 6; AG= -4; CR= 4; PC= -1; HT= 0; IN= -8

HP=108; FP=29; Ward=4; SP=60 (vault) / 20 (hop) / 20 (swim)

Att | Dam | Def | Stab: chomp=+20 | 11 | 32 | 35

Medium Toad Examples

A Medium Toad can spray hallucinogenic poison in a Medium cone (10 feet long with a 5-foot base diameter).

Baseline Attributes

TN= 2; ST= -2; AG= -1; CR= 5; PC= -2; HT= -1; IN= -8

Adequate (Level 2)

TN= 3; ST= -1; AG= -1; CR= 5; PC= -2; HT= -1; IN= -8

HP=38; FP=24; Ward=1; SP=55 (vault) / 15 (hop) / 15 (swim)

Att | Dam | Def | Stab: chomp=+4 | 3 | 18 | 17

Decent (Level 4)

TN= 5; ST= -1; AG= -1; CR= 5; PC= -2; HT= -1; IN= -8

HP=45; FP=24; Ward=2; SP=55 (vault) / 15 (hop) / 15 (swim)

Att | Dam | Def | Stab: chomp=+6 | 3 | 22 | 21

Fit (Level 6)

TN= 5; ST= -1; AG= 1; CR= 5; PC= -2; HT= -1; IN= -8

HP=45; FP=24; Ward=2; SP=55 (vault) / 15 (hop) / 15 (swim)

Att | Dam | Def | Stab: chomp=+10 | 3 | 26 | 23

Laudable (Level 8)

TN= 5; ST= -1; AG= 1; CR= 5; PC= -2; HT= 0; IN= -8

HP=45; FP=26; Ward=2; SP=55 (vault) / 15 (hop) / 15 (swim)

Att | Dam | Def | Stab: chomp=+12 | 3 | 28 | 25

Model (Level 10)

TN= 6; ST= 0; AG= 1; CR= 5; PC= -2; HT= 0; IN= -8

HP=54; FP=26; Ward=3; SP=60 (vault) / 20 (hop) / 20 (swim)

Att | Dam | Def | Stab: chomp=+15 | 3 | 31 | 28

Outstanding (Level 12)

TN= 6; ST= 0; AG= 2; CR= 6; PC= -2; HT= 0; IN= -8

HP=54; FP=26; Ward=3; SP=60 (vault) / 20 (hop) / 20 (swim)

Att | Dam | Def | Stab: chomp=+18 | 3 | 34 | 30

Small Toad Examples

A Small Toad can spray hallucinogenic poison in a Small cone (5 feet long with a 2 ½-foot base diameter- essentially at a single foe).

Baseline Attributes

TN= 0; ST= -8; AG= 5; CR= 7; PC= -2; HT= -1; IN= -8

Adequate (Level 0)

TN= 0; ST= -8; AG= 5; CR= 7; PC= -2; HT= -1; IN= -8

HP=16; FP=24; Ward=0; SP=50 (vault) / 10 (hop) / 10 (swim)

Att | Dam | Def | Stab: chomp=+1 | 2 | 19 | 12

Decent (Level 2)

TN= 1; ST= -7; AG= 5; CR= 7; PC= -2; HT= -1; IN= -8

HP=19; FP=24; Ward=1; SP=55 (vault) / 15 (hop) / 15 (swim)

Att | Dam | Def | Stab: chomp=+4 | 2 | 22 | 15

Fit (Level 4)

TN= 3; ST= -7; AG= 5; CR= 7; PC= -2; HT= -1; IN= -8

HP=23; FP=24; Ward=1; SP=55 (vault) / 15 (hop) / 15 (swim)

Att | Dam | Def | Stab: chomp=+6 | 2 | 26 | 19

Laudable (Level 6)

TN= 3; ST= -7; AG= 7; CR= 7; PC= -2; HT= -1; IN= -8

HP=23; FP=24; Ward=1; SP=55 (vault) / 15 (hop) / 15 (swim)

Att | Dam | Def | Stab: chomp=+10 | 2 | 30 | 21

Model (Level 8)

TN= 3; ST= -7; AG= 7; CR= 7; PC= -2; HT= 0; IN= -8

HP=23; FP=26; Ward=1; SP=55 (vault) / 15 (hop) / 15 (swim)

Att | Dam | Def | Stab: chomp=+12 | 2 | 32 | 23

Outstanding (Level 10)

TN= 4; ST= -6; AG= 7; CR= 7; PC= -2; HT= 0; IN= -8

HP=27; FP=26; Ward=2; SP=60 (vault) / 20 (hop) / 20 (swim)

Att | Dam | Def | Stab: chomp=+15 | 2 | 35 | 26

Tiny Toad Examples

A Tiny Toad can spray hallucinogenic poison in a Small cone (2 ½ feet long with a 1-foot base diameter- essentially at a single foe).

Baseline Attributes

TN= -2;ST= -14;AG=11;CR=9;PC= -2;HT= -1;IN= -8

Adequate (Level 0)

TN= -2;ST= -14;AG=11;CR=9;PC= -2;HT= -1;IN= -8

HP=8; FP=24; Ward=0; SP=50 (vault) / 10 (hop) / 10 (swim)

Att | Dam | Def | Stab: chomp=+1 | 1 | 23 | 10

Decent (Level 2)

TN= -1;ST= -13;AG=11;CR=9;PC= -2;HT= -1;IN= -8

HP=10; FP=24; Ward=0; SP=55 (vault) / 15 (hop) / 15 (swim)

Att | Dam | Def | Stab: chomp=+4 | 1 | 26 | 13

Fit (Level 4)

TN=1; ST= -13; AG=11; CR=9; PC= -2; HT= -1; IN= -8

HP=11; FP=24; Ward=1; SP=55 (vault) / 15 (hop) / 15 (swim)

Att | Dam | Def | Stab: chomp=+6 | 1 | 30 | 17

Laudable (Level 6)

TN=1; ST= -13; AG=13; CR=9; PC= -2; HT= -1; IN= -8

HP=11; FP=24; Ward=1; SP=55 (vault) / 15 (hop) / 15 (swim)

Att | Dam | Def | Stab: chomp=+10 | 1 | 34 | 19

Model (Level 8)

TN= 1; ST= -13; AG= 13; CR= 9; PC= -2; HT= 0; IN= -8

HP=11; FP=26; Ward=1; SP=55 (vault) / 15 (hop) / 15 (swim)

Att | Dam | Def | Stab: chomp=+12 | 1 | 36 | 21

Outstanding (Level 10)

TN= 2; ST= -12; AG= 13; CR= 9; PC= -2; HT= 0; IN= -8

HP=13; FP=26; Ward=1; SP=60 (vault) / 20 (hop) / 20 (swim)

Att | Dam | Def | Stab: chomp=+15 | 1 | 39 | 24

Toadman

A Toadman has qualities of both toads and men. It does not take a detailed examination, however, to determine that the toadish characteristics far outweigh the human ones. In fact, a naked Toadman could easily be mistaken for a giant Toad. Toadmen have vaguely humanoid hands with opposable thumbs and are capable of speaking, albeit coarsely. They often carry weapons and occasionally wear pouches and backpacks to carry loads.

Toadmen are able to control Toads to the point that they can keep them as guardians. Such trained Toads will obey the commands of a Toadman to either attack or not.

Attack Modes: Spear or Throwing Spear or Chomp

Move Modes: Vault/Hop/Swim. Each may vault once per scene.

Vision: Motion Sensitivity *Wealth Type:* Monetary

Cunning: Alert *Danger Tier:* 0

Fun Facts: A Toadman usually use Spears in combat, and may leap 20 yards in a single great bound. This is often used to surprise enemies.

Toadmen have the Gift Chattering with Toads.

Some exceptional Toadmen (of the super-genius variety) learn the Occult arts of Black Witchcraft and delight in the use of the Occult spells Charm Pouch with Many Deft Elf Shots, Grow Many Toadstools, Invoke Dire Faery Pinch, Vex Voice, Vex with Deft Evil Eye, and Vex with Deft Hex. A few even attain sufficient power to cast Render Dire Pox.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Habitat: Toadmen inhabit a variety of climates, but they prefer areas where water is plentiful, such as the land around marshes, swamps, and bogs. They are not good swimmers themselves, but require the open water to lay eggs.

Origin: Toads are found in folklore and mythology throughout the world. They are the antithesis of the good-natured frogs and are associated with evil and plague. Talking toads and toad-like men are found in wonder tales. One such example is found in Hans Christian Andersen's The Marsh King's Daughter.

Keywords: amphibian, blooded, fleshy, humanoid, living, tribal

Traits: Frogmen are Stupid, Hatred for Frogmen, Fond of Toads and Newts

Medium Toadman Fighter Examples

Baseline Attributes

TN= 0; ST= 0; AG= -2; CR= 0; PC= 2; HT= 0; IN= 0

Adequate (Level 2)

TN= 0; ST= 1; AG= -1; CR= 0; PC= 2; HT= 0; IN= 0

HP=35; FP=38; Ward=0; SP=65 (vault) / 25 (hop) / 25 (swim)

Att | Dam | Def | Stab: spear=+6 | 4 | 15 | 18; or throwing spear=+7 | 4 | 11 | 14; or chomp=+6 | 4 | 15 | 18

Fit (Level 4)

TN= 1; ST= 1; AG= -1; CR= 0; PC= 3; HT= 0; IN= 0

HP=38; FP=41; Ward=1; SP=65 (vault) / 25 (hop) / 25 (swim)

Att | Dam | Def | Stab: spear=+8 | 4 | 18 | 22; or throwing spear=+10 | 4 | 14 | 18; or chomp=+8 | 4 | 18 | 22

Laudable (Level 6)

TN= 2; ST= 1; AG= 0; CR= 0; PC= 3; HT= 0; IN= 0

HP=41; FP=41; Ward=1; SP=70 (vault) / 30 (hop) / 30 (swim)

Att | Dam | Def | Stab: spear=+11 | 4 | 22 | 25; or throwing spear=+12 | 4 | 18 | 21; or chomp=+11 | 4 | 22 | 25

Outstanding (Level 8)

TN= 2; ST= 2; AG= 0; CR= 0; PC= 4; HT= 0; IN= 0

HP=45; FP=45; Ward=1; SP=70 (vault) / 30 (hop) / 30 (swim)

Att | Dam | Def | Stab: spear=+14 | 5 | 24 | 28; or throwing spear=+15 | 4 | 20 | 24; or chomp=+14 | 5 | 24 | 28

Medium Toadman Sage Examples

Baseline Attributes

TN= 0; ST= 0; AG= -2; CR= 0; PC= 2; HT= 0; IN= 0

Adequate (Level 2)

TN= 0; ST= 0; AG= -1; CR= 0; PC= 2; HT= 0; IN= 1

HP=32; FP=38; Ward=0; SP=60 (vault) / 20 (hop) / 20 (swim)

Att | Dam | Def | Stab: spear=+5 | 3 | 15 | 18; or throwing spear=+7 | 4 | 11 | 14; or chomp=+5 | 3 | 15 | 18

Fit (Level 4)

TN= 0; ST= 0; AG= -1; CR= 0; PC= 4; HT= 0; IN= 1

HP=32; FP=45; Ward=0; SP=65 (vault) / 25 (hop) / 25 (swim)

Att | Dam | Def | Stab: spear=+7 | 3 | 17 | 22; or throwing spear=+11 | 4 | 13 | 18; or chomp=+7 | 3 | 17 | 22

Laudable (Level 6)

TN= 0; ST= 1; AG= 0; CR= 0; PC= 4; HT= 0; IN= 1
 HP=35; FP=45; Ward=0; SP=70 (vault) / 30 (hop) /
 30 (swim)

Att | Dam | Def | Stab: spear=+11 | 4 | 20 | 24; or throwing
 spear=+13 | 4 | 16 | 20; or chomp=+11 | 4 | 20 | 24

Outstanding (Level 8)

TN= 1; ST= 1; AG= 0; CR= 0; PC= 4; HT= 0; IN= 2
 HP=38; FP=45; Ward=1; SP=70 (vault) / 30 (hop) /
 30 (swim)

Att | Dam | Def | Stab: spear=+13 | 4 | 23 | 27; or throwing
 spear=+15 | 4 | 19 | 23; or chomp=+13 | 4 | 23 | 27

Small Toadman Fighter Examples**Baseline Attributes**

TN= -2; ST= -6; AG= 4; CR= 2; PC= 2; HT= 0; IN= 0

Adequate (Level 0)

TN= -2; ST= -6; AG= 4; CR= 2; PC= 2; HT= 0; IN= 0
 HP=16; FP=38; Ward=0; SP=60 (vault) / 20 (hop) /
 20 (swim)

Att | Dam | Def | Stab: spear=+3 | 2 | 15 | 13; or throwing
 spear=+8 | 4 | 12 | 10; or chomp=+2 | 2 | 16 | 14

Fit (Level 2)

TN= -2; ST= -5; AG= 5; CR= 2; PC= 2; HT= 0; IN= 0
 HP=17; FP=38; Ward=0; SP=65 (vault) / 25 (hop) /
 25 (swim)

Att | Dam | Def | Stab: spear=+7 | 2 | 18 | 15; or throwing
 spear=+10 | 4 | 15 | 12; or chomp=+6 | 2 | 19 | 16

Laudable (Level 4)

TN= -1; ST= -5; AG= 5; CR= 2; PC= 3; HT= 0; IN= 0
 HP=19; FP=41; Ward=0; SP=65 (vault) / 25 (hop) /
 25 (swim)

Att | Dam | Def | Stab: spear=+9 | 2 | 21 | 19; or throwing
 spear=+13 | 4 | 18 | 16; or chomp=+8 | 2 | 22 | 20

Outstanding (Level 6)

TN= 0; ST= -5; AG= 6; CR= 2; PC= 3; HT= 0; IN= 0
 HP=21; FP=41; Ward=0; SP=70 (vault) / 30 (hop) /
 30 (swim)

Att | Dam | Def | Stab: spear=+12 | 2 | 25 | 22; or throwing
 spear=+15 | 4 | 22 | 19; or chomp=+11 | 2 | 26 | 23

Small Toadman Sage Examples**Baseline Attributes**

TN= -2; ST= -6; AG= 4; CR= 2; PC= 2; HT= 0; IN= 0

Adequate (Level 2)

TN= -2; ST= -6; AG= 5; CR= 2; PC= 2; HT= 0; IN= 1
 HP=16; FP=38; Ward=0; SP=60 (vault) / 20 (hop) /
 20 (swim)

Att | Dam | Def | Stab: spear=+6 | 2 | 18 | 15; or throwing
 spear=+10 | 4 | 15 | 12; or chomp=+5 | 2 | 19 | 16

Fit (Level 4)

TN= -2; ST= -6; AG= 5; CR= 2; PC= 4; HT= 0; IN= 1
 HP=16; FP=45; Ward=0; SP=65 (vault) / 25 (hop) /
 25 (swim)

Att | Dam | Def | Stab: spear=+8 | 2 | 20 | 19; or throwing
 spear=+14 | 4 | 17 | 16; or chomp=+7 | 2 | 21 | 20

Laudable (Level 6)

TN= -2; ST= -5; AG= 6; CR= 2; PC= 4; HT= 0; IN= 1
 HP=17; FP=45; Ward=0; SP=70 (vault) / 30 (hop) /
 30 (swim)

Att | Dam | Def | Stab: spear=+12 | 2 | 23 | 21; or throwing
 spear=+16 | 4 | 20 | 18; or chomp=+11 | 2 | 24 | 22

Outstanding (Level 8)

TN= -1; ST= -5; AG= 6; CR= 2; PC= 4; HT= 0; IN= 2
 HP=19; FP=45; Ward=0; SP=70 (vault) / 30 (hop) /
 30 (swim)

Att | Dam | Def | Stab: spear=+14 | 2 | 26 | 24; or throwing
 spear=+18 | 4 | 23 | 21; or chomp=+13 | 2 | 27 | 25

Tree, Animated

Animated Trees are merely common trees imbued with mobility through magic, such as the Occult spell *Breathe Life into Animated Tree* or the pagan Nature spell *Amaethon's Arboreal Army*.

To walk, an Animated Tree will uproot itself and ambulate along the ground by means of its serpentine roots. When it stops, the tree will wind its roots into the soil. The uprooting and re-rooting processes each require one full Round to accomplish, but the tree may participate in combat while doing so.

Durabilities: This creature is Immune to Bleeding, Captivating, Deluding, Enervating, Freezing, Infernal, Internal, Metaphysical, Quieting, Righteous, Suffocating, Sunshining, Tormenting, and Toxic Effects; and Sensitive to Acidic, Blighting, Chopping, and Scorching Effects.

Habitat: Can a tree can be said to inhabit a forest even though a lack of trees by definition would mean the absence of forest? If so, then trees dwell in forests and groves.

Origin: In the *Book of Taliesin* is a Celtic poem titled "The Battle of the Trees". This poem describes a powerful spell-caster, Gwydion, as animating the trees to fight in battle as his army.

Keywords: animated, arboreal, construct, living, vegetal

Wealth Type: Incidental. *Cunning:* Mindless

Attack Modes: Branch/Branch *Move Modes:* Stride

Vision: Day Vision *Danger Tier:* 0

Great Animated Tree Examples

Baseline Attributes

TN=9; ST=14; AG= -20; CR= -6; PC=0; HT= -2; IN= -9

Adequate (Level 8)

TN=12;ST=15;AG= -18;CR= -6;PC=1;HT= -2;IN= -9

HP=332; FP=29; Ward=8; SP=25 (stride)

Att | Dam | Def | Stab: branch(×2)=+9 | 27 | 16 | 35

Decent (Level 10)

TN=13;ST=15;AG= -17;CR= -6;PC=1;HT= -2;IN= -9

HP=362; FP=29; Ward=9; SP=30 (stride)

Att | Dam | Def | Stab: branch(×2)=+12 | 27 | 20 | 38

Fit (Level 12)

TN=13;ST=15;AG= -17;CR= -5;PC=1;HT= -2;IN= -9

HP=362; FP=29; Ward=9; SP=30 (stride)

Att | Dam | Def | Stab: branch(×2)=+14 | 27 | 22 | 40

Laudable (Level 14)

TN=14;ST=15;AG= -17;CR= -5;PC=1;HT= -2;IN= -8

HP=395; FP=29; Ward=10; SP=30 (stride)

Att | Dam | Def | Stab: branch(×2)=+16 | 27 | 25 | 43

Model (Level 16)

TN=14;ST=16;AG= -17;CR= -5;PC=2;HT= -2;IN= -8

HP=431; FP=32; Ward=10; SP=30 (stride)

Att | Dam | Def | Stab: branch(×2)=+19 | 28 | 27 | 46

Outstanding (Level 18)

TN=14;ST=17;AG= -17;CR= -4;PC=2;HT= -2;IN= -8

HP=470; FP=32; Ward=10; SP=35 (stride)

Att | Dam | Def | Stab: branch(×2)=+22 | 29 | 29 | 48

Large Animated Tree Examples**Baseline Attributes**

TN= 7; ST= 8; AG= -14; CR= -4; PC= 0; HT= -2; IN= -9

Adequate (Level 4)

TN=10; ST=8; AG= -14; CR= -4; PC=1; HT= -2; IN= -9

HP=152; FP=29; Ward=6; SP=20 (stride)

Att | Dam | Def | Stab: branch(×2)=+2 | 19 | 14 | 29

Decent (Level 6)

TN=10; ST=8; AG= -12; CR= -4; PC=1; HT= -2; IN= -9

HP=152; FP=29; Ward=6; SP=25 (stride)

Att | Dam | Def | Stab: branch(×2)=+6 | 19 | 18 | 31

Fit (Level 8)

TN=10; ST=9; AG= -12; CR= -4; PC=1; HT= -2; IN= -9

HP=166; FP=29; Ward=6; SP=25 (stride)

Att | Dam | Def | Stab: branch(×2)=+9 | 20 | 20 | 33

Laudable (Level 10)

TN=11; ST=9; AG= -11; CR= -4; PC=1; HT= -2; IN= -9

HP=181; FP=29; Ward=7; SP=30 (stride)

Att | Dam | Def | Stab: branch(×2)=+12 | 20 | 24 | 36

Model (Level 12)

TN=11; ST=9; AG= -11; CR= -3; PC=1; HT= -2; IN= -9

HP=181; FP=29; Ward=7; SP=30 (stride)

Att | Dam | Def | Stab: branch(×2)=+14 | 20 | 26 | 38

Outstanding (Level 14)

TN=12; ST=9; AG= -11; CR= -3; PC=1; HT= -2; IN= -8

HP=197; FP=29; Ward=8; SP=30 (stride)

Att | Dam | Def | Stab: branch(×2)=+16 | 20 | 29 | 41

Medium Animated Tree Examples**Baseline Attributes**

TN= 5; ST= 2; AG= -8; CR= -2; PC= 0; HT= -2; IN= -9

Adequate (Level 2)

TN= 7; ST= 2; AG= -8; CR= -2; PC= 0; HT= -2; IN= -9

HP=70; FP=26; Ward=3; SP=20 (stride)

Att | Dam | Def | Stab: branch(×2)=+0 | 10 | 15 | 23

Decent (Level 4)

TN= 8; ST= 2; AG= -8; CR= -2; PC= 1; HT= -2; IN= -9

HP=76; FP=29; Ward=4; SP=20 (stride)

Att | Dam | Def | Stab: branch(×2)=+2 | 10 | 18 | 27

Fit (Level 6)

TN= 8; ST= 2; AG= -6; CR= -2; PC= 1; HT= -2; IN= -9

HP=76; FP=29; Ward=4; SP=25 (stride)

Att | Dam | Def | Stab: branch(×2)=+6 | 10 | 22 | 29

Laudable (Level 8)

TN= 8; ST= 3; AG= -6; CR= -2; PC= 1; HT= -2; IN= -9

HP=83; FP=29; Ward=4; SP=25 (stride)

Att | Dam | Def | Stab: branch(×2)=+9 | 11 | 24 | 31

Model (Level 10)

TN= 9; ST= 3; AG= -5; CR= -2; PC= 1; HT= -2; IN= -9

HP=91; FP=29; Ward=5; SP=30 (stride)

Att | Dam | Def | Stab: branch(×2)=+12 | 11 | 28 | 34

Outstanding (Level 12)

TN= 9; ST= 3; AG= -5; CR= -1; PC= 1; HT= -2; IN= -9

HP=91; FP=29; Ward=5; SP=30 (stride)

Att | Dam | Def | Stab: branch(×2)=+14 | 11 | 30 | 36

Bestiary ~ V

Vegetal Creature Overlay

A Vegetal Creature is an animate plant having the shape of a beast, monster, or humanoid. Some have the appearances of full, leafy bushes with thorny claws and teeth. Others are composed of intertwined bark-covered vines with mossy hair and flowering clothing. Others have branch-like limbs with mushroom fur, while some are composed purely of ripe vegetables, fruit, or fungi. Any combination of plant-like characteristics is possible.

Any type of living creature found in the game's monster books can be used as a template for a new Vegetal Creature. It would be tedious to fully detail every possibility (Vegetal Antelope, Vegetal Beaver, Vegetal Caterpillar, etc.). So, instead, a simple Overlay for how to convert another monster type into a reasonable Vegetal Creature is provided here.

With the goal of imposing as little change as possible, the Vegetal version of a monster will retain the Attributes and Combat Characteristics of the source form (Strength, Agility, Attack Bonus, Defense, Speed, Damage, etc.). The major difference is, of course, the fact that the creature is now a plant. This fact bestows all of the benefits and banes listed in the sections below.

Fun Facts: Vegetal Creatures retain the abilities of the source form, as long as they are not particularly harmful to plants. Thus, any abilities producing fire, acid, or blight are lost. Any ability to shape change into another creature will allow the Vegetal version to transform into Vegetal versions of the target creature.

Vegetal humanoids favor wooden and stone weapons over those fashioned from metal.

Further, Vegetal Creatures lose all of the sensitivities and immunities of the source form (such as being Highly Sensitive to Freezing effects or Immune to Electrical effects), and replace them with those listed below.

Durabilities: These creatures are Immune to Bleeding, Infernal, Internal, Metaphysical, Righteous, Suffocation, Sunlight, and Toxic Effects. However, they are Sensitive to Acid, Blight, Chopping, and Fire Effects. They are also Immune to Captivation, Enervation, and Quietus Effects.

Habitat: Vegetal Creatures are living plants. As such, they are encountered wherever leafy green vegetation is found.

Origin: Real-world topiaries are living garden sculptures shaped to mimic creatures. They are fashioned from dense evergreen bushes with small leaves. The practice of artistically trimming bushes into various shapes originated in ancient Rome as reported by Pliny the Younger in his Natural History. The concept of anthropomorphic plants, on the other hand, goes back even farther as least as far as ancient Greece in Aesop's Fables.

Traits: Aversion to Fire, Loves Sunlight

Keywords: living, vegetal

Danger Tier: Variable

Wealth Type: Variable

Cunning: Variable

Attack Modes: Variable

Vision: Day Vision

Move Modes: Variable

Size: Variable

Bestiary ~ W

Wasp

Wasps are essentially winged ants with narrow waists armed with dangerous stingers. They build paper-like nests resembling honeycombs, but they produce no honey. They have a variety of colorations. Many are black with bright yellow spots and stripes, while others have black heads and thorax, with reddish-brown abdomens. The most beautiful of them display a rainbow of colors with metallic sheens.

Habitat: Wasps build their nests in hidden niches, to protect their larva from predators. They are extremely territorial, and will attack anything disturbing their nests.

Fun Facts: Each wasp has a sting that injects a Typical Killing Venom, which can be used any number of times.

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: Wasps are ubiquitous throughout the world.

Keywords: blooded, bug, exoskeleton, insect, living

Move Modes: Skitter / Hover / Cling

Vision: Day Vision

Traits: Territorial

Wealth Type: Incidental

Cunning: Instinctive

Attack Modes: Mandibles

Danger Tier: 0

Large Wasp Examples

Baseline Attributes

TN= 6; ST= 10; AG= -8; CR= -6; PC= 0; HT= -1; IN= -8

Adequate (Level 6)

TN= 7; ST= 13; AG= -7; CR= -6; PC= 1; HT= -1; IN= -8

HP=181; FP=32; Ward=3; SP=55 (skitter) / 55 (hover) / 35 (cling)

Att | Dam | Def | Stab: sting=+16 | 17 +poison | 20 | 28

Decent (Level 8)

TN= 7; ST= 14; AG= -7; CR= -6; PC= 1; HT= -1; IN= -8

HP=197; FP=32; Ward=3; SP=60 (skitter) / 60 (hover) / 40 (cling)

Att | Dam | Def | Stab: sting=+19 | 18 +poison | 22 | 30

Fit (Level 10)

TN= 8; ST= 14; AG= -7; CR= -6; PC= 1; HT= -1; IN= -7

HP=215; FP=32; Ward=4; SP=60 (skitter) / 60 (hover) / 40 (cling)

Att | Dam | Def | Stab: sting=+21 | 18 +poison | 25 | 33

Laudable (Level 12)

TN= 9; ST= 14; AG= -7; CR= -6; PC= 2; HT= -1; IN= -7

HP=235; FP=34; Ward=5; SP=60 (skitter) / 60 (hover) / 40 (cling)

Att | Dam | Def | Stab: sting=+23 | 18 +poison | 28 | 37

Model (Level 14)

TN= 9; ST= 14; AG= -5; CR= -6; PC= 2; HT= -1; IN= -7

HP=235; FP=34; Ward=5; SP=65 (skitter) / 65 (hover) / 45 (cling)

Att | Dam | Def | Stab: sting=+27 | 18 +poison | 32 | 39

Outstanding (Level 16)

TN= 9; ST= 14; AG= -5; CR= -6; PC= 2; HT= 0; IN= -6

HP=235; FP=38; Ward=5; SP=65 (skitter) / 65 (hover) / 45 (cling)

Att | Dam | Def | Stab: sting=+29 | 18 +poison | 34 | 41

Medium Wasp Examples

Baseline Attributes

TN= 4; ST= 4; AG= -2; CR= -4; PC= 0; HT= -1; IN= -8

Adequate (Level 4)

TN= 5; ST= 7; AG= -2; CR= -4; PC= 0; HT= -1; IN= -8

HP=91; FP=29; Ward=2; SP=50 (skitter) / 50 (hover) / 30 (cling)

Att | Dam | Def | Stab: sting=+13 | 10 +poison | 21 | 23

Decent (Level 6)

TN= 5; ST= 7; AG= -1; CR= -4; PC= 1; HT= -1; IN= -8

HP=91; FP=32; Ward=2; SP=55 (skitter) / 55 (hover) / 35 (cling)

Att | Dam | Def | Stab: sting=+16 | 10 +poison | 24 | 26

Fit (Level 8)

TN= 5; ST= 8; AG= -1; CR= -4; PC= 1; HT= -1; IN= -8

HP=99; FP=32; Ward=2; SP=60 (skitter) / 60 (hover) / 40 (cling)

Att | Dam | Def | Stab: sting=+19 | 11 +poison | 26 | 28

Laudable (Level 10)

TN= 6; ST= 8; AG= -1; CR= -4; PC= 1; HT= -1; IN= -7

HP=108; FP=32; Ward=3; SP=60 (skitter) / 60 (hover) / 40 (cling)

Att | Dam | Def | Stab: sting=+21 | 11 +poison | 29 | 31

Model (Level 12)

TN= 7; ST= 8; AG= -1; CR= -4; PC= 2; HT= -1; IN= -7
 HP=117; FP=34; Ward=3; SP=60 (skitter) / 60 (hover) / 40 (cling)
 Att | Dam | Def | Stab: sting=+23 | 11 +poison | 32 | 35

Outstanding (Level 14)

TN= 7; ST= 8; AG= 1; CR= -4; PC= 2; HT= -1; IN= -7
 HP=117; FP=34; Ward=3; SP=65 (skitter) / 65 (hover) / 45 (cling)
 Att | Dam | Def | Stab: sting=+27 | 11 +poison | 36 | 37

Small Wasp Examples**Baseline Attributes**

TN= 2; ST= -2; AG= 4; CR= -2; PC= 0; HT= -1; IN= -8

Adequate (Level 2)

TN= 3; ST= -1; AG= 4; CR= -2; PC= 0; HT= -1; IN= -8
 HP=38; FP=29; Ward=1; SP=45 (skitter) / 45 (hover) / 25 (cling)
 Att | Dam | Def | Stab: sting=+9 | 1 +poison | 23 | 19

Decent (Level 4)

TN= 3; ST= 1; AG= 4; CR= -2; PC= 0; HT= -1; IN= -8
 HP=45; FP=29; Ward=1; SP=50 (skitter) / 50 (hover) / 30 (cling)
 Att | Dam | Def | Stab: sting=+13 | 2 +poison | 25 | 21

Fit (Level 6)

TN= 3; ST= 1; AG= 5; CR= -2; PC= 1; HT= -1; IN= -8
 HP=45; FP=32; Ward=1; SP=55 (skitter) / 55 (hover) / 35 (cling)
 Att | Dam | Def | Stab: sting=+16 | 2 +poison | 28 | 24

Laudable (Level 8)

TN= 3; ST= 2; AG= 5; CR= -2; PC= 1; HT= -1; IN= -8
 HP=49; FP=32; Ward=1; SP=60 (skitter) / 60 (hover) / 40 (cling)
 Att | Dam | Def | Stab: sting=+19 | 3 +poison | 30 | 26

Model (Level 10)

TN= 4; ST= 2; AG= 5; CR= -2; PC= 1; HT= -1; IN= -7
 HP=54; FP=32; Ward=2; SP=60 (skitter) / 60 (hover) / 40 (cling)
 Att | Dam | Def | Stab: sting=+21 | 3 +poison | 33 | 29

Outstanding (Level 12)

TN= 5; ST= 2; AG= 5; CR= -2; PC= 2; HT= -1; IN= -7
 HP=59; FP=34; Ward=2; SP=60 (skitter) / 60 (hover) / 40 (cling)
 Att | Dam | Def | Stab: sting=+23 | 3 +poison | 36 | 33

Wasp Swarm Batch Examples

See [Handling Swarms](#) in [The Rules Reference](#) for details on how to deal with Swarms in combat.

Baseline Attributes

TN= 4; ST= 4; AG= -2; CR= -4; PC= 0; HT= -1; IN= -8

Adequate (Level 0)

TN= 4; ST= 4; AG= -2; CR= -4; PC= 0; HT= -1; IN= -8
 HP=64; FP=29; Ward=2; SP=45 (skitter) / 45 (hover) / 25 (cling)
 Att | Dam | Def | Stab: sting=+6 | 7 +poison | 16 | 18

Decent (Level 2)

TN= 5; ST= 5; AG= -2; CR= -4; PC= 0; HT= -1; IN= -8
 HP=76; FP=29; Ward=2; SP=45 (skitter) / 45 (hover) / 25 (cling)
 Att | Dam | Def | Stab: sting=+9 | 8 +poison | 19 | 21

Fit (Level 4)

TN= 5; ST= 7; AG= -2; CR= -4; PC= 0; HT= -1; IN= -8
 HP=91; FP=29; Ward=2; SP=50 (skitter) / 50 (hover) / 30 (cling)
 Att | Dam | Def | Stab: sting=+13 | 10 +poison | 21 | 23

Laudable (Level 6)

TN= 5; ST= 7; AG= -1; CR= -4; PC= 1; HT= -1; IN= -8
 HP=91; FP=32; Ward=2; SP=55 (skitter) / 55 (hover) / 35 (cling)
 Att | Dam | Def | Stab: sting=+16 | 10 +poison | 24 | 26

Model (Level 8)

TN= 5; ST= 8; AG= -1; CR= -4; PC= 1; HT= -1; IN= -8
 HP=99; FP=32; Ward=2; SP=60 (skitter) / 60 (hover) / 40 (cling)
 Att | Dam | Def | Stab: sting=+19 | 11 +poison | 26 | 28

Outstanding (Level 10)

TN= 6; ST= 8; AG= -1; CR= -4; PC= 1; HT= -1; IN= -7
 HP=108; FP=32; Ward=3; SP=60 (skitter) / 60 (hover) / 40 (cling)
 Att | Dam | Def | Stab: sting=+21 | 11 +poison | 29 | 31

Watcher

Watchers are Eidolons with the appearance of common humans.

Habitat: Watchers are encountered in both the Astral and Mortal Realms. When moving among mortals, however, they generally prefer to go unseen.

Origin: Watchers are mentioned in an apocryphal Hebrew religious text known as the Book of Enoch. In this text, the Watchers begin their existence as angels who are sent to Earth immediately after its creation to observe mankind, but not to interfere in their affairs. Many of them fall to earthly temptations, though, and take human wives. These unions produced offspring, known as the Niphilim, which were half Eidolon and half human, resembling human giants.⁵ For their disobedience, the unfaithful Watchers were cast into Hell, and became the Grigori. Although many other fallen angels are named individually in various religious texts, the Grigori are the only ones mentioned as a category. Therefore, Grigori likely make up the bulk of fallen angels. The Book on Enoch further states that the Grigori introduced the arts of Sorcery and Witchcraft to mankind.

Fun Facts: Watchers often train in the use of mortal weapons, and may pick up any non-magical class to do so. They prefer to go unnoticed when in the mortal realm, though. When they carry any weapons at all, they focus on easily concealable ones, such as daggers and slings.

Watchers can assume either an ethereal or corporeal form at will. When in its ghostly state, a Watcher 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 Watcher can elect to remain invisible to mortal eyes.

Attack Modes: Melee Weapon or Range Weapon or Dagger or Sling or Punch/Kick

Keywords: eidolon

Wealth Type: Incidental

Cunning: Clever

Move Modes: Run/Hover

Vision: Astral Vision

Size: Medium

Danger Tier: +3

Angelic Watcher

An Angelic Watcher is a human-like angel devoted to one of the Abrahamic religions (Christianity, Islam, or Judaism). As such, they are monotheistic, and follow a deity whom they consider to be the one, true God. When they want to make an impression to mortal eyes, they dress themselves in brilliant white robes. Most often they want to interact with mortals unnoticed, though, and so wear common mortal garments.

More Fun Facts: Watchers may cast the following Mystical Powers at will: [Beatific Halo](#), [Blind Sight](#), [Empathy](#),

[Enervating Halo](#), [Disrupt Magic](#), [Disrupt Unending Magic](#), [Magic Prescience](#), [Magic Reflection](#), [Magic Repulsion](#), [Mental Perception](#), [Precognition](#), [Psychometry](#), [Read Thoughts](#), [Sanctify Great Area](#), and [Spiritual Injection](#). All spells are cast at spell ranks equal to their Level. See [The Codex of Cultures](#) for details.

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, paragon

Grigori Watcher

A Grigori is a human-like fallen angel, or devil, who betrayed their faith to one of the Abrahamic religions (Christianity, Islam, or Judaism). They started their existence as Angelic Watchers, but were cast out and joined the ranks of devils in the Astral Realm of Hell.

In their fall, the Grigori lost their Mystical Powers. As such, they turned to the occult arts, with most of them focusing on Black Magic, Demonology, Illusionry, Sorcery, and Witchcraft. In fact, many scholars believe that the Grigori introduced the occult arts to humanity.

More Fun Facts: All Grigori are occultists, and may practice any occult class. Indeed, many have multiple such classes (at the Overlord's discretion). Treat them as having ranks in the occult lores of their classes equal to their Levels. Similarly, all of their occult spells are cast at spell ranks equal to their Levels. See [The Oculus of Occultism](#) for details.

When desired, a Grigori Watcher 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, devil, eidolon, exalted, hellion

⁵ Being half Astral and half human, the Niphilim are a giant form of Cambion, a race to which the Arthurian wizard Merlin also famously belonged.

Medium Watcher Examples

Baseline Attributes

TN= 1; ST= 1; AG= 1; CR= 1; PC= 1; HT= 1; IN= 1

Adequate (Level 6)

TN= 3; ST= 1; AG= 1; CR= 2; PC= 1; HT= 2; IN= 3

HP=45; FP=41; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: melee=+8 +tempo | weapon+1 |
20+parry | 20+parry; or range=+9 +tempo | weapon |
20+gap | 20+gap; or dagger=+13 | 4 | 23 | 23; or
sling=+11 | 5 | 20 | 20; or punch/kick=+12 | 6 | 21 | 21

Decent (Level 8)

TN= 3; ST= 1; AG= 1; CR= 2; PC= 3; HT= 2; IN= 3

HP=45; FP=49; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: melee=+10 +tempo | weapon+1 |
22+parry | 24+parry; or range=+13 +tempo | weapon |
22+gap | 24+gap; or dagger=+15 | 4 | 25 | 27; or
sling=+15 | 5 | 22 | 24; or punch/kick=+14 | 6 | 23 | 25

Fit (Level 10)

TN= 3; ST= 1; AG= 1; CR= 2; PC= 3; HT= 4; IN= 3

HP=45; FP=58; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: melee=+12 +tempo | weapon+1 |
24+parry | 26+parry; or range=+15 +tempo | weapon |
24+gap | 26+gap; or dagger=+17 | 4 | 27 | 29; or
sling=+17 | 5 | 24 | 26; or punch/kick=+16 | 6 | 25 | 27

Laudable (Level 12)

TN= 3; ST= 1; AG= 1; CR= 3; PC= 3; HT= 4; IN= 4

HP=45; FP=58; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: melee=+14 +tempo | weapon+1 |
26+parry | 28+parry; or range=+18 +tempo | weapon |
26+gap | 28+gap; or dagger=+19 | 4 | 29 | 31; or
sling=+20 | 5 | 26 | 28; or punch/kick=+18 | 6 | 27 | 29

Model (Level 14)

TN= 4; ST= 2; AG= 1; CR= 3; PC= 3; HT= 4; IN= 4

HP=54; FP=58; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: melee=+17 +tempo | weapon+2 |
29+parry | 31+parry; or range=+20 +tempo | weapon |
29+gap | 31+gap; or dagger=+22 | 5 | 32 | 34; or
sling=+22 | 5 | 29 | 31; or punch/kick=+21 | 7 | 30 | 32

Outstanding (Level 16)

TN= 4; ST= 2; AG= 1; CR= 4; PC= 4; HT= 4; IN= 4

HP=54; FP=64; Ward=2; SP=45 (run)

Att | Dam | Def | Stab: melee=+19 +tempo | weapon+2 |
31+parry | 34+parry; or range=+24 +tempo | weapon |
31+gap | 34+gap; or dagger=+24 | 5 | 34 | 37; or
sling=+26 | 5 | 31 | 34; or punch/kick=+23 | 7 | 32 | 35

Weapon, Animated

Animated Weapons are melee weapons that move through the air under their own volition. They are animated by magic to fight or otherwise serve the animator's bidding, as if wielded by an invisible Medium-sized assailant. But, if one were to pass their hand through the space where their body would be, it touches nothings.

These constructs have no wills of their own. They will slavishly obey the commands of their creators.

Habitat: These constructs will diligently wait wherever their master instructs them to.

Origin: The Russian folk tale of Ivan the Guard tells of the Samosek Sword: a weapon that would fight on its own when tossed into the air.

Durabilities: This creature is Immune to Bleeding, Blighting, Dehydrating, Deluding, Dreadful, Enervating, Entrancing, Freezing, Infernal, Internal, 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.

Fun Facts: The examples provide a few different weapon type possibilities. Obviously, only one type will apply to any given Animated Weapon.

Keywords: construct, tellurian

Attack Modes: Hammer or Longsword or Mace or Spear

Wealth Type: Incidental

Cunning: Simpleminded

Vision: Astral Vision

Move Modes: Plod

Danger Tier: +1

Size: Medium (Note that the Size Category here indicates that the weapon may be of any size that a Medium creature is capable of wielding – the weapon itself need not be Medium.)

Medium Animated Weapon Examples

Baseline Attributes

TN= 0; ST= 0; AG= 0; CR= 0; PC= -1; HT= -3; IN= -3

Adequate (Level 0)

TN= 0; ST= 0; AG= 0; CR= 0; PC= -1; HT= -3; IN= -3

HP=32; FP=22; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: hammer=+2 | 5 | 14 | 13; or
longsword=+4 | 6 | 14 | 13; or mace=+3 | 5 | 15 | 14; or
spear=+4 | 3 | 14 | 13

Decent (Level 2)

TN= 0; ST= 1; AG= 1; CR= 0; PC= -1; HT= -3; IN= -3
 HP=35; FP=22; Ward=0; SP=30 (run)
 Att | Dam | Def | Stab: hammer=+6 | 6 | 17 | 15; or
 longsword=+8 | 7 | 17 | 15; or mace=+7 | 6 | 18 | 16; or
 spear=+8 | 4 | 17 | 15

Fit (Level 4)

TN= 1; ST= 1; AG= 1; CR= 1; PC= -1; HT= -3; IN= -3
 HP=38; FP=22; Ward=1; SP=30 (run)
 Att | Dam | Def | Stab: hammer=+8 | 6 | 20 | 18; or
 longsword=+10 | 7 | 20 | 18; or mace=+9 | 6 | 21 | 19; or
 spear=+10 | 4 | 20 | 18

Laudable (Level 6)

TN= 2; ST= 1; AG= 2; CR= 1; PC= -1; HT= -3; IN= -3
 HP=41; FP=22; Ward=1; SP=35 (run)
 Att | Dam | Def | Stab: hammer=+11 | 6 | 24 | 21; or
 longsword=+13 | 7 | 24 | 21; or mace=+12 | 6 | 25 | 22; or
 spear=+13 | 4 | 24 | 21

Model (Level 8)

TN= 2; ST= 2; AG= 2; CR= 1; PC= 0; HT= -3; IN= -3
 HP=45; FP=24; Ward=1; SP=40 (run)
 Att | Dam | Def | Stab: hammer=+14 | 7 | 26 | 24; or
 longsword=+16 | 8 | 26 | 24; or mace=+15 | 7 | 27 | 25; or
 spear=+16 | 5 | 26 | 24

Outstanding (Level 10)

TN= 2; ST= 3; AG= 3; CR= 1; PC= 0; HT= -3; IN= -3
 HP=49; FP=24; Ward=1; SP=40 (run)
 Att | Dam | Def | Stab: hammer=+18 | 8 | 29 | 26; or
 longsword=+20 | 9 | 29 | 26; or mace=+19 | 8 | 30 | 27; or
 spear=+20 | 6 | 29 | 26

Remarkable (Level 12)

TN= 2; ST= 3; AG= 3; CR= 2; PC= 1; HT= -3; IN= -3
 HP=49; FP=26; Ward=1; SP=45 (run)
 Att | Dam | Def | Stab: hammer=+20 | 8 | 31 | 29; or
 longsword=+22 | 9 | 31 | 29; or mace=+21 | 8 | 32 | 30; or
 spear=+22 | 6 | 31 | 29

Superb (Level 14)

TN= 3; ST= 3; AG= 3; CR= 2; PC= 2; HT= -3; IN= -3
 HP=54; FP=29; Ward=1; SP=50 (run)
 Att | Dam | Def | Stab: hammer=+22 | 8 | 34 | 33; or
 longsword=+24 | 9 | 34 | 33; or mace=+23 | 8 | 35 | 34; or
 spear=+24 | 6 | 34 | 33

Wondrous (Level 16)

TN= 3; ST= 4; AG= 3; CR= 2; PC= 2; HT= -3; IN= -3
 HP=59; FP=29; Ward=1; SP=50 (run)
 Att | Dam | Def | Stab: hammer=+25 | 9 | 36 | 35; or
 longsword=+27 | 10 | 36 | 35; or mace=+26 | 9 | 37 | 36; or
 spear=+27 | 7 | 36 | 35

Whale

Whales are the largest fish in the seas⁶. They have enormous bodies that blend into huge heads at the front end and taper down into equally huge horizontal tail fins at the rear, known as flukes. On either side of the middle, they have additional fins to guide them through the water. They are ponderous, but the up-and-down motions of their flukes give them sufficient power to pose a threat to seagoing vessels. They also have enormous maws with which to engulf any prey unfortunate enough to fall into the nearby water.

Whales have learned that boats and ships contain tasty morsels that can provide convenient snacks. All that this required to obtain these is to ram the vessel or rise up underneath it.

Fun Facts: The sailors on any boat which a whale rams must make Avoidance Rolls with Agility Adjustments against a Threshold equal to 10 plus the whale's Level. All those failing sustain Footing Setback equal to 5 plus the roll's Margin. If this drives a sailor's Fate Points to 0, they fall overboard.

The sailors suffer from one Drawback on these Conflict Rolls for every Size Category of the whale above Medium. However, they gain one Edge for every Size Category of their vessel's footprint above Medium as well.

The whale will continue in its attacks until it is driven off, or until enough sailors fall into the water to satisfy its hunger.

These creatures possess the Gift of Aquatic Combat.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Habitat: Whales are found only in the deep open sea where food supplies are plentiful enough to support creatures with such great bulk.

Origin: Whales were sprinkled about on old mariner maps indicating some of the various sea monsters to expect in uncharted waters.

Keywords: aquatic, blooded, fish, fleshy, living

Wealth Type: Incidental *Cunning:* Animal

Move Modes: Swim *Vision:* Night Vision

Attack Modes: Omnivorous Bite

⁶ Yes, we know whales are actually mammals. But, this is a game about folklore and mythology, and in the days of old, no such distinction was made.

Colossal Whale Examples*Danger Tier: +2***Baseline Attributes**

TN=9; ST=26; AG= -28; CR= -10; PC=0; HT=2; IN= -6

Adequate (Level 10)

TN=11; ST=28; AG= -25; CR= -10; PC=3; HT=2; IN= -6

HP=939; FP=49; Ward=7; SP=50 (fishtail)

Att | Dam | Def | Stab: maw=+17 | 44 | 10 | 38

Decent (Level 12)

TN=12; ST=29; AG= -25; CR= -10; PC=3; HT=2; IN= -6

HP=1117; FP=49; Ward=8; SP=55 (fishtail)

Att | Dam | Def | Stab: maw=+20 | 45 | 13 | 41

Fit (Level 14)

TN=12; ST=30; AG= -25; CR= -10; PC=3; HT=2; IN= -6

HP=1218; FP=49; Ward=8; SP=60 (fishtail)

Att | Dam | Def | Stab: maw=+23 | 46 | 15 | 43

Laudable (Level 16)

TN=12; ST=30; AG= -25; CR= -10; PC=3; HT=3; IN= -5

HP=1218; FP=53; Ward=8; SP=60 (fishtail)

Att | Dam | Def | Stab: maw=+25 | 46 | 17 | 45

Model (Level 18)

TN=12; ST=30; AG= -24; CR= -10; PC=3; HT=3; IN= -5

HP=1218; FP=53; Ward=8; SP=60 (fishtail)

Att | Dam | Def | Stab: maw=+28 | 46 | 20 | 47

Outstanding (Level 20)

TN=12; ST=30; AG= -24; CR= -9; PC=3; HT=3; IN= -4

HP=1218; FP=53; Ward=8; SP=60 (fishtail)

Att | Dam | Def | Stab: maw=+30 | 46 | 22 | 49

Epic Whale Examples*Danger Tier: +2***Baseline Attributes**

TN= 7; ST= 20; AG= -22; CR= -8; PC= 0; HT= 2; IN= -6

Adequate (Level 8)

TN= 9; ST= 22; AG= -20; CR= -8; PC= 2; HT= 2; IN= -6

HP=470; FP=45; Ward=5; SP=50 (fishtail)

Att | Dam | Def | Stab: maw=+14 | 36 | 11 | 33

Decent (Level 10)

TN= 9; ST= 22; AG= -19; CR= -8; PC= 3; HT= 2; IN= -6

HP=470; FP=49; Ward=5; SP=50 (fishtail)

Att | Dam | Def | Stab: maw=+17 | 36 | 14 | 36

Fit (Level 12)

TN=10; ST=23; AG= -19; CR= -8; PC=3; HT=2; IN= -6

HP=558; FP=49; Ward=6; SP=55 (fishtail)

Att | Dam | Def | Stab: maw=+20 | 37 | 17 | 39

Laudable (Level 14)

TN=10; ST=24; AG= -19; CR= -8; PC=3; HT=2; IN= -6

HP=609; FP=49; Ward=6; SP=60 (fishtail)

Att | Dam | Def | Stab: maw=+23 | 38 | 19 | 41

Model (Level 16)

TN=10; ST=24; AG= -19; CR= -8; PC=3; HT=3; IN= -5

HP=609; FP=53; Ward=6; SP=60 (fishtail)

Att | Dam | Def | Stab: maw=+25 | 38 | 21 | 43

Outstanding (Level 18)

TN=10; ST=24; AG= -18; CR= -8; PC=3; HT=3; IN= -5

HP=609; FP=53; Ward=6; SP=60 (fishtail)

Att | Dam | Def | Stab: maw=+28 | 38 | 24 | 45

Great Whale Examples*Danger Tier: +1***Baseline Attributes**

TN= 5; ST= 14; AG= -16; CR= -6; PC= 0; HT= 2; IN= -6

Adequate (Level 6)

TN= 6; ST= 15; AG= -14; CR= -6; PC= 2; HT= 2; IN= -6

HP=197; FP=45; Ward=3; SP=45 (fishtail)

Att | Dam | Def | Stab: maw=+11 | 26 | 12 | 28

Decent (Level 8)

TN= 7; ST= 16; AG= -14; CR= -6; PC= 2; HT= 2; IN= -6

HP=235; FP=45; Ward=3; SP=50 (fishtail)

Att | Dam | Def | Stab: maw=+14 | 27 | 15 | 31

Fit (Level 10)

TN= 7; ST= 16; AG= -13; CR= -6; PC= 3; HT= 2; IN= -6

HP=235; FP=49; Ward=3; SP=50 (fishtail)

Att | Dam | Def | Stab: maw=+17 | 27 | 18 | 34

Laudable (Level 12)

TN= 8; ST= 17; AG= -13; CR= -6; PC= 3; HT= 2; IN= -6

HP=279; FP=49; Ward=4; SP=55 (fishtail)

Att | Dam | Def | Stab: maw=+20 | 28 | 21 | 37

Model (Level 14)

TN= 8; ST= 18; AG= -13; CR= -6; PC= 3; HT= 2; IN= -6

HP=304; FP=49; Ward=4; SP=60 (fishtail)

Att | Dam | Def | Stab: maw=+23 | 29 | 23 | 39

Outstanding (Level 16)

TN= 8; ST= 18; AG= -13; CR= -6; PC= 3; HT= 3; IN= -5

HP=304; FP=53; Ward=4; SP=60 (fishtail)

Att | Dam | Def | Stab: maw=+25 | 29 | 25 | 41

Large Whale Examples*Danger Tier: 0***Baseline Attributes**

TN= 3; ST= 8; AG= -10; CR= -4; PC= 0; HT= 2; IN= -6

Adequate (Level 4)

TN= 4; ST= 9; AG= -8; CR= -4; PC= 0; HT= 2; IN= -6

HP=99; FP=38; Ward=2; SP=40 (fishtail)

Att | Dam | Def | Stab: maw=+9 | 18 | 14 | 22

Decent (Level 6)

TN= 4; ST= 9; AG= -8; CR= -4; PC= 2; HT= 2; IN= -6

HP=99; FP=45; Ward=2; SP=45 (fishtail)

Att | Dam | Def | Stab: maw=+11 | 18 | 16 | 26

Fit (Level 8)

TN= 5; ST= 10; AG= -8; CR= -4; PC= 2; HT= 2; IN= -6

HP=117; FP=45; Ward=2; SP=50 (fishtail)

Att | Dam | Def | Stab: maw=+14 | 19 | 19 | 29

Laudable (Level 10)

TN= 5; ST= 10; AG= -7; CR= -4; PC= 3; HT= 2; IN= -6

HP=117; FP=49; Ward=2; SP=50 (fishtail)

Att | Dam | Def | Stab: maw=+17 | 19 | 22 | 32

Model (Level 12)

TN= 6; ST= 11; AG= -7; CR= -4; PC= 3; HT= 2; IN= -6

HP=140; FP=49; Ward=3; SP=55 (fishtail)

Att | Dam | Def | Stab: maw=+20 | 20 | 25 | 35

Outstanding (Level 14)

TN= 6; ST= 12; AG= -7; CR= -4; PC= 3; HT= 2; IN= -6

HP=152; FP=49; Ward=3; SP=60 (fishtail)

Att | Dam | Def | Stab: maw=+23 | 21 | 27 | 37

Wolf, Common

The Common Wolf is a proud canine that is undoubtedly the ancestor of the modern domestic dog. Wolves are quite a bit larger than most dogs, however, with their more substantial varieties commonly reaching weights of 130 pounds per specimen. Although some Wolves have a reddish coloration, most have thick grey coats speckled black with white or whitish-yellow underbellies.

These superb hunters have remarkable endurance, able to outlast the hardest herd animals on prolonged chases. A lone man trying to outrun a hungry pack of these ferocious beasts stands little chance. It is no wonder that, like some dark, Teutonic opera, the hollow chorus of a Wolf pack on a moonlit night weakens the hearts of even the bravest souls.

Origin: The Wolf is found throughout North America, Europe, and Asia and is a common character in the mythologies of these regions. In Nordic tradition, the Fenris wolf is destined to devour the sun at Ragnarok, the battle between giants and gods that will bring an end to the world. Because of these legends, the Wolf was closely associated with death and evil. The peasantry of Sweden's past would only refer to the Wolf as "Old Grey" or "Grey One." The Celts similarly believed a Wolf devoured the sun every night. Such dark views of the grey hunter are exemplified in the fairy tale of Red Riding Hood.

The wolf was not always seen as the embodiment of evil, however. Romulus and Remus, the founders of Rome, were suckled and raised by a she-wolf after the infants were lost in the wilderness. Consequently, the Romans used the wolf to symbolize maternal love. The Nordic god Odin and his Valkyries ride wolves to signify victory and in Egyptian mythology the wolf is a helpful guide that leads souls to the Land of the Dead.

Fun Facts: When Wolves hunt, they travel in packs to overpower their prey through force of numbers. Packs range in size from half a dozen to over forty members. Most contain half a dozen individuals. The strongest male of a pack acts as its leader. If this Wolf is slain, the rest of the pack will usually flee in confusion and fear.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Wealth Type: Incidental *Cunning:* Bestial.

Traits: Afraid of Fire *Vision:* Night Vision

Attack Modes: Carnivorous Bite *Danger Tier:* 0

Move Modes: Romp / Paddle

Keywords: blooded, canine, carnivore, fleshy, mammal, natural, pack, predator

Habitat: Wolves inhabit both arctic and temperate climates roaming throughout open countryside and forested regions. They normally hunt during the day and shelter under fallen trees or within holes they have dug to serve as lairs.

Great Common Wolf Examples

Baseline Attributes

TN=4; ST=13; AG= -13; CR= -4; PC=2; HT= -3; IN= -6

Adequate (Level 8)

TN=7; ST=14; AG= -13; CR= -4; PC=5; HT= -2; IN= -6

HP=197; FP=41; Ward=3; SP=50 (romp) / 20 (paddle)

Att | Dam | Def | Stab: bite=+13 | 23 | 16 | 34

Decent (Level 10)

TN=7; ST=14; AG= -11; CR= -4; PC=5; HT= -2; IN= -6

HP=197; FP=41; Ward=3; SP=60 (romp) / 30 (paddle)

Att | Dam | Def | Stab: bite=+17 | 23 | 20 | 36

Fit (Level 12)

TN=7; ST=15; AG= -11; CR= -3; PC=5; HT= -2; IN= -6

HP=215; FP=41; Ward=3; SP=60 (romp) / 30 (paddle)

Att | Dam | Def | Stab: bite=+20 | 24 | 22 | 38

Laudable (Level 14)

TN=7; ST=15; AG= -10; CR= -2; PC=5; HT= -2; IN= -6

HP=215; FP=41; Ward=3; SP=65 (romp) / 35 (paddle)

Att | Dam | Def | Stab: bite=+23 | 24 | 25 | 40

Model (Level 16)

TN=7; ST=16; AG= -10; CR= -2; PC=5; HT= -2; IN= -6

HP=235; FP=41; Ward=3; SP=65 (romp) / 35 (paddle)

Att | Dam | Def | Stab: bite=+26 | 25 | 27 | 42

Outstanding (Level 18)

TN=7; ST=16; AG= -10; CR= -2; PC=6; HT= -1; IN= -6

HP=235; FP=49; Ward=3; SP=70 (romp) / 40 (paddle)

Att | Dam | Def | Stab: bite=+28 | 25 | 29 | 45

Large Common Wolf Examples**Baseline Attributes**

TN= 2; ST= 7; AG= -7; CR= -2; PC= 2; HT= -3; IN= -6

Adequate (Level 4)

TN= 4; ST= 7; AG= -7; CR= -2; PC= 3; HT= -2; IN= -6

HP=83; FP=34; Ward=2; SP=45 (romp) / 15 (paddle)

Att | Dam | Def | Stab: bite=+8 | 14 | 15 | 25

Decent (Level 6)

TN= 5; ST= 7; AG= -7; CR= -2; PC= 4; HT= -2; IN= -6

HP=91; FP=38; Ward=2; SP=50 (romp) / 20 (paddle)

Att | Dam | Def | Stab: bite=+10 | 14 | 18 | 29

Fit (Level 8)

TN= 5; ST= 8; AG= -7; CR= -2; PC= 5; HT= -2; IN= -6

HP=99; FP=41; Ward=2; SP=50 (romp) / 20 (paddle)

Att | Dam | Def | Stab: bite=+13 | 15 | 20 | 32

Laudable (Level 10)

TN= 5; ST= 8; AG= -5; CR= -2; PC= 5; HT= -2; IN= -6

HP=99; FP=41; Ward=2; SP=60 (romp) / 30 (paddle)

Att | Dam | Def | Stab: bite=+17 | 15 | 24 | 34

Model (Level 12)

TN= 5; ST= 9; AG= -5; CR= -1; PC= 5; HT= -2; IN= -6

HP=108; FP=41; Ward=2; SP=60 (romp) / 30 (paddle)

Att | Dam | Def | Stab: bite=+20 | 16 | 26 | 36

Outstanding (Level 14)

TN= 5; ST= 9; AG= -4; CR= 0; PC= 5; HT= -2; IN= -6

HP=108; FP=41; Ward=2; SP=65 (romp) / 35 (paddle)

Att | Dam | Def | Stab: bite=+23 | 16 | 29 | 38

Medium Common Wolf Examples**Baseline Attributes**

TN= 0; ST= 1; AG= -1; CR= 0; PC= 2; HT= -3; 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=45 (romp) / 15 (paddle)

Att | Dam | Def | Stab: bite=+6 | 6 | 16 | 19

Decent (Level 4)

TN= 2; ST= 1; AG= -1; CR= 0; PC= 3; HT= -2; IN= -6

HP=41; FP=34; Ward=1; SP=45 (romp) / 15 (paddle)

Att | Dam | Def | Stab: bite=+8 | 6 | 19 | 23

Fit (Level 6)

TN= 3; ST= 1; AG= -1; CR= 0; PC= 4; HT= -2; IN= -6

HP=45; FP=38; Ward=1; SP=50 (romp) / 20 (paddle)

Att | Dam | Def | Stab: bite=+10 | 6 | 22 | 27

Laudable (Level 8)

TN= 3; ST= 2; AG= -1; CR= 0; PC= 5; HT= -2; IN= -6

HP=49; FP=41; Ward=1; SP=50 (romp) / 20 (paddle)

Att | Dam | Def | Stab: bite=+13 | 7 | 24 | 30

Model (Level 10)

TN= 3; ST= 2; AG= 1; CR= 0; PC= 5; HT= -2; IN= -6

HP=49; FP=41; Ward=1; SP=60 (romp) / 30 (paddle)

Att | Dam | Def | Stab: bite=+17 | 7 | 28 | 32

Outstanding (Level 12)

TN= 3; ST= 3; AG= 1; CR= 1; PC= 5; HT= -2; IN= -6

HP=54; FP=41; Ward=1; SP=60 (romp) / 30 (paddle)

Att | Dam | Def | Stab: bite=+20 | 8 | 30 | 34

Worm, Mongolian Death

(Allghoi Khorkhoi, Spitting Slug)

Mongolian Death Worms lack any redeeming quality whatsoever. They are gruesome, slimy, disgusting creatures resembling dark-red worms with round tooth-lined maws. These stupid beasts merrily ambulate across the ceilings, walls, and floors of sewers avidly creating as much goo as possible. They are very good at this skill as a Mongolian Death Worm's entire metabolism is set up like a goo factory. They ingest any slime, sludge, or adventurer they encounter and convert it into more goo. They are extremely slow and leave a slimy residue on any surface they crawl across. The first reaction of most adventurers when they encounter a Mongolian Death Worm is to do the poor thing a favor and put it out of its misery.

Habitat: Mongolian Death Worms only inhabit areas where ready water is available. They are happiest when there is a solid surface they can slime with impunity. Sewers and swamps are ideal environments for them. Once an infestation takes hold in an area, it is virtually impossible to eradicate.

Origin: The Mongolian Death Worm (also known as Allghoi Khorkhoi) supposedly inhabited the Gobi desert in Northern China and Mongolia. Yes, that's outside the European and Mediterranean area. But, Mongolian Death Worm just sounds *soooo* much cooler than Giant Slug. The worm was fabled to spit a highly caustic acid capable of killing a man. Other tales conveyed that the death worm killed its prey at range using an electrical discharge.

Fun Facts: Whenever a Mongolian Death Worm encounters a tasty tidbit that is too far away to attack directly, it will spit a caustic acid. Treat this as if it were the Occult spell Invoke Fell Acid Spit cast at a spell rank equal to its Level, although the Range depends on the worm's size (see the various descriptions for details). A given worm may spit in this fashion up to 3 times per day.

Durabilities: This creature is Immune to Acidic, Blighting, Captivating, Deluding, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects; Resistant to Footing Effects; and Sensitive to Slippery Effects.

Keywords: acid, blooded, bug, fleshy, living, predator, worm

Attack Modes: Maw

Wealth Type: Incidental *Cunning:* Instinctive

Vision: Motion Sensitivity *Move Modes:* Squirm

Danger Tier: -2

Large Mongolian Death Worm Examples

Large worms can spit their acid up to 160 feet.

Baseline Attributes

TN= 2; ST= 6; AG= -19; CR= -2; PC= 0; HT= 0; IN= -8

Adequate (Level 4)

TN= 2; ST= 8; AG= -18; CR= -2; PC= 1; HT= 0; IN= -8

HP=76; FP=34; Ward=1; SP=10 (squirm)

Att | Dam | Def | Stab: maw=-2 | 17 | 2 | 21

Decent (Level 6)

TN= 2; ST= 9; AG= -18; CR= -2; PC= 2; HT= 0; IN= -8

HP=83; FP=38; Ward=1; SP=10 (squirm)

Att | Dam | Def | Stab: maw=+1 | 18 | 4 | 24

Fit (Level 8)

TN= 2; ST= 9; AG= -17; CR= -2; PC= 2; HT= 1; IN= -8

HP=83; FP=41; Ward=1; SP=10 (squirm)

Att | Dam | Def | Stab: maw=+4 | 18 | 7 | 26

Laudable (Level 10)

TN= 3; ST= 9; AG= -17; CR= -2; PC= 3; HT= 1; IN= -8

HP=91; FP=45; Ward=1; SP=10 (squirm)

Att | Dam | Def | Stab: maw=+6 | 18 | 10 | 30

Outstanding (Level 12)

TN= 5; ST= 9; AG= -17; CR= -2; PC= 3; HT= 1; IN= -8

HP=108; FP=45; Ward=2; SP=10 (squirm)

Att | Dam | Def | Stab: maw=+8 | 18 | 14 | 34

Remarkable (Level 14)

TN= 5; ST= 9; AG= -16; CR= -2; PC= 3; HT= 2; IN= -8

HP=108; FP=49; Ward=2; SP=15 (squirm)

Att | Dam | Def | Stab: maw=+11 | 18 | 17 | 36

Superb (Level 16)

TN= 5; ST= 9; AG= -16; CR= -2; PC= 4; HT= 2; IN= -8

HP=108; FP=53; Ward=2; SP=15 (squirm)

Att | Dam | Def | Stab: maw=+13 | 18 | 19 | 39

Wondrous (Level 18)

TN= 5; ST= 9; AG= -16; CR= -2; PC= 4; HT= 3; IN= -7

HP=108; FP=58; Ward=2; SP=15 (squirm)

Att | Dam | Def | Stab: maw=+15 | 18 | 21 | 41

Medium Mongolian Death Worm Examples

Medium worms can spit their acid up to 80 feet.

Baseline Attributes

TN= 0; ST= 0; AG= -13; CR= 0; PC= 0; HT= 0; IN= -8

Adequate (Level 2)

TN= 0; ST= 1; AG= -13; CR= 0; PC= 1; HT= 0; IN= -8

HP=35; FP=34; Ward=0; SP=5 (squirm)

Att | Dam | Def | Stab: maw=-6 | 8 | 3 | 17

Decent (Level 4)

TN= 0; ST= 2; AG= -12; CR= 0; PC= 1; HT= 0; IN= -8

HP=38; FP=34; Ward=0; SP=10 (squirm)

Att | Dam | Def | Stab: maw=-2 | 9 | 6 | 19

Fit (Level 6)

TN= 0; ST= 3; AG= -12; CR= 0; PC= 2; HT= 0; IN= -8

HP=41; FP=38; Ward=0; SP=10 (squirm)

Att | Dam | Def | Stab: maw=+1 | 10 | 8 | 22

Laudable (Level 8)

TN= 0; ST= 3; AG= -11; CR= 0; PC= 2; HT= 1; IN= -8

HP=41; FP=41; Ward=0; SP=10 (squirm)

Att | Dam | Def | Stab: maw=+4 | 10 | 11 | 24

Outstanding (Level 10)

TN= 1; ST= 3; AG= -11; CR= 0; PC= 3; HT= 1; IN= -8

HP=45; FP=45; Ward=1; SP=10 (squirm)

Att | Dam | Def | Stab: maw=+6 | 10 | 14 | 28

Remarkable (Level 12)

TN= 3; ST= 3; AG= -11; CR= 0; PC= 3; HT= 1; IN= -8

HP=54; FP=45; Ward=1; SP=10 (squirm)

Att | Dam | Def | Stab: maw=+8 | 10 | 18 | 32

Superb (Level 14)

TN= 3; ST= 3; AG= -10; CR= 0; PC= 3; HT= 2; IN= -8

HP=54; FP=49; Ward=1; SP=15 (squirm)

Att | Dam | Def | Stab: maw=+11 | 10 | 21 | 34

Wondrous (Level 16)

TN= 3; ST= 3; AG= -10; CR= 0; PC= 4; HT= 2; IN= -8

HP=54; FP=53; Ward=1; SP=15 (squirm)

Att | Dam | Def | Stab: maw=+13 | 10 | 23 | 37

Small Mongolian Death Worm Examples

Small worms can spit their acid up to 40 feet.

Baseline Attributes

TN= -2; ST= -6; AG= -7; CR= 2; PC= 0; HT= 0; IN= -8

Adequate (Level 0)

TN= -2; ST= -6; AG= -7; CR= 2; PC= 0; HT= 0; IN= -8

HP=16; FP=32; Ward=0; SP=5 (squirm)

Att | Dam | Def | Stab: maw=-9 | 5 | 5 | 12

Decent (Level 2)

TN= -2; ST= -5; AG= -7; CR= 2; PC= 1; HT= 0; IN= -8

HP=17; FP=34; Ward=0; SP=5 (squirm)

Att | Dam | Def | Stab: maw=-6 | 5 | 7 | 15

Fit (Level 4)

TN= -2; ST= -4; AG= -6; CR= 2; PC= 1; HT= 0; IN= -8

HP=19; FP=34; Ward=0; SP=10 (squirm)

Att | Dam | Def | Stab: maw=-2 | 5 | 10 | 17

Laudable (Level 6)

TN= -2; ST= -3; AG= -6; CR= 2; PC= 2; HT= 0; IN= -8

HP=21; FP=38; Ward=0; SP=10 (squirm)

Att | Dam | Def | Stab: maw=+1 | 5 | 12 | 20

Outstanding (Level 8)

TN= -2; ST= -3; AG= -5; CR= 2; PC= 2; HT= 1; IN= -8

HP=21; FP=41; Ward=0; SP=10 (squirm)

Att | Dam | Def | Stab: maw=+4 | 5 | 15 | 22

Remarkable (Level 10)

TN= -1; ST= -3; AG= -5; CR= 2; PC= 3; HT= 1; IN= -8

HP=23; FP=45; Ward=0; SP=10 (squirm)

Att | Dam | Def | Stab: maw=+6 | 5 | 18 | 26

Superb (Level 12)

TN= 1; ST= -3; AG= -5; CR= 2; PC= 3; HT= 1; IN= -8

HP=27; FP=45; Ward=1; SP=10 (squirm)

Att | Dam | Def | Stab: maw=+8 | 5 | 22 | 30

Wondrous (Level 14)

TN= 1; ST= -3; AG= -4; CR= 2; PC= 3; HT= 2; IN= -8

HP=27; FP=49; Ward=1; SP=15 (squirm)

Att | Dam | Def | Stab: maw=+11 | 5 | 25 | 32

Tiny Mongolian Death Worm Examples

Tiny worms can spit their acid up to 20 feet.

Baseline Attributes

TN= -4; ST= -12; AG= -1; CR= 4; PC= 0; HT= 0; IN= -8

Adequate (Level 0)

TN= -4; ST= -12; AG= -1; CR= 4; PC= 0; HT= 0; IN= -8

HP=8; FP=32; Ward=0; SP=5 (squirm)

Att | Dam | Def | Stab: maw=-9 | 3 | 9 | 10

Decent (Level 2)

TN= -4; ST= -11; AG= -1; CR= 4; PC= 1; HT= 0; IN= -8

HP=9; FP=34; Ward=0; SP=5 (squirm)

Att | Dam | Def | Stab: maw=-6 | 3 | 11 | 13

Fit (Level 4)

TN= -4; ST= -10; AG= 0; CR= 4; PC= 1; HT= 0; IN= -8

HP=10; FP=34; Ward=0; SP=10 (squirm)

Att | Dam | Def | Stab: maw=-2 | 3 | 14 | 15

Laudable (Level 6)

TN= -4; ST= -9; AG= 0; CR= 4; PC= 2; HT= 0; IN= -8

HP=10; FP=38; Ward=0; SP=10 (squirm)

Att | Dam | Def | Stab: maw=+1 | 3 | 16 | 18

Outstanding (Level 8)

TN= -4; ST= -9; AG= 1; CR= 4; PC= 2; HT= 1; IN= -8

HP=10; FP=41; Ward=0; SP=10 (squirm)

Att | Dam | Def | Stab: maw=+4 | 3 | 19 | 20

Remarkable (Level 10)

TN= -3; ST= -9; AG= 1; CR= 4; PC= 3; HT= 1; IN= -8

HP=11; FP=45; Ward=0; SP=10 (squirm)

Att | Dam | Def | Stab: maw=+6 | 3 | 22 | 24

Superb (Level 12)

TN= -1; ST= -9; AG= 1; CR= 4; PC= 3; HT= 1; IN= -8

HP=13; FP=45; Ward=0; SP=10 (squirm)

Att | Dam | Def | Stab: maw=+8 | 3 | 26 | 28

Wondrous (Level 14)

TN= -1; ST= -9; AG= 2; CR= 4; PC= 3; HT= 2; IN= -8

HP=13; FP=49; Ward=0; SP=15 (squirm)

Att | Dam | Def | Stab: maw=+11 | 3 | 29 | 30

Worm, Skolex

A Skolex Worm is a gigantic worm with a white bloated body that pulsates as it wriggles its way along the ground. Its maw has a single pair of large square teeth: an upper one and a lower one. Its segmented body towers over the heads of even the tallest men and glistens with a slimy covering of its own excreted mucus. This slick goo lubricates the beast as it squirms accordian-like through its subterranean world. On each of the worm's segments projects a number of hair-like barbs which allows the creature to grip the surrounding soil and propel itself forward. These gigantic follicles are extremely sensitive to any vibrations rippling through the ground, such as the footsteps of an overly confident adventurer. In all other respects, like most creatures that dwell in the pitch black of the underworld, Skōlex Worms are completely blind.

Like the great whales of the sea, these worms are actively hunted for the copious oil that can be extracted by rendering its fat. The oil thus obtained does not have a pleasant odor, but it is quite flammable and is used in both industry and warfare.

It can, to some degree, be argued that Captain Ahab, in his quest for the White Whale, may have found significantly greater success if they had employed one of these plump babies in baiting his hook. Even though the doomed captain overlooked this belatedly obvious possibility, it is an undeniable fact that the scales of poetic justice tip slightly closer toward an even balance every time one of these wriggly beasts swallows a fisherman whole.

Skōlex Worms often lie just beneath the earth's surface as they slowly digest their meals. Any vibration felt from above, however, will be sufficient cause for the monster to suddenly burst through the crusty surface in an attempt to obtain a bite-sized snack.

Habitat: Skōlex Worms are ground burrowers, living their primordial lives far below the feet of unknowing humans. Although they are capable of slowly chewing their way through solid rock, such meals are far less appetizing than the fare of looser soils. As such, these mammoth annelids congregate in areas where dirt and sand are prevalent. Some naturalists even believe that more than a few of the world's sand dune covered deserts are the result of these monsters' insatiable digestive tracts.

Fun Facts: If the Attack Roll of a Skōlex Worms that has a size of Great or larger comes up as a natural 20, the worm completely engulfs its quarry within its cavernous maw, immediately swallowing the unfortunate individual. Anyone swallowed takes 7 points of Acid Damage per Round and suffocates (see [Choking / Drowning / Suffocating](#) under [Character Conditions](#) in [The Rules Reference](#)). If the worm dies, fellow party members may cut out those swallowed in 3 Rounds.

Keywords: blooded, bug, burrower, fleshy, living, omnivore,

subterranean, worm

Durabilities: This creature is Immune to Blighting, Captivating, Deluding, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects; Resistant to Footing Effects; and Sensitive to Slippery Effects.

Wealth Type: Incidental *Cunning:* Instinctive

Attack Modes: Omnivorous Bite *Move Modes:* Squirm

Vision: Motion Sensitivity

Origin: Also known as the Indus Worm in ancient Greek myth, the Skōlex Worm supposedly lived in the Indus River of Pakistan. The famed Natural Historian, Pliny the Elder, mentions worms that grow up to 300 feet long in his 1st century Natural History, although he does not name them. A similar gigantic worm appears in the Shahnameh, the Persian Book of Kings. Although it was not given a name here either, this worm gave tremendously good luck and fortune to its owner, Haftvad.

Epic Skōlex Worm Examples

Danger Tier: +1

Baseline Attributes

TN=6; ST=18; AG= -21; CR= -6; PC=0; HT= -3; IN= -8

Adequate (Level 8)

TN=8; ST=18; AG= -18; CR= -6; PC=2; HT= -2; IN= -8

HP=304; FP=32; Ward=4; SP=25 (squirm)

Att | Dam | Def | Stab: bite=+12 | 27 | 12 | 32

Decent (Level 10)

TN=9; ST=18; AG= -18; CR= -6; PC=3; HT= -2; IN= -8

HP=332; FP=34; Ward=5; SP=25 (squirm)

Att | Dam | Def | Stab: bite=+14 | 27 | 15 | 36

Fit (Level 12)

TN=9; ST=19; AG= -18; CR= -6; PC=3; HT= -1; IN= -8

HP=362; FP=38; Ward=5; SP=30 (squirm)

Att | Dam | Def | Stab: bite=+17 | 28 | 17 | 38

Laudable (Level 14)

TN= 9; ST= 19; AG= -18; CR= -6; PC= 3; HT= 0; IN= -8

HP=362; FP=41; Ward=5; SP=30 (squirm)

Att | Dam | Def | Stab: bite=+19 | 28 | 19 | 40

Model (Level 16)

TN= 9; ST= 19; AG= -17; CR= -6; PC= 3; HT= 0; IN= -8

HP=362; FP=41; Ward=5; SP=30 (squirm)

Att | Dam | Def | Stab: bite=+22 | 28 | 22 | 42

Outstanding (Level 18)

TN= 9; ST= 19; AG= -17; CR= -6; PC= 4; HT= 0; IN= -8

HP=362; FP=45; Ward=5; SP=30 (squirm)

Att | Dam | Def | Stab: bite=+24 | 28 | 24 | 45

Great Skōlex Worm Examples

Danger Tier: 0

Baseline Attributes

TN=4; ST=12; AG= -15; CR= -4; PC=0; HT= -3; IN= -8

Adequate (Level 6)

TN=5; ST=12; AG= -13; CR= -4; PC=2; HT= -2; IN= -8

HP=140; FP=32; Ward=2; SP=20 (squirm)

Att | Dam | Def | Stab: bite=+9 | 19 | 12 | 27

Decent (Level 8)

TN=6; ST=12; AG= -12; CR= -4; PC=2; HT= -2; IN= -8

HP=152; FP=32; Ward=3; SP=25 (squirm)

Att | Dam | Def | Stab: bite=+12 | 19 | 16 | 30

Fit (Level 10)

TN=7; ST=12; AG= -12; CR= -4; PC=3; HT= -2; IN= -8

HP=166; FP=34; Ward=3; SP=25 (squirm)

Att | Dam | Def | Stab: bite=+14 | 19 | 19 | 34

Laudable (Level 12)

TN=7; ST=13; AG= -12; CR= -4; PC=3; HT= -1; IN= -8

HP=181; FP=38; Ward=3; SP=30 (squirm)

Att | Dam | Def | Stab: bite=+17 | 20 | 21 | 36

Model (Level 14)

TN= 7; ST= 13; AG= -12; CR= -4; PC= 3; HT= 0; IN= -8

HP=181; FP=41; Ward=3; SP=30 (squirm)

Att | Dam | Def | Stab: bite=+19 | 20 | 23 | 38

Outstanding (Level 16)

TN= 7; ST= 13; AG= -11; CR= -4; PC= 3; HT= 0; IN= -8

HP=181; FP=41; Ward=3; SP=30 (squirm)

Att | Dam | Def | Stab: bite=+22 | 20 | 26 | 40

Large Skōlex Worm Examples*Danger Tier: -1***Baseline Attributes**

TN= 2; ST= 6; AG= -9; CR= -2; PC= 0; HT= -3; IN= -8

Adequate (Level 2)

TN= 2; ST= 6; AG= -9; CR= -2; PC= 1; HT= -2; IN= -8

HP=64; FP=29; Ward=1; SP=15 (squirm)

Att | Dam | Def | Stab: bite=+3 | 11 | 9 | 19

Decent (Level 4)

TN= 3; ST= 6; AG= -8; CR= -2; PC= 1; HT= -2; IN= -8

HP=70; FP=29; Ward=1; SP=20 (squirm)

Att | Dam | Def | Stab: bite=+6 | 11 | 13 | 22

Fit (Level 6)

TN= 3; ST= 6; AG= -7; CR= -2; PC= 2; HT= -2; IN= -8

HP=70; FP=32; Ward=1; SP=20 (squirm)

Att | Dam | Def | Stab: bite=+9 | 11 | 16 | 25

Laudable (Level 8)

TN= 4; ST= 6; AG= -6; CR= -2; PC= 2; HT= -2; IN= -8

HP=76; FP=32; Ward=2; SP=25 (squirm)

Att | Dam | Def | Stab: bite=+12 | 11 | 20 | 28

Outstanding (Level 10)

TN= 5; ST= 6; AG= -6; CR= -2; PC= 3; HT= -2; IN= -8

HP=83; FP=34; Ward=2; SP=25 (squirm)

Att | Dam | Def | Stab: bite=+14 | 11 | 23 | 32

Remarkable (Level 12)

TN= 5; ST= 7; AG= -6; CR= -2; PC= 3; HT= -1; IN= -8

HP=91; FP=38; Ward=2; SP=30 (squirm)

Att | Dam | Def | Stab: bite=+17 | 12 | 25 | 34

Superb (Level 14)

TN= 5; ST= 7; AG= -6; CR= -2; PC= 3; HT= 0; IN= -8

HP=91; FP=41; Ward=2; SP=30 (squirm)

Att | Dam | Def | Stab: bite=+19 | 12 | 27 | 36

Wondrous (Level 16)

TN= 5; ST= 7; AG= -5; CR= -2; PC= 3; HT= 0; IN= -8

HP=91; FP=41; Ward=2; SP=30 (squirm)

Att | Dam | Def | Stab: bite=+22 | 12 | 30 | 38

Medium Skōlex Worm Examples*Danger Tier: -1***Baseline Attributes**

TN= 0; ST= 0; AG= -3; CR= 0; PC= 0; HT= -3; IN= -8

Adequate (Level 0)

TN= 0; ST= 0; AG= -3; CR= 0; PC= 0; HT= -3; IN= -8

HP=32; FP=24; Ward=0; SP=15 (squirm)

Att | Dam | Def | Stab: bite=+1 | 4 | 11 | 14

Decent (Level 2)

TN= 0; ST= 0; AG= -3; CR= 0; PC= 1; HT= -2; IN= -8

HP=32; FP=29; Ward=0; SP=15 (squirm)

Att | Dam | Def | Stab: bite=+3 | 4 | 13 | 17

Fit (Level 4)

TN= 1; ST= 0; AG= -2; CR= 0; PC= 1; HT= -2; IN= -8

HP=35; FP=29; Ward=1; SP=20 (squirm)

Att | Dam | Def | Stab: bite=+6 | 4 | 17 | 20

Laudable (Level 6)

TN= 1; ST= 0; AG= -1; CR= 0; PC= 2; HT= -2; IN= -8

HP=35; FP=32; Ward=1; SP=20 (squirm)

Att | Dam | Def | Stab: bite=+9 | 4 | 20 | 23

Outstanding (Level 8)

TN= 2; ST= 0; AG= 0; CR= 0; PC= 2; HT= -2; IN= -8

HP=38; FP=32; Ward=1; SP=25 (squirm)

Att | Dam | Def | Stab: bite=+12 | 4 | 24 | 26

Remarkable (Level 10)

TN= 3; ST= 0; AG= 0; CR= 0; PC= 3; HT= -2; IN= -8

HP=41; FP=34; Ward=1; SP=25 (squirm)

Att | Dam | Def | Stab: bite=+14 | 4 | 27 | 30

Superb (Level 12)

TN= 3; ST= 1; AG= 0; CR= 0; PC= 3; HT= -1; IN= -8

HP=45; FP=38; Ward=1; SP=30 (squirm)

Att | Dam | Def | Stab: bite=+17 | 5 | 29 | 32

Wondrous (Level 14)

TN= 3; ST= 1; AG= 0; CR= 0; PC= 3; HT= 0; IN= -8

HP=45; FP=41; Ward=1; SP=30 (squirm)

Att | Dam | Def | Stab: bite=+19 | 5 | 31 | 34

Bestiary ~ Z

Zombie

A zombie is a member of the walking dead: a soulless, undead human that has risen from its grave to shamble aimlessly through the night. Its eyes always gaze downward with a glassy blank expression. This unconcerned stare is perhaps its most terrifying aspect, as the monster will rend and tear the flesh of anyone interfering with its nightly patrol without so much as an upward glance to indicate an awareness of its victim. Even as a zombie is disemboweled and dismembered, its stony countenance never wavers.

Zombies are sometimes created by dark spell casters to serve as slaves. As forced laborers, zombies are ideal. They always do as they are told, working grueling hours on heavy tasks without complaint. They also require no food and little shelter. The fact that their rotting flesh gives off a pungent aroma rarely dissuades their masters from recruiting new corpses into their ranks.

Habitat: Other than an instinctive aversion to sunlight, zombies really don't give a hoot where they find themselves.

Origin: The term "Zombie" is the name of the Python god of West Africa and is probably derived from the Congo word nzambi, meaning "spirit of the dead." The word was transplanted into North American folklore when slaves were brought to the West Indies. Here, the tales were liberally embellished until the word "zombie" was applied to the supposedly multitudinous walking dead slaves raised and commanded by unscrupulous voodoo priests.

Many cultures throughout the world have their own version of mindless bodies walking aimlessly through the night. A number of European tales describe such wandering corpses without giving the nightmarish creatures any specific name. "Zombie" is as good a name as any.

Fun Facts: Any person killed by a Zombie will rise the next night as a zombie. This works as the gift of Spawn Undead Zombie. See The Character Compendium for details.

Durabilities: This creature is Immune to Bleeding, Blighting, Dehydrating, Deluding, Entrancing, Fatiguing, Freezing, Infernal, Internal, Intoxicating, Maladive, Rotting, Sedating, Starving, Suffocating, Sunshining, Tormenting, and Toxic Effects; and Resistant to Enervating Effects.

Cunning: Mindless. A zombie only remembers the last command given by its master and quickly forgets about

anything else once removed from its view.

Attack Modes: Omnivorous Bite/Claw

Traits: Aversion to Sunlight *Wealth Type:* Incidental

Vision: Astral Vision *Danger Tier:* -1

Keywords: fleshy, humanoid, mindless, revenant, sociopath, undead

Medium Zombie Examples

Baseline Attributes

TN= 4; ST= 0; AG= -4; CR= -4; PC= -4; HT= -4; IN= -9

Adequate (Level 0)

TN= 4; ST= 0; AG= -4; CR= -4; PC= -4; HT= -4; IN= -9

HP=45; FP=16; Ward=2; SP=10 (shamble)

Att | Dam | Def | Stab: bite/claw=+0 | 6 | 14 | 14

Decent (Level 2)

TN= 4; ST= 0; AG= -3; CR= -4; PC= -4; HT= -4; IN= -8

HP=45; FP=16; Ward=2; SP=10 (shamble)

Att | Dam | Def | Stab: bite/claw=+3 | 6 | 17 | 16

Fit (Level 4)

TN= 4; ST= 2; AG= -3; CR= -4; PC= -4; HT= -4; IN= -8

HP=54; FP=16; Ward=2; SP=10 (shamble)

Att | Dam | Def | Stab: bite/claw=+7 | 8 | 19 | 18

Laudable (Level 6)

TN= 5; ST= 2; AG= -3; CR= -3; PC= -4; HT= -4; IN= -8

HP=59; FP=16; Ward=2; SP=10 (shamble)

Att | Dam | Def | Stab: bite/claw=+9 | 8 | 22 | 21

Model (Level 8)

TN= 6; ST= 2; AG= -2; CR= -3; PC= -4; HT= -4; IN= -8

HP=64; FP=16; Ward=3; SP=15 (shamble)

Att | Dam | Def | Stab: bite/claw=+12 | 8 | 26 | 24

Outstanding (Level 10)

TN= 6; ST= 2; AG= -1; CR= -3; PC= -3; HT= -4; IN= -8

HP=64; FP=17; Ward=3; SP=15 (shamble)

Att | Dam | Def | Stab: bite/claw=+15 | 8 | 29 | 27

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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.

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- 131. [Vegetal Creature Overlay](#)
- 132. [Wasp](#)
- 133. [Watcher, Angelic](#)
- 134. [Watcher, Grigori](#)
- 135. [Weapon, Animated](#)
- 136. [Whale](#)
- 137. [Wolf, Common](#)
- 138. [Worm, Mongolian Death](#)
- 139. [Worm, Skolex](#)
- 140. [Zombie](#)

Aerial Creatures

- 1. [Aitvaras](#)
- 2. [Angel, Guardian](#)
- 3. [Bat, Vampire](#)
- 4. [Bee, Honey](#)
- 5. [Critter, Flying](#)
- 6. [Devil, Classic](#)
- 7. [Eagle](#)
- 8. [Elemental, Gas \(Anemoi\)](#)
- 9. [Elemental, Gas \(Sylph\)](#)
- 10. [Elemental, Plasma \(Fiery Serpent\)](#)
- 11. [Elemental, Plasma \(Horned Serpent\)](#)
- 12. [Firebird](#)
- 13. [Griffin, Axex](#)

- 14. [Griffin, Common](#)
- 15. [Griffin, Minoan - Female](#)
- 16. [Griffin, Opinicus](#)
- 17. [Griffin, Vulture](#)
- 18. [Horse, Winged](#)
- 19. [Isotoq](#)
- 20. [Ouroboros](#)
- 21. [Raptor, Common](#)
- 22. [Raptor, Ghastly](#)
- 23. [Wasp](#)

Amphibian / Reptilian

- 1. [Critter, Scampering](#)
- 2. [Critter, Slithering](#)
- 3. [Critter, Squirming](#)
- 4. [Crocodile](#)
- 5. [Frog](#)
- 6. [Frogman](#)
- 7. [Lizard, Common](#)
- 8. [Lizardman](#)
- 9. [Newt](#)
- 10. [Snake, Constrictor](#)
- 11. [Snake, Poisonous](#)
- 12. [Toad](#)
- 13. [Toadman](#)

Animals

- 1. [Bear, Common](#)
- 2. [Bear, Ghastly](#)
- 3. [Boar, Wild](#)
- 4. [Bovine](#)
- 5. [Canine, Ghastly](#)
- 6. [Cat, Common](#)
- 7. [Critter, Flying](#)
- 8. [Critter, Scampering](#)
- 9. [Critter, Slithering](#)
- 10. [Critter, Squirming](#)
- 11. [Critter, Swimming](#)
- 12. [Critter, Trotting](#)
- 13. [Crocodile](#)
- 14. [Deer, Common](#)
- 15. [Dog](#)
- 16. [Eel, Electric](#)
- 17. [Feline, Ghastly](#)
- 18. [Horse, Common](#)
- 19. [Leopard](#)
- 20. [Lizard, Common](#)
- 21. [Monkey](#)

- 22. [Newt](#)
- 23. [Otter](#)
- 24. [Raptor, Common](#)
- 25. [Raptor, Ghastly](#)
- 26. [Rat, Common](#)
- 27. [Ray, Manta](#)
- 28. [Ray, Sting](#)
- 29. [Seal](#)
- 30. [Shark](#)
- 31. [Sheep, Common](#)
- 32. [Snake, Constrictor](#)
- 33. [Snake, Poisonous](#)
- 34. [Spider \(Tarantula\)](#)
- 35. [Wolf, Common](#)

Arctic Creatures

- 1. [Bear, Common \(Polar Bear\)](#)
- 2. [Bear, Ghastly](#)
- 3. [Canine, Ghastly \(Ghastly Arctic Wolf\)](#)
- 4. [Critter, Scampering](#)
- 5. [Critter, Swimming](#)
- 6. [Elemental, Gas \(Anemoi\)](#)
- 7. [Elemental, Gas \(Sylph\)](#)
- 8. [Elemental, Liquid \(Undine\)](#)
- 9. [Elemental, Solid \(Frost Giant\)](#)
- 10. [Fox, Reynardian \(Arctic\)](#)
- 11. [Ghost, Common](#)
- 12. [Gnome \(Barbegazi\)](#)
- 13. [Human](#)
- 14. [Kraken](#)
- 15. [Seal](#)
- 16. [Sea Serpent](#)
- 17. [Sea Turtle](#)
- 18. [Skeleton, Common](#)
- 19. [Skeleton, Ghastly](#)
- 20. [Skeleton, Shambling](#)
- 21. [Specter, Common](#)
- 22. [Statue, Animated](#)
- 23. [Whale](#)
- 24. [Wolf, Common \(Arctic\)](#)

**Bugs (Arachnids/
Insects/ Worms)**

1. Ant, Common
2. Antlion
3. Bee, Honey
4. Centipede
5. Critter, Skittering
6. Critter, Slithering
7. Critter, Squirming
8. Glowworm
9. Leech
10. Scorpion
11. Spider, Burly (Tarantula)
12. Spider, Burly (Wolf Spider)
13. Spider, Spindly (Black-Widow Spider)
14. Spider, Spindly (Spitting Spider)
15. Tick
16. Wasp
17. Worm, Mongolian Death
18. Worm, Skolex

Black Forest Dwellers

- * Distinctive to area
1. Aitvaras
 2. Ant, Common
 3. Anthropomorph Overlay, Bestial
 4. Bat, Vampire
 5. Bear, Common
 6. Bear, Ghastly
 7. Boar, Wild
 8. Canine, Ghastly (Ghastly Wolf)
 9. Centipede
 10. Critter, Flying
 11. Critter, Scampering
 12. Critter, Skittering
 13. Critter, Slithering
 14. Critter, Squirming
 15. Critter, Trotting
 16. Deer, Common
 17. Fox, Reynardian
 18. Ghost, Common

19. Giant, Common
20. *Glowworm
21. Griffin, Common
22. Haunt
23. Human
24. Jack-in-Irons
25. Lizard, Common
26. Lizardman
27. Newt
28. Ouroboros
29. Porcupine
30. Raptor, Common
31. Raptor, Ghastly
32. Rat, Common
33. Ratman
34. Scorpion
35. Shadow, Common
36. Skeleton, Common
37. Skeleton, Shambling
38. Snake, Constrictor
39. Snake, Poisonous
40. Specter, Common
41. Spider, Burly (Tarantula)
42. Spider, Burly (Wolf Spider)
43. Spider, Spindly (Black-Widow Spider)
44. Spider, Spindly (Spitting Spider)
45. Statue, Animated
46. Wasp
47. Tick
48. Toad
49. Toadman
50. Vegetal Creature Overlay
51. Wolf, Common

City Dwellers

1. Aitvaras
2. Anthropomorph, Fragile
3. Anthropomorph, Leathery
4. Anthropomorph, Metallic
5. Anthropomorph, Stony
6. Anthropomorph, Textile
7. Anthropomorph, Wooden
8. Armor, Animated
9. Critter, Flying
10. Critter, Scampering
11. Critter, Skittering
12. Critter, Squirming
13. Critter, Trotting
14. Dog
15. Elemental, Liquid (Sandman)
16. Fury, Bound
17. Gauntlet(s) / Glove(s), Animated
18. Ghost, Common
19. Graveyard Cannibal
20. Haunt
21. Human
22. Jack-in-Irons
23. Monkey
24. Monstrosity
25. Possessed Construct Overlay
26. Rat, Common
27. Ratman
28. Revenant, Common
29. Revenant, Ghastly
30. Revenant, Shambling
31. Shadow, Common
32. Skeleton, Common
33. Skeleton, Ghastly
34. Skeleton, Shambling
35. Specter, Common
36. Spider, Burly (Tarantula)
37. Statue, Animated
38. Weapon, Animated
39. Worm, Mongolian Death

Constructs

1. Anthropomorph, Fragile
2. Anthropomorph, Leathery
3. Anthropomorph, Metallic
4. Anthropomorph, Stony
5. Anthropomorph, Textile
6. Anthropomorph, Wooden
7. Armor, Animated
8. Gauntlet(s) / Glove(s), Animated
9. Monstrosity
10. Possessed Construct Overlay
11. Rope, Animated
12. Statue, Animated
13. Tree, Animated
14. Weapon, Animated

Desert Dwellers

1. Ant, Common
2. Antlion
3. Centipede
4. Critter, Flying
5. Critter, Scampering
6. Critter, Skittering
7. Critter, Slithering
8. Critter, Trotting
9. Elemental, Liquid (Sandman)
10. Elemental, Solid (Genomus)
11. Firebird
12. Ghost, Common
13. Giant, Common
14. Griffin, Axex
15. Griffin, Opinicus
16. Griffin, Vulture
17. Haunt
18. Horse, Common
19. Human
20. Lizard, Common
21. Lizardman
22. Raptor, Common
23. Raptor, Ghastly
24. Revenant, Common
25. Revenant, Ghastly
26. Revenant, Shambling

27. Scorpion
28. Shadow
29. Skeleton, Common
30. Skeleton, Ghastly
31. Skeleton, Shambling
32. Snake, Poisonous
33. Spider, Burlly (Tarantula)
34. Spider, Burlly (Wolf Spider)
35. Spider, Spindly (Black-Widow Spider)
36. Spider, Spindly (Spitting Spider)
37. Specter, Common
38. Statue, Animated
39. Toad
40. Worm, Mongolian Death
41. Zombie

Eidolons

1. Angel, Guardian
2. Devil, Classic
3. Eidolon Overlay
4. Isotoq
5. Possessed Construct Overlay
6. Possessed Creature Overlay
7. Watcher, Angelic
8. Watcher, Grigori

Elementals

1. Aitvaras
2. Elemental, Gas (Anemoi)
3. Elemental, Gas (Sylph)
4. Elemental, Liquid (Fire Giant)
5. Elemental, Liquid (Mudbog)
6. Elemental, Liquid (Sandman)
7. Elemental, Liquid (Undine)
8. Elemental, Liquid (Vulcanus)
9. Elemental, Plasma (Abraxas)

10. Elemental, Plasma (Fiery Serpent)
11. Elemental, Plasma (Horned Serpent)
12. Elemental, Solid (Frost Giant)
13. Elemental, Solid (Genomus)
14. Elemental, Solid (Stone Giant)
15. Firebird
16. Salamander

Enchanted Forest Dwellers

1. Ant, Common
2. Anthropomorph Overlay, Bestial
3. Bear, Common
4. Bee, Honey
5. Boar, Wild
6. Cat, Common
7. Centipede
8. Critter, Flying
9. Critter, Scampering
10. Critter, Skittering
11. Critter, Slithering
12. Critter, Squirring
13. Critter, Trotting
14. Deer, Common
15. Dog (Hunting Dog)
16. Eagle
17. Feline, Ghastly
18. Firebird
19. Fox, Reynardian
20. Frog
21. Frogman
22. Giant, Common
23. Griffin, Common
24. Horse, Common
25. Horse, Winged
26. Human
27. Lizard, Common
28. Lizardman
29. Newt
30. Porcupine
31. Raptor, Common
32. Snake, Constrictor

- 33. Snake, Poisonous
- 34. Statue, Animated
- 35. Vegetal Creature Overlay
- 36. Wolf, Common

Fiery Creatures

- 1. Aitvaras
- 2. Elemental, Liquid (Fire Giant)
- 3. Elemental, Liquid (Vulcanus)
- 4. Elemental, Plasma (Abraxas)
- 5. Elemental, Plasma (Fiery Serpent)
- 6. Firebird
- 7. Salamander

Forest Dwellers

- 1. Ant, Common
- 2. Anthropomorph Overlay, Bestial
- 3. Bat, Vampire
- 4. Bear, Common
- 5. Bear, Ghastly
- 6. Bee, Honey
- 7. Boar, Wild
- 8. Bramble, Anthropomorphic
- 9. Canine, Ghastly (Ghastly Wolf)
- 10. Cat, Common (Small and Medium)
- 11. Centipede
- 12. Critter, Flying
- 13. Critter, Scampering
- 14. Critter, Skittering
- 15. Critter, Slithering
- 16. Critter, Squirming
- 17. Critter, Trotting
- 18. Deer, Common
- 19. Eagle
- 20. Feline, Ghastly
- 21. Fox, Reynardian
- 22. Frog
- 23. Frogman
- 24. Giant, Common
- 25. Griffin, Common

- 26. Human
- 27. Leopard
- 28. Lizard, Common
- 29. Lizardman
- 30. Newt
- 31. Ouroboros
- 32. Porcupine
- 33. Raptor, Common
- 34. Raptor, Ghastly
- 35. Rat, Common
- 36. Ratman
- 37. Snake (Constrictor Snake)
- 38. Snake (Poisonous Snake)
- 39. Spider, Burly (Tarantula)
- 40. Spider, Burly (Wolf Spider)
- 41. Spider, Spindly (Black-Widow Spider)
- 42. Spider, Spindly (Spitting Spider)
- 43. Statue, Animated (in ruins)
- 44. Tick
- 45. Toad
- 46. Toadman
- 47. Vegetal Creature Overlay
- 48. Wasp
- 49. Wolf, Common

Fresh Water Creatures

- 1. Critter, Flying
- 2. Critter, Scampering
- 3. Critter, Skittering
- 4. Critter, Slithering
- 5. Critter, Squirming
- 6. Critter, Swimming
- 7. Crocodile
- 8. Elemental, Liquid (Undine)
- 9. Frog
- 10. Frogman
- 11. Leech
- 12. Lobster (Crayfish)
- 13. Newt
- 14. Otter
- 15. Snake, Poisonous
- 16. Statue, Animated
- 17. Worm, Skolex

Mountain Dwellers

- 1. Ant, Common
- 2. Bat, Vampire
- 3. Bear, Common
- 4. Bear, Ghastly
- 5. Bee, Honey
- 6. Canine, Ghastly (Ghastly Wolf)
- 7. Cat, Common (Medium)
- 8. Centipede
- 9. Critter, Flying
- 10. Critter, Scampering
- 11. Critter, Skittering
- 12. Critter, Slithering
- 13. Critter, Squirming
- 14. Critter, Trotting
- 15. Deer, Common
- 16. Eagle
- 17. Elemental, Solid (Frost Giant)
- 18. Elemental, Gas (Anemoi)
- 19. Elemental, Gas (Sylph)
- 20. Elemental, Solid (Genomus)
- 21. Elemental, Solid (Stone Giant)
- 22. Feline, Ghastly
- 23. Fury, Bound
- 24. Giant, Common
- 25. Griffin, Common
- 26. Griffin, Opinicus
- 27. Horse, Winged
- 28. Human
- 29. Leopard
- 30. Ouroboros
- 31. Porcupine
- 32. Raptor, Common
- 33. Raptor, Ghastly
- 34. Rat, Common
- 35. Ratman
- 36. Sheep, Common
- 37. Snake, Constrictor
- 38. Snake, Poisonous
- 39. Spider, Burly (Tarantula)
- 40. Spider, Burly (Wolf Spider)
- 41. Spider, Spindly (Black-Widow Spider)

- 42. Spider, Spindly (Spitting Spider)
- 43. Tick
- 44. Wolf, Common

Nocturnal Creatures

- 1. Bat, Vampire
- 2. Canine, Ghastly
- 3. Critter, Flying
- 4. Critter, Scampering
- 5. Critter, Skittering
- 6. Critter, Slithering
- 7. Critter, Squirming
- 8. Critter, Trotting
- 9. Deer, Common
- 10. Elemental, Liquid (Sandman)
- 11. Fox, Reynardian
- 12. Frog
- 13. Frogman
- 14. Ghost, Common
- 15. Glowworm
- 16. Graveyard Cannibal
- 17. Haunt
- 18. Jack-in-Irons
- 19. Leopard
- 20. Newt
- 21. Porcupine
- 22. Rat, Common
- 23. Ratman
- 24. Revenant, Common
- 25. Revenant, Ghastly
- 26. Revenant, Shambling
- 27. Shadow, Common
- 28. Skeleton, Common
- 29. Skeleton, Ghastly
- 30. Skeleton, Shambling
- 31. Specter, Common
- 32. Spider, Burly (Tarantula)
- 33. Spider, Burly (Wolf Spider)
- 34. Spider, Spindly (Black-Widow Spider)
- 35. Spider, Spindly (Spitting Spider)
- 36. Tick
- 37. Toad
- 38. Toadman

- 39. Wolf, Common
- 40. Zombie

Ocean Dwellers

- 1. Ancient Mariner
- 2. Crab
- 3. Critter, Skittering
- 4. Critter, Slithering
- 5. Critter, Squirming
- 6. Critter, Swimming
- 7. Eel, Common
- 8. Eel, Electric
- 9. Elemental, Liquid (Undine)
- 10. Horse, Sea
- 11. Kraken
- 12. Lobster
- 13. Ray, Manta
- 14. Ray, Sting
- 15. Seal
- 16. Sea Serpent
- 17. Sea Turtle
- 18. Shark
- 19. Whale

Overlays

- 1. Anthropomorph Overlay, Bestial
- 2. Eidolon Overlay
- 3. Ghost Overlay
- 4. Possessed Construct Overlay
- 5. Possessed Creature Overlay
- 6. Revenant Overlay
- 7. Skeleton Overlay
- 8. Specter Overlay
- 9. Statue, Animated (Statue Overlay)
- 10. Swarm King Overlay
- 11. Vegetal Creature Overlay

Plains Dwellers

- 1. Ant, Common
- 2. Bat, Vampire
- 3. Bee, Honey
- 4. Boar, Wild
- 5. Bovine
- 6. Canine, Ghastly
- 7. Cat, Common (Medium to Large)
- 8. Centipede
- 9. Critter, Flying
- 10. Critter, Scampering
- 11. Critter, Skittering
- 12. Critter, Slithering
- 13. Critter, Squirming
- 14. Critter, Trotting
- 15. Deer, Common
- 16. Empusa
- 17. Feline, Ghastly
- 18. Frog
- 19. Frogman
- 20. Giant, Common
- 21. Griffin, Axex
- 22. Griffin, Common
- 23. Griffin, Vulture
- 24. Horse, Common
- 25. Horse, Winged
- 26. Human
- 27. Leopard
- 28. Lizard, Common
- 29. Lizardman
- 30. Ouroboros
- 31. Porcupine
- 32. Raptor, Common (smaller varieties)
- 33. Raptor, Ghastly (smaller varieties)
- 34. Rat, Common
- 35. Ratman
- 36. Scorpion
- 37. Sheep, Common
- 38. Snake, Poisonous
- 39. Spider, Burly (Tarantula)
- 40. Spider, Burly (Wolf Spider)
- 41. Spider, Spindly (Black-Widow Spider)

- 42. [Spider, Spindly \(Spitting Spider\)](#)
- 43. [Statue, Animated \(in ruins\)](#)
- 44. [Tick](#)
- 45. [Toad](#)
- 46. [Toadman](#)
- 47. [Vegetal Creature Overlay](#)
- 48. [Wasp](#)
- 49. [Wolf, Common](#)

Sewer Dwellers

- 1. [Ant, Common](#)
- 2. [Bat, Vampire](#)
- 3. [Centipede](#)
- 4. [Critter, Scampering](#)
- 5. [Critter, Skittering](#)
- 6. [Critter, Squirming](#)
- 7. [Critter, Slithering](#)
- 8. [Critter, Swimming](#)
- 9. [Crocodile](#)
- 10. [Eel, Common](#)
- 11. [Frog](#)
- 12. [Frogman](#)
- 13. [Fury, Bound \(You'd be pissed too, if you died in a bloody sewer.\)](#)
- 14. [Ghost, Common](#)
- 15. [Jack-in-Irons](#)
- 16. [Leech](#)
- 17. [Newt](#)
- 18. [Ouroboros](#)
- 19. [Rat, Common](#)
- 20. [Ratman](#)
- 21. [Revenant, Common](#)
- 22. [Revenant, Shambling](#)
- 23. [Shadow, Common](#)
- 24. [Skeleton, Common](#)
- 25. [Skeleton, Shambling](#)
- 26. [Snake, Constrictor](#)
- 27. [Snake, Poisonous](#)
- 28. [Specter, Common](#)
- 29. [Spider, Burly \(Tarantula\)](#)
- 30. [Spider, Burly \(Wolf Spider\)](#)
- 31. [Spider, Spindly \(Black-Widow Spider\)](#)
- 32. [Spider, Spindly \(Spitting Spider\)](#)

- 33. [Tick](#)
- 34. [Toad](#)
- 35. [Toadman](#)
- 36. [Worm, Mongolian Death](#)
- 37. [Worm, Skolex](#)

Swamp Dwellers

- 1. [Bee, Honey](#)
- 2. [Bramble, Anthropomorphic](#)
- 3. [Centipede](#)
- 4. [Critter, Flying](#)
- 5. [Critter, Scampering](#)
- 6. [Critter, Skittering](#)
- 7. [Critter, Slithering](#)
- 8. [Critter, Squirming](#)
- 9. [Critter, Swimming](#)
- 10. [Crocodile](#)
- 11. [Eel, Common](#)
- 12. [Elemental, Liquid \(Mudbog\)](#)
- 13. [Elemental, Liquid \(Undine\)](#)
- 14. [Frog](#)
- 15. [Frogman](#)
- 16. [Ghost, Common](#)
- 17. [Giant, Common](#)
- 18. [Haunt](#)
- 19. [Human](#)
- 20. [Leech](#)
- 21. [Leopard](#)
- 22. [Lizard, Common](#)
- 23. [Lizardman](#)
- 24. [Newt](#)
- 25. [Otter](#)
- 26. [Ouroboros](#)
- 27. [Rat, Common](#)
- 28. [Ratman](#)
- 29. [Snake, Constrictor](#)
- 30. [Snake, Poisonous](#)
- 31. [Specter, Common](#)
- 32. [Spider, Burly \(Tarantula\)](#)
- 33. [Spider, Burly \(Wolf Spider\)](#)
- 34. [Spider, Spindly \(Black-Widow Spider\)](#)
- 35. [Spider, Spindly \(Spitting Spider\)](#)

- 36. [Tick](#)
- 37. [Toad](#)
- 38. [Toadman](#)
- 39. [Vegetal Creature Overlay](#)
- 40. [Wasp](#)
- 41. [Worm, Mongolian Death](#)
- 42. [Worm, Skolex](#)

Undead Creatures

- 1. [Ancient Mariner](#)
- 2. [Baka](#)
- 3. [Baykok](#)
- 4. [Duppy](#)
- 5. [Fury, Bound](#)
- 6. [Ghost, Common](#)
- 7. [Graveyard Cannibal](#)
- 8. [Haunt](#)
- 9. [Jack-in-Irons](#)
- 10. [Possessed Construct Overlay \(Undead\)](#)
- 11. [Revenant, Common](#)
- 12. [Revenant, Ghastly](#)
- 13. [Revenant, Shambling](#)
- 14. [Shadow, Common](#)
- 15. [Singing Bone](#)
- 16. [Skeleton, Common](#)
- 17. [Skeleton, Ghastly](#)
- 18. [Skeleton, Shambling](#)
- 19. [Specter, Common](#)
- 20. [Zombie](#)

Underworld Dwellers

- 1. [Aitvaras](#)
- 2. [Ant, Common](#)
- 3. [Antlion](#)
- 4. [Bat, Vampire](#)
- 5. [Centipede](#)
- 6. [Critter, Scampering](#)
- 7. [Critter, Skittering](#)
- 8. [Critter, Slithering](#)
- 9. [Critter, Squirming](#)
- 10. [Critter, Swimming](#)
- 11. [Elemental, Liquid \(Mudbog\)](#)
- 12. [Elemental, Liquid \(Sandman\)](#)
- 13. [Elemental, Plasma \(Fiery\)](#)

- Serpent)
14. Elemental, Solid
(Genomus)
 15. Elemental, Solid (Stone
Giant)
 16. Frog
 17. Frogman
 18. Fury, Bound
 19. Ghost, Common
 20. Giant, Common
 21. Glowworm
 22. Gorgon, Grecian
 23. Haunt
 24. Isotoq
 25. Lizard, Common
 26. Lizardman
 27. Newt
 28. Ouroboros
 29. Rat, Common
 30. Ratman
 31. Scorpion
 32. Snake, Constrictor
 33. Snake, Poisonous
 34. Spider, Burly (Tarantula)
 35. Spider, Burly (Wolf
Spider)
 36. Spider, Spindly (Black-
Widow Spider)
 37. Spider, Spindly (Spitting
Spider)
 38. Specter, Common
 39. Statue, Animated
 40. Tick
 41. Toad
 42. Toadman
 43. Worm, Mongolian Death
 44. Worm, Skolex

Vegetal Creatures

1. Bramble,
Anthropomorphic
2. Tree, Animated
3. Vegetal Creature Overlay