

MYTHMAGICA™



Celtic Creatures & Nordic Nightmares

by Whitson John Kirk III

**A Bestiary of the
Mythmagica RPG**



Mythmagica

Celtic Creatures & Nordic Nightmares

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Celtic Creatures & Nordic Nightmares

Introduction

The entirety of this book is reference material for the game of Mythmagica™. More specifically, it is primarily a reference book for the Game Master, or Overlord.

Of all the Mythmagica supplements written to date, this one is my personal favorite. The reason is that it is the first to harness all of the various aspects of the game (combat, magic, folklore, and mythology) to immerse the players in an authentic and flavorful universe. From one perspective, this book is nothing more than a catalog of monsters.

However, the beasts presented in this volume are all taken from Celtic, Nordic, and Slavic lands. These three mythologies were selected as common source material because, throughout European history, these three religions evolved together and greatly influenced one another. If you were to read the myths of these cults, you couldn't help but notice the common dark pathos underlying their stories. At the very least, you would quickly see that Celtic, Nordic, and Slavic tales abound with faery creatures while other lands make little or no mention of anything faery-like at all. (The Greeks probably come closest to fairy tales with their stories of nymphs and satyrs.)

Over time, many European lands fell under the influence of one or two of these faery cults, although which specific ones held sway varied from region to region. In some areas of Germany, all three religions held prominence at one time or another. Needless to say, as the tales of one land encroached on those of another, the older tales were not entirely forgotten. Rather, they were incorporated into the new legends and regurgitated with renewed life. It's as if the three religious branches represent the meat, potatoes, and carrots of a mythological stew whose broth combines the whole pantheonic dish into a single satisfying faery lore.

The interrelationships between these three traditions are so pronounced in Germany that the term "Teutonic" was coined to describe the resulting amalgam, almost as if Germany gave birth to an entirely separate religious branch – a viewpoint not without its merits. I even considered calling this book "Teutonic Terrors," but I finally decided that such a name would focus too much on Germany at the expense of the rest of Europe.

You might be wondering why "Slavic" does not appear in the title, since I'm placing so much emphasis on three mythologies rather than two. Good point. The simple truth is that much of our current knowledge of the Slavic mythology is exceptionally scanty. When Christianity swept over Europe, one of its primary goals was the total elimination of

all things pagan. With the Slavs, the Christians were remarkably successful. So successful, in fact, that almost nothing is known about the mythology itself.

Most of what we know about Slavic beliefs comes from the remaining folklore. And, as I already said, that has been blended so thoroughly with other European traditions that it is difficult to discern the original Slavic myths from the external influences. It's almost as if, after simmering this wonderful stew, somebody carefully picked out all the carrots. Thus, even though the Slavic territories outmatch those of the Norse and the Celts in size, Slavic legends actually contribute far less to this book than those of its sibling religions. Slavic beasts are included wherever possible, but that still leaves them in the great minority. Since, to date, the Supreme Court has remained silent on the civil rights of mythological creatures, I omitted any mention of them from the cover. Besides, the title is already quite long enough as it is.

One reason that Christianity was so successful in wiping out the Slavic tradition was probably because the job had already been started by the Norse. In fact, the Vikings established themselves as rulers of many Slavic cities, most notably Kiev, in establishing trade routes to Constantinople (Istanbul). This is also the likely reason that what is known of the Slavic mythology shows it to be a schizophrenic religion with the rulers having one set of gods and the peasantry having another. The Slavic god of lightning and thunder, Pyerun, almost certainly is an attempt to graft the Nordic god Thor into the alien East European culture.

There are many other examples of cross-cultural influences between the Celtic, Norse, and Slavic cults. One is found in the Shetland trow that originated in the northern British Isles. The trow is an interesting blend of the Nordic troll and the Celtic Daoine Sidh elves. The wild huntsman is another such example, which comes from Teutonic folklore. This unholy nighttime raider is a blend between the Celtic god of death, Cernunnos, and the Nordic god of death, Wotan. Christianity also contributed its own spices to the broth. The entire Arthurian saga, Merlin and all, is a reinterpretation of Celtic myths from a Christian perspective.

Enough lecture. As you read the various monster descriptions included hereafter, you will undoubtedly experience more of the flavor of these faery-filled fables. Don't hesitate to sprinkle a little of your own personality into the broth. After all, that's how legends are really made. I hope you find the taste to your liking.

Bestiary

Bestiary ~ A

Amphiptere

An Amphiptere is a winged dragon with a long coiled serpentine body and tail. Its sleek wings appear at about one-third of the dragon's length from the head. These fold so tightly against the body that they are often overlooked. In fact, these reptiles are sometimes mistaken for big snakes until they flex their bat-like wings.

Unusually big eyes bulge from the dragon's head like those of a frog. Some have been reported to have diameters of 6 inches or more! A sturdy ring of scales protects each eye, encircling them like flower petals.

Needle-sharp teeth frame two tongues that frequently flick out of the Amphiptere's maw. The first tongue is pointed, but presents no particular danger. However, the second has a barbed end that injects venom into its prey.

Habitat: **Amphipteres** live in the swampy and watery regions of Europe. It is most especially fond of the humid climes of England. It generally does its best to avoid the habitations of men.

Origin: One of the last recorded incidents of an Amphiptere spotting was in Essex, England near Hanham in May of 1669. The beast was supposedly driven away quite easily but news of its appearance quickly spread and attracted quite a throng to the area. For the next 265 years, a fair was held in honor of the event.

Fun Facts: On any given day, the first three bites of this creature deliver a Strong Killing Venom to those bitten (See [Poisons](#) in [The Wicked Workshop](#) for details). Thereafter, their venom will be depleted until the next day.

If a large party attacks an Amphiptere, it usually bellows a high-pitched shriek to frighten off some of its attackers. This works as the Occult spell [Invoke Fell Roar of Epic Size](#).

The dragon can grab hold of and restrain its prey as a [Constriction Attack](#) (as described in the [Special Attack Modes](#) section of [The Rules Reference](#)).

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

Further, the dragon is immune to all forms of poison and resists the effects of magic. Any spell cast at the creature has its spell ranks cut in half.

Gifts: [Aquatic Combat](#), [Gold Sense](#), [Moderate Natural Armor](#), [Night Vision](#)

Move Modes: Slither/Hover/Undulate

Keywords: ageless, blooded, carnivore, dragon, fleshy, living, poisonous, predator, reptile, serpentine, winged

Attack Modes: Carnivorous Bite+Poison/Wing Buffet or Constriction

Traits: Driving Lust for Gold *Size:* Medium

Cunning: Simpleminded *Wealth Type:* Hoard

Danger Tier: +3

Medium Amphiptere Examples

Baseline Attributes

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

Adequate (Level 6)

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

HP=76; FP=38; Ward=10; SP=50 (slither) / 60 (hover) / 50 (undulate)

Att | Dam | Def | Stab: bite/wing buffet=+17 | 11 +poison | 25 | 30; or constriction=+17 | 3 (dam) + 6 (setback) | 25 | 30

Decent (Level 8)

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

HP=83; FP=41; Ward=10; SP=55 (slither) / 65 (hover) / 55 (undulate)

Att | Dam | Def | Stab: bite/wing buffet=+20 | 12 +poison | 27 | 32; or constriction=+20 | 3 (dam) + 6 (setback) | 27 | 32

Fit (Level 10)

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

HP=91; FP=41; Ward=10; SP=60 (slither) / 70 (hover) / 60 (undulate)

Att | Dam | Def | Stab: bite/wing buffet=+24 | 13 +poison | 30 | 34; or constriction=+24 | 3 (dam) + 6 (setback) | 30 | 34

Laudable (Level 12)

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

HP=91; FP=45; Ward=10; SP=65 (slither) / 75 (hover) / 65 (undulate)

Att | Dam | Def | Stab: bite/wing buffet=+26 | 13 +poison | 32 | 37; or constriction=+26 | 3 (dam) + 7 (setback) | 32 | 37

Outstanding (Level 14)

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

HP=91; FP=49; Ward=10; SP=70 (slither) / 80 (hover) / 70 (undulate)

Att | Dam | Def | Stab: bite/wing buffet=+28 | 13 +poison | 34 | 40; or constriction=+28 | 3 (dam) + 7 (setback) | 34 | 40

Ankou

An Ankou is a tall undead human with skin drawn so tightly over its frame that distant onlookers will likely mistake it for a skeleton. In fact, the Ankou can rotate its head in a complete 360-degree arc with no difficulty. Their muscles apparently suffer from severe atrophy, but any foe battling it face-to-face will quickly revise that assumption.

Ankous are deadly fighters. They commonly arise from the corpses of seasoned warriors who took ecstatic pleasure in dealing death while living. In death, they seek to continue their morbid trade and rise to serve some deity in the collection of souls.

Ankous are ruthless in battle, enslaving other undead to fight for them. They prefer specters and ghosts over revenants in this capacity as they are difficult to permanently kill. But, Ankous also welcome less imposing undead as fodder whenever available. In fact, they will usually cart off their slain enemies' corpses for later revival to augment their accursed forces.

Habitat: Ankou usually appear as cloaked figures drawing their carts down isolated roads. Only after passing does the observer become aware that the figure's footsteps and the wheels of their cart are completely silent.

Origin: The Ankou is a British legend closely related to the angel of death. Flanked by two ghostly spirits, this tall drawn figure pulls a cart behind them on which they pile the corpses of their victims.¹ While many cultures view the personification of death as an angelic spirit, the British had decidedly different ideas. Their gloomy viewpoint serves as the basis for this description.

Fun Facts: Ankous may cast the Occult spells: [Apply Grim Captivity to Undead](#), and [Grant Reprieve to Fallen Revenant](#), and [Manifest Great Gloom of Dire Fear](#).

Ankous may also cast the following Pagan spells: [Cognizance](#), [Heighten Natural Ward](#), [Strike Blind](#), [Tempting Target](#), and [Touch of Death](#). They cast all these spells at ranks equal to their Level.

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.

Gifts: [Astral Vision](#). Further, Ankous have the gifts of [Spawn Undead Common Ghost](#), [Spawn Undead Manes](#), [Spawn Undead Wight](#), and [Spawn Undead Wraith](#), which they will use on any fresh corpses they encounter (particularly those they personally killed). See [The Character Compendium](#) for details. The descriptions for [Common Ghost](#) and [Manes](#) can be found in [The Tome of Terrors](#) and [Monsters of the Mediterranean](#), respectively.

Keywords: fleshy, murderous, revenant, undead

Attack Modes: Scythe or Sickle or Punch

Move Modes: Run *Danger Tier:* +2

Wealth Type: Hoard *Cunning:* Alert

Medium Ankou Examples

Baseline Attributes

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

Adequate (Level 12)

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

HP=59; FP=41; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: scythe=+21 | 12 | 31 | 31; or sickle=+22 | 10 | 30 | 30; or punch=+22 | 6 | 28 | 28

Decent (Level 14)

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

HP=64; FP=45; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: scythe=+23 | 12 | 34 | 35; or sickle=+24 | 10 | 33 | 34; or punch=+24 | 6 | 31 | 32

Fit (Level 16)

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

HP=70; FP=45; Ward=2; SP=55 (run)

Att | Dam | Def | Stab: scythe=+26 | 13 | 36 | 37; or sickle=+27 | 11 | 35 | 36; or punch=+27 | 7 | 33 | 34

Laudable (Level 18)

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

HP=70; FP=49; Ward=2; SP=55 (run)

Att | Dam | Def | Stab: scythe=+29 | 13 | 39 | 39; or sickle=+30 | 11 | 38 | 38; or punch=+30 | 7 | 36 | 36

Outstanding (Level 20)

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

HP=70; FP=58; Ward=2; SP=55 (run)

Att | Dam | Def | Stab: scythe=+31 | 13 | 41 | 41; or sickle=+32 | 11 | 40 | 40; or punch=+32 | 7 | 38 | 38

¹ "Bring out your dead! ... Bring out your dead! ..."

Apparition, Repeating

A Repeating Apparition is an ethereal specter risen from its grave to perform some important task left unfulfilled in life. This could be as simple as revealing the identity of its murderer or as complex as finishing an uncompleted will. Their true form is probably nothing more than an indistinct ghostly cloud. However, reports of their true forms often contradict one another. This is because Apparitions cannot convey messages directly. Instead, they must use illusions to reproduce the sights and sounds of scenes taken from their former lives. This restriction can make an Apparition's job quite difficult.

A Repeating Apparition is quite true to its name. Even if 'slain', the spirit will rise again after a week or so to resume its haunting. Only the completion of its self-imposed quest or an Exorcism can put the spirit to permanent rest.

Habitat: Apparitions, like many other forms of undead, often haunt the castles and estates in which they resided while alive. However, they also occasionally appear to family members, close friends, and loved ones hundreds of miles away from their favored locales.

Origin: Tales of Apparitions span the globe. One famous example is that of Dante, who appeared to his son to reveal the location of the last cantos of his Divine Comedy. At the time, nobody but Dante knew of their existence.

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

Apparitions use illusions to communicate with the living. No illusion seems beyond their abilities. But, their usual tactic is to bring faded, dusty rooms back to their former glories and populate them with illusory characters to act out significant events of their former lives.

Most Apparition avoid battle entirely, as such actions usually bring them no closer to their ultimate goals. But, if pressed into combat, an Apparition will use illusions to defend itself appropriately. It may use a Disguise Creature spell to appear as a living opponent and wield an illusory weapon created with Devise Phantasmal Weapon. Or, it may take on the aspect of a Lich and blast its enemies with illusory bolts of lightning. Its weapon of last resort is its touch, which acts as the Occult spell Manifest Dire Tormenting Touch. All illusions are cast at spell ranks equal to the Apparition's Level.

If a Repeating Apparition is Overcome, it is dispersed, but it is not destroyed. The specter will rise again in about a week.

Gifts: Astral Vision. Further, Repeating Apparitions have the gifts of Spawn Undead Haunt and Spawn Undead Jack-in-Irons, which they will use on any encountered fresh corpses (particularly those they personally killed). See The Character Compendium for details. Descriptions of Haunt and Jack-in-Irons can be found in The Tome of Terrors.

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: specter, illusion, undead

Wealth Type: Incidental

Cunning: Alert

Traits: Afraid of Sunlight

Danger Tier: +1

Attack Modes: Touch

Move Modes: Waft

Size: Medium

Repeating Apparition Examples

Baseline Attributes

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

Adequate (Level 6)

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

HP=32; FP=41; Ward=0; SP=35 (waft)

Att | Dam | Def | Stab: touch=+11 | special | 22 | 21

Decent (Level 8)

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

HP=32; FP=45; Ward=0; SP=40 (waft)

Att | Dam | Def | Stab: touch=+14 | special | 24 | 24

Fit (Level 10)

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

HP=32; FP=53; Ward=0; SP=40 (waft)

Att | Dam | Def | Stab: touch=+17 | special | 26 | 27

Laudable (Level 12)

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

HP=32; FP=58; Ward=0; SP=40 (waft)

Att | Dam | Def | Stab: touch=+20 | special | 28 | 30

Outstanding (Level 14)

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

HP=32; FP=58; Ward=0; SP=40 (waft)

Att | Dam | Def | Stab: touch=+23 | special | 30 | 32

Asrai

Asrais are faery-like water elementals that take the form of either male or female youths in their teens or early twenties. Some are the size of human children, while others are tall and lithe. Asrais are among the most aqueous of the water elementals, in that they are made up entirely of clear water. In fact, they are so translucent, Asrai are often mistaken for ghosts.

Asrai are shy and nocturnal by nature. When the first ray of sunshine strikes them in the morning, they immediately transform into a stream of water and flow into the nearest pool or creek (as the Occult spell Flaunt Watery Form).

Habitat: Asrais are unable to live on land, although they can walk on top of water with ease. They are equally comfortable living in fresh water springs and salty seas.

Origin: Also known as Ashray, Asrais arise from Scottish and English folklore.

Fun Facts: All Asrai possess such amazing beauty that it affects anyone attracted to their gender as the priest Harmony spell Aphrodite's Dazzling Smile. In addition, Asrais have the ability to cast the Pagan Harmony spell Evoke Spring. Treat both as if cast at a rank equal to the Asrai's Level. (See The Codex of Cultures for details.)

Asrais are master Hydromancers, capable of casting any spell associated with that class. They cast these spells at spell ranks equal to their Levels. In all cases of spell casting, the Asrai simply wills the spell to work. They forgo all requirements of verbal and material spell components and simply striking them with a weapon cannot foil their spells. Further, Asrais are capable of casting the Occult spells Generate Icy Glaze of Great Size, Manifest Slowing Snow Drift, and Pitch Great Slick Patch of Fell Hailstorm at spell ranks equal her Level. (See The Oculus of Occultism for details.)

Their touch acts as the Occult spell Manifest Dire Freezing Touch.

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.

Gifts: Aquatic Combat, Aqua Vision

Keywords: ageless, aqueous, elemental, faery-like, humanoid, nocturnal

Attack Modes: Touch

Traits: Afraid of Sunlight

Wealth Type: Incidental

Move Modes: Run

Cunning: Clever

Danger Tier: +1

Large Asrai Examples

Baseline Attributes

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

Adequate (Level 4)

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

HP=70; FP=38; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: touch=+9 | special | 17 | 22

Decent (Level 6)

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

HP=70; FP=41; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: touch=+12 | special | 19 | 24

Fit (Level 8)

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

HP=76; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: touch=+14 | special | 22 | 26

Laudable (Level 10)

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

HP=76; FP=45; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: touch=+16 | special | 25 | 28

Model (Level 12)

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

HP=76; FP=49; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: touch=+19 | special | 28 | 31

Outstanding (Level 14)

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

HP=83; FP=53; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: touch=+21 | special | 30 | 33

Remarkable (Level 16)

TN= 3; ST= 8; AG= -1; CR= 1; PC= 2; HT= 5; IN= 4

HP=83; FP=58; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: touch=+23 | special | 32 | 35

Superb (Level 18)

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

HP=83; FP=69; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: touch=+27 | special | 34 | 39

Wondrous (Level 20)

TN= 3; ST= 8; AG= -1; CR= 2; PC= 4; HT= 5; IN= 4

HP=83; FP=69; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: touch=+30 | special | 36 | 41

Medium Asrai Examples**Baseline Attributes**

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

Adequate (Level 4)

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

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

Att | Dam | Def | Stab: touch=+11 | special | 21 | 20

Decent (Level 6)

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

HP=35; FP=41; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: touch=+14 | special | 23 | 22

Fit (Level 8)

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

HP=38; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: touch=+16 | special | 26 | 24

Laudable (Level 10)

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

HP=38; FP=45; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: touch=+18 | special | 29 | 26

Model (Level 12)

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

HP=38; FP=49; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: touch=+21 | special | 32 | 29

Outstanding (Level 14)

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

HP=41; FP=53; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: touch=+23 | special | 34 | 31

Remarkable (Level 16)

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

HP=41; FP=58; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: touch=+25 | special | 36 | 33

Superb (Level 18)

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

HP=41; FP=69; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: touch=+29 | special | 38 | 37

Wondrous (Level 20)

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

HP=41; FP=69; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: touch=+32 | special | 40 | 39

Small Asrai Examples**Baseline Attributes**

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

Adequate (Level 4)

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

HP=17; FP=38; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: touch=+13 | special | 25 | 18

Decent (Level 6)

TN= -1; ST= -6; AG= 8; CR= 5; PC= 1; HT= 2; IN= 4

HP=17; FP=41; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: touch=+16 | special | 27 | 20

Fit (Level 8)

TN= -1; ST= -5; AG= 9; CR= 5; PC= 1; HT= 2; IN= 4

HP=19; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: touch=+18 | special | 30 | 22

Laudable (Level 10)

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

HP=19; FP=45; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: touch=+20 | special | 33 | 24

Model (Level 12)

TN= -1; ST= -5; AG= 11; CR= 5; PC= 2; HT= 3; IN= 4

HP=19; FP=49; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: touch=+23 | special | 36 | 27

Outstanding (Level 14)

TN= -1; ST= -4; AG= 11; CR= 5; PC= 2; HT= 4; IN= 4

HP=21; FP=53; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: touch=+25 | special | 38 | 29

Remarkable (Level 16)

TN= -1; ST= -4; AG= 11; CR= 5; PC= 2; HT= 5; IN= 4

HP=21; FP=58; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: touch=+27 | special | 40 | 31

Superb (Level 18)

TN= -1; ST= -4; AG= 11; CR= 5; PC= 4; HT= 5; IN= 4

HP=21; FP=69; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: touch=+31 | special | 42 | 35

Wondrous (Level 20)

TN= -1; ST= -4; AG= 11; CR= 6; PC= 4; HT= 5; IN= 4

HP=21; FP=69; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: touch=+34 | special | 44 | 37

Bestiary ~ B

Banshee

A Banshee is a ghostly apparition that usually appears as a crying old woman clad in a green gown having long flowing hair. She usually appears at a distance and wails.

Occasionally, characters see her beside a stream washing the grave clothes of those soon to die. When she finishes wailing, the banshee either disappears in a nearby shadow or fades away.

At times, a Banshee will appear as a ghostly swan with a bloody chest sounding out a mournful call.

Habitat: As the Banshee is an ethereal spirit, it cannot be said that she requires any particular environment. Nevertheless, she usually appears next to a stream, well, or other water source.

Origin: The Banshee originates from Ireland and the Scottish Highlands, where she is more commonly known as Bean Si, Bean-nighe, or Little Washer by the Ford. Although most often depicted as old women dressed in green, banshees occasionally take on the form of swans with blood seeping from their breasts. This is, in fact, the origin of the term “Swan’s Song,” applied a musician’s final performance before death.

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

A Banshee may moan as the Occult spell Invoke Colossal Deft Dire Deathly Moan. However, once per day, her wail is an actual death omen that produces a curse as the Occult spell Utter Ample Death Wail. All those hearing the wails must make Avoidance Rolls against a Threshold of 10 plus the Banshee’s Level, with the roll adjustments and consequences of whichever type of wail is being emitted (see The Oculus of Occultism for details).

If a Banshee is Overcome, it is temporarily dispersed, but it is not destroyed. The ghost will rise again in about a week.

Durabilities: This creature is Immune to Acidic, Bleeding, Blighting, Blunt, Chopping, Crushing, Cutting, Dehydrating, Electrical, Entrancing, Fatiguing, Freezing, Infernal, Internal, Intoxicating, Maladive, Metaphysical, Non-Magical, Petrifying, Poisoning, Puncturing, Rending, Righteous, Rotting, Scorching, Sedating, Sonic, Starving, Suffocating, Sunshining, Toxic, and Weblike Effects; and Highly Sensitive to Quieting Effects.

Keywords: faery, ghost, undead

Size: Medium

Wealth Type: Incidental

Cunning: Alert

Traits: Afraid of Sunlight

Gifts: Astral Vision

Attack Modes: Wail

Move Modes: Run

Danger Tier: +1

Medium Banshee 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= 0; CR= 0; PC= 0; HT= 1; IN= 3

HP=--; FP=34; Ward=N/A; SP=30 (run)

Att | Dam | Def | Stab: wail=na | special | 14 | 14

Decent (Level 6)

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

HP=--; FP=41; Ward=N/A; SP=30 (run)

Att | Dam | Def | Stab: wail=na | special | 16 | 16

Fit (Level 8)

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

HP=--; FP=45; Ward=N/A; SP=35 (run)

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

Laudable (Level 10)

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

HP=--; FP=49; Ward=N/A; SP=35 (run)

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

Outstanding (Level 12)

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

HP=--; FP=53; Ward=N/A; SP=40 (run)

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

Remarkable (Level 14)

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

HP=--; FP=58; Ward=N/A; SP=40 (run)

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

Superb (Level 16)

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

HP=--; FP=58; Ward=N/A; SP=50 (run)

Att | Dam | Def | Stab: wail=na | special | 28 | 30

Basilisk

The Basilisk is one of the most noxious serpents ever encountered. Physically, it's just a snake. But, the toxic fumes it exhales continually surround it and the reptile can spray a cone of venom from its mouth like a dragon belches flame. Its bite is similarly deadly. But, its foes fear its gaze most, which can paralyze a man with a glance.

A Basilisk's scales are pitch black except for a ring of white on top of its head that resembles a tiara or crown. This circlet earned the basilisk the epitaph of "King of Snakes".

Basilisks are certainly dragon-like, but they aren't true dragons. They are hatched from the eggs of vipers or toads that are incubated and hatched by roosters.

Habitat: The Basilisk dwells in caves and other dank, dark places. The fumes it emits kills all plant-life in its environment and poisons any water near its lair.

Origin: Stories of basilisks and cockatrices date back to antiquity. The legends often treat the two as the same species, although the legends are also contradictory about the creature's exact form. As such, we use the terms "cockatrice" to refer to the hybrid rooster / dragon form, and "basilisk" to refer to its serpent form.

Fun Facts: On any given day, the first three bites a Basilisk delivers inject a Deadly Killing Venom (see [Poisons in The Wicked Workshop](#) for details.) Next, its breath poisons the air surrounding it. Treat this as the Occult spell [Manifest Great Halo of Dire Toxic Fumes](#). Further, it can spray a cone of poison whose size depends on that of the Basilisk, as described in the examples.

A Basilisk also has a gaze that can paralyze as the Occult spell [Manifest Gaze of Fell Paralyzation](#).

All spells are cast at a rank equal to the Basilisk's Level.

Finally, the serpent can grab hold of and restrain its prey as a [Constriction Attack](#) (as described in the [Special Attack Modes](#) section of [The Rules Reference](#)).

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

Gifts: [Aquatic Combat](#), [Dark Vision](#)

Keywords: ageless, amphibious, blooded, dragon-like, fleshy, living, poisonous, predator, reptile, serpentine, territorial

Traits: Fears Roosters and Weasels; Fond of Toads, Snakes, and Cockatrices.

Attack Modes: Carnivorous Bite+Poison or Constriction

Wealth Type: Hoard

Cunning: Bestial

Move Modes: Slither/Undulate

Large Basilisk Examples

Danger Tier: +4

More Fun Facts: A Large Basilisk can spit a cone of poison as the Occult spell [Invoke Large Spurt of Deadly Toxin](#). Treat it as being cast at a rank equal to the serpent's Level.

Baseline Attributes

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

Adequate (Level 8)

TN= 8; ST= 10; AG= -4; CR= -1; PC= 5; HT= 2; IN= -5
 HP=152; FP=58; Ward=4; SP=55 (slither) / 55 (undulate)
 Att | Dam | Def | Stab: bite=+18 | 17 +poison | 26 | 35; or
 constriction=+18 | 4 (dam) + 5 (setback) | 26 | 35

Decent (Level 10)

TN= 8; ST= 10; AG= -3; CR= -1; PC= 6; HT= 2; IN= -5
 HP=152; FP=64; Ward=4; SP=65 (slither) / 65 (undulate)
 Att | Dam | Def | Stab: bite=+21 | 17 +poison | 29 | 38; or
 constriction=+21 | 4 (dam) + 5 (setback) | 29 | 38

Fit (Level 12)

TN= 9; ST= 10; AG= -2; CR= -1; PC= 6; HT= 2; IN= -5
 HP=166; FP=64; Ward=5; SP=65 (slither) / 65 (undulate)
 Att | Dam | Def | Stab: bite=+24 | 17 +poison | 33 | 41; or
 constriction=+24 | 4 (dam) + 5 (setback) | 33 | 41

Laudable (Level 14)

TN= 9; ST= 11; AG= -2; CR= 0; PC= 6; HT= 2; IN= -5
 HP=181; FP=64; Ward=5; SP=70 (slither) / 70 (undulate)
 Att | Dam | Def | Stab: bite=+27 | 18 +poison | 35 | 43; or
 constriction=+27 | 4 (dam) + 5 (setback) | 35 | 43

Model (Level 16)

TN= 9; ST= 11; AG= -1; CR= 0; PC= 6; HT= 2; IN= -5
 HP=181; FP=64; Ward=5; SP=75 (slither) / 75 (undulate)
 Att | Dam | Def | Stab: bite=+30 | 18 +poison | 38 | 45; or
 constriction=+30 | 4 (dam) + 5 (setback) | 38 | 45

Outstanding (Level 18)

TN= 9; ST= 12; AG= -1; CR= 0; PC= 6; HT= 2; IN= -4
 HP=197; FP=64; Ward=5; SP=80 (slither) / 80 (undulate)
 Att | Dam | Def | Stab: bite=+33 | 19 +poison | 40 | 47; or
 constriction=+33 | 4 (dam) + 5 (setback) | 40 | 47

Medium Basilisk Examples

Danger Tier: +3

More Fun Facts: A Medium Basilisk can spit a cone of poison as the Occult spell Invoke Medium Spurt of Deadly Toxin. Treat it as being cast at a rank equal to the serpent's Level.

Baseline Attributes

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

Adequate (Level 6)

TN= 5; ST= 4; AG= 2; CR= 1; PC= 5; HT= 1; IN= -5
 HP=70; FP=53; Ward=2; SP=55 (slither) / 55 (undulate)
 Att | Dam | Def | Stab: bite=+16 | 9 +poison | 27 | 30; or
 constriction=+16 | 3 (dam) + 5 (setback) | 27 | 30

Decent (Level 8)

TN= 6; ST= 4; AG= 2; CR= 1; PC= 5; HT= 2; IN= -5
 HP=76; FP=58; Ward=3; SP=55 (slither) / 55 (undulate)
 Att | Dam | Def | Stab: bite=+18 | 9 +poison | 30 | 33; or
 constriction=+18 | 3 (dam) + 5 (setback) | 30 | 33

Fit (Level 10)

TN= 6; ST= 4; AG= 3; CR= 1; PC= 6; HT= 2; IN= -5
 HP=76; FP=64; Ward=3; SP=65 (slither) / 65 (undulate)
 Att | Dam | Def | Stab: bite=+21 | 9 +poison | 33 | 36; or
 constriction=+21 | 3 (dam) + 5 (setback) | 33 | 36

Laudable (Level 12)

TN= 7; ST= 4; AG= 4; CR= 1; PC= 6; HT= 2; IN= -5
 HP=83; FP=64; Ward=3; SP=65 (slither) / 65 (undulate)
 Att | Dam | Def | Stab: bite=+24 | 9 +poison | 37 | 39; or
 constriction=+24 | 3 (dam) + 5 (setback) | 37 | 39

Model (Level 14)

TN= 7; ST= 5; AG= 4; CR= 2; PC= 6; HT= 2; IN= -5
 HP=91; FP=64; Ward=3; SP=70 (slither) / 70 (undulate)
 Att | Dam | Def | Stab: bite=+27 | 10 +poison | 39 | 41; or
 constriction=+27 | 3 (dam) + 6 (setback) | 39 | 41

Outstanding (Level 16)

TN= 7; ST= 5; AG= 5; CR= 2; PC= 6; HT= 2; IN= -5
 HP=91; FP=64; Ward=3; SP=75 (slither) / 75 (undulate)
 Att | Dam | Def | Stab: bite=+30 | 10 +poison | 42 | 43; or
 constriction=+30 | 3 (dam) + 6 (setback) | 42 | 43

Small Basilisk Examples

Danger Tier: +3

More Fun Facts: A Small Basilisk can spit a cone of poison as the Occult spell Invoke Medium Spurt of Deadly Toxin. Treat it as being cast at a rank equal to the serpent's Level.

Baseline Attributes

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

Adequate (Level 4)

TN= 3; ST= -3; AG= 8; CR= 3; PC= 5; HT= 0; IN= -5
 HP=32; FP=49; Ward=1; SP=55 (slither) / 55 (undulate)
 Att | Dam | Def | Stab: bite=+13 | 3 +poison | 29 | 26; or
 constriction=+13 | 2 (dam) + 6 (setback) | 29 | 26

Decent (Level 6)

TN= 3; ST= -2; AG= 8; CR= 3; PC= 5; HT= 1; IN= -5
 HP=35; FP=53; Ward=1; SP=55 (slither) / 55 (undulate)
 Att | Dam | Def | Stab: bite=+16 | 3 +poison | 31 | 28; or
 constriction=+16 | 2 (dam) + 6 (setback) | 31 | 28

Fit (Level 8)

TN= 4; ST= -2; AG= 8; CR= 3; PC= 5; HT= 2; IN= -5
 HP=38; FP=58; Ward=2; SP=55 (slither) / 55 (undulate)
 Att | Dam | Def | Stab: bite=+18 | 3 +poison | 34 | 31; or
 constriction=+18 | 2 (dam) + 6 (setback) | 34 | 31

Laudable (Level 10)

TN= 4; ST= -2; AG= 9; CR= 3; PC= 6; HT= 2; IN= -5
 HP=38; FP=64; Ward=2; SP=65 (slither) / 65 (undulate)
 Att | Dam | Def | Stab: bite=+21 | 3 +poison | 37 | 34; or
 constriction=+21 | 2 (dam) + 6 (setback) | 37 | 34

Model (Level 12)

TN= 5; ST= -2; AG= 10; CR= 3; PC= 6; HT= 2; IN= -5
 HP=41; FP=64; Ward=2; SP=65 (slither) / 65 (undulate)
 Att | Dam | Def | Stab: bite=+24 | 3 +poison | 41 | 37; or
 constriction=+24 | 2 (dam) + 6 (setback) | 41 | 37

Outstanding (Level 14)

TN= 5; ST= -1; AG= 10; CR= 4; PC= 6; HT= 2; IN= -5
 HP=45; FP=64; Ward=2; SP=70 (slither) / 70 (undulate)
 Att | Dam | Def | Stab: bite=+27 | 3 +poison | 43 | 39; or
 constriction=+27 | 2 (dam) + 7 (setback) | 43 | 39

Blob, Brollachan

A Brollachan Blob is an unformed mass of dark translucent goeey flesh with a gaping mouth and two glowing red eyes. Despite its appearance, its minimal intelligence allows it to engage in simple conversation, although its vocabulary is limited. It occasionally forms alliances with humanoids when doing so serves its interests, which invariably involves gorging itself on as much tasty living flesh as possible.

The method by which it hunts and eats is unique. Although the blob is too squishy to strike any hard physical blows, it can extend pseudopods whose touch drains its target of energy. When its prey drops from exhaustion, the Brollachan completely engulfs them to begin digestion. While doing so, though, the Brollachan takes advantage of its meal's skeletal structure. Using its own goeey muscles for locomotion, the blob effectively animates its prey's body, enabling it to stand and walk to seek out even more fleshy meals. It positions its eyes over those of its meal, making it seem as though their eyes are glowing. Needless to say, anyone encountering such a horrid sight immediately knows something is *seriously* wrong.

Habitat: **Brollachan Blobs** inhabit both land and water. When on dry ground, they never venture too far from nearby a pool or stream. They prefer the dark, though, and cannot survive for long in arid environments.

Origin: The Brollachan comes from the folklore of the Shetland Islands off the coast of Scotland. It is a type of Fuath, a malevolent monster closely tied to water. It could supposedly possess people, but in so doing gave their prey's skin a darker hue, causing their eyes to glow, and killing them soon thereafter. The Brollachan is closely related to the Boneless of English folklore, although the Brollachan can talk, while the Boneless is described as being completely mindless and lacking a mouth.

Fun Facts: Brollachan Blobs crawls along walls and ceilings with as much ease as floors.

It attacks using a pseudopod, whose touch acts like the Occult spell Manifest Dire Fatiguing Touch, cast at a spell rank equal to its Level. If its target falls, the blob engulfs its body the next Round. Because they can stretch themselves so thin, a Brollachan Blob can engulf creatures having a Size Category of one greater than itself. So, a Small-sized Brollachan Blob can engulf a Medium-sized human.

Anyone swallowed by a Brollachan Blob takes 3 points of Acid Damage per Round. Further, they suffocate as described under Choking / Drowning / Suffocating in the Character Conditions section of The Rules Reference

While a creature is engulfed in this way, any Damage caused by physical blows or electrical effects to the blob are automatically propagated to the engulfed creature as well. Any damage caused by other effects, though, will only affect the blob itself.

After it engulfs its prey, the blob will animate its body,

causing it to stand upright and walk at the blob's normal movement rate. While doing so, the blob will attack any other nearby potential meals with its pseudo-pods.

If the blob dies, comrades may cut out those swallowed in 3 Rounds.

Durabilities: This creature is Immune to Acidic, Bleeding, Captivating, Crushing, Enervating, Entrancing, Fettering, Footing, Infernal, Internal, Maladive, Metaphysical, Puncturing, Quieting, Righteous, Scorching, Sedating, Suffocating, and Sunshining Effects; and Sensitive to Electrical Effects.

Keywords: amphibian, blooded, fleshy, living, Lovecraftian

Attack Modes: Pseudopod **Danger Tier:** 0

Wealth Type: Incidental **Gifts:** Dark Vision

Cunning: Simpleminded

Move Modes: Ambulate / Cling

Large Brollachan Blob Examples

Baseline Attributes

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

Adequate (Level 6)

TN= 7; ST= 7; AG= -6; CR= -2; PC= 4; HT= 0; IN= -4
HP=108; FP=45; Ward=3; SP=30 (ambulate) / 30 (cling)
Att | Dam | Def | Stab: touch=+12 | special | 21 | 31

Decent (Level 8)

TN= 7; ST= 7; AG= -6; CR= -2; PC= 4; HT= 1; IN= -4
HP=108; FP=49; Ward=3; SP=30 (ambulate) / 30 (cling)
Att | Dam | Def | Stab: touch=+14 | special | 23 | 33

Fit (Level 10)

TN= 8; ST= 8; AG= -6; CR= -2; PC= 4; HT= 1; IN= -4
HP=128; FP=49; Ward=4; SP=30 (ambulate) / 30 (cling)
Att | Dam | Def | Stab: touch=+16 | special | 26 | 36

Laudable (Level 12)

TN= 8; ST= 8; AG= -5; CR= -1; PC= 4; HT= 1; IN= -4
HP=128; FP=49; Ward=4; SP=35 (ambulate) / 35 (cling)
Att | Dam | Def | Stab: touch=+19 | special | 29 | 38

Outstanding (Level 14)

TN= 8; ST= 8; AG= -5; CR= 0; PC= 5; HT= 1; IN= -4
HP=128; FP=53; Ward=4; SP=40 (ambulate) / 40 (cling)
Att | Dam | Def | Stab: touch=+23 | special | 31 | 41

Medium Brollachan Blob Examples**Baseline Attributes**

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

Adequate (Level 2)TN= 3; ST= 1; AG= -2; CR= 0; PC= 4; HT= 0; IN= -4
HP=45; FP=45; Ward=1; SP=25 (ambulate) / 25 (cling)
Att | Dam | Def | Stab: touch=+10 | special | 17 | 23**Decent (Level 4)**TN= 5; ST= 1; AG= -2; CR= 0; PC= 4; HT= 0; IN= -4
HP=54; FP=45; Ward=2; SP=25 (ambulate) / 25 (cling)
Att | Dam | Def | Stab: touch=+12 | special | 21 | 27**Fit (Level 6)**TN= 5; ST= 1; AG= 0; CR= 0; PC= 4; HT= 0; IN= -4
HP=54; FP=45; Ward=2; SP=30 (ambulate) / 30 (cling)
Att | Dam | Def | Stab: touch=+14 | special | 25 | 29**Laudable (Level 8)**TN= 5; ST= 1; AG= 0; CR= 0; PC= 4; HT= 1; IN= -4
HP=54; FP=49; Ward=2; SP=30 (ambulate) / 30 (cling)
Att | Dam | Def | Stab: touch=+16 | special | 27 | 31**Outstanding (Level 10)**TN= 6; ST= 2; AG= 0; CR= 0; PC= 4; HT= 1; IN= -4
HP=64; FP=49; Ward=3; SP=30 (ambulate) / 30 (cling)
Att | Dam | Def | Stab: touch=+18 | special | 30 | 34**Remarkable (Level 12)**TN= 6; ST= 2; AG= 1; CR= 1; PC= 4; HT= 1; IN= -4
HP=64; FP=49; Ward=3; SP=35 (ambulate) / 35 (cling)
Att | Dam | Def | Stab: touch=+21 | special | 33 | 36**Superb (Level 14)**TN= 6; ST= 2; AG= 1; CR= 2; PC= 5; HT= 1; IN= -4
HP=64; FP=53; Ward=3; SP=40 (ambulate) / 40 (cling)
Att | Dam | Def | Stab: touch=+25 | special | 35 | 39**Wondrous (Level 16)**TN= 6; ST= 2; AG= 1; CR= 2; PC= 5; HT= 1; IN= -3
HP=64; FP=53; Ward=3; SP=40 (ambulate) / 40 (cling)
Att | Dam | Def | Stab: touch=+27 | special | 37 | 41**Small Brollachan Blob Examples****Baseline Attributes**

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

Adequate (Level 0)TN= 0; ST= -6; AG= 4; CR= 2; PC= 4; HT= 0; IN= -4
HP=19; FP=45; Ward=0; SP=25 (ambulate) / 25 (cling)
Att | Dam | Def | Stab: touch=+10 | special | 18 | 18**Decent (Level 2)**TN= 1; ST= -5; AG= 4; CR= 2; PC= 4; HT= 0; IN= -4
HP=23; FP=45; Ward=1; SP=25 (ambulate) / 25 (cling)
Att | Dam | Def | Stab: touch=+12 | special | 21 | 21**Fit (Level 4)**TN= 3; ST= -5; AG= 4; CR= 2; PC= 4; HT= 0; IN= -4
HP=27; FP=45; Ward=1; SP=25 (ambulate) / 25 (cling)
Att | Dam | Def | Stab: touch=+14 | special | 25 | 25**Laudable (Level 6)**TN= 3; ST= -5; AG= 6; CR= 2; PC= 4; HT= 0; IN= -4
HP=27; FP=45; Ward=1; SP=30 (ambulate) / 30 (cling)
Att | Dam | Def | Stab: touch=+16 | special | 29 | 27**Outstanding (Level 8)**TN= 3; ST= -5; AG= 6; CR= 2; PC= 4; HT= 1; IN= -4
HP=27; FP=49; Ward=1; SP=30 (ambulate) / 30 (cling)
Att | Dam | Def | Stab: touch=+18 | special | 31 | 29**Remarkable (Level 10)**TN= 4; ST= -4; AG= 6; CR= 2; PC= 4; HT= 1; IN= -4
HP=32; FP=49; Ward=2; SP=30 (ambulate) / 30 (cling)
Att | Dam | Def | Stab: touch=+20 | special | 34 | 32**Superb (Level 12)**TN= 4; ST= -4; AG= 7; CR= 3; PC= 4; HT= 1; IN= -4
HP=32; FP=49; Ward=2; SP=35 (ambulate) / 35 (cling)
Att | Dam | Def | Stab: touch=+23 | special | 37 | 34**Wondrous (Level 14)**TN= 4; ST= -4; AG= 7; CR= 4; PC= 5; HT= 1; IN= -4
HP=32; FP=53; Ward=2; SP=40 (ambulate) / 40 (cling)
Att | Dam | Def | Stab: touch=+27 | special | 39 | 37

Blob, Buratsche

A Buratsche Blob is a horrifying unformed mass of flesh covered with countless eyes and orifices that blast out bursts of steam. Its mouth is surrounded by numerous tentacles used to grab hold of prey and draw it in. When hungry, it looks like an empty sac that ambulates along the ground and up walls. When full, it has the general shape of a stomach. That's not surprising, since the anatomy of a Buratsche Blob is almost entirely geared toward digestion.

Habitat: A Buratsche Blob is comfortable on both land and under water. When on dry ground, they never venture too far from nearby a pool or stream. They prefer the dark, though, and cannot survive in dry environments.

Origin: Known more formally as the Buratsche-al-Ilgs, the Buratsche Blob comes from Swiss folklore, where it inhabited the deep waters of lake Luschersee.

Fun Facts: **Buratsche Blobs** crawls along walls and ceilings with as much ease as floors.

If a tentacle attack hits (against Stability), it acts like a Whip (see [The Character Compendium](#) for details). If the target drops to 0 Fate Points, the monster pulls its victim into its maw on the next Round. Anyone swallowed takes 7 points of Acid Damage per Round and suffocates as described under [Choking / Drowning / Suffocating](#) in the [Character Conditions](#) section of [The Rules Reference](#). If the beast dies, comrades may cut out those swallowed in 3 Rounds.

Anyone attacking the creature with a melee weapon risks being blasted by steam. It has no steam orifices around its mouth, so it cannot direct steam toward any creature on a Round it attacks with its tentacles. But, any other creature directly attacking it is a potential target. It can deliver one such steam blast every Round. Treat this as if it were the Occult spell [Invoke Medium Cone of Grim Steam](#) cast at a spell rank equal to its Level.

Durabilities: This creature is Immune to Acidic, Bleeding, Captivating, Crushing, Enervating, Entrancing, Fettering, Footing, Infernal, Internal, Maladive, Metaphysical, Puncturing, Quieting, Righteous, Scorching, Sedating, Suffocating, and Sunshining Effects; and Sensitive to Electrical Effects.

Keywords: amphibian, blooded, fleshy, living, Lovecraftian

Move Modes: Ambulate / Cling

Attack Modes: Tentacle or Nibble *Danger Tier:* 0

Wealth Type: Incidental *Gifts:* [Dark Vision](#)

Cunning: Simpleminded

Great Buratsche Blob Examples

Baseline Attributes

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

Adequate (Level 8)

TN= 7; ST= 13; AG= -12; CR= -4; PC= 4; HT= 3; IN= -4

HP=181; FP=58; Ward=3; SP=30 (ambulate) / 30 (cling)

Att | Dam | Def | Stab: tentacle=+13 | 5 (dam) + 6 (setback) | 17 | 33; or special=na | special | 13 | 29

Decent (Level 10)

TN= 8; ST= 14; AG= -12; CR= -4; PC= 4; HT= 3; IN= -4

HP=215; FP=58; Ward=4; SP=30 (ambulate) / 30 (cling)

Att | Dam | Def | Stab: tentacle=+16 | 5 (dam) + 6 (setback) | 20 | 36; or special=na | special | 16 | 32

Fit (Level 12)

TN= 8; ST= 14; AG= -11; CR= -3; PC= 4; HT= 3; IN= -4

HP=215; FP=58; Ward=4; SP=35 (ambulate) / 35 (cling)

Att | Dam | Def | Stab: tentacle=+19 | 5 (dam) + 6 (setback) | 23 | 38; or special=na | special | 19 | 34

Laudable (Level 14)

TN= 8; ST= 14; AG= -11; CR= -2; PC= 5; HT= 3; IN= -4

HP=215; FP=64; Ward=4; SP=40 (ambulate) / 40 (cling)

Att | Dam | Def | Stab: tentacle=+21 | 5 (dam) + 6 (setback) | 25 | 41; or special=na | special | 21 | 37

Model (Level 16)

TN= 8; ST= 14; AG= -11; CR= -2; PC= 5; HT= 3; IN= -3

HP=215; FP=64; Ward=4; SP=40 (ambulate) / 40 (cling)

Att | Dam | Def | Stab: tentacle=+23 | 5 (dam) + 6 (setback) | 27 | 43; or special=na | special | 23 | 39

Outstanding (Level 18)

TN= 8; ST= 14; AG= -10; CR= -2; PC= 6; HT= 3; IN= -3

HP=215; FP=69; Ward=4; SP=45 (ambulate) / 45 (cling)

Att | Dam | Def | Stab: tentacle=+26 | 5 (dam) + 6 (setback) | 30 | 46; or special=na | special | 26 | 42

Large Buratsche Blob Examples

Baseline Attributes

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

Adequate (Level 6)

TN= 5; ST= 7; AG= -6; CR= -2; PC= 4; HT= 2; IN= -4
 HP=91; FP=53; Ward=2; SP=30 (ambulate) / 30 (cling)
 Att | Dam | Def | Stab: tentacle=+11 | 4 (dam) + 5 (setback) |
 19 | 29; or special=na | special | 15 | 25

Decent (Level 8)

TN= 5; ST= 7; AG= -6; CR= -2; PC= 4; HT= 3; IN= -4
 HP=91; FP=58; Ward=2; SP=30 (ambulate) / 30 (cling)
 Att | Dam | Def | Stab: tentacle=+13 | 4 (dam) + 5 (setback) |
 21 | 31; or special=na | special | 17 | 27

Fit (Level 10)

TN= 6; ST= 8; AG= -6; CR= -2; PC= 4; HT= 3; IN= -4
 HP=108; FP=58; Ward=3; SP=30 (ambulate) / 30 (cling)
 Att | Dam | Def | Stab: tentacle=+16 | 4 (dam) + 5 (setback) |
 24 | 34; or special=na | special | 20 | 30

Laudable (Level 12)

TN= 6; ST= 8; AG= -5; CR= -1; PC= 4; HT= 3; IN= -4
 HP=108; FP=58; Ward=3; SP=35 (ambulate) / 35 (cling)
 Att | Dam | Def | Stab: tentacle=+19 | 4 (dam) + 5 (setback) |
 27 | 36; or special=na | special | 23 | 32

Model (Level 14)

TN= 6; ST= 8; AG= -5; CR= 0; PC= 5; HT= 3; IN= -4
 HP=108; FP=64; Ward=3; SP=40 (ambulate) / 40 (cling)
 Att | Dam | Def | Stab: tentacle=+21 | 4 (dam) + 5 (setback) |
 29 | 39; or special=na | special | 25 | 35

Outstanding (Level 16)

TN= 6; ST= 8; AG= -5; CR= 0; PC= 5; HT= 3; IN= -3
 HP=108; FP=64; Ward=3; SP=40 (ambulate) / 40 (cling)
 Att | Dam | Def | Stab: tentacle=+23 | 4 (dam) + 5 (setback) |
 31 | 41; or special=na | special | 27 | 37

Medium Buratsche Blob Examples

Baseline Attributes

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

Adequate (Level 4)

TN= 3; ST= 1; AG= -2; CR= 0; PC= 4; HT= 2; IN= -4
 HP=45; FP=53; Ward=1; SP=25 (ambulate) / 25 (cling)
 Att | Dam | Def | Stab: tentacle=+7 | 3 (dam) + 4 (setback) |
 19 | 25; or special=na | special | 15 | 21

Decent (Level 6)

TN= 3; ST= 1; AG= 0; CR= 0; PC= 4; HT= 2; IN= -4
 HP=45; FP=53; Ward=1; SP=30 (ambulate) / 30 (cling)
 Att | Dam | Def | Stab: tentacle=+11 | 3 (dam) + 4 (setback) |
 23 | 27; or special=na | special | 19 | 23

Fit (Level 8)

TN= 3; ST= 1; AG= 0; CR= 0; PC= 4; HT= 3; IN= -4
 HP=45; FP=58; Ward=1; SP=30 (ambulate) / 30 (cling)
 Att | Dam | Def | Stab: tentacle=+13 | 3 (dam) + 4 (setback) |
 25 | 29; or special=na | special | 21 | 25

Laudable (Level 10)

TN= 4; ST= 2; AG= 0; CR= 0; PC= 4; HT= 3; IN= -4
 HP=54; FP=58; Ward=2; SP=30 (ambulate) / 30 (cling)
 Att | Dam | Def | Stab: tentacle=+16 | 3 (dam) + 4 (setback) |
 28 | 32; or special=na | special | 24 | 28

Model (Level 12)

TN= 4; ST= 2; AG= 1; CR= 1; PC= 4; HT= 3; IN= -4
 HP=54; FP=58; Ward=2; SP=35 (ambulate) / 35 (cling)
 Att | Dam | Def | Stab: tentacle=+19 | 3 (dam) + 5 (setback) |
 31 | 34; or special=na | special | 27 | 30

Outstanding (Level 14)

TN= 4; ST= 2; AG= 1; CR= 2; PC= 5; HT= 3; IN= -4
 HP=54; FP=64; Ward=2; SP=40 (ambulate) / 40 (cling)
 Att | Dam | Def | Stab: tentacle=+21 | 3 (dam) + 6 (setback) |
 33 | 37; or special=na | special | 29 | 33

Small Buratsche Blob Examples

Baseline Attributes

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

Adequate (Level 2)

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

HP=19; FP=53; Ward=0; SP=25 (ambulate) / 25 (cling)

Att | Dam | Def | Stab: tentacle=+5 | 2 (dam) + 5 (setback) |
19 | 19; or special=na | special | 15 | 15

Decent (Level 4)

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

HP=23; FP=53; Ward=1; SP=25 (ambulate) / 25 (cling)

Att | Dam | Def | Stab: tentacle=+7 | 2 (dam) + 5 (setback) |
23 | 23; or special=na | special | 19 | 19

Fit (Level 6)

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

HP=23; FP=53; Ward=1; SP=30 (ambulate) / 30 (cling)

Att | Dam | Def | Stab: tentacle=+11 | 2 (dam) + 5 (setback) |
27 | 25; or special=na | special | 23 | 21

Laudable (Level 8)

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

HP=23; FP=58; Ward=1; SP=30 (ambulate) / 30 (cling)

Att | Dam | Def | Stab: tentacle=+13 | 2 (dam) + 5 (setback) |
29 | 27; or special=na | special | 25 | 23

Model (Level 10)

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

HP=27; FP=58; Ward=1; SP=30 (ambulate) / 30 (cling)

Att | Dam | Def | Stab: tentacle=+16 | 2 (dam) + 5 (setback) |
32 | 30; or special=na | special | 28 | 26

Outstanding (Level 12)

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

HP=27; FP=58; Ward=1; SP=35 (ambulate) / 35 (cling)

Att | Dam | Def | Stab: tentacle=+19 | 2 (dam) + 6 (setback) |
35 | 32; or special=na | special | 31 | 28

Bloody Bones

Bloody Bones is a type of undead consisting of a jumble of bones dripping in sticky blood. When first encountered, the bones are usually lying still in a pile on the floor. But, when disturbed, they starts bouncing and the whole pile chaotically ambulates toward any intruders, with a distinctive clatter.

Once it reaches its prey, the bones surround their prey in a continually clacking mass. The bones don't pummel their quarry, though. Rather, the dark power animating the bones causes its victims to bleed, thus feeding the undead horror's lust.

Habitat: Bloody Bones can be found anywhere the dead are laid to rest, or where massacres have occurred in the past. They have no no fear of injury or death. Although, they are harmed by sunlight, and so prefer dark surroundings.

Origin: Bloody Bones is one component of the legend of Rawhead and Bloody Bones, which comes from the folklore of the British Isles. This legend was imported into the Southern United States, which more clearly separates Rawhead from Bloody Bones as two separate entities.

Fun Facts: The touch of a Bloody Bones acts as acts as the Occult spell Manifest Dire Festering Touch. Treat it as if cast at a spell rank equal to its Level.

Bloody Bones should be treated as a Swarm. (See Handling Swarms in The Rules Reference for details on how to deal with Swarms in combat.)

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.

Gifts: Astral Vision. Further, Bloody Bones have the gifts of Spawn Undead Rawhead and Spawn Undead Galley Beggar, which they will use on any fresh corpses they encounter (particularly those it personally killed). See The Character Compendium for details.

Size: Each Batch takes up the footprint of a Medium-Size creature.

Traits: Aversion to Sunlight, Lusts for Human Blood

Keywords: revenant, skeleton, swarm, undead

Attack Modes: Omnivorous Bite *Move Modes:* Run

Wealth Type: Incidental *Cunning:* Alert

Danger Tier: +1

Bloody Bones Swarm Batch Examples

Baseline Attributes

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

Adequate (Level 2)

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

HP=35; FP=32; Ward=1; SP=25 (run)

Att | Dam | Def | Stab: touch=+7 | special | 14 | 17

Decent (Level 4)

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

HP=38; FP=34; Ward=1; SP=30 (run)

Att | Dam | Def | Stab: touch=+10 | special | 16 | 20

Fit (Level 6)

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

HP=41; FP=38; Ward=1; SP=30 (run)

Att | Dam | Def | Stab: touch=+12 | special | 19 | 23

Laudable (Level 8)

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

HP=41; FP=45; Ward=1; SP=30 (run)

Att | Dam | Def | Stab: touch=+15 | special | 21 | 26

Outstanding (Level 10)

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

HP=45; FP=45; Ward=1; SP=30 (run)

Att | Dam | Def | Stab: touch=+17 | special | 25 | 29

Remarkable (Level 12)

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

HP=45; FP=49; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: touch=+20 | special | 28 | 32

Superb (Level 14)

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

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

Att | Dam | Def | Stab: touch=+23 | special | 30 | 34

Wondrous (Level 16)

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

HP=59; FP=49; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: touch=+25 | special | 33 | 37

Bolotnik

A Bolotnik is a fish/frogman/pseudo-plant creature. They have frog-like arms and legs, which are unusually long for humanoids of their size. Their bodies are covered in fish scales, and their faces have large mouths with the needle-sharp teeth and permanent frowns common to fish-kind. All **Bolotniks** have wet stringy hair of green algae. The females have large, round, lidless eyes, giving them a fishy look. The males have bulbous frog eyes and long algae beards.

Bolotniks often befriend Spunkie Sprites, and conspire with them to lure unwary travelers into ambushes.

Bolotniks are quite intelligent, and can practice any human profession. Their leaders tend to be either Pagan Priests or Occultists who focus on illusory magic.

Bolotniks can wield human weapons, but usually use the claws on their frog-like hands. Their muscular frog legs also allow Bolotniks to leap great distances when necessary.

Fun Facts: Needless to say, Bolotnik have the skill of Aquatic Combat, and tend to use tridents, spears, and nets.

Some Bolotniks learn the Occult arts of illusion. They especially prefer the Occult spells Devise a Few Phantasmal Boulders, Devise Phantasmal Weapon, Disguise Object, Disguise Self, Disguise Voice, Invoke Noise Figment, Pitch Static Figment of Great Size, and Provide Apt Muffling. Their favorite tactic is to cast Devise a Few Phantasmal Boulders, place the boulders in positions to be used as stepping stones across a deep stream, and hide within them. There they wait for someone to step on the illusory stones and fall into their watery clutches.

Durabilities: Being part plant / part animal, this creature is Immune to Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects; and Sensitive to Blighting and Dehydrating Effects.

Gifts: Aquatic Combat, Night Vision, Motion Sensitivity

Habitat: Being half fish / half frogman, Bolotnik are amphibians living in swamps, bogs, lagoons, and other fresh water bodies. They can breathe both air and water. But, they cannot venture too far from the water. If their hair dries out, they will start suffering from dehydration.

Keywords: amphibian, blooded, fleshy, humanoid, living

Move Modes: Vault/Hop/Undulate. A Bolotnik may vault only once per scene.

Attack Modes: Spear or Throwing Spear or Bite/Claw

Traits: Fond of Frogmen and Spunkies

Cunning: Alert

Size: Medium

Wealth Type: Hoard

Danger Tier: 0

Origin: The Bolotnik, or Balotnayik, is a Slavic spirit.

Bolotnik Fighter Examples

Baseline Attributes

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

Adequate (Level 2)

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

HP=35; FP=32; Ward=0; SP=60 (vault) / 20 (hop) / 30 (undulate)

Att | Dam | Def | Stab: iaculum=+5 | 4 (setback) | 15 | 16; or spear=+6 | 4 | 15 | 16; or throwing spear=+7 | 4 | 11 | 12; or bite/claw=+6 | 7 | 15 | 16

Decent (Level 4)

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

HP=38; FP=34; Ward=1; SP=60 (vault) / 20 (hop) / 30 (undulate)

Att | Dam | Def | Stab: iaculum=+7 | 4 (setback) | 18 | 20; or spear=+8 | 4 | 18 | 20; or throwing spear=+10 | 4 | 14 | 16; or bite/claw=+8 | 7 | 18 | 20

Fit (Level 6)

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

HP=41; FP=34; Ward=1; SP=65 (vault) / 25 (hop) / 35 (undulate)

Att | Dam | Def | Stab: iaculum=+10 | 4 (setback) | 22 | 23; or spear=+11 | 4 | 22 | 23; or throwing spear=+12 | 4 | 18 | 19; or bite/claw=+11 | 7 | 22 | 23

Laudable (Level 8)

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

HP=45; FP=38; Ward=1; SP=70 (vault) / 30 (hop) / 40 (undulate)

Att | Dam | Def | Stab: iaculum=+13 | 4 (setback) | 24 | 26; or spear=+14 | 5 | 24 | 26; or throwing spear=+15 | 4 | 20 | 22; or bite/claw=+14 | 8 | 24 | 26

Model (Level 10)

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

HP=49; FP=38; Ward=1; SP=70 (vault) / 30 (hop) / 40 (undulate)

Att | Dam | Def | Stab: iaculum=+17 | 4 (setback) | 27 | 28; or spear=+18 | 6 | 27 | 28; or throwing spear=+17 | 4 | 23 | 24; or bite/claw=+18 | 9 | 27 | 28

Outstanding (Level 12)

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

HP=49; FP=41; Ward=1; SP=70 (vault) / 30 (hop) / 40 (undulate)

Att | Dam | Def | Stab: iaculum=+19 | 5 (setback) | 29 | 30; or spear=+20 | 6 | 29 | 30; or throwing spear=+20 | 4 | 25 | 26; or bite/claw=+20 | 9 | 29 | 30

Bolotnik Rogue Examples**Baseline Attributes**

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

Adequate (Level 2)

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

HP=32; FP=34; Ward=0; SP=60 (vault) / 20 (hop) / 30 (undulate)

Att | Dam | Def | Stab: dagger=+6 | 3 | 14 | 16; or iaculum=+4 | 4 (setback) | 15 | 17; or bite/claw=+5 | 6 | 15 | 17

Decent (Level 4)

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

HP=32; FP=34; Ward=0; SP=65 (vault) / 25 (hop) / 35 (undulate)

Att | Dam | Def | Stab: dagger=+10 | 3 | 18 | 18; or iaculum=+8 | 4 (setback) | 19 | 19; or bite/claw=+9 | 6 | 19 | 19

Fit (Level 6)

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

HP=35; FP=38; Ward=1; SP=65 (vault) / 25 (hop) / 35 (undulate)

Att | Dam | Def | Stab: dagger=+12 | 3 | 21 | 22; or iaculum=+10 | 4 (setback) | 22 | 23; or bite/claw=+11 | 6 | 22 | 23

Laudable (Level 8)

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

HP=35; FP=38; Ward=1; SP=65 (vault) / 25 (hop) / 35 (undulate)

Att | Dam | Def | Stab: dagger=+14 | 3 | 23 | 24; or iaculum=+12 | 6 (setback) | 24 | 25; or bite/claw=+13 | 6 | 24 | 25

Model (Level 10)

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

HP=35; FP=41; Ward=1; SP=70 (vault) / 30 (hop) / 40 (undulate)

Att | Dam | Def | Stab: dagger=+16 | 3 | 25 | 27; or iaculum=+14 | 7 (setback) | 26 | 28; or bite/claw=+15 | 6 | 26 | 28

Outstanding (Level 12)

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

HP=38; FP=41; Ward=1; SP=70 (vault) / 30 (hop) / 40 (undulate)

Att | Dam | Def | Stab: dagger=+18 | 3 | 28 | 30; or iaculum=+16 | 7 (setback) | 29 | 31; or bite/claw=+17 | 6 | 29 | 31

Bolotnik Sage Examples**Baseline Attributes**

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

Adequate (Level 2)

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

HP=32; FP=32; Ward=0; SP=55 (vault) / 15 (hop) / 25 (undulate)

Att | Dam | Def | Stab: iaculum=+3 | 4 (setback) | 14 | 16; or trident=+2 | 4 | 15 | 17; or throwing trident=+8 | 5 | 10 | 12; or bite/claw=+4 | 6 | 14 | 16

Decent (Level 4)

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

HP=32; FP=34; Ward=0; SP=60 (vault) / 20 (hop) / 30 (undulate)

Att | Dam | Def | Stab: iaculum=+5 | 5 (setback) | 16 | 19; or trident=+4 | 4 | 17 | 20; or throwing trident=+12 | 5 | 12 | 15; or bite/claw=+6 | 6 | 16 | 19

Fit (Level 6)

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

HP=38; FP=34; Ward=1; SP=60 (vault) / 20 (hop) / 30 (undulate)

Att | Dam | Def | Stab: iaculum=+7 | 5 (setback) | 20 | 23; or trident=+6 | 4 | 21 | 24; or throwing trident=+14 | 5 | 16 | 19; or bite/claw=+8 | 6 | 20 | 23

Laudable (Level 8)

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

HP=38; FP=38; Ward=1; SP=60 (vault) / 20 (hop) / 30 (undulate)

Att | Dam | Def | Stab: iaculum=+9 | 6 (setback) | 22 | 26; or trident=+8 | 4 | 23 | 27; or throwing trident=+18 | 5 | 18 | 22; or bite/claw=+10 | 6 | 22 | 26

Model (Level 10)

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

HP=38; FP=41; Ward=1; SP=60 (vault) / 20 (hop) / 30 (undulate)

Att | Dam | Def | Stab: iaculum=+11 | 7 (setback) | 24 | 28; or trident=+10 | 4 | 25 | 29; or throwing trident=+21 | 5 | 20 | 24; or bite/claw=+12 | 6 | 24 | 28

Outstanding (Level 12)

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

HP=38; FP=45; Ward=1; SP=65 (vault) / 25 (hop) / 35 (undulate)

Att | Dam | Def | Stab: iaculum=+14 | 7 (setback) | 27 | 31; or trident=+13 | 4 | 28 | 32; or throwing trident=+24 | 5 | 23 | 27; or bite/claw=+15 | 6 | 27 | 31

Boogy-Man

A Boogy-Man is a squat black faery that is covered with short bristly hair like that of a wild boar. Little is really known about the facial features of these faeries because they always vanish whenever they encounter a bright light. The only distinguishing characteristic, which witnesses agree upon is that they have extremely wide and malicious-looking toothy grins. Despite their camera-shy nature, nobody that meets one of these evil beasts doubts the fact that their teeth and claws are razor sharp, and they are quite capable of defending themselves.

Boogey-Men are always on the prowl for misbehaving children. Not because they are ravenous monsters, but rather because they are always on the hunt for recruits. Boogey-Men are masterly thieves, and always need underlings to extend their reach. When a child exhibits sufficiently promising criminal tendencies, a Boogey-Man will take notice and kidnap them as a potential apprentice.

Boogey-Men tend to avoid combat. When that's not possible, they prefer to fight in total darkness, using their magical ability to extinguish candles and torches, if necessary. As such, they force most opponents to fight them blind. (See [Fighting Blind](#) in the [Combat Rules](#) section of [The Rules Reference](#) for details.) Of course, due to their own [Dark Vision](#), the Boogy-Man himself is not hindered in any way by a total lack of light.

Habitat: The Boogy-Man is an extremely elusive urban creature that cannot abide light. As such, it sticks to dark shadows and nighttime incursions.

Origin: The Boogy-Man is an English monster used to frighten children into good behavior.

Fun Facts: All Boogey-Men have the skills of [Urban Stealth](#), [Opening Locks](#), [Finding Secret Stuff](#), [Picking Pockets](#)., and [Sleight of Hand](#). They also have the power to cast the Occult spells of [Flaunt Shadow Form](#) and [Pitch Extinguishing Cube of Great Size](#). They use all these spells and skills at ranks equal to their Levels.

Boogey-Men master the talent of [Cursing in Foreign Languages](#) that they use profusely. Oddly enough, a Boogy-Man would never think of cursing to a young child in a language they understand.

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

Keywords: ageless, blooded, faery, fleshy, humanoid, living, nocturnal

Traits: Avoids Bright Light, Terrified of Sunlight, Affinity toward Bogle Goblins and Bugbears

Attack Modes: Carnivorous Bite/Claw

Wealth Type: Monetary

Cunning: Alert

Move Modes: Run / Cling

Gifts: [Dark Vision](#)

Size: Medium

Danger Tier: +1

Medium Boogy-Man Examples

Baseline Attributes

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

Adequate (Level 2)

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

HP=32; FP=38; Ward=0; SP=40 (run) / 30 (cling)

Att | Dam | Def | Stab: bite/claw=+9 | 7 | 19 | 18

Decent (Level 4)

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

HP=38; FP=38; Ward=0; SP=45 (run) / 35 (cling)

Att | Dam | Def | Stab: bite/claw=+13 | 9 | 21 | 20

Fit (Level 6)

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

HP=41; FP=41; Ward=1; SP=50 (run) / 40 (cling)

Att | Dam | Def | Stab: bite/claw=+15 | 9 | 24 | 24

Laudable (Level 8)

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

HP=41; FP=41; Ward=1; SP=50 (run) / 40 (cling)

Att | Dam | Def | Stab: bite/claw=+18 | 9 | 27 | 26

Outstanding (Level 10)

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

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

Att | Dam | Def | Stab: bite/claw=+20 | 9 | 29 | 29

Remarkable (Level 12)

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

HP=45; FP=49; Ward=1; SP=55 (run) / 45 (cling)

Att | Dam | Def | Stab: bite/claw=+23 | 10 | 31 | 31

Superb (Level 14)

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

HP=45; FP=58; Ward=1; SP=60 (run) / 50 (cling)

Att | Dam | Def | Stab: bite/claw=+25 | 10 | 33 | 34

Bugbear

Bugbears are faery monsters resembling brown bears walking upright on their hind legs. Large lower tusks and glistening drool accentuate a Bugbear's exaggerated maw.

Bugbear gangs boldly roam the countrysides of their hunting grounds. These bands dispense with stealth, openly attacking any potential prey they outnumber. Fortunately, the faeries' slow wit prevents the bearish clans from becoming real threats to townships and fortified outposts.

When a bugbear ventures out on its own, it is more cautious. It may stalk a caravan for days, rustling bushes and branches along the way in an attempt to lure a lone individual into the woods. If it attracts more attention than it can safely handle, the burly faery will flee until a better opportunity presents itself, assuming a ghostly state if necessary.

Habitat: Bugbears are malicious faery monsters that lurk in the woods near human habitations where they can maintain cover and study their potential prey. As everyone knows, the bugbear's favorite flavor is 'naughty little child'.

Origin: The bugbear originated in England and is closely tied to the Welsh *bwg*, meaning ghost. They derive their name from their hairy, bear-like appearance and the grunts and growls they emit.

Fun Facts: Once per day, a Bugbear can assume an ethereal state as the Occult spell Stride in Spectral Form. The faery can re-materialize at will.

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

Keywords: ageless, blooded, faery, fleshy, living

Attack Modes: Carnivorous Bite/Claw

Wealth Type: Monetary

Cunning: Simpleminded

Move Modes: Run

Gifts: Night Vision

Size: Large

Danger Tier: 0

Large Bugbear Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=59; FP=29; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: bite/claw=+6 | 16 | 11 | 15

Decent (Level 2)

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

HP=70; FP=29; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+10 | 18 | 13 | 17

Fit (Level 4)

TN= 2; ST= 8; AG= -3; CR= 2; PC= 0; HT= -1; IN= -4

HP=76; FP=29; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+13 | 18 | 17 | 20

Laudable (Level 6)

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

HP=83; FP=32; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+15 | 18 | 20 | 24

Outstanding (Level 8)

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

HP=83; FP=34; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: bite/claw=+18 | 18 | 23 | 27

Remarkable (Level 10)

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

HP=99; FP=34; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: bite/claw=+21 | 19 | 26 | 30

Superb (Level 12)

TN= 4; ST= 9; AG= -2; CR= 2; PC= 3; HT= 0; IN= -4

HP=99; FP=41; Ward=2; SP=55 (run)

Att | Dam | Def | Stab: bite/claw=+23 | 19 | 28 | 33

Wondrous (Level 14)

TN= 4; ST= 9; AG= -1; CR= 3; PC= 3; HT= 0; IN= -4

HP=99; FP=41; Ward=2; SP=55 (run)

Att | Dam | Def | Stab: bite/claw=+26 | 19 | 31 | 35

Buggane

A Buggane is a shape-shifting faery noted for its equine-like features. Although its exact form varies from one sighting to another, it often appears as a large black skinned humanoid with horse-like ears and facial features. Roaming near streams and waterfalls, this faery lures beautiful females by assuming the form of a majestic, swift stallion with a shining coal black coat. Many damsels cannot resist the temptation to ride the handsome steed.

Just about anyone witnessing the Buggane's incredible shape-shifting ability is stupefied by their mastery over the skill. In the blink of an eye, a nightmarish troll sporting sharp teeth and muscled forearms terminated with massive hooves replaces the serene sight of a proud and powerful horse.

In the rare event that the Buggane assumes its most humanoid state, it has fingers that are tipped with claws like those of a raptor and a huge head with long teeth protruding from its maw. In combat, **Bugganes** frequently shift their hands into powerful hooves.

Habitat: The Buggane is often found grazing beside waterfalls. Some believe the Buggane to be a water spirit.

Origin: The buggane is a native of English waterfalls and is related to the Kelpie.

Fun Facts: This water-loving faery has the power of breathing underwater as the Occult spell Procure Great Aura of Nixie's Breath, which it uses at will. (See The Oculus of Occultism for details.)

A Buggane may take on any horse-like characteristic they choose. These include flaring nostrils, a waving tail, a silky mane, or any other attribute. Oddly enough, a few maidens voluntarily remain in the servitude of these creatures (although maiden is probably an inappropriate term for these ladies).

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

Gifts: Aquatic Combat, Night Vision

Keywords: ageless, blooded, equine-like, faery, fleshy, humanoid, living, shape-shifter, territorial

Traits: Fond of Fresh Water, Lusts after Elven Maidens

Wealth Type: Monetary *Cunning:* Alert

Attack Modes: Hoof/Hoof *Danger Tier:* 0

Move Modes: Run/Gallop *Size:* Large

Large Buggane Examples

Baseline Attributes

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

Adequate (Level 4)

TN= 2; ST= 9; AG= -5; CR= -3; PC= 1; HT= 0; IN= 0

HP=83; FP=34; Ward=1; SP=40 (run) / 60 (gallop)

Att | Dam | Def | Stab: hoof(x2)=+12 | 17 | 15 | 21

Decent (Level 6)

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

HP=91; FP=38; Ward=1; SP=45 (run) / 65 (gallop)

Att | Dam | Def | Stab: hoof(x2)=+15 | 18 | 17 | 24

Fit (Level 8)

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

HP=99; FP=38; Ward=1; SP=45 (run) / 65 (gallop)

Att | Dam | Def | Stab: hoof(x2)=+17 | 18 | 20 | 27

Laudable (Level 10)

TN= 3; ST= 11; AG= -5; CR= -2; PC= 2; HT= 0; IN= 0

HP=108; FP=38; Ward=1; SP=50 (run) / 70 (gallop)

Att | Dam | Def | Stab: hoof(x2)=+20 | 19 | 22 | 29

Outstanding (Level 12)

TN= 4; ST= 11; AG= -5; CR= -2; PC= 3; HT= 0; IN= 0

HP=117; FP=41; Ward=2; SP=50 (run) / 70 (gallop)

Att | Dam | Def | Stab: hoof(x2)=+22 | 19 | 25 | 33

Remarkable (Level 14)

TN= 4; ST= 11; AG= -3; CR= -2; PC= 3; HT= 0; IN= 0

HP=117; FP=41; Ward=2; SP=55 (run) / 75 (gallop)

Att | Dam | Def | Stab: hoof(x2)=+26 | 19 | 29 | 35

Superb (Level 16)

TN= 4; ST= 11; AG= -3; CR= -2; PC= 3; HT= 2; IN= 0

HP=117; FP=49; Ward=2; SP=55 (run) / 75 (gallop)

Att | Dam | Def | Stab: hoof(x2)=+28 | 19 | 31 | 37

Wondrous (Level 18)

TN= 4; ST= 11; AG= -3; CR= -1; PC= 3; HT= 3; IN= 0

HP=117; FP=53; Ward=2; SP=55 (run) / 75 (gallop)

Att | Dam | Def | Stab: hoof(x2)=+30 | 19 | 33 | 39

Bestiary ~ C

Caballucos del Diablo

Caballucos del Diablo (Small horses of the Devil), are hybrid fiendish equines that are a blend of horses and oversize dragonflies. They have the heads, chest, and fore-hooves of horses and the wings, thoraxes, and abdomens of dragonflies.

They are said to be the souls of the damned conscripted into service as flying steeds by imps. The color of each is associated with the doomed soul's favorite sin: black (apathy), blue (sloth), orange (lust), red (anger), white (greed), yellow (pride), and green (envy).

Habitat: When not being tormented in hell, these fiendish horses are in the service of some demon or devil. One of their favored tactics is to hide within bonfires from which they will leap out and scream to gain surprise.

Origin: Caballucos del Diablo come from the folklore of Cantabria, Spain, where they are said to burst forth from smoking fires with loud piercing screams of delight, reveling in their temporary respite from hell's prison.

Fun Facts: Once per day a Caballucos del Diablo can emit a piercing cackling scream which acts like the Occult spell Invoke Fell Roar of Great Size in all who hear it.

These Hellions have the ability to possess objects and creatures as the Pagan Pandemonium spells Possess Living Creature and Possess Object. They cast these spells at ranks equal to their Levels. (See The Codex of Cultures for details.)

When desired, these demons may also produce an unholy aura as the Occult spell Manifest Large Aura of Dire Hellfire, cast at a spell rank equal to their 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: eidolon, equine-like, hellion, hybrid, insect-like, winged

Attack Modes: Hoof *Wealth Type:* Incidental

Move Modes: Gallop/Hover *Cunning:* Alert

Gifts: Astral Vision *Size:* Small

Danger Tier: +1

Small Caballucos del Diablo

Baseline Attributes

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

Adequate (Level 6)

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

HP=21; FP=32; Ward=0; SP=55 (gallop) / 45 (hover)

Att | Dam | Def | Stab: hoof=+13 | 3 | 26 | 19

Decent (Level 8)

TN= -1; ST= -4; AG= 9; CR= 2; PC= 0; HT= 0; IN= 2

HP=21; FP=32; Ward=0; SP=60 (gallop) / 50 (hover)

Att | Dam | Def | Stab: hoof=+17 | 3 | 30 | 21

Fit (Level 10)

TN= 0; ST= -4; AG= 9; CR= 2; PC= 0; HT= 1; IN= 2

HP=23; FP=34; Ward=0; SP=60 (gallop) / 50 (hover)

Att | Dam | Def | Stab: hoof=+19 | 3 | 33 | 24

Laudable (Level 12)

TN= 0; ST= -3; AG= 9; CR= 2; PC= 0; HT= 2; IN= 2

HP=25; FP=38; Ward=0; SP=60 (gallop) / 50 (hover)

Att | Dam | Def | Stab: hoof=+22 | 3 | 35 | 26

Model (Level 14)

TN= 0; ST= -3; AG= 9; CR= 3; PC= 0; HT= 2; IN= 3

HP=25; FP=38; Ward=0; SP=60 (gallop) / 50 (hover)

Att | Dam | Def | Stab: hoof=+24 | 3 | 37 | 28

Outstanding (Level 16)

TN= 1; ST= -3; AG= 9; CR= 4; PC= 0; HT= 2; IN= 3

HP=27; FP=38; Ward=1; SP=60 (gallop) / 50 (hover)

Att | Dam | Def | Stab: hoof=+26 | 3 | 40 | 31

Changeling

A Changeling is a Celtic faery that is believed to resemble an ugly goblin. Its actual appearance is uncertain because changelings have the remarkable ability to shape-shift and cast illusions, both of which they practice frequently. The Changeling's shape-shifting ability has the unusual quirk that its stature is imperceptibly diminished every time its form changes.

By the time a Changeling has grown to venerable age, it has diminished to the stature of a human baby. Weak due to its size and toothless due to its extreme age, the changeling resorts to an old faery trick. The shape-shifter will seek out a family that has recently acquired a new infant baby. When an appropriate clan is spotted, the Changeling will kidnap the baby, transform itself into the baby's twin, and deposit itself in the empty crib. Once all has been accomplished, the wicked little faery will begin wailing and crying to be pampered and fed by its adopted caretakers.

Habitat: Because of the Changelings' remarkable shape-shifting abilities, it can survive in conditions varying from desert to arctic. Even so, it seems to prefer temperate climates.

Fun Facts: **Changelings** are capable of transforming their form in a manner similar to the Eldritch skill Shift to Woodland Animal Form. As if its shape-shifting abilities are not enough, changelings also have the capability to change their appearance as the Occult illusion Disguise Creature.

Only a single limitation exists on the forms that a Changeling can take. When shifting from one form to another, the new form can be no larger than the old form. While an infant Changeling begins life at about the size of an ogre, most adults have diminished down to the size of human children. (Figure that one out!)

Taking on a new form gives no magical or Eldritch abilities common to the shape. Thus, a Changeling dragon has no breath weapon but it does gain superior Natural Ward from its scales. Of course, the attacks of a miniature dragon deliver appropriately miniaturized damage.

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

Origin: Changelings are found throughout the Celtic lands of Europe, most particularly on the British Isles.

Keywords: blooded, faery, fleshy, living, shape-shifter, trickster

Wealth Type: Monetary

Cunning: Alert

Attack Modes: by Form

Move Modes: Run

Gifts: Night Vision

Danger Tier: 0

Large Changeling 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)

Att | Dam | Def | Stab: by form=+0 | by form | 6 | 12

Decent (Level 2)

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

HP=64; FP=34; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: by form=+3 | by form | 9 | 15

Fit (Level 4)

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

HP=70; FP=38; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: by form=+5 | by form | 12 | 19

Laudable (Level 6)

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

HP=76; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: by form=+8 | by form | 14 | 22

Model (Level 8)

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

HP=76; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: by form=+11 | by form | 17 | 24

Outstanding (Level 10)

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

HP=83; FP=41; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: by form=+15 | by form | 20 | 26

Medium Changeling 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= 1; CR= 0; PC= 1; HT= 0; IN= 0

HP=32; FP=34; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: by form=+3 | by form | 13 | 13

Decent (Level 4)

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

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

Att | Dam | Def | Stab: by form=+5 | by form | 16 | 17

Fit (Level 6)
 TN= 1; ST= 1; AG= 1; CR= 0; PC= 3; HT= 0; IN= 0
 HP=38; FP=41; Ward=1; SP=40 (run)
 Att | Dam | Def | Stab: by form=+8 | by form | 18 | 20

Laudable (Level 8)
 TN= 1; ST= 1; AG= 2; CR= 0; PC= 3; HT= 0; IN= 1
 HP=38; FP=41; Ward=1; SP=40 (run)
 Att | Dam | Def | Stab: by form=+11 | by form | 21 | 22

Model (Level 10)
 TN= 1; ST= 2; AG= 3; CR= 0; PC= 3; HT= 0; IN= 1
 HP=41; FP=41; Ward=1; SP=50 (run)
 Att | Dam | Def | Stab: by form=+15 | by form | 24 | 24

Outstanding (Level 12)
 TN= 1; ST= 3; AG= 3; CR= 1; PC= 3; HT= 0; IN= 1
 HP=45; FP=41; Ward=1; SP=50 (run)
 Att | Dam | Def | Stab: by form=+18 | by form | 26 | 26

Small Changeling Examples

Small changelings are the adults of the species.

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

Adequate (Level 4)
 TN= -1; ST= -6; AG= 7; CR= 2; PC= 2; HT= 0; IN= 0
 HP=17; FP=38; Ward=0; SP=35 (run)
 Att | Dam | Def | Stab: by form=+5 | by form | 20 | 15

Decent (Level 6)
 TN= -1; ST= -5; AG= 7; CR= 2; PC= 3; HT= 0; IN= 0
 HP=19; FP=41; Ward=0; SP=40 (run)
 Att | Dam | Def | Stab: by form=+8 | by form | 22 | 18

Fit (Level 8)
 TN= -1; ST= -5; AG= 8; CR= 2; PC= 3; HT= 0; IN= 1
 HP=19; FP=41; Ward=0; SP=40 (run)
 Att | Dam | Def | Stab: by form=+11 | by form | 25 | 20

Laudable (Level 10)
 TN= -1; ST= -4; AG= 9; CR= 2; PC= 3; HT= 0; IN= 1
 HP=21; FP=41; Ward=0; SP=50 (run)
 Att | Dam | Def | Stab: by form=+15 | by form | 28 | 22

Model (Level 12)
 TN= -1; ST= -3; AG= 9; CR= 3; PC= 3; HT= 0; IN= 1
 HP=23; FP=41; Ward=0; SP=50 (run)
 Att | Dam | Def | Stab: by form=+18 | by form | 30 | 24

Outstanding (Level 14)
 TN= -1; ST= -3; AG= 9; CR= 4; PC= 3; HT= 1; IN= 1
 HP=23; FP=45; Ward=0; SP=50 (run)
 Att | Dam | Def | Stab: by form=+20 | by form | 32 | 26

Tiny Changeling Examples

Tiny changelings, known as crimbles, are ancient. They often take the place of human infants that are kidnapped from their rightful parents by the faery folk.

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

Adequate (Level 6)
 TN= -3; ST= -11; AG= 13; CR= 4; PC= 3; HT= 0; IN= 0
 HP=10; FP=41; Ward=0; SP=40 (run)
 Att | Dam | Def | Stab: by form=+8 | by form | 26 | 16

Decent (Level 8)
 TN= -3; ST= -11; AG= 14; CR= 4; PC= 3; HT= 0; IN= 1
 HP=10; FP=41; Ward=0; SP=40 (run)
 Att | Dam | Def | Stab: by form=+11 | by form | 29 | 18

Fit (Level 10)
 TN= -3; ST= -10; AG= 15; CR= 4; PC= 3; HT= 0; IN= 1
 HP=10; FP=41; Ward=0; SP=50 (run)
 Att | Dam | Def | Stab: by form=+15 | by form | 32 | 20

Laudable (Level 12)
 TN= -3; ST= -9; AG= 15; CR= 5; PC= 3; HT= 0; IN= 1
 HP=11; FP=41; Ward=0; SP=50 (run)
 Att | Dam | Def | Stab: by form=+18 | by form | 34 | 22

Model (Level 14)
 TN= -3; ST= -9; AG= 15; CR= 6; PC= 3; HT= 1; IN= 1
 HP=11; FP=45; Ward=0; SP=50 (run)
 Att | Dam | Def | Stab: by form=+20 | by form | 36 | 24

Outstanding (Level 16)
 TN= -3; ST= -9; AG= 15; CR= 7; PC= 3; HT= 1; IN= 2
 HP=11; FP=45; Ward=0; SP=50 (run)
 Att | Dam | Def | Stab: by form=+22 | by form | 38 | 26

Chimera, Heraldic

The Chimera is a horrific monster with three disparate heads lined up side-by-side at the creature's anterior. The first is a lion's, the next is a dragon's, and the last is a giant ram's. Its body is that of a huge lion. From the back extend two powerful dragon wings capable of carrying the beast aloft. The terrible sight of a Chimera coasting lazily through the air near a local villa or town is certainly enough to send chills down the spines of the hardest adventurers.

Habitat: **Heraldic Chimeras** are found throughout the European countryside. They will generally lay claim to a natural cave or an old abandoned castle and inject terror into the lives of nearby townsfolk until some brave knight rides out to glory or death.

Fun Facts: The dragon's head breathes fire as the Occult spell Invoke Large Cone of Grim Fire. Further, the lion's head, front and center can pipe out an impressive roar. All hearing this deafening sound must be affected as the Occult spell Invoke Fell Roar of Epic Size. Treat both abilities as if cast at a spell rank equal to the chimera's Level

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

Keywords: blooded, carnivore, chimera, dragon-like, feline-like, fleshy, heraldic, herbivore, hybrid, living, mammal-like, multi-headed, predator, reptile-like, serpent-like, territorial, winged

Origin: Although the original chimera was a Grecian creation, it evolved over the centuries into a slightly different form. The heraldic chimera's main hangout was on the shields, banners, and crests of medieval knights.

Attack Modes: Carnivorous Bite/Claw and Carnivorous Bite and Head Butt

Danger Tier: +2 for Large-size; +3 for Great

Wealth Type: Hoard

Cunning: Bestial

Move Modes: Bounding/Glide

Gifts: Night Vision

Great Heraldic Chimera Examples

Baseline Attributes

TN= 4; ST= 12; AG= -4; CR= -1; PC= 4; HT= -2; IN= -6

Adequate (Level 14)

TN= 7; ST= 13; AG= -1; CR= 0; PC= 7; HT= -1; IN= -5
HP=181; FP=53; Ward=3; SP=110 (bounding) / 120 (glide)
Att | Dam | Def | Stab: bite/claw and bite and head butt=+30
and +30 and +30 | 25 and 22 and 22 | 34 | 42

Decent (Level 16)

TN= 7; ST= 13; AG= 0; CR= 1; PC= 7; HT= -1; IN= -5
HP=181; FP=53; Ward=3; SP=115 (bounding) / 125 (glide)
Att | Dam | Def | Stab: bite/claw and bite and head butt=+33
and +33 and +33 | 25 and 22 and 22 | 37 | 44

Fit (Level 18)

TN= 7; ST= 14; AG= 0; CR= 2; PC= 7; HT= -1; IN= -5
HP=197; FP=53; Ward=3; SP=120 (bounding) / 130 (glide)
Att | Dam | Def | Stab: bite/claw and bite and head butt=+36
and +36 and +36 | 26 and 23 and 23 | 39 | 46

Large Heraldic Chimera Examples

Baseline Attributes

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

Adequate (Level 6)

TN= 3; ST= 7; AG= 4; CR= 2; PC= 5; HT= -2; IN= -6
HP=76; FP=41; Ward=1; SP=95 (bounding) / 105 (glide)
Att | Dam | Def | Stab: bite/claw and bite and head butt=+21
and +21 and +21 | 17 and 14 and 14 | 27 | 28

Decent (Level 8)

TN= 4; ST= 7; AG= 4; CR= 2; PC= 6; HT= -2; IN= -6
HP=83; FP=45; Ward=2; SP=100 (bounding) / 110 (glide)
Att | Dam | Def | Stab: bite/claw and bite and head butt=+23
and +23 and +23 | 17 and 14 and 14 | 30 | 32

Fit (Level 10)

TN= 5; ST= 7; AG= 5; CR= 2; PC= 6; HT= -2; IN= -6
HP=91; FP=45; Ward=2; SP=105 (bounding) / 115 (glide)
Att | Dam | Def | Stab: bite/claw and bite and head butt=+26
and +26 and +26 | 17 and 14 and 14 | 34 | 35

Laudable (Level 12)

TN= 5; ST= 7; AG= 5; CR= 2; PC= 7; HT= -2; IN= -5
HP=91; FP=49; Ward=2; SP=110 (bounding) / 120 (glide)
Att | Dam | Def | Stab: bite/claw and bite and head butt=+28
and +28 and +28 | 17 and 14 and 14 | 36 | 38

Model (Level 14)

TN= 5; ST= 7; AG= 5; CR= 2; PC= 7; HT= -1; IN= -5
HP=91; FP=53; Ward=2; SP=110 (bounding) / 120 (glide)
Att | Dam | Def | Stab: bite/claw and bite and head butt=+30
and +30 and +30 | 17 and 14 and 14 | 38 | 40

Outstanding (Level 16)

TN= 5; ST= 7; AG= 6; CR= 3; PC= 7; HT= -1; IN= -5
HP=91; FP=53; Ward=2; SP=115 (bounding) / 125 (glide)
Att | Dam | Def | Stab: bite/claw and bite and head butt=+33
and +33 and +33 | 17 and 14 and 14 | 41 | 42

Cockatrice

A Cockatrice is an unusual rooster/dragon hybrid with a rooster's head and body, a serpent's tail, and bat-like wings. They are among the most vile creatures known, perhaps only competing with the Basilisk in this regard. Cockatrices exhale toxic fumes that continually surround them, and their gaze can turn a man to stone.

The Cockatrice's nemesis is the weasel. These sinuous mammals are immune to both the breath and gaze of the Cockatrice, to the noxious bird's great misfortune. Further, weasels delight in assailing any cockatrice crossing their paths. On the other hand, the cockatrice's toxic effects have no impact on the Toads and Poisonous Snakes they often associate with.

Cockatrices hatch from eggs laid by old hens and incubated by toads or serpents. Some scholars say a rooster must have laid the egg -- rare indeed!

Although a Cockatrice can attack with its beak, it generally relies on its poisonous breath and deadly gaze.

Habitat: The Cockatrice is native to all parts of the southern and western portions of Europe. Fortunately, as the creature is so susceptible to the rooster's crow, it is rarely seen near any human populace. Although capable of flight over short distances, it usually nests on the ground.

Origin: The cockatrice legend has existed since classical times. It is possible that they arose from misunderstood accounts of hooded cobras in the Middle East. The folklore of cockatrices and basilisks overlap greatly, with some accounts conflating the two as the same species. Even so, basilisk / cockatrice tales describes them as either being pure serpents or as hybrids of cock and dragon. Some accounts even portray them as having eight legs. This description focuses on the rooster/dragon hybrid interpretation.

Fun Facts: The breath of a Cockatrice is poisonous to anyone nearby. Treat this as the Occult spell Manifest Great Halo of Dire Toxic Fumes. Further, the gaze of a cockatrice can turn its foe into stone as the Occult spell Invoke Bane of Fell Petrification. Treat both of these powers as if cast at spell ranks equal to its Level.

Oddly enough, a rooster's crow easily keeps this dangerous monster at bay. If a cockatrice hears one "cock-a-doodle-do," it immediately dies (no Conflict Roll).

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

Keywords: avian-like, blooded, dragon-like, fleshy, hybrid, living, poisonous, reptile-like, winged

Traits: Terrified of Weasels and Roosters, Fond of Toads and Poisonous Snakes

Attack Modes: Beak

Wealth Type: Incidental

Move Modes: Scamper/Hover

Cunning: Bestial

Gifts: Night Vision

Danger Tier: +3

Small Cockatrice Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=21; FP=53; Ward=0; SP=50 (scamper) / 60 (hover)

Att | Dam | Def | Stab: beak=+9 | 2 | 20 | 16

Decent (Level 2)

TN= -2; ST= -3; AG= 9; CR= 5; PC= 4; HT= 2; IN= -6

HP=21; FP=53; Ward=0; SP=55 (scamper) / 65 (hover)

Att | Dam | Def | Stab: beak=+12 | 2 | 23 | 18

Fit (Level 4)

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

HP=23; FP=53; Ward=0; SP=55 (scamper) / 65 (hover)

Att | Dam | Def | Stab: beak=+15 | 2 | 25 | 20

Laudable (Level 6)

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

HP=23; FP=53; Ward=0; SP=60 (scamper) / 70 (hover)

Att | Dam | Def | Stab: beak=+18 | 2 | 28 | 22

Outstanding (Level 8)

TN= -2; ST= -2; AG= 10; CR= 7; PC= 4; HT= 2; IN= -4

HP=23; FP=53; Ward=0; SP=60 (scamper) / 70 (hover)

Att | Dam | Def | Stab: beak=+20 | 2 | 30 | 24

Remarkable (Level 10)

TN= -2; ST= -1; AG= 10; CR= 7; PC= 4; HT= 3; IN= -4

HP=25; FP=58; Ward=0; SP=65 (scamper) / 75 (hover)

Att | Dam | Def | Stab: beak=+23 | 2 | 32 | 26

Superb (Level 12)

TN= -2; ST= -1; AG= 11; CR= 7; PC= 4; HT= 4; IN= -4

HP=25; FP=64; Ward=0; SP=65 (scamper) / 75 (hover)

Att | Dam | Def | Stab: beak=+26 | 2 | 35 | 28

Wondrous (Level 14)

TN= -2; ST= -1; AG= 11; CR= 7; PC= 5; HT= 4; IN= -3

HP=25; FP=69; Ward=0; SP=70 (scamper) / 80 (hover)

Att | Dam | Def | Stab: beak=+28 | 2 | 37 | 31

Cuegle

The Cuegle is a small humanoid-like creature with tar black skin walking on two legs. A thick neck supports its squat head that grows a goat-like beard from its chin. A single horn protrudes from its forehead and five rows of sharp teeth fill its maw. It has three eyes (one each of blue, red, and green), and three muscular arms ending in stumps, entirely lacking hands and fingers.

Fun Facts: A Cuegle is remarkably strong for its size, making it superb with the skill of Pummeling, which they use at a rank equal to their Level.

Further, the Cuegle's three-color eyes give them Day Vision, Heat Vision, and Night Vision. So, they can see clearly in nearly any situation, although only one eye is open at a time.

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

Habitat: **Cuegles** live in caves near farmland, where they have ready access to livestock, and the occasional human baby. Often, they will adopt Cantabrian Cyclopes as their leaders, whom they view as semi-divine.

Origin: The Cuegle comes from Spanish folklore, from the region of Cantabria.

Traits: Averse to Holly and Oak, Delights in Stealing Babies, Loves the Taste of Human Flesh, Reveres Cantabrian Cyclopes

Gifts: Astral Sense, Day Vision, Heat Sense

Keywords: blooded, fleshy, humanoid-like, living, man-eater, predator

Attack Modes: Maw/Gore/Punch or Punch/Punch/Punch

Wealth Type: Incidental *Cunning:* Simpleminded

Danger Tier: 0 *Move Modes:* Run

Small Cuegle Examples

Baseline Attributes

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

Adequate (Level 2)

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

HP=35; FP=38; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: maw/gore/punch=+11 | 8 | 20 | 21; or punch(×3)=+11 | 3 | 17 | 18

Decent (Level 4)

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

HP=38; FP=38; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: maw/gore/punch=+14 | 9 | 22 | 23; or punch(×3)=+14 | 4 | 19 | 20

Fit (Level 6)

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

HP=45; FP=38; Ward=1; SP=60 (run)

Att | Dam | Def | Stab: maw/gore/punch=+17 | 10 | 25 | 26; or punch(×3)=+17 | 5 | 22 | 23

Laudable (Level 8)

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

HP=49; FP=38; Ward=1; SP=60 (run)

Att | Dam | Def | Stab: maw/gore/punch=+19 | 10 | 28 | 29; or punch(×3)=+19 | 5 | 25 | 26

Outstanding (Level 10)

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

HP=54; FP=38; Ward=1; SP=65 (run)

Att | Dam | Def | Stab: maw/gore/punch=+22 | 11 | 30 | 31; or punch(×3)=+22 | 6 | 27 | 28

Remarkable (Level 12)

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

HP=64; FP=38; Ward=1; SP=65 (run)

Att | Dam | Def | Stab: maw/gore/punch=+25 | 12 | 33 | 34; or punch(×3)=+25 | 7 | 30 | 31

Superb (Level 14)

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

HP=64; FP=41; Ward=1; SP=75 (run)

Att | Dam | Def | Stab: maw/gore/punch=+28 | 12 | 36 | 37; or punch(×3)=+28 | 7 | 33 | 34

Wondrous (Level 16)

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

HP=64; FP=45; Ward=1; SP=80 (run)

Att | Dam | Def | Stab: maw/gore/punch=+30 | 12 | 38 | 40; or punch(×3)=+30 | 7 | 35 | 37

Cuélebre

The **Cuelebre** is a dragon with a giant serpentine body, tail, and two bat-like wings. Its skin, which usually has a red or green coloration, grows thicker and harder with age. Indeed, throughout its exceedingly long life, the Cuélebre never stops growing in size. When attacked, the serpent is capable of breathing flame to roast its foes. It will do so whenever it can engulf more than one enemy in the conflagration.

Habitat: These serpentine dragons live in caves, where they guard their hoards of gold, colorful jewels, and the occasional kidnapped maiden. Their favored captives are Xanas, a type of water nymph closely related to the Undine.

Origin: The Cuélebre comes from the regions of Asturias and Cantabria of northern Spain. It was said to never stop growing, and when it became too large for the land to support, it would fly away to Mar Cuajada, a paradise filled with treasure across the sea.

Fun Facts: Every day, the first three bites of this creature deliver a Strong Killing Venom (see Poisons in The Wicked Workshop for details). Thereafter, the serpent's venom will be depleted until the next day.

The dragon can grab hold of and restrain its prey as a Constriction Attack (as described in the Special Attack Modes section of The Rules Reference).

The dragon is continually surrounded by an aura of fear as the spell Manifest Great Gloom of Dire Fear. It can also bellow a mighty roar to frighten off some of its attackers as the Occult spell Invoke Fell Roar of Epic Size. Treat both as being cast at spell ranks equal to the dragon's Level.

Durabilities: **Cuelebres** are Immune to Blighting, Captivating, Dreadful, Enervating, Infernal, Metaphysical, Poisoning, Quieting, Righteous, Scorching, Sedating, Sunshining, and Toxic Effects.

Further, the dragon is immune to all forms of poison and resists the effects of magic. Any spell cast at the creature has its spell ranks cut in half.

Traits: Fond of Beautiful Maidens, Lust for Gold and Jewels

Keywords: ageless, blooded, carnivore, dragon, fiery, fleshy, living, poisonous, predator, reptile, serpentine, territorial, winged

Attack Modes: Carnivorous Bite+Poison/Wing Buffet or Constriction. The Cuélebre may attack with its wings only when resting on solid ground.

Gifts: Gold Sense, Moderate Natural Armor, Night Vision

Wealth Type: Hoard

Cunning: Bestial

Move Modes: Slither/Glide

Epic Cuélebre Examples

Danger Tier: +4

Fun Facts: The Epic Cuélebre may breathe fire three times per day. The breath weapon has the effect of the Occult spell Invoke Epic Cone of Grim Fire cast at a spell rank equal to the beast's Level.

Baseline Attributes

TN= 7; ST= 20; AG= -19; CR= -2; PC= 4; HT= 3; IN= -6

Adequate (Level 16)

TN= 10; ST= 24; AG= -17; CR= 0; PC= 5; HT= 5; IN= -5

HP=609; FP=76; Ward=13; SP=55 (slither) / 85 (glide)

Att | Dam | Def | Stab: bite/wing buffet=+27 | 39 +poison | 19 | 45; or constriction=+27 | 6 (dam) + 9 (setback) | 19 | 45

Fit (Level 18)

TN= 10; ST= 24; AG= -16; CR= 0; PC= 5; HT= 5; IN= -4

HP=609; FP=76; Ward=13; SP=60 (slither) / 90 (glide)

Att | Dam | Def | Stab: bite/wing buffet=+30 | 39 +poison | 22 | 47; or constriction=+30 | 6 (dam) + 9 (setback) | 22 | 47

Laudable (Level 20)

TN= 10; ST= 24; AG= -16; CR= 0; PC= 5; HT= 6; IN= -3

HP=609; FP=82; Ward=13; SP=60 (slither) / 90 (glide)

Att | Dam | Def | Stab: bite/wing buffet=+32 | 39 +poison | 24 | 49; or constriction=+32 | 6 (dam) + 9 (setback) | 24 | 49

Outstanding (Level 22)

TN= 10; ST= 24; AG= -16; CR= 1; PC= 5; HT= 6; IN= -3

HP=609; FP=82; Ward=13; SP=60 (slither) / 90 (glide)

Att | Dam | Def | Stab: bite/wing buffet=+34 | 39 +poison | 26 | 51; or constriction=+34 | 6 (dam) + 10 (setback) | 26 | 51

Great Cuélebre Examples

Danger Tier: +3

Fun Facts: The Great Cuélebre may breathe fire three times per day. The breath weapon has the effect of the Occult spell Invoke Great Cone of Grim Fire cast at a spell rank equal to the beast's Level.

Baseline Attributes

TN= 5; ST= 14; AG= -13; CR= 0; PC= 4; HT= 3; IN= -6

Adequate (Level 12)

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

HP=256; FP=69; Ward=10; SP=50 (slither) / 80 (glide)

Att | Dam | Def | Stab: bite/wing buffet=+22 | 29 +poison | 18 | 37; or constriction=+22 | 5 (dam) + 9 (setback) | 18 | 37

Fit (Level 14)
 TN= 8; ST= 17; AG= -11; CR= 2; PC= 5; HT= 5; IN= -5
 HP=279; FP=76; Ward=11; SP=50 (slither) / 80 (glide)
 Att | Dam | Def | Stab: bite/wing buffet=+24 | 29 +poison |
 21 | 41; or constriction=+24 | 5 (dam) + 9 (setback) | 21 | 41

Laudable (Level 16)
 TN= 8; ST= 18; AG= -11; CR= 2; PC= 5; HT= 5; IN= -5
 HP=304; FP=76; Ward=11; SP=55 (slither) / 85 (glide)
 Att | Dam | Def | Stab: bite/wing buffet=+27 | 30 +poison |
 23 | 43; or constriction=+27 | 5 (dam) + 9 (setback) | 23 | 43

Outstanding (Level 18)
 TN= 8; ST= 18; AG= -10; CR= 2; PC= 5; HT= 5; IN= -4
 HP=304; FP=76; Ward=11; SP=60 (slither) / 90 (glide)
 Att | Dam | Def | Stab: bite/wing buffet=+30 | 30 +poison |
 26 | 45; or constriction=+30 | 5 (dam) + 9 (setback) | 26 | 45

Large Cuélebre Examples

Danger Tier: +2

Fun Facts: The Large Cuélebre may breathe fire three times per day. The breath weapon has the effect of the Occult spell Invoke Large Cone of Grim Fire cast at a spell rank equal to the beast's Level.

Baseline Attributes
 TN= 3; ST= 8; AG= -7; CR= 2; PC= 4; HT= 3; IN= -6

Adequate (Level 8)
 TN= 5; ST= 10; AG= -6; CR= 3; PC= 4; HT= 4; IN= -5
 HP=117; FP=64; Ward=9; SP=45 (slither) / 75 (glide)
 Att | Dam | Def | Stab: bite/wing buffet=+16 | 19 +poison |
 17 | 31; or constriction=+16 | 4 (dam) + 8 (setback) | 17 | 31

Fit (Level 10)
 TN= 5; ST= 11; AG= -5; CR= 3; PC= 4; HT= 4; IN= -5
 HP=128; FP=64; Ward=9; SP=50 (slither) / 80 (glide)
 Att | Dam | Def | Stab: bite/wing buffet=+20 | 20 +poison |
 20 | 33; or constriction=+20 | 4 (dam) + 8 (setback) | 20 | 33

Laudable (Level 12)
 TN= 5; ST= 11; AG= -5; CR= 4; PC= 4; HT= 5; IN= -5
 HP=128; FP=69; Ward=9; SP=50 (slither) / 80 (glide)
 Att | Dam | Def | Stab: bite/wing buffet=+22 | 20 +poison |
 22 | 35; or constriction=+22 | 4 (dam) + 9 (setback) | 22 | 35

Outstanding (Level 14)
 TN= 6; ST= 11; AG= -5; CR= 4; PC= 5; HT= 5; IN= -5
 HP=140; FP=76; Ward=10; SP=50 (slither) / 80 (glide)
 Att | Dam | Def | Stab: bite/wing buffet=+24 | 20 +poison |
 25 | 39; or constriction=+24 | 4 (dam) + 9 (setback) | 25 | 39

Medium Cuélebre (Hatchling)

Danger Tier: +2

Fun Facts: The Medium Cuélebre may breathe fire three times per day. The breath weapon has the effect of the Occult spell Invoke Medium Cone of Grim Fire cast at a spell rank equal to the beast's Level.

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

Adequate (Level 4)
 TN= 2; ST= 3; AG= -1; CR= 5; PC= 4; HT= 4; IN= -6
 HP=49; FP=64; Ward=8; SP=35 (slither) / 65 (glide)
 Att | Dam | Def | Stab: bite/wing buffet=+10 | 10 +poison |
 15 | 24; or constriction=+10 | 3 (dam) + 9 (setback) | 15 | 24

Fit (Level 6)
 TN= 3; ST= 3; AG= 0; CR= 5; PC= 4; HT= 4; IN= -6
 HP=54; FP=64; Ward=8; SP=40 (slither) / 70 (glide)
 Att | Dam | Def | Stab: bite/wing buffet=+13 | 10 +poison |
 19 | 27; or constriction=+13 | 3 (dam) + 9 (setback) | 19 | 27

Laudable (Level 8)
 TN= 3; ST= 4; AG= 0; CR= 5; PC= 4; HT= 4; IN= -5
 HP=59; FP=64; Ward=8; SP=45 (slither) / 75 (glide)
 Att | Dam | Def | Stab: bite/wing buffet=+16 | 11 +poison |
 21 | 29; or constriction=+16 | 3 (dam) + 9 (setback) | 21 | 29

Outstanding (Level 10)
 TN= 3; ST= 5; AG= 1; CR= 5; PC= 4; HT= 4; IN= -5
 HP=64; FP=64; Ward=8; SP=50 (slither) / 80 (glide)
 Att | Dam | Def | Stab: bite/wing buffet=+20 | 12 +poison |
 24 | 31; or constriction=+20 | 3 (dam) + 9 (setback) | 24 | 31

Cyclops, Cantabrian

A Cantabrian Cyclops is an ogre-like humanoid with a single eye in the middle of its forehead and two rows of razor-sharp teeth. It has red hair and beard, which are both exceptionally long and wildly bushy. Each of its hands has ten fingers with jagged yellowed nails, and each of its feet has ten toes, which are equally unkempt. The females lack beards, but have long drooping breasts that they throw over their shoulders for comfort when running or traveling long distances.

Cantabrian Cyclopes frequently keep brown bears as pets and guardians. They raise cattle for food, although they are not above snacking on any men they cross paths with.

These cyclopes usually use their teeth and claws in combat. But, they occasionally wield crude spears to extend their reach, which are little more than sapling trunks whittled down to points.

The giants will rip these saplings from the ground, roots and all. Needless to say, this attracts the ire of faeries tasked with tending the woodlands. The relentless damage these cyclopes cause the forests has earned them a fierce rivalry with the diminutive Anjana (Pillywiggin) Sprites, whom they fear above all other creatures.

Habitat: **Cantabrian Cyclopes** live in natural caves or the ruins of old castles. Although many live secluded lives, some act as chieftains and shamens of Cuele tribes, who revere them as semi-divine.

Origin: Also known as the Ojáncanu, the folklore of the Cantabrian Cyclopes originates from the region of Cantabria in northern Spain.

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

Fun Facts: Cantabrian Cyclopes have the skills of Husbandry and Training Bears, which they use at skill ranks equal to their Levels.

Keywords: blooded, fleshy, giant, humanoid, living, man-eating

Attack Modes: Spear or Maw/Claw

Traits: Fond of the Taste of Beef and Human Flesh; Fond of Cuelegs and Bears; Fears Pillywiggin Sprites.

Wealth Type: Monetary

Cunning: Simpleminded

Gifts: Night Vision

Move Modes: Run

Size: Large

Danger Tier: 0

Large Cantabrian Cyclops Examples

Baseline Attributes

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

Adequate (Level 4)

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

HP=76; FP=38; Ward=2; SP=30 (run)

Att | Dam | Def | Stab: spear=+8 | 13 | 19 | 22; or
maw/claw=+10 | 18 | 18 | 21

Decent (Level 6)

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

HP=83; FP=38; Ward=2; SP=35 (run)

Att | Dam | Def | Stab: spear=+12 | 14 | 22 | 24; or
maw/claw=+14 | 19 | 21 | 23

Fit (Level 8)

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

HP=83; FP=38; Ward=2; SP=35 (run)

Att | Dam | Def | Stab: spear=+14 | 14 | 24 | 26; or
maw/claw=+16 | 19 | 23 | 25

Laudable (Level 10)

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

HP=83; FP=41; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: spear=+17 | 14 | 27 | 28; or
maw/claw=+19 | 19 | 26 | 27

Outstanding (Level 12)

TN= 5; ST= 7; AG= -2; CR= 0; PC= 0; HT= 4; IN= -2

HP=91; FP=45; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: spear=+19 | 14 | 30 | 32; or
maw/claw=+21 | 19 | 29 | 31

Remarkable (Level 14)

TN= 5; ST= 8; AG= -2; CR= 0; PC= 0; HT= 4; IN= -1

HP=99; FP=45; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: spear=+22 | 15 | 32 | 34; or
maw/claw=+24 | 20 | 31 | 33

Superb (Level 16)

TN= 5; ST= 8; AG= -2; CR= 0; PC= 0; HT= 4; IN= 1

HP=99; FP=45; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: spear=+24 | 15 | 34 | 36; or
maw/claw=+26 | 20 | 33 | 35

Bestiary ~ D

Decapitated Phantom

Decapitated Phantoms appear in a variety of forms: a bloody disembodied head floating a few inches above the floor, a headless ghostly body, or a headless body carrying a head. In fact, the same phantom can appear at different times in any of these different forms. Regardless of whether the Specter apparently has a body, it attacks its victims with a cold grip. In rare instances, the head and body are invisible while the hands are seen. In these accounts, the hands are invariably bloody and quite hairy. There have even been cases reported where the ethereal hands have wrestled people to the ground.

A Decapitated Phantom strangles its victims with its 'nonexistent' hands. To do this, the skull or head must directly see its intended target. If it hits, the victim feels an icy grip around their neck and cannot breathe. The hands sometimes appear as ghostly, but are often completely invisible. In either case, they cannot be pulled from the victim's throat. Magic weapons damage them but the victim's neck also directly takes the damage if struck.

Habitat: Decapitated Phantoms often haunt the cells or castles in which they were held prior to execution. Some have also been reported near the grave sites where their bodies are buried.

Origin: Decapitated Phantoms are legendary throughout Europe and North America. One interesting variant, known as "Hairy Hands" originates in Britain, where a pair of disembodied hands reportedly bludgeons travelers and drives carriages off the road.

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

Decapitated Phantoms choke their foes as the Occult spell [Force Cumulative Choking](#).

These creatures' favorite tactic involves sneaking up on a party through walls, ceilings, or floors. Due to the Tiny size, maneuvering strategy, and ghostly form of these Undead, Decapitated Phantoms use the skills of Urban and Rural Stealth at ranks equal to their Levels. It hides in shadows as it chokes its victim. If discovered, it keeps choking its victim for 1 or 2 Rounds hoping to kill him. If its situation looks bad, it will release its grasp and quickly sink into the floor. It will follow the party if possible and slowly pick away at them until all fall.

Gifts: [Astral Vision](#). Further, Decapitated Phantoms have the gifts of [Spawn Undead Haunt](#), [Spawn Undead Headless Specter](#), [Spawn Undead Headless Horseman](#), and [Spawn Undead Screaming Skull](#), which they will use on any fresh corpses they encounter. (Note that headless undead can only

arise from decapitated corpses). See [The Character Compendium](#) for details. The description of [Haunt](#) can be found in [The Tome of Terrors](#).

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.

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

Keywords: headless, specter, undead

Size: Medium

Danger Tier: +1

Traits: Afraid of Sunlight

Move Modes: Waft

Wealth Type: Incidental

Cunning: Alert

Attack Modes: Touch

Medium Decapitated Phantom

Baseline Attributes

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

Adequate (Level 6)

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

HP=32; FP=38; Ward=0; SP=40 (waft)

Att | Dam | Def | Stab: touch=+13 | special | 22 | 22

Decent (Level 8)

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

HP=32; FP=45; Ward=0; SP=40 (waft)

Att | Dam | Def | Stab: touch=+16 | special | 24 | 25

Fit (Level 10)

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

HP=32; FP=45; Ward=0; SP=40 (waft)

Att | Dam | Def | Stab: touch=+19 | special | 26 | 27

Laudable (Level 12)

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

HP=32; FP=49; Ward=0; SP=40 (waft)

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

Outstanding (Level 14)

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

HP=32; FP=49; Ward=0; SP=40 (waft)

Att | Dam | Def | Stab: touch=+23 | special | 31 | 31

Dog, Black

Black Dogs normally look like any one of the larger canine breeds. When calmly padding down the street, they are indistinguishable from ordinary dogs, although their jet black coats are unmarred by even a single grey hair. When aggravated, though, their true nature is shown as they grow to huge size and their eyes flare with a brilliant green fire.

Black Dogs have a hatred of undead, and will befriend anyone combating them for up to a week. However, their wanderlust will eventually force them to abandon any new-found companions. Even so, a few goodly peasants and simple shepherds have been known to have an extended, albeit intermittent, relationship with Black Dogs.

Habitat: Black Dogs are rarely seen when not attacking an enemy or guarding a companion. Even so, they have a tendency to be nocturnal and seem to prefer dark forests.

Origin: Also known as Muatha Doog, Padfoot, Striker, and Trash, Black Dog legends were imported into the British Isles from Scandinavia where the great canines gained fame as Odin's personal companions. The British embellished the tales greatly and transformed the feared canines into a strange mixture of guardian and death omen.

Fun Facts: All Black Dogs can sense spirits and undead as the Pagan Divination spell Death Perception. Black Dogs will always fight undead to the death when encountered.

A Black Dog may assume an ethereal state as the Occult spell Stride in Spectral Form. Further, a Black Dog can emit a chilling howl, as the Occult spell Invoke Colossal Deft Dire Deathly Moan. If angered, a Black Dog grows as the Eldritch Skill Inflate Self. When done, its eyes glow a sinister green, having an effect as the Occult spell Manifest Gaze of Fell Ineffable Awe. It uses all its powers at spell ranks equal to its Level.

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

Keywords: blooded, canine, faery, fleshy, living, mammal, predator, territorial *Danger Tier:* +1

Wealth Type: Incidental *Cunning:* Bestial

Traits: Hatred of all Undead *Gifts:* Night Vision

Attack Modes: Carnivorous Bite *Move Modes:* Romp

Large Black Dog Examples

Baseline Attributes

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

Adequate (Level 4)

TN= 3; ST= 9; AG= -5; CR= -2; PC= 3; HT= 1; IN= -5

HP=91; FP=45; Ward=1; SP=55 (romp)

Att | Dam | Def | Stab: bite=+12 | 16 | 16 | 24

Decent (Level 6)

TN= 4; ST= 9; AG= -5; CR= -2; PC= 4; HT= 1; IN= -5

HP=99; FP=49; Ward=2; SP=60 (romp)

Att | Dam | Def | Stab: bite=+14 | 16 | 19 | 28

Fit (Level 8)

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

HP=108; FP=49; Ward=2; SP=65 (romp)

Att | Dam | Def | Stab: bite=+18 | 17 | 22 | 30

Laudable (Level 10)

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

HP=117; FP=53; Ward=2; SP=65 (romp)

Att | Dam | Def | Stab: bite=+20 | 17 | 25 | 33

Outstanding (Level 12)

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

HP=117; FP=58; Ward=2; SP=65 (romp)

Att | Dam | Def | Stab: bite=+22 | 17 | 27 | 36

Medium Black Dog Examples

Baseline Attributes

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

Adequate (Level 6)

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

HP=49; FP=49; Ward=1; SP=60 (romp)

Att | Dam | Def | Stab: bite=+14 | 8 | 23 | 26

Decent (Level 8)

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

HP=54; FP=49; Ward=1; SP=65 (romp)

Att | Dam | Def | Stab: bite=+18 | 9 | 26 | 28

Fit (Level 10)

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

HP=59; FP=53; Ward=1; SP=65 (romp)

Att | Dam | Def | Stab: bite=+20 | 9 | 29 | 31

Laudable (Level 12)

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

HP=59; FP=58; Ward=1; SP=65 (romp)

Att | Dam | Def | Stab: bite=+22 | 9 | 31 | 34

Outstanding (Level 14)

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

HP=59; FP=58; Ward=1; SP=70 (romp)

Att | Dam | Def | Stab: bite=+25 | 9 | 34 | 36

Doppelganger

A Doppelganger is a demon that mimics the appearance, voice, and mannerisms of a mortal in order to take their place in the world. Learning what those are, though, takes anywhere from a few days to a few weeks. The stalked "host" can see the demon during this period. However, it will remain ghostly to help it stay out of sight by stepping through walls when necessary. It will clandestinely perform small favors for their host and provide 'friendly' advice in their dreams. Initially, the advice and favors will be completely benign to its host's confidence. The Demon will introduce itself with an innocuous title such as guardian angel, faery godmother, or some such dribble.

Before too long, the Demon will start asking for small favors in return for its services. These requests will initially seem trifling when compared to the services rendered, but will gradually become more and more diabolical. Eventually, its true nature will reveal itself. By then, the Demon hopes to have put its host on a path toward hell.

If the Demon fails to corrupt the host, it will turn against him. The Doppelganger will adopt its hosts visage and commit horrific crimes to malign the host's good name. If the host still refuses to cooperate, the Demon will finally appear to the host as a final warning of doom. Once the host has seen their Doppelganger twin, they falls under a death curse. The Demon will bring greater and greater misfortune to the host's life, pushing them ever closer to death.

Habitat: Since the Doppelganger is a Demon, its natural habitat is rather uninviting. In the Mortal Realm, it travels wherever its adopted host ventures.

Origin: Spirits mimicking a person's actions and appearance are found throughout Europe. The name doppelganger, meaning "double-goer," is German, but the same creature is found elsewhere under the names fetch and co-walker.

Fun Facts: When a Doppelganger selects a host, its outward appearance instantly transforms to be the host's perfect double. This includes the ability to change its size to anything between Tiny and Medium as the Eldritch Skills [Inflate Self](#) and [Deflate Self](#).

Whenever it so desires, a Doppelganger can make itself totally invisible to most mortal creatures. Any creature entering into combat with an invisible Doppelganger must suffer the rules for [Fighting Blind](#) (see [The Rules Reference](#) for details). Treat this power as the Occult spell [Flaunt Invisibility](#). A Doppelganger can also assume an ethereal state as the Occult spell [Stride in Spectral Form](#).

Finally, in order to communicate with its host in a controlled environment, Doppelgangers have the power to speak in its host's dreams as the Occult spell [Impart Dream Message](#) and the Eldritch skill [Evoke Nightmare](#). Once the host's trust has been gained, however, the doppelganger will simply whisper in its host's ear in times of pressing need.

Doppelgangers have the skills of [Disarming Opponents](#),

[Fast Talking](#), [Grappling](#), [Pummeling](#), [Rural Stealth](#), [Tracking](#), and [Urban Stealth](#).

All spells and skills are used at ranks equal to the Demon's Level.

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

Keywords: demon, eidolon, humanoid, shape-shifter, trickster

Attack Modes: Dagger or Garrote or Blowgun or Punch/Kick

Traits: Aversion to Cats and Dogs

Wealth Type: Monetary

Cunning: Alert

Gifts: [Astral Vision](#)

Move Modes: Run

Danger Tier: +1

Medium Doppelganger Examples

Baseline Attributes

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

Adequate (Level 6)

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

HP=41; FP=38; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: dagger=+13 | 5 | 20 | 21; or
garrote=+15 | 3 (setback) | 17 | 18; or blowgun=+11 | 1 |
17 | 18; or punch/kick=+12 | 7 | 18 | 19

Decent (Level 8)

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

HP=41; FP=41; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: dagger=+15 | 5 | 22 | 23; or
garrote=+17 | 3 (setback) | 19 | 20; or blowgun=+13 | 1 |
19 | 20; or punch/kick=+14 | 7 | 20 | 21

Fit (Level 10)

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

HP=41; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: dagger=+18 | 5 | 25 | 25; or
garrote=+20 | 3 (setback) | 22 | 22; or blowgun=+15 | 1 |
22 | 22; or punch/kick=+17 | 7 | 23 | 23

Laudable (Level 12)

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

HP=45; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: dagger=+20 | 5 | 28 | 28; or
garrote=+22 | 4 (setback) | 25 | 25; or blowgun=+18 | 1 |
25 | 25; or punch/kick=+19 | 7 | 26 | 26

Model (Level 14)

TN= 2; ST= 2; AG= 3; CR= 1; PC= 1; HT= 2; IN= 3
 HP=45; FP=41; Ward=1; SP=40 (run)
 Att | Dam | Def | Stab: dagger=+24 | 5 | 32 | 30; or
 garrote=+26 | 4 (setback) | 29 | 27; or blowgun=+20 | 1 |
 29 | 27; or punch/kick=+23 | 7 | 30 | 28

Outstanding (Level 16)

TN= 3; ST= 3; AG= 3; CR= 1; PC= 1; HT= 2; IN= 3
 HP=54; FP=41; Ward=1; SP=45 (run)
 Att | Dam | Def | Stab: dagger=+27 | 6 | 35 | 33; or
 garrote=+29 | 4 (setback) | 32 | 30; or blowgun=+22 | 1 |
 32 | 30; or punch/kick=+26 | 8 | 33 | 31

Small Doppelganger Examples**Baseline Attributes**

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

Adequate (Level 6)

TN= -1; ST= -4; AG= 6; CR= 2; PC= 1; HT= 1; IN= 1
 HP=21; FP=38; Ward=0; SP=35 (run)
 Att | Dam | Def | Stab: dagger=+14 | 2 | 23 | 18; or
 garrote=+15 | 5 (setback) | 21 | 16; or blowgun=+14 | 1 |
 21 | 16; or punch/kick=+12 | 4 | 22 | 17

Decent (Level 8)

TN= -1; ST= -4; AG= 6; CR= 2; PC= 1; HT= 2; IN= 2
 HP=21; FP=41; Ward=0; SP=35 (run)
 Att | Dam | Def | Stab: dagger=+16 | 2 | 25 | 20; or
 garrote=+17 | 5 (setback) | 23 | 18; or blowgun=+16 | 1 |
 23 | 18; or punch/kick=+14 | 4 | 24 | 19

Fit (Level 10)

TN= -1; ST= -4; AG= 7; CR= 2; PC= 1; HT= 2; IN= 3
 HP=21; FP=41; Ward=0; SP=40 (run)
 Att | Dam | Def | Stab: dagger=+19 | 2 | 28 | 22; or
 garrote=+20 | 5 (setback) | 26 | 20; or blowgun=+18 | 1 |
 26 | 20; or punch/kick=+17 | 4 | 27 | 21

Laudable (Level 12)

TN= 0; ST= -4; AG= 7; CR= 3; PC= 1; HT= 2; IN= 3
 HP=23; FP=41; Ward=0; SP=40 (run)
 Att | Dam | Def | Stab: dagger=+21 | 2 | 31 | 25; or
 garrote=+22 | 6 (setback) | 29 | 23; or blowgun=+21 | 1 |
 29 | 23; or punch/kick=+19 | 4 | 30 | 24

Model (Level 14)

TN= 0; ST= -4; AG= 9; CR= 3; PC= 1; HT= 2; IN= 3
 HP=23; FP=41; Ward=0; SP=40 (run)
 Att | Dam | Def | Stab: dagger=+25 | 2 | 35 | 27; or
 garrote=+26 | 6 (setback) | 33 | 25; or blowgun=+23 | 1 |
 33 | 25; or punch/kick=+23 | 4 | 34 | 26

Outstanding (Level 16)

TN= 1; ST= -3; AG= 9; CR= 3; PC= 1; HT= 2; IN= 3
 HP=27; FP=41; Ward=1; SP=45 (run)
 Att | Dam | Def | Stab: dagger=+28 | 2 | 38 | 30; or
 garrote=+29 | 6 (setback) | 36 | 28; or blowgun=+25 | 1 |
 36 | 28; or punch/kick=+26 | 4 | 37 | 29

Tiny Doppelganger Examples**Baseline Attributes**

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

Adequate (Level 6)

TN= -3; ST= -10; AG= 12; CR= 4; PC= 1; HT= 1; IN= 1
 HP=10; FP=38; Ward=0; SP=35 (run)
 Att | Dam | Def | Stab: dagger=+15 | 1 | 26 | 15; or
 garrote=+15 | 7 (setback) | 25 | 14; or blowgun=+17 | 1 |
 25 | 14; or punch/kick=+12 | 2 | 26 | 15

Decent (Level 8)

TN= -3; ST= -10; AG= 12; CR= 4; PC= 1; HT= 2; IN= 2
 HP=10; FP=41; Ward=0; SP=35 (run)
 Att | Dam | Def | Stab: dagger=+17 | 1 | 28 | 17; or
 garrote=+17 | 7 (setback) | 27 | 16; or blowgun=+19 | 1 |
 27 | 16; or punch/kick=+14 | 2 | 28 | 17

Fit (Level 10)

TN= -3; ST= -10; AG= 13; CR= 4; PC= 1; HT= 2; IN= 3
 HP=10; FP=41; Ward=0; SP=40 (run)
 Att | Dam | Def | Stab: dagger=+20 | 1 | 31 | 19; or
 garrote=+20 | 7 (setback) | 30 | 18; or blowgun=+21 | 1 |
 30 | 18; or punch/kick=+17 | 2 | 31 | 19

Laudable (Level 12)

TN= -2; ST= -10; AG= 13; CR= 5; PC= 1; HT= 2; IN= 3
 HP=11; FP=41; Ward=0; SP=40 (run)
 Att | Dam | Def | Stab: dagger=+22 | 1 | 34 | 22; or
 garrote=+22 | 8 (setback) | 33 | 21; or blowgun=+24 | 1 |
 33 | 21; or punch/kick=+19 | 2 | 34 | 22

Model (Level 14)

TN= -2; ST= -10; AG= 15; CR= 5; PC= 1; HT= 2; IN= 3
 HP=11; FP=41; Ward=0; SP=40 (run)
 Att | Dam | Def | Stab: dagger=+26 | 1 | 38 | 24; or
 garrote=+26 | 8 (setback) | 37 | 23; or blowgun=+26 | 1 |
 37 | 23; or punch/kick=+23 | 2 | 38 | 24

Outstanding (Level 16)

TN= -1; ST= -9; AG= 15; CR= 5; PC= 1; HT= 2; IN= 3
 HP=13; FP=41; Ward=0; SP=45 (run)
 Att | Dam | Def | Stab: dagger=+29 | 1 | 41 | 27; or
 garrote=+29 | 8 (setback) | 40 | 26; or blowgun=+28 | 1 |
 40 | 26; or punch/kick=+26 | 2 | 41 | 27

Drac

The Drac's form is somewhat ambiguous since their powers of invisibility and illusion make reports of their appearance somewhat contradictory. However, they are believed to have a shape similar to that of a wingless Heraldic Dragon. Thus, they have four limbs and normally walk about on "all fours." However, if they are so inclined, a Drac may walk upright like a man. They are a green or greenish brown in color and their cold green eyes provide a sinister, intelligent gaze.

Dracs are among the physically weakest dragons in existence, but their magical abilities more than make up for any physical handicaps.

Due to their keen intelligence, the Drac is believed to be a cousin to the Lindwurm, although no definite relationship has ever been proven. This belief is strengthened by the fact that, like Lindwurms, dracs occasionally kidnap human women. Apparently, hatchling Dracs require the nourishment of milk, which the Drac adults are unable to supply themselves. Consequently, a young mother will be adopted as a nursemaid for the first few years of a Drac's life, although it is unclear whether this service is voluntary or not. Either way, once her task is complete, the nursemaid will be freed, usually under the influence of a potent spell to make her forget her service. Dracs feel indebted to their former nursemaids, however, and will clandestinely look in on them from time-to-time to ensure their well-being.

Habitat: The Drac is primarily a water dragon, preferring to dwell in palaces under the water's surface in rivers near cities. These dwellings provide easy access to the succulent, plump children that play in the streets near the river's banks. Of course, their cunning nature enables them to patiently wait for their prey to scamper out of adult eye-shot before snatching a morsel or two.

Origin: Legends of Dracs originate in France where they have a reputation for invisibly wandering through the streets in search of their favored prey. The Rhone river is particularly well known for its Drac population.

Fun Facts: Dracs may cast Flaunt Invisibility at will. In combat, Dracs use this ability to great effect, forcing their opponents to effectively fight them blind.

Dracs have learned how to create a powerful balm that acts as a Procure Dragon Sight spell when applied to the eyes. The magic lasts as long as the balm's maker remains alive. If a Drac is defeated, it may barter for its life by offering a vial of this balm as ransom. Each vial requires several months and a number of rare ingredients, so even a powerful Drac is unlikely to possess more than one vial.

The reptile has an impressive manual dexterity considering the claw-like nature of its hands. Indeed, most Dracs study the arcane arts and become powerful Occultists. Oddly enough, wizardry does not seem to be their forte. Rather, Dracs are more fond of mental magics, especially illusory.

If a group attacks a Drac, it will roar to frighten off some of its attackers. This improves its odds with the remaining

combatants. Any creature hearing this roar is affected as the Occult spell Invoke Fell Roar of Epic Size.

The Drac has a natural resistance to charms and enchantments. All spells affecting the creature have their spell ranks cut in half.

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

Traits: Affinity for the Taste of Human Flesh, the younger the better

Keywords: ageless, blooded, dragon, fleshy, illusion, living, reptile

Attack Modes: Carnivorous Bite/Claw

Wealth Type: Hoard *Cunning:* Clever

Move Modes: Plod/Scamper *Danger Tier:* +1

Gifts: Gold Sense, Night Vision

Medium Drac Examples

Baseline Attributes

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

Adequate (Level 8)

TN= 5; ST= 1; AG= -1; CR= 7; PC= 2; HT= 0; IN= 1
 HP=54; FP=38; Ward=2; SP=25 (plod) / 35 (scamper)
 Att | Dam | Def | Stab: bite/claw=+12 | 8 | 26 | 29

Decent (Level 10)

TN= 5; ST= 1; AG= -1; CR= 7; PC= 2; HT= 0; IN= 2
 HP=54; FP=38; Ward=2; SP=25 (plod) / 35 (scamper)
 Att | Dam | Def | Stab: bite/claw=+14 | 8 | 28 | 31

Fit (Level 12)

TN= 6; ST= 1; AG= -1; CR= 7; PC= 2; HT= 1; IN= 2
 HP=59; FP=41; Ward=3; SP=25 (plod) / 35 (scamper)
 Att | Dam | Def | Stab: bite/claw=+16 | 8 | 31 | 34

Laudable (Level 14)

TN= 6; ST= 1; AG= -1; CR= 7; PC= 3; HT= 2; IN= 2
 HP=59; FP=49; Ward=3; SP=25 (plod) / 35 (scamper)
 Att | Dam | Def | Stab: bite/claw=+18 | 8 | 33 | 37

Outstanding (Level 16)

TN= 6; ST= 2; AG= 0; CR= 7; PC= 3; HT= 2; IN= 2
 HP=64; FP=49; Ward=3; SP=30 (plod) / 40 (scamper)
 Att | Dam | Def | Stab: bite/claw=+22 | 9 | 36 | 39

Dragon, Heraldic

(Scandinavian Worm)

Heraldic Dragons are huge reptilian monsters with long necks, lion-like heads, and bat wings. They have four powerful legs ending in razor claws and long serpentine tails tipped with deadly stingers. The massive frames of Heraldic Dragons are covered with colorful durable scales. Some are dark brown while others are green. A few of these dragons flaunt red, white, and even yellow skins.

While the awesome sight of a dragon's dagger sized teeth can make the most courageous knight soil their armor, it is the reptile's breath that chills the heart and drains all color from the face. No sane and honest warrior can witness the effects of the dragon's flaming spray on a human body and claim ignorance to wide-eyed terror.

Habitat: Heraldic Dragons live in caves and abandoned ruins, preferably near towns that supply food and gold.

Origin: The Heraldic Dragon evolved from other beasts and lesser dragon types. The particular aspects attributed to heraldic dragons, however, were those that look most impressive on a noble's crest. Heraldic Dragons are known throughout Europe but have gained the most notoriety in England and Scandinavia. The English made it the symbol of King Arthur Pendragon himself. The Norse, who refer to these dragons as 'worms', attribute their hero Siegfried with having slain the dragon Fafnir. Fafnir was, in reality, Siegfried's own brother transformed by his own selfish ways. (The Scandinavian worm should not be confused with the Celtic wyrm or the earth-burrowing worm, which are described under Wyrms and Cyclopean Worm, respectively.)

Fun Facts: The dragon's main concern is in the protection and enlargement of their treasure hoards. A rich, powerful party encountering a Heraldic Dragon often opts to leave its wealth to avoid the heat of the dragon's breath.

When attacked, a Heraldic Dragon usually spouts fire at the opposing force. This breath weapon can be used 3 times per day. While breathing flame, a dragon cannot bite but retains all other forms of attack.

A mature Heraldic Dragons is continually surrounded by an aura of fear as the spell Manifest Epic Gloom of Dire Fear. It can also bellow a mighty roar to frighten off some of its attackers as the Occult spell Invoke Fell Roar of Colossal Size. Treat both as being cast at spell ranks equal to the dragon's Level.

On any given day, the first 3 times the dragon's stinger strikes, it delivers a Deadly Toxin to the target. (See Poisons in The Wicked Workshop for more details.) Thereafter, the stinger will be depleted of poison until the next day.

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

In addition, they are resistant to all forms of magic. Any spell affecting a heraldic dragon has its spell rank cut in half.

Keywords: blooded, carnivore, dragon, fiery, fleshy, heraldic, living, occultist, predator, reptile, territorial, winged

Gifts: Dark Vision, Gold Sense, Moderate Natural Armor

Attack Modes: Carnivorous Bite/Claw/Wing Buffet or Sting

Traits: Strong Lust for Gold

Wealth Type: Hoard

Cunning: Genius

Move Modes: Romp/Glide

Colossal Heraldic Dragon

Danger Tier: +4

This creature's breath extends in a cone 80 feet long with a base diameter of 40 feet. It otherwise acts as the Occult spell Invoke Colossal Cone of Grim Fire cast at a rank equal to its Level.

Baseline Attributes

TN= 10; ST= 24; AG= -24; CR= -8; PC= 3; HT= 0; IN= 2

Adequate (Level 18)

TN= 13; ST= 27; AG= -21; CR= -7; PC= 6; HT= 3; IN= 3
HP=1024; FP=69; Ward=16; SP=65 (romp) / 85 (glide)
Att | Dam | Def | Stab: bite/claw/wing buffet=+28 | 50 | 20 | 51; or sting=+28 | 34 +poison | 20 | 51

Fit (Level 20)

TN= 13; ST= 28; AG= -21; CR= -7; PC= 6; HT= 3; IN= 3
HP=1117; FP=69; Ward=16; SP=70 (romp) / 90 (glide)
Att | Dam | Def | Stab: bite/claw/wing buffet=+31 | 51 | 22 | 53; or sting=+31 | 35 +poison | 22 | 53

Laudable (Level 22)

TN= 13; ST= 28; AG= -21; CR= -7; PC= 7; HT= 3; IN= 3
HP=1117; FP=76; Ward=16; SP=70 (romp) / 90 (glide)
Att | Dam | Def | Stab: bite/claw/wing buffet=+33 | 51 | 24 | 56; or sting=+33 | 35 +poison | 24 | 56

Outstanding (Level 24)

TN= 13; ST= 29; AG= -21; CR= -6; PC= 7; HT= 3; IN= 3
HP=1218; FP=76; Ward=16; SP=75 (romp) / 95 (glide)
Att | Dam | Def | Stab: bite/claw/wing buffet=+36 | 52 | 26 | 58; or sting=+36 | 36 +poison | 26 | 58

Epic Heraldic Dragon Examples

Danger Tier: +4

An Epic Heraldic Dragon's breath acts as the Occult spell Invoke Epic Cone of Grim Fire cast at a rank equal to its Level.

Baseline Attributes

TN= 8; ST= 18; AG= -18; CR= -6; PC= 3; HT= 0; IN= 2

Adequate (Level 14)

TN= 11; ST= 21; AG= -16; CR= -5; PC= 6; HT= 2; IN= 2

HP=512; FP=64; Ward=14; SP=60 (romp) / 80 (glide)

Att | Dam | Def | Stab: bite/claw/wing buffet=+23 | 37 | 19 | 45; or sting=+23 | 27 +poison | 19 | 45

Fit (Level 16)

TN= 11; ST= 21; AG= -15; CR= -5; PC= 6; HT= 3; IN= 2

HP=512; FP=69; Ward=14; SP=65 (romp) / 85 (glide)

Att | Dam | Def | Stab: bite/claw/wing buffet=+26 | 37 | 22 | 47; or sting=+26 | 27 +poison | 22 | 47

Laudable (Level 18)

TN= 11; ST= 21; AG= -15; CR= -5; PC= 6; HT= 3; IN= 3

HP=512; FP=69; Ward=14; SP=65 (romp) / 85 (glide)

Att | Dam | Def | Stab: bite/claw/wing buffet=+28 | 37 | 24 | 49; or sting=+28 | 27 +poison | 24 | 49

Outstanding (Level 20)

TN= 11; ST= 22; AG= -15; CR= -5; PC= 6; HT= 3; IN= 3

HP=558; FP=69; Ward=14; SP=70 (romp) / 90 (glide)

Att | Dam | Def | Stab: bite/claw/wing buffet=+31 | 38 | 26 | 51; or sting=+31 | 28 +poison | 26 | 51

Great Heraldic Dragon Examples

Danger Tier: +3

A Great Heraldic Dragon's breath acts as the Occult spell Invoke Great Cone of Grim Fire cast at a rank equal to its Level.

Baseline Attributes

TN= 6; ST= 12; AG= -12; CR= -4; PC= 3; HT= 0; IN= 2

Adequate (Level 8)

TN= 9; ST= 14; AG= -11; CR= -4; PC= 4; HT= 1; IN= 2

HP=235; FP=49; Ward=12; SP=50 (romp) / 70 (glide)

Att | Dam | Def | Stab: bite/claw/wing buffet=+15 | 27 | 16 | 35; or sting=+15 | 19 +poison | 16 | 35

Fit (Level 10)

TN= 9; ST= 14; AG= -11; CR= -3; PC= 5; HT= 1; IN= 2

HP=235; FP=53; Ward=12; SP=55 (romp) / 75 (glide)

Att | Dam | Def | Stab: bite/claw/wing buffet=+17 | 27 | 18 | 38; or sting=+17 | 19 +poison | 18 | 38

Laudable (Level 12)

TN= 9; ST= 14; AG= -11; CR= -3; PC= 6; HT= 2; IN= 2

HP=235; FP=64; Ward=12; SP=55 (romp) / 75 (glide)

Att | Dam | Def | Stab: bite/claw/wing buffet=+19 | 27 | 20 | 41; or sting=+19 | 19 +poison | 20 | 41

Outstanding (Level 14)

TN= 9; ST= 15; AG= -10; CR= -3; PC= 6; HT= 2; IN= 2

HP=256; FP=64; Ward=12; SP=60 (romp) / 80 (glide)

Att | Dam | Def | Stab: bite/claw/wing buffet=+23 | 28 | 23 | 43; or sting=+23 | 20 +poison | 23 | 43

Large Young Heraldic Dragon

Danger Tier: +2

Baseline Attributes

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

Adequate (Level 8)

TN= 7; ST= 8; AG= -5; CR= -2; PC= 4; HT= 1; IN= 2

HP=117; FP=49; Ward=10; SP=50 (romp) / 70 (glide)

Att | Dam | Def | Stab: bite/claw/wing buffet=+15 | 19 | 20 | 33; or sting=+15 | 12 +poison | 20 | 33

Fit (Level 10)

TN= 7; ST= 8; AG= -5; CR= -1; PC= 5; HT= 1; IN= 2

HP=117; FP=53; Ward=10; SP=55 (romp) / 75 (glide)

Att | Dam | Def | Stab: bite/claw/wing buffet=+17 | 19 | 22 | 36; or sting=+17 | 12 +poison | 22 | 36

Laudable (Level 12)

TN= 7; ST= 8; AG= -5; CR= -1; PC= 6; HT= 2; IN= 2

HP=117; FP=64; Ward=10; SP=55 (romp) / 75 (glide)

Att | Dam | Def | Stab: bite/claw/wing buffet=+19 | 19 | 24 | 39; or sting=+19 | 12 +poison | 24 | 39

Outstanding (Level 14)

TN= 7; ST= 9; AG= -4; CR= -1; PC= 6; HT= 2; IN= 2

HP=128; FP=64; Ward=10; SP=60 (romp) / 80 (glide)

Att | Dam | Def | Stab: bite/claw/wing buffet=+23 | 20 | 27 | 41; or sting=+23 | 13 +poison | 27 | 41

Draug

The **Draugen** (singular Draug) are horrific cannibalistic undead with great strength and the ability to change their form and size. They sometimes appear as corporeal revenants with blackened swollen bodies. At other times, they appear as ethereal ghosts. In all cases, Draug are murderous and ravenous.

Origin: Also known as the Haugbui, the Draug originates in Scandinavian folklore, which distinguishes the Land Draugen from Sea Draugen. The land draugen inhabit crypts, which they enter and exit by “swimming through the earth”. The Sea Draugen are drowned sailors. Draugen were said to have magical abilities, including the ability to grow to giant size, shape shift, cause disease, bring darkness, and enter the dreams of the living.

Fun Facts: Draugen possess the ability to increase their size by one size category, as the skill Inflate Self. They use this ability at skill ranks equal to their Levels. (See The Character Compendium for details).

All Draugen are expert grapplers. They use the skill Grappling at a skill rank equal to their Levels.

Draugen are able to cast the Occult spells Impart Dream Message, Stride in Spectral Form, and Apply Fell Derangement at a spell rank equal to their Levels. (See The Oculus of Occultism for details.) They can also use the Eldritch skill Evoke Nightmare (as described in The Character Compendium).

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

Traits: Jealous of the Living, Longs for Companionship, Lust for the Taste of Human Flesh, Lust for Treasure

Keywords: fleshy, humanoid, man-eater, murderous, nocturnal, predator, revenant, undead

Attack Modes: Short Sword or Spear or Throwing Spear or Punch/Kick or Shove

Wealth Type: Hoard

Cunning: Alert

Move Modes: Run

Danger Tier: +1

Gifts: Astral Vision

Draug, Land

Land Draugen are ghastly undead risen from the corpses of men.

Habitat: Land Draugen inhabit their burial mounds where they guard their treasure hoards.

Fun Facts: Land Draugen may transform into cats as the skill Shift to Cat Form. Further, they may cast the Occult spell Pitch Darkness of Great Size. They cast both at spell ranks equal to their Levels.

More Gifts: Land Draugen have the gifts of Spawn Undead Sea Draug and Spawn Undead Wight, which is used on any fresh corpses they encounter (particularly those they personally killed). See The Character Compendium for details.

Draug, Sea

Sea Draugen are undead risen from the corpses of drowned sailors. They have the appearance of dripping wet animated cadavers covered in seaweed. Some are headless, others have heads with seaweed for hair.

Habitat: Sea Draugen inhabit the oceans where they drowned, often by sailing the seas in haunted ships. Some come ashore on occasion to satiate their ghoulish appetites on land. But, they never venture far from the sea.

Fun Facts: Sea Draugen have the ability to change their form into seals. They do this via the skill Shift to Seal Form, performed at a skill rank equal to their Levels.

Sea Draugen may cast the Occult spells Pitch Fog of Epic Size and Produce Epic Winds of Apt Sailing at spell ranks equal to their Levels. (See The Oculus of Occultism for details.)

Sea Draugen have the gifts of Spawn Undead Land Draug, which they will use on any fresh corpses they encounter (particularly those it personally killed). See The Character Compendium for details.

More Gifts: Aquatic Combat

Large Draug Examples

Baseline Attributes

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

Adequate (Level 4)

TN= 3; ST= 9; AG= -6; CR= -2; PC= 0; HT= 0; IN= 0

HP=91; FP=32; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: short sword=+10 | 15 | 16 | 22; or
spear=+9 | 16 | 16 | 22; or throwing spear=+3 | 7 | 11 | 17; or
punch/kick=+11 | 16 | 12 | 18; or shove=+11 | 3 (setback) |
15 | 21

Decent (Level 6)

TN= 3; ST= 9; AG= -6; CR= -1; PC= 1; HT= 0; IN= 0

HP=91; FP=34; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: short sword=+12 | 15 | 18 | 25; or
spear=+11 | 16 | 18 | 25; or throwing spear=+7 | 7 | 13 | 20; or
punch/kick=+13 | 16 | 14 | 21; or shove=+13 | 3 (setback) |
17 | 24

Fit (Level 8)

TN= 3; ST= 9; AG= -6; CR= -1; PC= 3; HT= 0; IN= 0

HP=91; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: short sword=+14 | 15 | 20 | 29; or
spear=+13 | 16 | 20 | 29; or throwing spear=+11 | 7 | 15 | 24;
or punch/kick=+15 | 16 | 16 | 25; or shove=+15 | 3 (setback) |
19 | 28

Laudable (Level 10)

TN= 3; ST= 9; AG= -4; CR= -1; PC= 3; HT= 0; IN= 0

HP=91; FP=41; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: short sword=+18 | 15 | 24 | 31; or
spear=+17 | 16 | 24 | 31; or throwing spear=+13 | 7 | 19 | 26;
or punch/kick=+19 | 16 | 20 | 27; or shove=+19 | 5 (setback) |
23 | 30

Model (Level 12)

TN= 3; ST= 9; AG= -4; CR= -1; PC= 4; HT= 0; IN= 0

HP=91; FP=45; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: short sword=+20 | 15 | 26 | 34; or
spear=+19 | 16 | 26 | 34; or throwing spear=+16 | 7 | 21 | 29;
or punch/kick=+21 | 16 | 22 | 30; or shove=+21 | 5 (setback) |
25 | 33

Outstanding (Level 14)

TN= 3; ST= 9; AG= -4; CR= -1; PC= 4; HT= 1; IN= 0

HP=91; FP=49; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: short sword=+22 | 15 | 28 | 36; or
spear=+21 | 16 | 28 | 36; or throwing spear=+18 | 7 | 23 | 31;
or punch/kick=+23 | 16 | 24 | 32; or shove=+23 | 5 (setback) |
27 | 35

Medium Draug Examples

Baseline Attributes

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

Adequate (Level 4)

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

HP=45; FP=32; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: short sword=+11 | 8 | 19 | 19; or
spear=+11 | 6 | 19 | 19; or throwing spear=+7 | 4 | 15 | 15; or
punch/kick=+11 | 8 | 16 | 16; or shove=+11 | 3 (setback) |
19 | 19

Decent (Level 6)

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

HP=45; FP=34; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: short sword=+13 | 8 | 21 | 22; or
spear=+13 | 6 | 21 | 22; or throwing spear=+11 | 4 | 17 | 18; or
punch/kick=+13 | 8 | 18 | 19; or shove=+13 | 3 (setback) |
21 | 22

Fit (Level 8)

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

HP=45; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: short sword=+15 | 8 | 23 | 26; or
spear=+15 | 6 | 23 | 26; or throwing spear=+15 | 4 | 19 | 22;
or punch/kick=+15 | 8 | 20 | 23; or shove=+15 | 3 (setback) |
23 | 26

Laudable (Level 10)

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

HP=45; FP=41; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: short sword=+19 | 8 | 27 | 28; or
spear=+19 | 6 | 27 | 28; or throwing spear=+17 | 4 | 23 | 24;
or punch/kick=+19 | 8 | 24 | 25; or shove=+19 | 5 (setback) |
27 | 28

Model (Level 12)

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

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

Att | Dam | Def | Stab: short sword=+21 | 8 | 29 | 31; or
spear=+21 | 6 | 29 | 31; or throwing spear=+20 | 4 | 25 | 27;
or punch/kick=+21 | 8 | 26 | 28; or shove=+21 | 5 (setback) |
29 | 31

Outstanding (Level 14)

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

HP=45; FP=49; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: short sword=+23 | 8 | 31 | 33; or
spear=+23 | 6 | 31 | 33; or throwing spear=+22 | 4 | 27 | 29;
or punch/kick=+23 | 8 | 28 | 30; or shove=+23 | 5 (setback) |
31 | 33

Duffy Jonah

A Duffy Jonah is the specter of a sea captain that sold their soul to the devil, and was cursed to sail the seas for eternity in the service of evil. They are pitch-black with glowing saucer eyes and mouths of flickering fire. Their forms vary widely, being made up of any combination of humanoid and sea creature. So, one Duffy Jonah may have the form of a great sinister octopus while another may appear as a shadowy man with a shark's head and crab claws for hands.

Duffy Jonahs are invariably captains of their own ships, who sail the seas searching for treasure and fresh recruits to add to their undead crews. They are merciless to foes, and rule their crews with iron fists.

Habitat: Duffy Jonahs loathe sunlight. At night, a Duffy Jonah may be seen on the deck of their ship, ordering the crew in its day-to-day activities. During the day, though, the spirit hides away in dark recesses deep in the ship's bowels.

Origin: The term Duffy Jonah is one possible origin for the name Davy Jones. Davy Jones's Locker, of course, refers to the sea floor, where drowned sailors end up. Duffy is a variant of the West Indies Duppy, while Jonah refers to the Biblical character whose life was saved by being swallowed by a whale. The true origin of Davy Jones is uncertain. However, he appears in a variety of sources, including as the captain of the Flying Dutchman, which was a ghost ship supposedly cursed to forever sail around Cape Horn.

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

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

The breath of a Duffy Jonah acts as the Occult spell Invoke Medium Cone of Grim Fire. The touch of a Duffy Jonah causes muscle spasms as the Occult spell Manifest Dire Tormenting Touch. Both are cast at spell ranks equal to their Levels.

Duffy Jonahs have absolute control over their crew. Further, they can cast the following Occult spells at a spell rank equal to their Levels: Apply Grim Captivity to Undead, and Manifest Great Gloom of Dire Deathly Power.

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.

Gifts: Astral Vision. Further, Duffy Jonahs have the gifts of Spawn Undead Sea Draug and Spawn Undead Ancient Mariner, which are used on any fresh corpses they encounter (particularly those they personally killed). See The Character Compendium for details.

Traits: Afraid of Sunlight, Lusts for Treasure

Keywords: humanoid, nocturnal, specter, undead

Wealth Type: Hoard

Cunning: Clever

Attack Modes: Touch

Move Modes: Run

Danger Tier: +1

Size: Medium

Medium Duffy Jonah Examples

Baseline Attributes

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

Adequate (Level 6)

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

HP=35; FP=45; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: touch=+13 | special | 22 | 23

Decent (Level 8)

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

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

Att | Dam | Def | Stab: touch=+15 | special | 26 | 26

Fit (Level 10)

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

HP=38; FP=49; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: touch=+18 | special | 29 | 29

Laudable (Level 12)

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

HP=38; FP=53; Ward=1; SP=50 (run)

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

Outstanding (Level 14)

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

HP=38; FP=58; Ward=1; SP=55 (run)

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

Remarkable (Level 16)

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

HP=41; FP=64; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: touch=+26 | special | 37 | 37

Superb (Level 18)

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

HP=45; FP=64; Ward=1; SP=60 (run)

Att | Dam | Def | Stab: touch=+29 | special | 39 | 39

Dwarf

Legends of **Dwarfs** are common features in the myths of many lands, giving rise to many different Dwarf races in folklore. The Dwarfs of Scandinavia and Germany are the best known in modern days. Few people realize that even the ancient Egyptians had legends concerning these undersized humanoids. Since dwarfs are central to Mythmagica, we have provided a number of examples and descriptions of a few of the more popular races. Those characteristics that are common to all are listed here while those that vary from one race to another are listed below.

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

Traits: The Traits of all dwarf lineages are also listed in [The Character Compendium](#).

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

Keywords: ageless, blooded, faery, humanoid, living

Attack Modes: Melee Weapon or Range Weapon or Hammer or Throwing Hammer or Punch/Kick

Gifts: [Night Vision](#) (for Mixed Lineage dwarfs)

Wealth Type: Monetary *Cunning:* Alert

Move Modes: Run *Size:* Medium

Danger Tier: 0

Deneg

Although the **Denegs** are closely related to other Dwarfs, there are obvious differences in their general appearance. This mainly centers around the fact that the Deneg are always clean shaven and well groomed. In fact, those that are rewarded with high offices will also shave their heads.

The demeanor of these Dwarfs is polite and calm even under the greatest stress. Such patience makes them well suited to the administrative tasks with which they are commonly entrusted. Their iron nerves also enable them to act as royal gem cutters, a task few humans dare to duplicate. Only a rock-hard willpower can hold steady while rat-a-tap-tapping on the pharaoh's prized ruby. It is common knowledge that a single slip of the chisel could cost the jealous ruler a new headdress and the artisan their life.

Habitat: The Denegs have dramatically different lifestyles than the dwarfs of other cultures. They are highly regarded by Egyptian priests and often live among humans.

Origin: The ancient Egyptians had a great respect for dwarfish humans, often employing them as jewelry makers and even as palace officials. dwarfs were held in such high esteem that the Egyptians gods were occasionally depicted with dwarfish characteristics.

More Gifts: [Night Vision](#). Most Denegs are well educated, often having the gifts of [Reading](#) and [Writing Hieroglyphics](#) and the skill of [Philosophy](#).

Durabilities: Deneg Dwarfs are Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Duergar

Also known as the Nibelung, **Duergars** are short, stocky humanoids with pitch black hair. Their skin is also black, but it has a blotchy unhealthy looking pallor, which many people associate with death and decay. In fact, Duergar that wander on the surface are sometimes mistaken for wights or other undead forms. Most males grow long bushy beards, although certainly not all do so. Duergar commonly dress themselves in the worn leather smocks and dusty canvas clothes indicative of craftsmen. They live deep underground in cavernous cities carved directly from the earth's bedrock. Here these dark men perfect their dwarfish crafts of Mining and Forging Metal for which they are renowned throughout the world.

Duergar Dwarfs have a great aversion to sunlight, as its touch causes them damage and great pain as it slowly turns them into stone. To protect against its effects, Duergars almost always remain deep underground. For those individuals that need to interact with men, or who are driven to adventure in the upper realms, the Duergar Dwarfs have a magical ability to become completely invisible to sunlight as described in the skill Tarnkappe. It is said that this ability was stolen from the Rugen Dwarfs.

The vast catacombs in which the Duergar Dwarfs dwell represent far more than a means of income to the grim race. Each great hallway, vaulted antechamber, and grand war room represents the life's work of a dwarfish master. The multitude of statues and reliefs portray the mightiest warriors and skilled craftsmen of the past. Taken collectively, the Duergar dungeons speak to millennia of anguish and toil suffered by worthy ancestors who demand respect. Duergar Dwarfs do not take trespassers lightly.

After mining the depths of the earth's crust for centuries, these dwarfs are known to possess vast riches tucked away in various subterranean niches. The locations of these treasures are highly protected secrets. Not even the Duergars themselves know where all of their hoards are stashed, having forgotten about the existence of many of their treasure troves long ago.

Having triumphed over tremendous barriers to create their impressive long-lived civilization, many Duergar Dwarfs hold the surface dwelling races in contempt. Men are especially despised, because of their tendency to squander all resources, leaving nothing for posterity.

Duergar Dwarfs may profess any trade practiced by men. They particularly favor metal and stone working avocations and are well-known for their enchanters. Their most favored languages are Germanic, Nordic, Slavic, and Gaelic.

Habitat: The Duergars live in an underground world consisting of labyrinth-like passages and halls. Duergars rarely venture to the surface but when they do, they only appear at night.

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

Origin: Also known as the Nibelung, the Duergar legends have their roots in Norse mythology. The gods supposedly transformed maggots feeding on the flesh of the giant Ymir into the form of the present day Duergar. When the Norsemen conquered lands in northern England, they brought along with them their tales of the Dvargar, which quickly took hold in Celtic folklore.

More Gifts: Dark Vision

Erduittle

The Erduittle Dwarfs have the same basic physical form as the other dwarfish lineages with the exception that they have large webbed feet, similar to those of ducks and geese. These duck feet embarrass **Erduittles** greatly. They do their best to hide their feet by wearing long cloaks. Unfortunately, their sensitive feet cannot abide any footwear which would do a far better job of concealment.

Their skin is very pale white. The hair of Erduittle children is a dark brown or black, but by the time they reach adulthood, their hair turns to a light blond or pure white.

Unlike their cousins the Rugen and Duergar, the Erduittle have no aversion to sunlight. Indeed, Erduittles have a great love of bright daylight along with all of the summer flora that comes along with it. But, they cannot abide the cold. Even so, they make their abodes in caves and rocky niches which they transform into brilliant summer-like wonderlands.

Like other dwarfish races, Erduittles love gold and silver. However, they also have very charitable hearts and are often willing to help out deserving souls in need.

At great expense, the Erduittle Dwarfs obtained the secret of the cloak of darkness, or *tarnkappe*, from the Rugen Dwarfs. It is believed that their main desire for this knowledge was as a superior means to hide their duck feet since Erduittles have no need to shield themselves from the sun's rays.

Oddly enough, the warm-loving Erduittle Dwarfs have an unusual symbiotic relationship with the frigid Barbegazi Gnomes. During the summer months, the Barbegazi hide away in underground caves diligently forging rock crystals into the stone walls while the Erduittle luxuriate in the warm rays of the sun. During the winter months, the Barbegazi and Erduittle change places. The Barbegazi romp and play in the snow while the Erduittle take advantage of the freshly forged rock crystals to expand their own subterranean wonderlands. During the next summer, the fading twilight-like light from these wonderlands gives the Barbegazi the illumination they need to forge the next year's crop of crystals.

Habitat: Like their darker cousins, the Duergar, the Erduittle Dwarfs live in magnificent underground cities carved directly into rocky mountain slopes. The abodes of these mountain dwarfs are located much closer to the earth's surface than those of the darker Dwarf races, however, enabling them to develop strong ties to humans and other surface-dwelling races. This fact often draws contempt and ridicule from the Dwarf nations located deep in the earth's bowels.

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

Origin: Sometimes referred to simply as white dwarfs, Erduittle Dwarfs are found in German folklore.

More Gifts: Day Vision

Rugen

Rugen Dwarfs have skin so pale that it seems to have a deathly pallor. Their eyes and hair are brown, although the shade may be anywhere from a light beige to almost black. Although Rugen Dwarfs are a subterranean race, they tend to live relatively close to the surface.

Taken as a whole, the race of **Rugens** has an unusually strong appetite for opulence and riches. They love gold, silver, and precious gems as do other Dwarfs. But, they also have an unusually strong affinity for furs and crystal. In fact, Rugen Dwarfs have perfected the ability to forge glass into items having the strength and durability of steel. Such items cost a great deal more than what their metal counterparts would fetch, but are in correspondingly high demand by those faery races that cannot abide the touch of iron. The best Glass Smiths demonstrate their skills by fashioning glass shoes, which they show off in elaborate tap-dances performed at their many festive balls. The dances produce a light and melodic tinging sound reminiscent of crystal goblets tapped together in toast.

Like the Duergar, Rugen Dwarfs are terrified of sunlight as it turns them into stone. To help defend against its effects, Rugen Dwarfs developed the magical skills necessary to cause sunlight to pass harmlessly through their bodies. They perform this miraculous feat by imbuing their hooded cloaks, known as *Tarnkappes*, with a charm that renders them invisible to sunlight. This has the unfortunate side effect of rendering the wearer blind to sunlight when worn. So, a Rugen Dwarf so adorned traveling overland in the bright light of day must carry their own light source. As a *Tarnkappe's* magic has no effect on anything but sunlight, the traveler can thereby see the path in front of him. It also gives the Dwarf an ethereal appearance, which is oftentimes mistaken for that of a Ghost.

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

Origin: Rugen Dwarfs come from the folklore of Rügen, an

island off the coast of Germany in the Baltic Sea, where they are often referred to as brown dwarfs.

Habitat: Rugen Dwarfs live in magnificent underground cities and palaces carved directly into rocky mountain slopes. Here they entertain all manor of faery guests with great balls. Here they display their wealth and show off their tap dancing prowess with the light tinkling sound made by their opulent glass slippers. *More Gifts:* Night Vision

Dwarf Fighter Examples

Baseline Attributes

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

Adequate (Level 0)

TN= 0; ST= 2; AG= -2; CR= 0; PC= 0; HT= -1; IN= 1
HP=38; FP=29; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: axe=+3 | 9 | 11 | 13; or short sword=+4 | 7 | 12 | 14; or hammer=+2 | 7 | 12 | 14; or pick=+3 | 5 | 13 | 15; or poleaxe=+3 | 9 | 12 | 14; or punch/kick=+4 | 5 | 9 | 11

Decent (Level 2)

TN= 0; ST= 3; AG= -1; CR= 0; PC= 0; HT= -1; IN= 1
HP=41; FP=29; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: axe=+7 | 10 | 14 | 15; or short sword=+8 | 8 | 15 | 16; or hammer=+6 | 8 | 15 | 16; or pick=+7 | 6 | 16 | 17; or poleaxe=+7 | 10 | 15 | 16; or punch/kick=+8 | 6 | 12 | 13

Fit (Level 4)

TN= 1; ST= 3; AG= -1; CR= 0; PC= 1; HT= -1; IN= 1
HP=45; FP=32; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: axe=+9 | 10 | 17 | 19; or short sword=+10 | 8 | 18 | 20; or hammer=+8 | 8 | 18 | 20; or pick=+9 | 6 | 19 | 21; or poleaxe=+9 | 10 | 18 | 20; or punch/kick=+10 | 6 | 15 | 17

Hardened (Level 6)

TN= 2; ST= 3; AG= 0; CR= 0; PC= 1; HT= -1; IN= 1
HP=49; FP=32; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: axe=+12 | 10 | 21 | 22; or short sword=+13 | 8 | 22 | 23; or hammer=+11 | 8 | 22 | 23; or pick=+12 | 6 | 23 | 24; or poleaxe=+12 | 10 | 22 | 23; or punch/kick=+13 | 6 | 19 | 20

Laudable (Level 8)

TN= 2; ST= 4; AG= 0; CR= 0; PC= 2; HT= -1; IN= 1
HP=54; FP=34; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: axe=+15 | 11 | 23 | 25; or short sword=+16 | 9 | 24 | 26; or hammer=+14 | 9 | 24 | 26; or pick=+15 | 7 | 25 | 27; or poleaxe=+15 | 11 | 24 | 26; or punch/kick=+16 | 7 | 21 | 23

Model (Level 10)

TN= 2; ST= 5; AG= 1; CR= 0; PC= 2; HT= -1; IN= 1
HP=59; FP=34; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: axe=+19 | 12 | 26 | 27; or short sword=+20 | 10 | 27 | 28; or hammer=+18 | 10 | 27 | 28; or pick=+19 | 8 | 28 | 29; or poleaxe=+19 | 12 | 27 | 28; or punch/kick=+20 | 8 | 24 | 25

Outstanding (Level 12)

TN= 2; ST= 5; AG= 1; CR= 1; PC= 2; HT= 0; IN= 1
HP=59; FP=38; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: axe=+21 | 12 | 28 | 29; or short sword=+22 | 10 | 29 | 30; or hammer=+20 | 10 | 29 | 30; or pick=+21 | 8 | 30 | 31; or poleaxe=+21 | 12 | 29 | 30; or punch/kick=+22 | 8 | 26 | 27

Remarkable (Level 14)

TN= 3; ST= 5; AG= 1; CR= 1; PC= 3; HT= 0; IN= 1
HP=64; FP=41; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: axe=+23 | 12 | 31 | 33; or short sword=+24 | 10 | 32 | 34; or hammer=+22 | 10 | 32 | 34; or pick=+23 | 8 | 33 | 35; or poleaxe=+23 | 12 | 32 | 34; or punch/kick=+24 | 8 | 29 | 31

Superb (Level 16)

TN= 3; ST= 6; AG= 1; CR= 1; PC= 3; HT= 0; IN= 1
HP=70; FP=41; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: axe=+26 | 13 | 33 | 35; or short sword=+27 | 11 | 34 | 36; or hammer=+25 | 11 | 34 | 36; or pick=+26 | 9 | 35 | 37; or poleaxe=+26 | 13 | 34 | 36; or punch/kick=+27 | 9 | 31 | 33

Wondrous (Level 18)

TN= 3; ST= 6; AG= 1; CR= 1; PC= 3; HT= 0; IN= 2
HP=70; FP=41; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: axe=+28 | 13 | 35 | 37; or short sword=+29 | 11 | 36 | 38; or hammer=+27 | 11 | 36 | 38; or pick=+28 | 9 | 37 | 39; or poleaxe=+28 | 13 | 36 | 38; or punch/kick=+29 | 9 | 33 | 35

Dwarf Marksman Examples

Baseline Attributes

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

Adequate (Level 0)

TN= 0; ST= 2; AG= -2; CR= 0; PC= 0; HT= -1; IN= 1
HP=38; FP=29; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: bow=+3 | 5 | 8 | 10; or crossbow=+7 | 5 | 8 | 10; or short sword=+4 | 7 | 12 | 14; or throwing hammer=+3 | 8 | 8 | 10; or punch/kick=+4 | 5 | 9 | 11

Decent (Level 2)
 TN= 0; ST= 2; AG= -2; CR= 1; PC= 1; HT= -1; IN= 1
 HP=38; FP=32; Ward=0; SP=30 (run)
 Att | Dam | Def | Stab: bow=+7 | 5 | 10 | 13; or
 crossbow=+11 | 5 | 10 | 13; or short sword=+6 | 7 | 14 | 17; or
 throwing hammer=+7 | 8 | 10 | 13; or punch/kick=+6 | 5 |
 11 | 14

Fit (Level 4)
 TN= 0; ST= 2; AG= -2; CR= 2; PC= 2; HT= -1; IN= 1
 HP=38; FP=34; Ward=0; SP=35 (run)
 Att | Dam | Def | Stab: bow=+11 | 5 | 12 | 16; or
 crossbow=+15 | 5 | 12 | 16; or short sword=+8 | 7 | 16 | 20; or
 throwing hammer=+11 | 8 | 12 | 16; or punch/kick=+8 | 5 |
 13 | 17

Hardened (Level 6)
 TN= 0; ST= 3; AG= -2; CR= 2; PC= 3; HT= -1; IN= 1
 HP=41; FP=38; Ward=0; SP=40 (run)
 Att | Dam | Def | Stab: bow=+14 | 5 | 14 | 19; or
 crossbow=+18 | 5 | 14 | 19; or short sword=+11 | 8 | 18 | 23;
 or throwing hammer=+14 | 8 | 14 | 19; or
 punch/kick=+11 | 6 | 15 | 20

Laudable (Level 8)
 TN= 0; ST= 3; AG= -2; CR= 3; PC= 3; HT= -1; IN= 2
 HP=41; FP=38; Ward=0; SP=40 (run)
 Att | Dam | Def | Stab: bow=+17 | 5 | 16 | 21; or
 crossbow=+21 | 5 | 16 | 21; or short sword=+13 | 8 | 20 | 25;
 or throwing hammer=+17 | 8 | 16 | 21; or
 punch/kick=+13 | 6 | 17 | 22

Model (Level 10)
 TN= 0; ST= 3; AG= -2; CR= 4; PC= 3; HT= -1; IN= 2
 HP=41; FP=38; Ward=0; SP=40 (run)
 Att | Dam | Def | Stab: bow=+20 | 5 | 18 | 23; or
 crossbow=+24 | 5 | 18 | 23; or short sword=+15 | 8 | 22 | 27;
 or throwing hammer=+20 | 8 | 18 | 23; or
 punch/kick=+15 | 6 | 19 | 24

Outstanding (Level 12)
 TN= 1; ST= 3; AG= -2; CR= 4; PC= 3; HT= -1; IN= 3
 HP=45; FP=38; Ward=1; SP=40 (run)
 Att | Dam | Def | Stab: bow=+22 | 5 | 21 | 26; or
 crossbow=+26 | 5 | 21 | 26; or short sword=+17 | 8 | 25 | 30;
 or throwing hammer=+22 | 8 | 21 | 26; or
 punch/kick=+17 | 6 | 22 | 27

Remarkable (Level 14)
 TN= 1; ST= 3; AG= -2; CR= 4; PC= 4; HT= -1; IN= 3
 HP=45; FP=41; Ward=1; SP=40 (run)
 Att | Dam | Def | Stab: bow=+25 | 5 | 23 | 29; or
 crossbow=+29 | 5 | 23 | 29; or short sword=+19 | 8 | 27 | 33;
 or throwing hammer=+25 | 8 | 23 | 29; or
 punch/kick=+19 | 6 | 24 | 30

Superb (Level 16)
 TN= 1; ST= 4; AG= -1; CR= 4; PC= 4; HT= -1; IN= 3
 HP=49; FP=41; Ward=1; SP=45 (run)
 Att | Dam | Def | Stab: bow=+27 | 5 | 26 | 31; or
 crossbow=+31 | 5 | 26 | 31; or short sword=+23 | 9 | 30 | 35;
 or throwing hammer=+27 | 8 | 26 | 31; or
 punch/kick=+23 | 7 | 27 | 32

Wondrous (Level 18)
 TN= 3; ST= 4; AG= -1; CR= 4; PC= 4; HT= -1; IN= 3
 HP=59; FP=41; Ward=1; SP=45 (run)
 Att | Dam | Def | Stab: bow=+29 | 5 | 30 | 35; or
 crossbow=+33 | 5 | 30 | 35; or short sword=+25 | 9 | 34 | 39;
 or throwing hammer=+29 | 8 | 30 | 35; or
 punch/kick=+25 | 7 | 31 | 36

Dwarf Sage Examples

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

Adequate (Level 0)
 TN= 0; ST= 2; AG= -2; CR= 0; PC= 0; HT= -1; IN= 1
 HP=38; FP=29; Ward=0; SP=30 (run)
 Att | Dam | Def | Stab: dagger=+5 | 5 | 11 | 13; or
 scimitar=+3 | 8 | 13 | 15; or staff=+4 | 6 | 14 | 16; or
 punch/kick=+4 | 5 | 9 | 11

Decent (Level 2)
 TN= 0; ST= 2; AG= -2; CR= 0; PC= 0; HT= 0; IN= 2
 HP=38; FP=32; Ward=0; SP=30 (run)
 Att | Dam | Def | Stab: dagger=+7 | 5 | 13 | 15; or
 scimitar=+5 | 8 | 15 | 17; or staff=+6 | 6 | 16 | 18; or
 punch/kick=+6 | 5 | 11 | 13

Fit (Level 4)
 TN= 0; ST= 2; AG= -2; CR= 0; PC= 0; HT= 2; IN= 2
 HP=38; FP=38; Ward=0; SP=30 (run)
 Att | Dam | Def | Stab: dagger=+9 | 5 | 15 | 17; or
 scimitar=+7 | 8 | 17 | 19; or staff=+8 | 6 | 18 | 20; or
 punch/kick=+8 | 5 | 13 | 15

Hardened (Level 6)

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

HP=38; FP=38; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+11 | 5 | 17 | 19; or scimitar=+9 | 8 | 19 | 21; or staff=+10 | 6 | 20 | 22; or punch/kick=+10 | 5 | 15 | 17

Laudable (Level 8)

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

HP=38; FP=38; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+13 | 5 | 19 | 21; or scimitar=+11 | 8 | 21 | 23; or staff=+12 | 6 | 22 | 24; or punch/kick=+12 | 5 | 17 | 19

Model (Level 10)

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

HP=38; FP=41; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+16 | 5 | 22 | 24; or scimitar=+14 | 8 | 24 | 26; or staff=+15 | 6 | 25 | 27; or punch/kick=+15 | 5 | 20 | 22

Outstanding (Level 12)

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

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

Att | Dam | Def | Stab: dagger=+20 | 6 | 25 | 26; or scimitar=+18 | 9 | 27 | 28; or staff=+19 | 7 | 28 | 29; or punch/kick=+19 | 6 | 23 | 24

Remarkable (Level 14)

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

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

Att | Dam | Def | Stab: dagger=+23 | 7 | 27 | 29; or scimitar=+21 | 10 | 29 | 31; or staff=+22 | 8 | 30 | 32; or punch/kick=+22 | 7 | 25 | 27

Superb (Level 16)

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

HP=45; FP=49; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: dagger=+25 | 7 | 29 | 32; or scimitar=+23 | 10 | 31 | 34; or staff=+24 | 8 | 32 | 35; or punch/kick=+24 | 7 | 27 | 30

Wondrous (Level 18)

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

HP=45; FP=53; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: dagger=+27 | 7 | 31 | 35; or scimitar=+25 | 10 | 33 | 37; or staff=+26 | 8 | 34 | 38; or punch/kick=+26 | 7 | 29 | 33

Dwarfish Troll

The Dwarfish Troll, or trow, represents the most modern form the troll takes in folklore, being a direct descendant of the gigantic monsters described in Nordic mythology.

Breaking with trollish tradition, though, Dwarfish Trolls make superb crafters.

Despite their trollish origins, **Dwarfish Trolls** are not man-eaters and resent any implications that their diets may be less than honorable. Even so, they often associate with trolls and are extremely suspicious of men, who often mistake them for their more cannibalistic brethren. If a lone Dwarfish Troll encounters a group of men, it will remain alert for fear of a surprise attack. Their refusal to turn their backs has given rise to the mistaken notion that these small trolls walk backwards. Most peasants consider meeting a trow a bad omen (probably due more to the company they keep than to their actions).

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

Keywords: blooded, faery, fleshy, humanoid, living

Attack Modes: Quarterstaff or Staff Sling or Bolas or Claw/Kick

Move Modes: Run

Size: Medium

Gifts: Dark Vision

Danger Tier: 0

Henke

Henkes are angry little tyrants with long hooked noses, pointed teeth, and hair that resembles a sheepdog's coat after playing 'barber' with the family toddler. They are squat dark stubby gargoyles with devious minds and clever fingers. Their deformed little bodies often cause them to limp, or "henke," as they walk. Munchkin Prince Charmings they ain't.

Habitat: Although Henke Trolls are not unknown in the standard swampish troll haunts, they far prefer the stony surroundings of subterranean catacombs.

Origin: Trolls are Scandinavian giants that were eventually adopted by classical fairy tales. When they first appeared as fairy tale villains, they retained the monstrous man-eating forms of ancient lore. Over time, however, their ferocity faded along with their bulk. Eventually, the stories incorporated trolls that were no bigger than dwarfs, still sly and malicious but far from Herculean. Rumpelstilskin, the famed dwarf that spun straw into gold, is an example of one such magical, manipulative rogue.

Traits: Aversion to Sunlight

Sith

Siths are about three or four feet tall with light brown complexions. They are the only trollish lineage whose members, both male and female, can be described as handsome, even if they are not really beautiful. Their hair is either red or blond and their clothing is generally green or gray. Most Siths consider pointed hats to be the height of fashion. Red ones are especially envied.

Habitat: Like the trollish sub-race known as the Huldra, Siths live within green hills. The tops of these hills rise up on pillars at night to reveal the brightly lit underworld that serves as the Sithian realm known as Elfhame.

Origin: Tales of the Sith race springs from Scotland and the folklore of Shetland (in the northern British Isles) where they are known as Trows. It is almost certain that the legends descend from the same Nordic sources as do the better known trolls. In fact, their characteristics indicate that they are a blend between the Scandinavian Trolls and the Gaelic Daione Sidh (grey elves). The Scottish call them the Sith (pronounced "Shee") and the females are called the Beane Sith (or "Ban-Shee"). In fact, the well-known tales of the much feared banshee originated from legends of these trollish faeries.

Fun Facts: The Sith inherited the genetic handicap concerning sunlight that plagues so many trollish races. Rather than turning them into stone, though, sunlight merely paralyzes a Sith, rendering them as immovable as stone until night falls. Spells which produce sunlight (such as the Pagan spell Rays of Dawn) petrify a sith only as long as the light falls on their body. Fortunately, no lingering effects will be felt from their sunny ordeal, although they are exceptionally vulnerable during any such time.

Traits: Afraid of Sunlight

Dwarfish Troll Fighter Examples**Baseline Attributes**

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

Adequate (Level 0)

TN= -1; ST= -1; AG= 0; CR= 2; PC= 0; HT= -3; IN= 3
HP=27; FP=24; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: mace=+2 | 5 | 14 | 14; or staff=+3 | 4 | 15 | 15; or staff sling=+4 | 5 | 9 | 9; or claw/kick=+3 | 6 | 13 | 13

Decent (Level 2)

TN= -1; ST= 0; AG= 1; CR= 2; PC= 0; HT= -3; IN= 3
HP=29; FP=24; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: mace=+6 | 5 | 17 | 16; or staff=+7 | 4 | 18 | 17; or staff sling=+6 | 5 | 12 | 11; or claw/kick=+7 | 6 | 16 | 15

Fit (Level 4)

TN= 0; ST= 0; AG= 1; CR= 2; PC= 1; HT= -3; IN= 3
HP=32; FP=26; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: mace=+8 | 5 | 20 | 20; or staff=+9 | 4 | 21 | 21; or staff sling=+9 | 5 | 15 | 15; or claw/kick=+9 | 6 | 19 | 19

Hardened (Level 6)

TN= 1; ST= 0; AG= 2; CR= 2; PC= 1; HT= -3; IN= 3
HP=35; FP=26; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: mace=+11 | 5 | 24 | 23; or staff=+12 | 4 | 25 | 24; or staff sling=+11 | 5 | 19 | 18; or claw/kick=+12 | 6 | 23 | 22

Laudable (Level 8)

TN= 1; ST= 1; AG= 2; CR= 2; PC= 2; HT= -3; IN= 3
HP=38; FP=29; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: mace=+14 | 6 | 26 | 26; or staff=+15 | 5 | 27 | 27; or staff sling=+14 | 5 | 21 | 21; or claw/kick=+15 | 7 | 25 | 25

Model (Level 10)

TN= 1; ST= 2; AG= 3; CR= 2; PC= 2; HT= -3; IN= 3
HP=41; FP=29; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: mace=+18 | 7 | 29 | 28; or staff=+19 | 6 | 30 | 29; or staff sling=+16 | 5 | 24 | 23; or claw/kick=+19 | 8 | 28 | 27

Outstanding (Level 12)

TN= 1; ST= 2; AG= 3; CR= 3; PC= 2; HT= -2; IN= 3
HP=41; FP=32; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: mace=+20 | 7 | 31 | 30; or staff=+21 | 6 | 32 | 31; or staff sling=+19 | 5 | 26 | 25; or claw/kick=+21 | 8 | 30 | 29

Remarkable (Level 14)

TN= 2; ST= 2; AG= 3; CR= 3; PC= 3; HT= -2; IN= 3
HP=45; FP=34; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: mace=+22 | 7 | 34 | 34; or staff=+23 | 6 | 35 | 35; or staff sling=+22 | 5 | 29 | 29; or claw/kick=+23 | 8 | 33 | 33

Superb (Level 16)

TN= 2; ST= 3; AG= 3; CR= 3; PC= 3; HT= -2; IN= 3
HP=49; FP=34; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: mace=+25 | 8 | 36 | 36; or staff=+26 | 7 | 37 | 37; or staff sling=+24 | 5 | 31 | 31; or claw/kick=+26 | 9 | 35 | 35

Wondrous (Level 18)

TN= 2; ST= 3; AG= 3; CR= 3; PC= 3; HT= -2; IN= 4
 HP=49; FP=34; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: mace=+27 | 8 | 38 | 38; or
 staff=+28 | 7 | 39 | 39; or staff sling=+26 | 5 | 33 | 33; or
 claw/kick=+28 | 9 | 37 | 37

Dwarfish Troll Marksman Examples**Baseline Attributes**

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

Adequate (Level 0)

TN= -1; ST= -1; AG= 0; CR= 2; PC= 0; HT= -3; IN= 3
 HP=27; FP=24; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: bolas=+4 | 5 (setback) | 9 | 9; or
 dagger=+4 | 3 | 12 | 12; or sling=+4 | 5 | 9 | 9; or staff
 sling=+4 | 5 | 9 | 9; or claw/kick=+3 | 6 | 13 | 13

Decent (Level 2)

TN= -1; ST= -1; AG= 0; CR= 3; PC= 1; HT= -3; IN= 3
 HP=27; FP=26; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: bolas=+8 | 6 (setback) | 11 | 12; or
 dagger=+6 | 3 | 14 | 15; or sling=+8 | 5 | 11 | 12; or staff
 sling=+8 | 5 | 11 | 12; or claw/kick=+5 | 6 | 15 | 16

Fit (Level 4)

TN= -1; ST= -1; AG= 0; CR= 4; PC= 2; HT= -3; IN= 3
 HP=27; FP=29; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: bolas=+12 | 7 (setback) | 13 | 15; or
 dagger=+8 | 3 | 16 | 18; or sling=+12 | 5 | 13 | 15; or staff
 sling=+12 | 5 | 13 | 15; or claw/kick=+7 | 6 | 17 | 19

Hardened (Level 6)

TN= -1; ST= 0; AG= 0; CR= 4; PC= 3; HT= -3; IN= 3
 HP=29; FP=32; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: bolas=+15 | 7 (setback) | 15 | 18; or
 dagger=+11 | 3 | 18 | 21; or sling=+15 | 5 | 15 | 18; or staff
 sling=+15 | 5 | 15 | 18; or claw/kick=+10 | 6 | 19 | 22

Laudable (Level 8)

TN= -1; ST= 0; AG= 0; CR= 5; PC= 3; HT= -3; IN= 4
 HP=29; FP=32; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: bolas=+18 | 8 (setback) | 17 | 20; or
 dagger=+13 | 3 | 20 | 23; or sling=+18 | 5 | 17 | 20; or staff
 sling=+18 | 5 | 17 | 20; or claw/kick=+12 | 6 | 21 | 24

Model (Level 10)

TN= -1; ST= 0; AG= 0; CR= 6; PC= 3; HT= -3; IN= 4
 HP=29; FP=32; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: bolas=+21 | 9 (setback) | 19 | 22; or
 dagger=+15 | 3 | 22 | 25; or sling=+21 | 5 | 19 | 22; or staff
 sling=+21 | 5 | 19 | 22; or claw/kick=+14 | 6 | 23 | 26

Outstanding (Level 12)

TN= 0; ST= 0; AG= 0; CR= 6; PC= 3; HT= -3; IN= 5
 HP=32; FP=32; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: bolas=+23 | 9 (setback) | 22 | 25; or
 dagger=+17 | 3 | 25 | 28; or sling=+23 | 5 | 22 | 25; or staff
 sling=+23 | 5 | 22 | 25; or claw/kick=+16 | 6 | 26 | 29

Remarkable (Level 14)

TN= 0; ST= 0; AG= 0; CR= 6; PC= 4; HT= -3; IN= 5
 HP=32; FP=34; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bolas=+26 | 9 (setback) | 24 | 28; or
 dagger=+19 | 3 | 27 | 31; or sling=+26 | 5 | 24 | 28; or staff
 sling=+26 | 5 | 24 | 28; or claw/kick=+18 | 6 | 28 | 32

Superb (Level 16)

TN= 0; ST= 1; AG= 1; CR= 6; PC= 4; HT= -3; IN= 5
 HP=35; FP=34; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bolas=+28 | 9 (setback) | 27 | 30; or
 dagger=+23 | 4 | 30 | 33; or sling=+28 | 5 | 27 | 30; or staff
 sling=+28 | 5 | 27 | 30; or claw/kick=+22 | 7 | 31 | 34

Wondrous (Level 18)

TN= 2; ST= 1; AG= 1; CR= 6; PC= 4; HT= -3; IN= 5
 HP=41; FP=34; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bolas=+30 | 9 (setback) | 31 | 34; or
 dagger=+25 | 4 | 34 | 37; or sling=+30 | 5 | 31 | 34; or staff
 sling=+30 | 5 | 31 | 34; or claw/kick=+24 | 7 | 35 | 38

Dwarfish Troll Sage Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=27; FP=24; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+4 | 3 | 12 | 12; or
scimitar=+2 | 6 | 14 | 14; or staff=+3 | 4 | 15 | 15; or
claw/kick=+3 | 6 | 13 | 13

Decent (Level 2)

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

HP=27; FP=26; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+6 | 3 | 14 | 14; or
scimitar=+4 | 6 | 16 | 16; or staff=+5 | 4 | 17 | 17; or
claw/kick=+5 | 6 | 15 | 15

Fit (Level 4)

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

HP=27; FP=32; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+8 | 3 | 16 | 16; or
scimitar=+6 | 6 | 18 | 18; or staff=+7 | 4 | 19 | 19; or
claw/kick=+7 | 6 | 17 | 17

Hardened (Level 6)

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

HP=27; FP=32; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+10 | 3 | 18 | 18; or
scimitar=+8 | 6 | 20 | 20; or staff=+9 | 4 | 21 | 21; or
claw/kick=+9 | 6 | 19 | 19

Laudable (Level 8)

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

HP=27; FP=32; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+12 | 3 | 20 | 20; or
scimitar=+10 | 6 | 22 | 22; or staff=+11 | 4 | 23 | 23; or
claw/kick=+11 | 6 | 21 | 21

Model (Level 10)

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

HP=27; FP=34; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+15 | 3 | 23 | 23; or
scimitar=+13 | 6 | 25 | 25; or staff=+14 | 4 | 26 | 26; or
claw/kick=+14 | 6 | 24 | 24

Outstanding (Level 12)

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

HP=29; FP=34; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+19 | 3 | 26 | 25; or
scimitar=+17 | 6 | 28 | 27; or staff=+18 | 4 | 29 | 28; or
claw/kick=+18 | 6 | 27 | 26

Remarkable (Level 14)

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

HP=32; FP=38; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+22 | 4 | 28 | 28; or
scimitar=+20 | 7 | 30 | 30; or staff=+21 | 5 | 31 | 31; or
claw/kick=+21 | 7 | 29 | 29

Superb (Level 16)

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

HP=32; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+24 | 4 | 30 | 31; or
scimitar=+22 | 7 | 32 | 33; or staff=+23 | 5 | 33 | 34; or
claw/kick=+23 | 7 | 31 | 32

Wondrous (Level 18)

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

HP=32; FP=45; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: dagger=+26 | 4 | 32 | 34; or
scimitar=+24 | 7 | 34 | 36; or staff=+25 | 5 | 35 | 37; or
claw/kick=+25 | 7 | 33 | 35

Bestiary ~ E

Elf

The Elf is of such primary importance to folklore and, consequently, to this game, that a description of ordinary detail would prove far too inadequate. Because of this, several races of **Elves** are thoroughly detailed here. The combat characteristics of all of the elf races, however, are substantially similar to one another, even though their cultures vary drastically. So that we can provide a thorough collection of elf examples, and so that we do not mindlessly repeat ourselves with each elf race, we have lumped a number of elf races together under the general heading of "elf." Any characteristic that varies from one race to another is listed in the descriptions below.

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

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

Traits: The Traits of all elf lineages are also listed in [The Character Compendium](#).

Keywords: ageless, blooded, faery, fleshy, humanoid, living

Attack Modes: Melee Weapon or Range Weapon or Entrapment Weapon or Punch/Kick

Wealth Type: Monetary *Cunning:* Alert

Move Modes: Run *Size:* Medium

Danger Tier: 0

Gifts: [Night Vision](#) (for Mixed Lineage Elves)

Daoine Sidh

In Celtic lands, the stories of the elves developed from legends of the Tuatha de Danann, a race of Celtic gods. These magical people were said to be able to transform into animals, control the weather, and ride cloud ships. The populace essentially revered these people as gods. Even they could not stop the rising tide of humanity, though, and were forced to flee. Some ventured underground and under sea to establish new elfin kingdoms. Some fled deep underground, and became the Sluagh Sidh. Others remained near the surface and established the nations of the Daoine Sidh (pronounced deenee-shee).

Many Daoine Sidh worship the Celtic goddess Danu (Dôn), after which their race is named. Supposedly, Dana transformed her loyal followers into elves after they were overwhelmed by humanity to lengthen their lives. This, in turn, prolonged her power. The Daoine Sidh look for signals from Danu in the movements of the stars. Many races

unfamiliar with this custom mistake this solemn trance-like stargazing for an unusual form of sleep.

In order to maintain their close connection to the stars, the Daoine Sidh live just beneath the surface in round hilltops, known as Sidh (pronounced Shee). The tops of these hills silently rise on columns at night, giving their occupants access to the heavens and surrounding lands. There have been many reports over the years describing the dark of night suddenly interrupted by brilliant spectacles of these events. Some report somber processions accompanied by sweet music, while others tell of faery balls and raucous revelry.

The Daoine Sidh developed their skills of Astromancy, Hydromancy, White Magic, and Wizardry to art forms. These spell casters concentrate their powers on cultivating woodland nature and crafting unusual gifts for their deity. They believe that pleasing Dana in these ways alters unfavorable fates into desirable outcomes

A king and his council of scholarly knights govern their civilization. The world's nations recognize this governing body, known as the Seelie Court, as a powerful bastion of justice and peace. This court convenes to judge the rightness of events of the surrounding world and decides on appropriate actions when necessary. A league of White Knights serves the council. Every knight rides a Fairy Horse accompanied by a few trained greyhounds.

Many of these elves are masters of the game of chess and will quickly agree to contests where the winner names their price after the game is complete. The only restriction placed on the prize is that the loser has the actual ability to pay. Thus, the winner cannot demand the loser to grant them knighthood when the loser does not have the authority to do so.

Habitat: The Daoine Sidh live in fantastic underground palaces built into knobby hills just below the earth's surface. On particularly clear nights, the rooftops of these palaces are raised on massive supporting columns to allow the elves a view of their beloved starry heaven. On such nights, the elves hold grand balls with lighthearted music, tireless dancing, feasting and revelry. As the Daoine Sidh worship the stars, they build their underground cities near the surface.

Origin: The Daoine Sidh come from Irish folklore.

More Gifts: [Night Vision](#)

Fay

A Fay (plural **Fey**) is a lithe, thin humanoid with long golden hair and fair skin. These Elves clothe themselves in lightweight, unencumbering articles colored in the shades and hues found deep in forests. Their cheerful attire simply reflects their friendly nature and seems to enhance the glow given their faces by frequent laughter. Their bright eyes and mirthful nature earns these elves many friends and few enemies.

A Fay's greatest concern is tending their forest gardens and caring for the woodland creatures found in their area. As such, they have only a loose governmental system where those with the greatest woodcraft abilities are highly revered. These Elves have taken the arts of witchcraft and wood lore to heights never before achieved.

The Fey equip themselves with items made entirely from wood, fur, woven grasses, and other materials taken from their home environments. Consequently, few of these wood elves delve into the skills of hand-to-hand combat. They prefer using the arts of archery and witchcraft although the more athletically inclined become woodsmen, scouts, and rangers.

Habitat: The Fey live lives integrally tied with nature and are inhabitants of the meadows and woodlands. They prefer moderate temperate climates like that found just north of the Mediterranean Sea. Even so, small colonies of Fey are sometimes found in more frigid regions as far North as Scandinavia.

Origin: The ancient Greeks named their Elves the Fatui that eventually evolved into the term Fay. In Italy, they are known as the Folletti. It is these Elves, along with some of their "decedents" to the immediate north in Germany and France that we describe here.

More Gifts: [Night Vision](#)

Gwragedd Annwn

In Celtic myth, legends of elves evolved from those of the Tuatha de Danann, a race of Celtic gods. These potent deities had magical abilities enabling them to transform into animals, control the weather, and craft powerful magic items. Even they could not hold back the onslaught of humanity, though. To save themselves, some fled underwater and created permanent kingdoms there. These became the aquatic elves known as the Gwragedd Annwn (pronounced goorageth anoon).

The Gwragedd Annwn are among the tallest of all the Elf races. They are commonly as tall as normal humans and, in fact, sometimes exceed men in height. Unlike the other Elf races, the Gwragedd Annwn have rounded ears. In fact, their physical features make it difficult to distinguish them from mortal men, although their beauty and lithe forms provide sufficient cues to those highly familiar with the race.

For unknown reasons, the children of this race are overwhelmingly female. Some estimates put the ratio as low as 1 male out of every 100 children born. Needless to say, this puts tremendous pressure on young Gwragedd Annwn maidens on finding suitable mates. Consequently, almost half elves are the offspring of a Gwragedd Annwn mother and a human father. It is completely unheard of for a male Gwragedd Annwn to court a human female in this fashion, though. Any male so doing would forever after be treated as a social outcast, although his female counterpart would receive no such stigma.

For obvious reasons, these water-dwelling faeries hold the

profession of Hydromancy in the highest regard. After all, without powerful and potent practitioners of this art, their highly defensible underwater dwellings would not exist.

Habitat: The Gwragedd Annwn live in fabulous faery palaces beneath the glassy surface of calm freshwater lakes. These lakes are usually hidden within vast enchanted forests and are accessible only with the knowledge and permission of the native elves.

Origin: The Gwragedd Annwn, or Gwraig Annwn, have a Welsh origin. For mysterious reasons, the vast majority of this race are female, although there do exist a few legends of males. Many popular and well-loved myths are told about the Gwragedd Annwn, the elves themselves remain obscure. Undoubtedly the most renowned of all these watery elves is that of King Arthur's Lady of the Lake. Sir Lancelot was adopted and raised by her, which is why he is sometimes referred to as Lancelot du Lac. So, it is possible that Lancelot had some elfish blood flowing through his veins.

More Gifts: [Night Vision](#)

Liosalfar

The Ljósálfar are a fair complexioned, blond haired race of elves whose sheer grace and beauty often stuns those who first encounter them. They dwell in a garden-like forest region known as Alfheim (Elf Home). They are renowned for their reclusive nature. There is more rumor than actual fact concerning the race, a circumstance that pleases the Ljósálfar quite well. Some stories even describe them as ethereal beings made of pure air and sunlight. This is, of course, nonsense. The Ljósálfar are pure flesh and blood like the other faery races, although their mastery over white witchcraft and aeromancy may explain this belief. In any case, these light elves are viewed as unapproachable and arrogant, although generally benevolent by most races that go about their lives in the light of day. They have developed great animosity toward the races that shun daylight, however, especially the Svartalfar.

More Gifts: [Night Vision](#)

Sluagh Sidh

Long ago a race of Celtic deities, known as the Tuatha De Danann in Celtic lands ruled over Celtic lands. With the rise of humans, though, the Tuatha were forced to flee. Some ran across the seas, others moved under the surface of lakes, and others fled underground. Those who were once gods gave rise to the Celtic elves. Of those that took up subterranean homes, a few ventured so far underground that they never returned to the surface. Over time, these Elves, the Sluagh Sidh (pronounced slooa shee), developed alliances with the subterranean races, and enmity with with many of the surface dwelling races, especially the Daoine Sidh.

Those elves that lived exclusively underground hid from the other races for centuries. The skin of these elves grew darker until it assumed a hue of pitch black. At the same time, their night vision became surprisingly keen. In fact, generations

of living underground caused the eyesight of these elves to drastically change. They can easily distinguish fine details in extremely dim light. Because of this sensitivity, though, the Sluagh Sidh have an aversion to bright lights.

After the population of the Sluagh Sidh took on sizable proportions, a bloody underground revolution set them up as rulers of the Celtic underworld. They formed a council that calls itself the Unseelie Court in mockery of the Daoine Sidh's Seelie Court. As the Seelie Court promotes the vigorous growth that occurs in the Spring and Summer seasons, the Unseelie Court puts its emphasis on the Autumn and Winter seasons.

The Sluagh Sidh structure their societies in a roughly feudal hierarchy (with kings, queens, dukes, knights, etc.) ruled by a council of high nobility. This council consists of a king and several high-ranking Black Knights.

The Occult arts of Geomancy, Hydromancy, Sorcery, and Wizardry are highly respected by these elves. Practitioners of these arts are often employed as advisors to the royal court and their nobles.

During times of war, large groups of Sluagh Sidh will swarm the surface to kill or capture enemies. To the terrified surface dwellers, these raiding parties are referred to simply as The Host and are often mistaken for ghosts of the damned or fallen angels. These onslaughts have built up the reputations of the Sluagh Sidh in the eyes of the surface races as merciless killers. Even so, the Sluagh Sidh maintain the nobility of their original elfin nature, and treat those they encounter with the same courtesy and respect they are shown, or lack thereof.

Habitat: The Sluagh Sidh live in fabulous cities located well below the earth's surface. Wherever they dwell, they are known as the undisputed masters of their realm. On the rare occasion that a one is encountered on the earth's surface, the sun has long since passed below the horizon.

Origin: The Sluagh Sidh arise from Scottish folklore, and are the nobility who rule the Unseelie Court of Celtic legend.

More Gifts: [Dark Vision](#)

Svartalfar

Svartálfar are the Scandinavian dark elves who live in Dökkálfar and Svartálfheim. They have the lithe countenance of all elf-kind, but have pitch black skin and a serious cold expression. Their hair, also darkest black, has a healthy bluish sheen that glistens in the moonlight. Overall, their graceful demeanor, comely form, and harsh air gives them a presence that is both striking and frightening.

The Svartálfar are close allies with the Scandinavian Duergar dwarfs. Some people even say that the Svartálfar are descended from the Duergar, although this is far from certain. Any Svartálfar questioned on the matter would say that, if there is any relationship, then it is undoubtedly the dwarfs that are descended from the elves, as no true elf would ever claim to have dwarfish blood flowing through

their veins. In any case, the two lineages unquestionably have many characteristics in common. Among the most notable of these are their renowned skill at Forging Metal, their supernatural ability to trick an enemy's senses with illusions, their talents of invisibility, and their aversion to sunlight. Together, these two races keep the underground realm of Scandinavia in an iron grip of absolute dictatorial control.

Origin: Svartálfar are found in Scandinavian myths, and are often confused with the Duergar Dwarfs of the same region. This is largely due to the fact that the legends of the Svartálfar arose after those of the Duergar, and took on many of their characteristics.

Habitat: The Svartálfar live in fabulous cities located well below the earth's surface. Wherever they dwell, they are known as the undisputed masters of their realm. On the rare occasion that a Svartálfar is encountered on the earth's surface, the sun has long since passed below the horizon.

More Gifts: [Dark Vision](#)

Elf Fighter Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=23; FP=38; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: bow=+4 | 5 | 8 | 8; or
longsword=+4 | 6 | 12 | 12; or staff=+4 | 4 | 14 | 14; or
spear=+4 | 3 | 12 | 12; or punch/kick=+4 | 3 | 9 | 9

Decent (Level 2)

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

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

Att | Dam | Def | Stab: bow=+6 | 5 | 11 | 10; or
longsword=+8 | 6 | 15 | 14; or staff=+8 | 4 | 17 | 16; or
spear=+8 | 3 | 15 | 14; or punch/kick=+8 | 3 | 12 | 11

Fit (Level 4)

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

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

Att | Dam | Def | Stab: bow=+9 | 5 | 14 | 14; or
longsword=+10 | 6 | 18 | 18; or staff=+10 | 4 | 20 | 20; or
spear=+10 | 3 | 18 | 18; or punch/kick=+10 | 3 | 15 | 15

Hardened (Level 6)

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

HP=29; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+11 | 5 | 18 | 17; or
longsword=+13 | 6 | 22 | 21; or staff=+13 | 4 | 24 | 23; or
spear=+13 | 3 | 22 | 21; or punch/kick=+13 | 3 | 19 | 18

Laudable (Level 8)

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

HP=32; FP=45; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: bow=+14 | 5 | 20 | 20; or
longsword=+16 | 7 | 24 | 24; or staff=+16 | 5 | 26 | 26; or
spear=+16 | 4 | 24 | 24; or punch/kick=+16 | 4 | 21 | 21**Model (Level 10)**

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

HP=35; FP=45; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: bow=+16 | 5 | 23 | 22; or
longsword=+20 | 8 | 27 | 26; or staff=+20 | 6 | 29 | 28; or
spear=+20 | 5 | 27 | 26; or punch/kick=+20 | 5 | 24 | 23**Outstanding (Level 12)**

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

HP=35; FP=49; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: bow=+19 | 5 | 25 | 24; or
longsword=+22 | 8 | 29 | 28; or staff=+22 | 6 | 31 | 30; or
spear=+22 | 5 | 29 | 28; or punch/kick=+22 | 5 | 26 | 25**Remarkable (Level 14)**

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

HP=38; FP=53; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: bow=+22 | 5 | 28 | 28; or
longsword=+24 | 8 | 32 | 32; or staff=+24 | 6 | 34 | 34; or
spear=+24 | 5 | 32 | 32; or punch/kick=+24 | 5 | 29 | 29**Superb (Level 16)**

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

HP=41; FP=53; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: bow=+24 | 5 | 30 | 30; or
longsword=+27 | 9 | 34 | 34; or staff=+27 | 7 | 36 | 36; or
spear=+27 | 6 | 34 | 34; or punch/kick=+27 | 6 | 31 | 31**Wondrous (Level 18)**

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

HP=41; FP=53; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: bow=+26 | 5 | 32 | 32; or
longsword=+29 | 9 | 36 | 36; or staff=+29 | 7 | 38 | 38; or
spear=+29 | 6 | 36 | 36; or punch/kick=+29 | 6 | 33 | 33**Elf Marksman Examples****Baseline Attributes**

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

Adequate (Level 0)

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

HP=23; FP=38; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: bow=+4 | 5 | 8 | 8; or
crossbow=+8 | 5 | 8 | 8; or longsword=+4 | 6 | 12 | 12; or
punch/kick=+4 | 3 | 9 | 9**Decent (Level 2)**

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

HP=23; FP=41; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: bow=+8 | 5 | 10 | 11; or
crossbow=+12 | 5 | 10 | 11; or longsword=+6 | 6 | 14 | 15; or
punch/kick=+6 | 3 | 11 | 12**Fit (Level 4)**

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

HP=23; FP=45; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: bow=+12 | 5 | 12 | 14; or
crossbow=+16 | 5 | 12 | 14; or longsword=+8 | 6 | 16 | 18; or
punch/kick=+8 | 3 | 13 | 15**Hardened (Level 6)**

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

HP=25; FP=49; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+15 | 5 | 14 | 17; or
crossbow=+19 | 5 | 14 | 17; or longsword=+11 | 6 | 18 | 21; or
punch/kick=+11 | 3 | 15 | 18**Laudable (Level 8)**

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

HP=25; FP=49; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+18 | 5 | 16 | 19; or
crossbow=+22 | 5 | 16 | 19; or longsword=+13 | 6 | 20 | 23; or
punch/kick=+13 | 3 | 17 | 20**Model (Level 10)**

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

HP=25; FP=49; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+21 | 5 | 18 | 21; or
crossbow=+25 | 5 | 18 | 21; or longsword=+15 | 6 | 22 | 25; or
punch/kick=+15 | 3 | 19 | 22**Outstanding (Level 12)**

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

HP=27; FP=49; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+23 | 5 | 21 | 24; or
crossbow=+27 | 5 | 21 | 24; or longsword=+17 | 6 | 25 | 28; or
punch/kick=+17 | 3 | 22 | 25

Remarkable (Level 14)
 TN= -2; ST= 0; AG= 1; CR= 4; PC= 5; HT= 1; IN= 3
 HP=27; FP=53; Ward=0; SP=40 (run)
 Att | Dam | Def | Stab: bow=+26 | 5 | 23 | 27; or
 crossbow=+30 | 5 | 23 | 27; or longsword=+19 | 6 | 27 | 31; or
 punch/kick=+19 | 3 | 24 | 28

Superb (Level 16)
 TN= -2; ST= 1; AG= 2; CR= 4; PC= 5; HT= 1; IN= 3
 HP=29; FP=53; Ward=0; SP=50 (run)
 Att | Dam | Def | Stab: bow=+28 | 5 | 26 | 29; or
 crossbow=+32 | 5 | 26 | 29; or longsword=+23 | 7 | 30 | 33; or
 punch/kick=+23 | 4 | 27 | 30

Wondrous (Level 18)
 TN= 0; ST= 1; AG= 2; CR= 4; PC= 5; HT= 1; IN= 3
 HP=35; FP=53; Ward=0; SP=50 (run)
 Att | Dam | Def | Stab: bow=+30 | 5 | 30 | 33; or
 crossbow=+34 | 5 | 30 | 33; or longsword=+25 | 7 | 34 | 37; or
 punch/kick=+25 | 4 | 31 | 34

Elf Rogue Examples

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

Adequate (Level 0)
 TN= -3; ST= -1; AG= 1; CR= 0; PC= 1; HT= 1; IN= 1
 HP=23; FP=38; Ward=0; SP=30 (run)
 Att | Dam | Def | Stab: bow=+4 | 5 | 8 | 8; or rapier=+3 | 5 |
 14 | 14; or whip=+3 | 2 (dam) + 4 (setback) | 11 | 11; or
 punch/kick=+4 | 3 | 9 | 9

Decent (Level 2)
 TN= -3; ST= -1; AG= 2; CR= 0; PC= 2; HT= 1; IN= 1
 HP=23; FP=41; Ward=0; SP=35 (run)
 Att | Dam | Def | Stab: bow=+7 | 5 | 11 | 11; or rapier=+6 | 5 |
 17 | 17; or whip=+6 | 2 (dam) + 4 (setback) | 14 | 14; or
 punch/kick=+7 | 3 | 12 | 12

Fit (Level 4)
 TN= -3; ST= -1; AG= 4; CR= 0; PC= 2; HT= 1; IN= 1
 HP=23; FP=41; Ward=0; SP=40 (run)
 Att | Dam | Def | Stab: bow=+9 | 5 | 15 | 13; or
 rapier=+10 | 5 | 21 | 19; or whip=+10 | 2 (dam) +
 4 (setback) | 18 | 16; or punch/kick=+11 | 3 | 16 | 14

Hardened (Level 6)
 TN= -2; ST= -1; AG= 4; CR= 0; PC= 3; HT= 1; IN= 1
 HP=25; FP=45; Ward=0; SP=40 (run)
 Att | Dam | Def | Stab: bow=+12 | 5 | 18 | 17; or
 rapier=+12 | 5 | 24 | 23; or whip=+12 | 2 (dam) +
 4 (setback) | 21 | 20; or punch/kick=+13 | 3 | 19 | 18

Laudable (Level 8)
 TN= -2; ST= -1; AG= 4; CR= 2; PC= 3; HT= 1; IN= 1
 HP=25; FP=45; Ward=0; SP=40 (run)
 Att | Dam | Def | Stab: bow=+16 | 5 | 20 | 19; or
 rapier=+14 | 5 | 26 | 25; or whip=+14 | 2 (dam) +
 6 (setback) | 23 | 22; or punch/kick=+15 | 3 | 21 | 20

Model (Level 10)
 TN= -2; ST= -1; AG= 4; CR= 3; PC= 4; HT= 1; IN= 1
 HP=25; FP=49; Ward=0; SP=45 (run)
 Att | Dam | Def | Stab: bow=+20 | 5 | 22 | 22; or
 rapier=+16 | 5 | 28 | 28; or whip=+16 | 2 (dam) +
 7 (setback) | 25 | 25; or punch/kick=+17 | 3 | 23 | 23

Outstanding (Level 12)
 TN= -1; ST= -1; AG= 4; CR= 3; PC= 4; HT= 1; IN= 2
 HP=27; FP=49; Ward=0; SP=45 (run)
 Att | Dam | Def | Stab: bow=+22 | 5 | 25 | 25; or
 rapier=+18 | 5 | 31 | 31; or whip=+18 | 2 (dam) +
 7 (setback) | 28 | 28; or punch/kick=+19 | 3 | 26 | 26

Remarkable (Level 14)
 TN= -1; ST= -1; AG= 4; CR= 3; PC= 4; HT= 2; IN= 3
 HP=27; FP=53; Ward=0; SP=45 (run)
 Att | Dam | Def | Stab: bow=+24 | 5 | 27 | 27; or
 rapier=+20 | 5 | 33 | 33; or whip=+20 | 2 (dam) +
 7 (setback) | 30 | 30; or punch/kick=+21 | 3 | 28 | 28

Superb (Level 16)
 TN= -1; ST= -1; AG= 5; CR= 3; PC= 4; HT= 2; IN= 3
 HP=27; FP=53; Ward=0; SP=50 (run)
 Att | Dam | Def | Stab: bow=+26 | 5 | 30 | 29; or
 rapier=+23 | 5 | 36 | 35; or whip=+23 | 2 (dam) +
 7 (setback) | 33 | 32; or punch/kick=+24 | 3 | 31 | 30

Wondrous (Level 18)
 TN= -1; ST= -1; AG= 5; CR= 4; PC= 4; HT= 2; IN= 3
 HP=27; FP=53; Ward=0; SP=50 (run)
 Att | Dam | Def | Stab: bow=+29 | 5 | 32 | 31; or
 rapier=+25 | 5 | 38 | 37; or whip=+25 | 2 (dam) +
 8 (setback) | 35 | 34; or punch/kick=+26 | 3 | 33 | 32

Elf Sage Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=23; FP=38; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+5 | 3 | 11 | 11; or
scimitar=+3 | 6 | 13 | 13; or staff=+4 | 4 | 14 | 14; or
punch/kick=+4 | 3 | 9 | 9

Decent (Level 2)

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

HP=23; FP=41; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+7 | 3 | 13 | 13; or
scimitar=+5 | 6 | 15 | 15; or staff=+6 | 4 | 16 | 16; or
punch/kick=+6 | 3 | 11 | 11

Fit (Level 4)

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

HP=23; FP=49; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+9 | 3 | 15 | 15; or
scimitar=+7 | 6 | 17 | 17; or staff=+8 | 4 | 18 | 18; or
punch/kick=+8 | 3 | 13 | 13

Hardened (Level 6)

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

HP=23; FP=49; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+11 | 3 | 17 | 17; or
scimitar=+9 | 6 | 19 | 19; or staff=+10 | 4 | 20 | 20; or
punch/kick=+10 | 3 | 15 | 15

Laudable (Level 8)

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

HP=23; FP=49; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+13 | 3 | 19 | 19; or
scimitar=+11 | 6 | 21 | 21; or staff=+12 | 4 | 22 | 22; or
punch/kick=+12 | 3 | 17 | 17

Model (Level 10)

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

HP=23; FP=53; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+16 | 3 | 22 | 22; or
scimitar=+14 | 6 | 24 | 24; or staff=+15 | 4 | 25 | 25; or
punch/kick=+15 | 3 | 20 | 20

Outstanding (Level 12)

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

HP=25; FP=53; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+20 | 3 | 25 | 24; or
scimitar=+18 | 6 | 27 | 26; or staff=+19 | 4 | 28 | 27; or
punch/kick=+19 | 3 | 23 | 22

Remarkable (Level 14)

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

HP=27; FP=58; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: dagger=+23 | 4 | 27 | 27; or
scimitar=+21 | 7 | 29 | 29; or staff=+22 | 5 | 30 | 30; or
punch/kick=+22 | 4 | 25 | 25

Superb (Level 16)

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

HP=27; FP=64; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: dagger=+25 | 4 | 29 | 30; or
scimitar=+23 | 7 | 31 | 32; or staff=+24 | 5 | 32 | 33; or
punch/kick=+24 | 4 | 27 | 28

Wondrous (Level 18)

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

HP=27; FP=69; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: dagger=+27 | 4 | 31 | 33; or
scimitar=+25 | 7 | 33 | 35; or staff=+26 | 5 | 34 | 36; or
punch/kick=+26 | 4 | 29 | 31

Ettin

Ettins are Scandinavian giants who normally possess a surplus of heads. Most of these giants have only two heads but a few have been spotted with three or more.

As Ettins are a primitive race, they clothe themselves in multiple layers of simple, bulky furs that hang from the shoulders in tatters. Although the unkempt appearance, crude behavior, and culinary preferences of these giants exempt them from the societies of men, they often associate with the frost giants of the far north.

Habitat: Ettins are giants that live in northerly climes. They are an uncivilized lot which survive the harsh winter months by clothing themselves in layers of bear and wolf skins.

Origin: Ettins appear in Scandinavian legends as man-eating giants. The Norse referred to their kind, along with other giant types, as 'Jotuns'. The term 'ettin' is used in the game to describe Scandinavian giants with multiple heads. Tales of such giants probably arise from misunderstanding Nordic artwork where giants and gods are often depicted with several heads to emphasize that the subjects had the strength and power of many men.

Fun Facts: Ettins are extremely greedy and have a lust for coins of any type, constantly seeking to increase their hoards. They carefully count their treasure each day, so they will quickly notice anything missing.

Each (outermost) head controls one side of the giant's thick frame. Therefore, each arm attacks separately in combat (each gets its own Assault Action).

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

Traits: Compulsive Need to Count their Hoard, Strong Lust for Copper, Silver, and Gold

Keywords: blooded, fleshy, giant, humanoid, living, man-eater, multi-headed

Attack Modes: Club (x2) or Punch (x2)

Wealth Type: Hoard *Cunning:* Alert

Gifts: Night Vision *Move Modes:* Run

Size: Great *Danger Tier:* +1

Great Ettin Examples

Baseline Attributes

TN=5; ST=13; AG= -12; CR= -4; PC=0; HT= -1; IN= -1

Adequate (Level 8)

TN= 8; ST= 15; AG= -10; CR= -4; PC= 0; HT= -1; IN= 0

HP=235; FP=29; Ward=4; SP=40 (run)

Att | Dam | Def | Stab: club and club=+14 and +14 | 21 and 21 | 21 | 31; or punch and punch=+17 and +17 | 20 and 20 | 17 | 27

Decent (Level 10)

TN= 8; ST= 16; AG= -9; CR= -4; PC= 0; HT= -1; IN= 0

HP=256; FP=29; Ward=4; SP=45 (run)

Att | Dam | Def | Stab: club and club=+18 and +18 | 22 and 22 | 24 | 33; or punch and punch=+21 and +21 | 21 and 21 | 20 | 29

Fit (Level 12)

TN= 8; ST= 16; AG= -9; CR= -4; PC= 1; HT= 0; IN= 0

HP=256; FP=34; Ward=4; SP=50 (run)

Att | Dam | Def | Stab: club and club=+20 and +20 | 22 and 22 | 26 | 36; or punch and punch=+23 and +23 | 21 and 21 | 22 | 32

Laudable (Level 14)

TN= 8; ST= 16; AG= -9; CR= -4; PC= 2; HT= 0; IN= 0

HP=256; FP=38; Ward=4; SP=50 (run)

Att | Dam | Def | Stab: club and club=+22 and +22 | 22 and 22 | 28 | 39; or punch and punch=+25 and +25 | 21 and 21 | 24 | 35

Model (Level 16)

TN= 9; ST= 16; AG= -9; CR= -4; PC= 2; HT= 0; IN= 0

HP=279; FP=38; Ward=5; SP=50 (run)

Att | Dam | Def | Stab: club and club=+24 and +24 | 22 and 22 | 31 | 42; or punch and punch=+27 and +27 | 21 and 21 | 27 | 38

Outstanding (Level 18)

TN= 9; ST= 17; AG= -9; CR= -4; PC= 2; HT= 0; IN= 1

HP=304; FP=38; Ward=5; SP=55 (run)

Att | Dam | Def | Stab: club and club=+27 and +27 | 23 and 23 | 33 | 44; or punch and punch=+30 and +30 | 22 and 22 | 29 | 40

Bestiary ~ F

Fauchan

A Fauchan is a giantish faery type having a single blood shot eye in the center of its forehead, a single sturdy leg which gives it a pogo-like gait, and a solitary arm jutting out from the center of its chest. Its skin is covered with yellow and blue veins and its hair grows in patches of wiry bristles. Despite their obvious handicaps, Fauchans are surprisingly agile in combat.

In reality, **Fauchans** are nothing more than severely deformed members of the Fomorian² race (see Fomorian for details). If a Fomorian child is born with only a single eye, arm, and leg it is dubbed a Fauchan and given special reverence in Fomorian society. This is probably due to the fact that any Fomorian citizen can point to a Fauchan on the street and justly proclaim, "There goes a poor soul even uglier than I am!"

Fauchans are often tutored to become pagan priests in Fomorian society who usually follow the teachings of the Celtic deity Glen Eitli. They tend to wield flail type weapons such as ball and chain and cat-o-nine-tails.

Habitat: Fauchans prefer to dwell with their kindred Fomorians on coastlines and islands. Fauchans can live indefinitely underwater, but are poor swimmers so they tend toward land-bound dwellings.

Origin: According to Celtic mythology, the Fauchans were a specialized form of Fomorian giant. They, along with their kindred, inhabited the British Isles long before man landed ashore.

Fun Facts: All Fauchans can breathe water as easily as they can air but are dismal swimmers due to their severe physical handicaps. Because of this, the Fauchan populations in the land-based Fomorian communities are much larger than those found under the sea.

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

Traits: Affinity toward Goblins, Orcs, and Ogres and a Strong Affinity toward Fomorians (actually, their own species). Animosity toward Firbolgs, Hatred toward Elves (especially the Daoine Sidh).

Keywords: blooded, faery, fleshy, giant, living

Attack Modes: Mace-and-Chain or Cat-o-Nine-Tails or Punch

Wealth Type: Monetary

Cunning: Alert

Gifts: Night Vision

Move Modes: Hop

Danger Tier: 0

Large Fauchan Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=76; FP=29; Ward=1; SP=25 (hop)

Att | Dam | Def | Stab: mace-and-chain=+8 | 14 | 10 | 15; or
cat-o-nine-tails=+5 | 4 (dam) + 1 (setback) | 11 | 16; or
punch=+7 | 12 | 8 | 13

Decent (Level 2)

TN= 3; ST= 9; AG= -5; CR= -2; PC= 0; HT= -1; IN= -2

HP=91; FP=29; Ward=1; SP=30 (hop)

Att | Dam | Def | Stab: mace-and-chain=+11 | 15 | 13 | 18; or
cat-o-nine-tails=+8 | 4 (dam) + 1 (setback) | 14 | 19; or
punch=+10 | 13 | 11 | 16

Fit (Level 4)

TN= 3; ST= 9; AG= -3; CR= -2; PC= 0; HT= -1; IN= -2

HP=91; FP=29; Ward=1; SP=30 (hop)

Att | Dam | Def | Stab: mace-and-chain=+15 | 15 | 17 | 20; or
cat-o-nine-tails=+12 | 4 (dam) + 1 (setback) | 18 | 21; or
punch=+14 | 13 | 15 | 18

Laudable (Level 6)

TN= 4; ST= 9; AG= -2; CR= -2; PC= 0; HT= -1; IN= -2

HP=99; FP=29; Ward=2; SP=35 (hop)

Att | Dam | Def | Stab: mace-and-chain=+18 | 15 | 21 | 23; or
cat-o-nine-tails=+15 | 4 (dam) + 1 (setback) | 22 | 24; or
punch=+17 | 13 | 19 | 21

Model (Level 8)

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

HP=108; FP=29; Ward=2; SP=35 (hop)

Att | Dam | Def | Stab: mace-and-chain=+20 | 15 | 24 | 26; or
cat-o-nine-tails=+17 | 4 (dam) + 1 (setback) | 25 | 27; or
punch=+19 | 13 | 22 | 24

Outstanding (Level 10)

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

HP=128; FP=29; Ward=3; SP=40 (hop)

Att | Dam | Def | Stab: mace-and-chain=+23 | 16 | 27 | 29; or
cat-o-nine-tails=+20 | 4 (dam) + 1 (setback) | 28 | 30; or
punch=+22 | 14 | 25 | 27

2 Thus, matron Fauchans can be accurately described as Mother Fauchan Fomorians.

Firbolg

The **Firbolgs** are bog-dwelling giants having the same basic proportions and appearance as men. Most of these giants have red hair and their wardrobes tend toward the reddish hue. A young red bearded Firbolg with a red cap, red scarf, and red plaid kilt is considered dapper indeed! The skin of an elderly Firbolg becomes extremely wrinkled, and their hair and beard turn a whitish grey.

When a Firbolg encounters people, they will often disguise their greater size with their illusory abilities. If the encountered humans are willing to accept company, the Firbolg will temporarily join their party in order to ascertain their strength and wealth. When the pickings seem ripe, the Firbolg will attack and rob their new traveling companions.

A Firbolg's illusory appearance may be revealed, however, when they wade through deep water. Water that would submerge a man to his chin will only seem to reach the Firbolg's thigh.

Firbolgs are extremely fond of morbid stories. One may even befriend a human if they weave an interesting yarn for the giant.

In combat, Firbolgs wield large swords, clubs, or staves.

Habitat: The Firbolgs prefer to dwell in bogs, marshes, and swamps.

Origin: The Firbolgs are early inhabitants of the island of Ireland. According to Celtic myth, they originally settled Ireland and lived peaceably until they were invaded and conquered by the Tuatha de Danann. After their defeat, the Firbolg fled west. Their actual form is in some doubt, as some legends relate the Firbolgs' gigantic bulk while others point out their diminutive statures.

Fun Facts: The Firbolg are masters of illusion. All of these giants can make themselves appear to be of larger or smaller stature than their true size. Their illusions can make them appear as tall as 20 feet or as short as 2 feet. Otherwise, treat this ability similar to the Occult spell Disguise Creature. Elderly Firbolg can also produce illusions as the Occult spells Pitch Static Figment of Great Size and Pitch Figment of Large Size. All illusions are cast at spell ranks equal to the Firbolg's Level.

All Firbolgs are great swimmers and can easily traverse the most waterlogged terrain.

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

Traits: Animosity toward the Fomorians and Hatred for the Daoine Sidh (Light Elves). This enmity often bleeds over into the races that associate with the light elves as well, including humans.

Keywords: blooded, faery, fleshy, giant, humanoid, illusion, living, tribal

Attack Modes: Club or Longsword or Quarterstaff or Punch

Move Modes: Run/Swim

Gifts: Day Vision

Wealth Type: Hoard

Cunning: Alert

Danger Tier: 0

Large Firbolg Examples

Baseline Attributes

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

Adequate (Level 4)

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

HP=70; FP=41; Ward=1; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: club=+9 | 12 | 16 | 21; or
longsword=+10 | 16 | 16 | 21; or staff=+10 | 12 | 19 | 24; or
punch=+11 | 11 | 13 | 18

Decent (Level 6)

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

HP=83; FP=41; Ward=2; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: club=+11 | 12 | 20 | 25; or
longsword=+12 | 16 | 20 | 25; or staff=+12 | 12 | 23 | 28; or
punch=+13 | 11 | 17 | 22

Fit (Level 8)

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

HP=99; FP=41; Ward=2; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: club=+15 | 14 | 22 | 27; or
longsword=+16 | 18 | 22 | 27; or staff=+16 | 14 | 25 | 30; or
punch=+17 | 13 | 19 | 24

Laudable (Level 10)

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

HP=108; FP=45; Ward=2; SP=45 (run) / 35 (swim)

Att | Dam | Def | Stab: club=+17 | 14 | 25 | 31; or
longsword=+18 | 18 | 25 | 31; or staff=+18 | 14 | 28 | 34; or
punch=+19 | 13 | 22 | 28

Model (Level 12)

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

HP=108; FP=53; Ward=2; SP=50 (run) / 40 (swim)

Att | Dam | Def | Stab: club=+19 | 14 | 27 | 34; or
longsword=+20 | 18 | 27 | 34; or staff=+20 | 14 | 30 | 37; or
punch=+21 | 13 | 24 | 31

Outstanding (Level 14)

TN= 5; ST= 9; AG= -3; CR= -2; PC= 3; HT= 3; IN= -1

HP=108; FP=53; Ward=2; SP=50 (run) / 40 (swim)

Att | Dam | Def | Stab: club=+22 | 14 | 30 | 36; or
longsword=+23 | 18 | 30 | 36; or staff=+23 | 14 | 33 | 39; or
punch=+24 | 13 | 27 | 33

Firedrake

The Firedrake is a fire-breathing dragon whose size varies much more than those of its other dragon kindred. The size variation comes from its growth patterns. While most dragon hatchlings grow quickly to an adult size, **Firedrakes** grow at a slow steady rate throughout their lives (which can last hundreds of years). Hatchlings are only one foot tall while ancient members of this dragon race have been known to grow to the size of ogres or small giants.

In any case, Firedrakes have long necks and bulky torsos. They lack wings and fore claws so they must support their pot-bellied frames on two sturdy limbs. A Firedrake's scales usually sparkle with brilliant spots of yellow, orange, and red but a few black Firedrakes have been spotted. Despite the fiery color of its skin, the Firedrake earned its name for other reasons. Firedrakes love to bathe in flames, boiling sulfur, and lava pits.

Occasionally, a Firedrake will mate with a Wyvern, its winged cousin. The offspring produced closely resembles a Firedrake with small wings. Despite the stubby appearance of the hybrid's wings, these fearsome creatures scream through the air leaving a trail of flame. In all other respects, the hybrid resembles other Firedrakes.

Some powerful wizards have been known to weave powerful spells to place newly hatched drakes under their command. The required spells have been kept highly secret, however, and are undoubtedly well guarded.

Habitat: A Firedrake will live wherever there is a large hoard of golden treasure to warm its underside. They prefer to inhabit cozy dens near hot air vents or volcanoes but any dry cave will serve.

Origin: Also known as Drakes, Drachen, Drak, and Krats, Firedrakes are found throughout Europe in a variety of forms. The oldest and more common legends give drakes a dragon's form. In Sweden, for example, the drake is a smallish flying dragon about two or three feet tall known as the Krat. However, some of the later tales impose an ogre-ish appearance on the once dragon-like facade. The Scandinavian dragon forms do not fly, but other legends of Firedrakes have them zipping about the countryside like flaming superheroes. This description focuses on the older myths and attempts to patch them into some kind of order.

Fun Facts: If attacked, a Firedrake will belch out a cone of flame equivalent to the Occult spell Invoke Large Cone of Grim Fire. Treat it as having a rank equal to the dragon's Level. A Firedrake can belch these flames at will (taking appropriate Setback), but must forego all other attacks while doing so.

Further, it radiates an aura of searing heat as the Occult spell Manifest Great Aura of Dire Heat. Treat the effect as having spell rank equal to the dragon's Level (see The Oculus of Occultism for details).

Keywords: ageless, blooded, dragon, fiery, fleshy, living, predator, reptile, territorial

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

Firedrakes resist magic. Any spell affecting has its spell rank cut in half.

Gifts: Gold Sense, Moderate Natural Armor, Night Vision

Move Modes: Shamble/Hover (only winged ones can hover)

Attack Modes: Carnivorous Bite/Tail Whip

Wealth Type: Hoard

Cunning: Clever

Danger Tier: +1

Large Firedrake Examples

Baseline Attributes

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

Adequate (Level 6)

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

HP=108; FP=45; Ward=10; SP=25 (shamble) / 45 (hover)

Att | Dam | Def | Stab: bite/tail=+12 | 9 (dam) + 5 (setback) | 18 | 31

Decent (Level 8)

TN= 7; ST= 8; AG= -5; CR= 0; PC= 4; HT= 0; IN= 0

HP=117; FP=45; Ward=10; SP=30 (shamble) / 50 (hover)

Att | Dam | Def | Stab: bite/tail=+15 | 9 (dam) + 5 (setback) | 20 | 33

Fit (Level 10)

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

HP=128; FP=45; Ward=11; SP=30 (shamble) / 50 (hover)

Att | Dam | Def | Stab: bite/tail=+17 | 9 (dam) + 6 (setback) | 23 | 36

Laudable (Level 12)

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

HP=128; FP=49; Ward=11; SP=35 (shamble) / 55 (hover)

Att | Dam | Def | Stab: bite/tail=+20 | 9 (dam) + 6 (setback) | 26 | 39

Outstanding (Level 14)

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

HP=128; FP=49; Ward=11; SP=35 (shamble) / 55 (hover)

Att | Dam | Def | Stab: bite/tail=+22 | 9 (dam) + 8 (setback) | 28 | 41

Fomorian

Fomorians are a giantish goblin race whose members are so hideously deformed men often mistake them for demons. If a crowd of Fomorians gathered, an observer would see a plethora of mutations. Where one Fomorian has two eyes, another has one and another has three or more. One Fomorian with long arms and stubby legs will be contrasted to another with a normal right arm and a dwarfish left arm. Still another will have only a single arm or a single leg. Fomorians with two or three heads are also quite common.

Fomorian society is oppressive and tyrannical. Any peoples conquered by these monsters are enslaved or forced to pay a crippling tribute of two-thirds of all children and cattle born. Many races used the term 'fomorian' as an analogy for disease, plague, and disaster.

These demoniacal people are highly superstitious and have a strong religious center. The most popular pagan deities worshiped by the Fomorians are the Celtic gods Balor, Bres, and Elatha (see [The Codex of Cultures](#) for details). The majority of Fomorian youngsters dream of joining these cults as Sectarians and many are accepted.

The strongest Fomorians are inducted as priests of Balor and are specially trained in boulder throwing. The boulders, from the Fomorian viewpoint, represent Balor's single tremendous eye that brings devastation to his enemies.

Habitat: Fomorians prefer to dwell on coastlines and on islands where there is ready access to the salty sea. They can live indefinitely on either dry land or under the ocean's waves. Even so, Fomorians do appreciate an occasional change of scenery now and then so they tend to 'vacation' in the environments opposing those of their homesteads.

Origin: According to Celtic tradition, the Fomorians were some of the earliest denizens of the British Isles, occupying both Ireland and Scotland. They had an uneasy peace with the Firbolg before the Tuatha De Dannan defeated the Irish giants and forged a truce with the Fomorians. Unfortunately, treachery from one side sparked a bloody war between the two races that ended in the Fomorians' downfall.

Fun Facts: All Fomorians are excellent swimmers who can breathe water as easily as they can air. Because of this, Fomorian communities are established underwater as often as they are formed on land.

Fomorians that have multiple heads will generally have each head controlling one arm independently of the others. As such, each head gets its own Actions in combat, including attacks.

Keywords: blooded, faery, fleshy, giant, living, multi-headed, tribal

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

Traits: Affinity toward Goblins, Orcs, and Ogres and a Strong Affinity toward Fauchans and Goborchinns. In addition, they harbor Animosity toward Firbolgs and Hatred toward Elves (especially the Daoine Sidh).

Attack Modes: Longsword or Spear or Throw Rocks or Punch

Wealth Type: Monetary

Cunning: Simpleminded

Move Modes: Run/Swim

Gifts: [Dark Vision](#)

Danger Tier: 0

Large Fomorian Examples

Baseline Attributes

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

Adequate (Level 6)

TN= 5; ST= 9; AG= -6; CR= -2; PC= 0; HT= 3; IN= -3

HP=108; FP=41; Ward=2; SP=35 (run) / 25 (swim)

Att | Dam | Def | Stab: longsword=+12 | 18 | 19 | 25; or
spear=+11 | 16 | 20 | 26; or throw rocks=+8 | 6 | 15 | 21; or
punch=+13 | 13 | 16 | 22

Decent (Level 8)

TN= 5; ST= 9; AG= -6; CR= -2; PC= 0; HT= 4; IN= -3

HP=108; FP=45; Ward=2; SP=35 (run) / 25 (swim)

Att | Dam | Def | Stab: longsword=+14 | 18 | 21 | 27; or
spear=+13 | 16 | 22 | 28; or throw rocks=+10 | 6 | 17 | 23; or
punch=+15 | 13 | 18 | 24

Fit (Level 10)

TN= 6; ST= 9; AG= -6; CR= -2; PC= 0; HT= 4; IN= -3

HP=117; FP=45; Ward=3; SP=35 (run) / 25 (swim)

Att | Dam | Def | Stab: longsword=+16 | 18 | 24 | 30; or
spear=+15 | 16 | 25 | 31; or throw rocks=+12 | 6 | 20 | 26; or
punch=+17 | 13 | 21 | 27

Laudable (Level 12)

TN= 6; ST= 10; AG= -6; CR= -1; PC= 0; HT= 4; IN= -3

HP=128; FP=45; Ward=3; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: longsword=+19 | 19 | 26 | 32; or
spear=+18 | 17 | 27 | 33; or throw rocks=+15 | 6 | 22 | 28; or
punch=+20 | 14 | 23 | 29

Outstanding (Level 14)

TN= 6; ST= 10; AG= -6; CR= 0; PC= 1; HT= 4; IN= -3

HP=128; FP=49; Ward=3; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: longsword=+21 | 19 | 28 | 35; or
spear=+20 | 17 | 29 | 36; or throw rocks=+19 | 6 | 24 | 31; or
punch=+22 | 14 | 25 | 32

Bestiary ~ G

Galley Beggar

Galley Beggars are ghostly human skeletons illuminated with an odd, eerie glow. The toothy grins permanently frozen on the skulls of these undead horrors suits them well, since they all appear to be in a perpetual state of diabolical glee. The spiritual skeleton takes full advantage of the fact that it is free from gravity's bonds by crawling madly along the ceiling or bounding from wall to wall like some gigantic bony spider.

Galley Beggars love to use guerilla tactics. Quite often, a Galley Beggar will suddenly appear from around a corner with a spine chilling cackle as it jumps to and fro over one intruder's head and between another's legs. Targets will be selected randomly by the spirit, who will deliver a Siphoning Touch or two before disappearing around another corner or through a wall. A period of time ranging anywhere from minutes to hours will pass before another such attack ensues. Anyone prone to running from the specter will be especially selected for this type of ongoing torture.

Habitat: Galley Beggars haunt old castles and dungeons, especially those containing crypts. Quite often, at night, they are seen bounding down the nearby streets or tobogganing down the surrounding hillsides.

Origin: Galley Beggars come from the folklore of the British Isles and are closely related to another frightening apparition known as the bullbeggar, a cackling ghost with unseen footsteps and a dark amorphous shape.

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

Galley Beggars can emit piercing cackling laughs as the Occult spell Invoke Fell Roar of Colossal Size. Also, they are remarkably agile and can Invoke Able Hare's Leap at will. In addition, they are continually surrounded by auras of fear as the spell Manifest Great Gloom of Dire Fear. Finally, the Galley Beggar's touch delivers a Manifest Dire Siphoning Touch (as the Occult spell). All these abilities are cast at spell ranks equal to the Galley Beggar's Level. See The Oculus of Occultism for details on all of these powers.

If a Galley Beggar is Overcome, it is dispersed, but it is not destroyed. The specter will rise again in about a week.

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

Gifts: Astral Vision. Further, Galley Beggars have the gifts of Spawn Undead Bound Fury, Spawn Undead Ghastly Skeleton, Spawn Undead Ancient Mariner, Spawn Undead Sea Draug, and Spawn Undead Screaming Skull which they will use on any fresh corpses they encounter (particularly those they personally killed). See The Character Compendium for details. Descriptions of Bound Fury and Ghastly Skeleton can be found in The Tome of Terrors.

Keywords: humanoid, skeleton, specter, undead

Wealth Type: Incidental

Cunning: Alert

Traits: Afraid of Sunlight

Danger Tier: +2

Attack Modes: Touch

Move Modes: Bounding

Medium Galley Beggar Examples

Baseline Attributes

TN= 0; ST= 0; AG= 7; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 8)

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

HP=32; FP=41; Ward=0; SP=75 (bounding)

Att | Dam | Def | Stab: touch=+13 | special | 32 | 22

Decent (Level 10)

TN= 0; ST= 0; AG= 10; CR= 1; PC= 2; HT= 3; IN= 1

HP=32; FP=49; Ward=0; SP=80 (bounding)

Att | Dam | Def | Stab: touch=+17 | special | 34 | 26

Fit (Level 12)

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

HP=35; FP=53; Ward=1; SP=85 (bounding)

Att | Dam | Def | Stab: touch=+20 | special | 37 | 30

Laudable (Level 14)

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

HP=35; FP=53; Ward=1; SP=85 (bounding)

Att | Dam | Def | Stab: touch=+24 | special | 39 | 32

Outstanding (Level 16)

TN= 1; ST= 0; AG= 11; CR= 3; PC= 3; HT= 3; IN= 1

HP=35; FP=53; Ward=1; SP=85 (bounding)

Att | Dam | Def | Stab: touch=+26 | special | 42 | 34

Gargouille

A Gargouille is an odd mixture of earth and water dragon, although it is more closely associated with water. The reason for this relationship is obvious since the reptile lives most of its life within rivers and has a breath weapon that is uncommonly watery in nature. Its form is that of a great serpent with fins replacing the limbs that are found on other dragon species. Even so, it cannot be classified as just another sea serpent, since it dwells in caves or abandoned ruins near riverbanks. In addition, its unusually thick scales are brownish or grey, giving a distinctly stone-like appearance. In fact, many believe that Gargouilles are entirely made of stone, as are their namesakes the gargoyles. This is highly unlikely, though, since **Gargouilles** have none of the resistance to fire that their stony kindred possess.

Habitat: Gargouilles sleep in dark, dank caves near the banks of rivers and streams. When awake, the Gargouille swims up and down the river, patrolling for intruders and searching for prey. Its name, meaning “gargler,” obviously derives from its unusual breath weapon.

Origin: The Gargouille is the origin of the more commonly recognized gargoyles, which are used to funnel water from the rooftops of gothic buildings and churches.

Fun Facts: Anyone hit with the Gargouille’s tail must make an Avoidance Roll with Agility adjustments. Anyone failing is Constricted until the serpent releases him.

The Gargouille’s breath weapon is unique. Rather than having the fiery or caustic breath for which dragons are well known, Gargouilles spew forth powerful jets of water. Treat this as the Occult spell Invoke Great Cone of Dire Water as if it were cast at a spell rank equal to the Gargouille’s Level. The Gargouille may breath in this fashion any number of times in a day, but must return to the water to ‘refill’ between spouts. If the Gargouille attacks from the water, they may breathe in this fashion once per 3 Rounds.

If a large party attacks a Gargouille, it usually roars to frighten off some of its attackers to improve its odds with the remaining combatants. Any creature other than a dragon hearing this roar are affected as the Occult spell Invoke Fell Roar of Epic Size as if cast at a spell rank equal to the creature’s Level.

Durabilities: This creature is Immune to Blighting, Captivating, Dreadful, Electrical, Enervating, Freezing, Infernal, Metaphysical, Petrifying, Quieting, Righteous, Rotting, Suffocating, and Sunshining Effects; Resistant to Cutting, Puncturing, and Rending Effects; and Sensitive to Sonic Effects.

Gifts: Aquatic Combat, Dark Vision, Gold Sense, Moderate Natural Armor

Traits: Affinity for the Taste of Human Flesh

Attack Modes: Carnivorous Bite/Tail Whip

Move Modes: Slither/Undulate

Wealth Type: Hoard

Cunning: Clever

Size: Large

Danger Tier: +1

Keywords: aquatic, dragon, grotesque, living, predator, reptile, serpentine, tellurian, territorial

Large Gargouille Examples

Baseline Attributes

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

Adequate (Level 8)

TN= 9; ST= 9; AG= -7; CR= -2; PC= 3; HT= -1; IN= 3

HP=152; FP=38; Ward=12; SP=35 (slither) / 35 (undulate)

Att | Dam | Def | Stab: bite/tail=+14 | 9 (dam) + 5 (setback) | 20 | 34

Decent (Level 10)

TN= 9; ST= 11; AG= -7; CR= -2; PC= 3; HT= -1; IN= 3

HP=181; FP=38; Ward=12; SP=40 (slither) / 40 (undulate)

Att | Dam | Def | Stab: bite/tail=+18 | 9 (dam) + 5 (setback) | 22 | 36

Fit (Level 12)

TN= 9; ST= 11; AG= -7; CR= 0; PC= 3; HT= -1; IN= 3

HP=181; FP=38; Ward=12; SP=40 (slither) / 40 (undulate)

Att | Dam | Def | Stab: bite/tail=+20 | 9 (dam) + 5 (setback) | 24 | 38

Laudable (Level 14)

TN= 9; ST= 11; AG= -6; CR= 0; PC= 4; HT= -1; IN= 3

HP=181; FP=41; Ward=12; SP=45 (slither) / 45 (undulate)

Att | Dam | Def | Stab: bite/tail=+23 | 9 (dam) + 5 (setback) | 27 | 41

Model (Level 16)

TN= 9; ST= 11; AG= -5; CR= 0; PC= 4; HT= -1; IN= 4

HP=181; FP=41; Ward=12; SP=50 (slither) / 50 (undulate)

Att | Dam | Def | Stab: bite/tail=+26 | 9 (dam) + 5 (setback) | 30 | 43

Outstanding (Level 18)

TN= 9; ST= 11; AG= -5; CR= 1; PC= 5; HT= -1; IN= 4

HP=181; FP=45; Ward=12; SP=50 (slither) / 50 (undulate)

Att | Dam | Def | Stab: bite/tail=+28 | 9 (dam) + 6 (setback) | 32 | 46

Gargoyle

Gargoyles are warped, often hideous stone humanoids with bat-like wings. They are devout Catholics, and many are mystic warriors sworn to guard the cathedrals and treasures of the Catholic Church.

Some people believe that Gargoyles are transformed from normal Catholics having the devotion, integrity, and skills sought by the Catholic priesthood. Others believe that they are a race in themselves. Only the church, of which the Gargoyles are an important aspect, knows for sure.

Habitat: Gargoyles hang around near the tops of tall cathedrals looking down upon passers-by. They are found quietly guarding the entryways to Catholic crypts and cemeteries. Basilicas, chapels, and papal palaces use the gargoyle's hideous visage as a stark contrast to the otherwise beautiful structures. Since they crouch motionlessly on their lofty perches, they tend to be ignored. They like it that way.

Origin: The legendary creature from which the Gargoyle gets its name was known as the gargouille. The gargouille was a great serpentine dragon that spouted water to drown the countryside. It appeared out of the Seine river in Normandy. Since that time, the grotesques adorning many of Europe's cathedrals and important buildings were called gargoyles. Often, these Catholic grotesques are fashioned to act as drainage spouts that spew rainwater away from the structure. This architectural trend is a forgotten reminder of the gargoyle's watery origin. In this game, though, we retain the term "gargoyle" to refer to Catholic (humanoid) grotesques whose duty it is to guard the cathedrals and the integrity of the Catholic Church.

Fun Facts: Since Gargoyles do not breathe, they may submerge themselves in water indefinitely.

Gargoyles are trained in the mystic arts. Many are Mystic Knights, or, at the very least Gallants or some equivalent. As such, most Gargoyles have the Mystic Disciplines of Sanctity and Temperance at a rank equal to their Levels. Most gargoyles of 8th Level and above have the Mystic Disciplines of Revelation as well. There are a fair number of Gargoyles that are trained in other mystic classes, such as Friars, Abbots, Saints, and even Paladins. These will have the mystic disciplines appropriate to their classes.

Durabilities: This creature is Immune to Blighting, Captivating, Electrical, Enervating, Freezing, Infernal, Metaphysical, Petrifying, Quieting, Righteous, Rotting, Suffocating, and Sunshining Effects; Resistant to Cutting, Puncturing, and Rending Effects; and Sensitive to Sonic Effects.

Attack Modes: Longsword or Poleaxe or Claw

Keywords: grotesque, living, humanoid, mutant, tellurian, winged

Gifts: Dark Vision, Moderate Natural Armor

Wealth Type: Incidental

Cunning: Alert

Move Modes: Run/Hover

Danger Tier: +1

Medium Gargoyle Examples

Baseline Attributes

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

Adequate (Level 4)

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

HP=45; FP=45; Ward=9; SP=20 (run) / 30 (hover)

Att | Dam | Def | Stab: longsword=+4 | 6 | 14 | 24; or poleaxe=+3 | 7 | 14 | 24; or claw=+4 | 4 | 14 | 24

Decent (Level 6)

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

HP=45; FP=45; Ward=9; SP=25 (run) / 35 (hover)

Att | Dam | Def | Stab: longsword=+7 | 6 | 17 | 26; or poleaxe=+6 | 7 | 17 | 26; or claw=+7 | 4 | 17 | 26

Fit (Level 8)

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

HP=49; FP=45; Ward=9; SP=25 (run) / 35 (hover)

Att | Dam | Def | Stab: longsword=+10 | 6 | 21 | 29; or poleaxe=+9 | 7 | 21 | 29; or claw=+10 | 4 | 21 | 29

Laudable (Level 10)

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

HP=59; FP=45; Ward=10; SP=25 (run) / 35 (hover)

Att | Dam | Def | Stab: longsword=+13 | 7 | 24 | 32; or poleaxe=+12 | 8 | 24 | 32; or claw=+13 | 5 | 24 | 32

Outstanding (Level 12)

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

HP=64; FP=45; Ward=10; SP=30 (run) / 40 (hover)

Att | Dam | Def | Stab: longsword=+16 | 8 | 26 | 34; or poleaxe=+15 | 9 | 26 | 34; or claw=+16 | 6 | 26 | 34

Remarkable (Level 14)

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

HP=70; FP=45; Ward=10; SP=30 (run) / 40 (hover)

Att | Dam | Def | Stab: longsword=+18 | 8 | 29 | 37; or poleaxe=+17 | 9 | 29 | 37; or claw=+18 | 6 | 29 | 37

Superb (Level 16)

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

HP=70; FP=49; Ward=10; SP=30 (run) / 40 (hover)

Att | Dam | Def | Stab: longsword=+21 | 8 | 32 | 39; or poleaxe=+20 | 9 | 32 | 39; or claw=+21 | 6 | 32 | 39

Small Gargoyle Examples

Baseline Attributes

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

Adequate (Level 2)

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

HP=23; FP=38; Ward=8; SP=20 (run) / 30 (hover)

Att | Dam | Def | Stab: longsword=+2 | 5 | 15 | 19; or poleaxe=+3 | 5 | 15 | 19; or claw=+2 | 3 | 16 | 20

Decent (Level 4)

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

HP=23; FP=45; Ward=8; SP=20 (run) / 30 (hover)

Att | Dam | Def | Stab: longsword=+4 | 5 | 17 | 21; or poleaxe=+5 | 5 | 17 | 21; or claw=+4 | 3 | 18 | 22

Fit (Level 6)

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

HP=23; FP=45; Ward=8; SP=25 (run) / 35 (hover)

Att | Dam | Def | Stab: longsword=+7 | 5 | 20 | 23; or poleaxe=+8 | 5 | 20 | 23; or claw=+7 | 3 | 21 | 24

Laudable (Level 8)

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

HP=25; FP=45; Ward=8; SP=25 (run) / 35 (hover)

Att | Dam | Def | Stab: longsword=+10 | 5 | 24 | 26; or poleaxe=+11 | 5 | 24 | 26; or claw=+10 | 3 | 25 | 27

Outstanding (Level 10)

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

HP=29; FP=45; Ward=9; SP=25 (run) / 35 (hover)

Att | Dam | Def | Stab: longsword=+13 | 5 | 27 | 29; or poleaxe=+14 | 5 | 27 | 29; or claw=+13 | 3 | 28 | 30

Remarkable (Level 12)

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

HP=32; FP=45; Ward=9; SP=30 (run) / 40 (hover)

Att | Dam | Def | Stab: longsword=+16 | 5 | 29 | 31; or poleaxe=+17 | 5 | 29 | 31; or claw=+16 | 3 | 30 | 32

Superb (Level 14)

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

HP=35; FP=45; Ward=9; SP=30 (run) / 40 (hover)

Att | Dam | Def | Stab: longsword=+18 | 5 | 32 | 34; or poleaxe=+19 | 5 | 32 | 34; or claw=+18 | 3 | 33 | 35

Tiny Gargoyle Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=11; FP=32; Ward=7; SP=20 (run) / 30 (hover)

Att | Dam | Def | Stab: longsword=+2 | 2 | 17 | 13; or poleaxe=+2 | 2 | 17 | 13; or claw=+0 | 1 | 18 | 14

Decent (Level 2)

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

HP=11; FP=38; Ward=7; SP=20 (run) / 30 (hover)

Att | Dam | Def | Stab: longsword=+4 | 2 | 19 | 17; or poleaxe=+4 | 2 | 19 | 17; or claw=+2 | 1 | 20 | 18

Fit (Level 4)

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

HP=11; FP=45; Ward=7; SP=20 (run) / 30 (hover)

Att | Dam | Def | Stab: longsword=+6 | 2 | 21 | 19; or poleaxe=+6 | 2 | 21 | 19; or claw=+4 | 1 | 22 | 20

Laudable (Level 6)

TN= 0; ST= -12; AG= 9; CR= 4; PC= 2; HT= 2; IN= 1

HP=11; FP=45; Ward=7; SP=25 (run) / 35 (hover)

Att | Dam | Def | Stab: longsword=+9 | 2 | 24 | 21; or poleaxe=+9 | 2 | 24 | 21; or claw=+7 | 1 | 25 | 22

Outstanding (Level 8)

TN= 1; ST= -12; AG= 10; CR= 4; PC= 2; HT= 2; IN= 1

HP=12; FP=45; Ward=8; SP=25 (run) / 35 (hover)

Att | Dam | Def | Stab: longsword=+12 | 2 | 28 | 24; or poleaxe=+12 | 2 | 28 | 24; or claw=+10 | 1 | 29 | 25

Remarkable (Level 10)

TN= 2; ST= -11; AG= 10; CR= 4; PC= 2; HT= 2; IN= 1

HP=15; FP=45; Ward=8; SP=25 (run) / 35 (hover)

Att | Dam | Def | Stab: longsword=+15 | 2 | 31 | 27; or poleaxe=+15 | 2 | 31 | 27; or claw=+13 | 1 | 32 | 28

Superb (Level 12)

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

HP=16; FP=45; Ward=8; SP=30 (run) / 40 (hover)

Att | Dam | Def | Stab: longsword=+18 | 2 | 33 | 29; or poleaxe=+18 | 2 | 33 | 29; or claw=+16 | 1 | 34 | 30

Giant, Balachko

A Balachko Giant is a large humanoid with a human appearance, other than the fact that it has three heads. One head breathes fire and another breathes frost. The third head has no breath weapon, other than the halitosis common to most giant-kind.

Habitat: **Balachko Giants** live in mountainous regions.

Cunning: Simpleminded.

Origin: The Balachko comes from a Serbian legend in which the three-headed giant was slain by a Russian Tzar for having kidnapped a princess.

Fun Facts: Each of the giant's heads gets its own Actions in combat. The left head controls the giant's left arm, the right head controls the giant's right arm, and the central head controls the legs.

The left head is capable of breathing fire as the Occult spell Invoke Large Cone of Grim Fire, while the right head can breathe out freezing winds as the Occult spell Invoke Large Cone of Grim Frost. (See The Oculus of Occultism for details.) Treat these as being cast at a spell rank equal to the giant's Level.

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

Traits: Affinity for kidnapping Humans.

Keywords: blooded, fleshy, giant, humanoid-like, living, multi-headed, territorial

Attack Modes: Club and Club or Punch and Punch

Wealth Type: Hoard *Gifts:* Day Vision

Move Modes: Plod *Danger Tier:* +1

Large Balachko Giant Examples

Baseline Attributes

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

Adequate (Level 6)

TN= 2; ST= 10; AG= -5; CR= -2; PC= 5; HT= 0; IN= -4
HP=91; FP=49; Ward=1; SP=45 (plod)

Att | Dam | Def | Stab: club and club=+13 and +13 | 15 and 15 | 17 | 27; or punch and punch=+15 and +15 | 14 and 14 | 14 | 24

Decent (Level 8)

TN= 3; ST= 11; AG= -5; CR= -2; PC= 5; HT= 0; IN= -4
HP=108; FP=49; Ward=1; SP=45 (plod)

Att | Dam | Def | Stab: club and club=+16 and +16 | 16 and 16 | 20 | 30; or punch and punch=+18 and +18 | 15 and 15 | 17 | 27

Fit (Level 10)

TN= 3; ST= 11; AG= -3; CR= -2; PC= 5; HT= 0; IN= -4
HP=108; FP=49; Ward=1; SP=55 (plod)

Att | Dam | Def | Stab: club and club=+20 and +20 | 16 and 16 | 24 | 32; or punch and punch=+22 and +22 | 15 and 15 | 21 | 29

Laudable (Level 12)

TN= 4; ST= 11; AG= -3; CR= -1; PC= 5; HT= 0; IN= -4
HP=117; FP=49; Ward=2; SP=55 (plod)

Att | Dam | Def | Stab: club and club=+22 and +22 | 16 and 16 | 27 | 35; or punch and punch=+24 and +24 | 15 and 15 | 24 | 32

Model (Level 14)

TN= 4; ST= 11; AG= -3; CR= 0; PC= 5; HT= 0; IN= -4
HP=117; FP=49; Ward=2; SP=55 (plod)

Att | Dam | Def | Stab: club and club=+24 and +24 | 16 and 16 | 29 | 37; or punch and punch=+26 and +26 | 15 and 15 | 26 | 34

Outstanding (Level 16)

TN= 4; ST= 11; AG= -2; CR= 0; PC= 5; HT= 1; IN= -4
HP=117; FP=53; Ward=2; SP=55 (plod)

Att | Dam | Def | Stab: club and club=+27 and +27 | 16 and 16 | 32 | 39; or punch and punch=+29 and +29 | 15 and 15 | 29 | 36

Giant, Cloud

Cloud Giants are immense beings resembling humans. When standing, they can reach the height of a two or three story building. The males are quite muscular, although they often have round potbellies due to their rich diets. Even though most are well fed, any of these giants will happily augment their supper with a minced-man pie.

The larger a Giant's hoard, the larger their castle. A Cloud Giant keeps their castle aloft by stealing the "silver linings" from passing clouds, which is actually comprised of Alchemical Mercury. This liquid metal is quite magical. If released into the air, it naturally forms rivulets of minuscule silvery droplets that dance and swirl in endless cycles. These rivulets attract and surround the water vapor in billowing bags of silvery sheen. In this way, it causes clouds to form that are substantial enough to bear a castle's weight. So, a Cloud Giant's hoard mostly consists of the silver lining of the cloud on which they dwell. The greater their hoard, the stronger their own cloud's silver lining, and the more "real estate" the Giant commands, and the bigger the castle they can build. Anytime a thief steals from the Giant's hoard, the cloud castle risks disaster. Consequently, Cloud Giants abhor thieves.

Cloud Giants rarely wander far from their castles so they can keep close eyes on their treasure hoards. Even so, most giants will venture forth on a daily basis to acquire more wealth. Every evening, the Cloud Giant adds any new treasure they have unearthed to their hoard (both traditional and cloudy) and carefully counts their booty. The monetary hoards of most giants consist of 10 to 1000 gigantic silver coins and 1 to 10 gigantic gold coins. Each coin is eight inches in diameter and weighs 32 pounds.

Although Cloud Giants have relatively poor sight, their keen sense of smell tells them of intruders. A Giant will not hesitate in using their club to deal with any trespassers.

Habitat: These immense, keen smelling humanoids dwell in huge castles built in the clouds. Occasionally a traveler will see a Cloud Giant leaping from one cloud to another in search of food or treasure.

Origin: Cloud Giants are favored villains in English fairy tales. One of the most popular stories has made the words, "Fee Fi Fo Fum! I smell the blood of an Englishman!" a universally recognized phrase.

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

Traits: Affinity for the Taste of Human Flesh, Hatred for beans and all men named Jack, Lust for Gold and Silver

Keywords: blooded, fleshy, giant, humanoid, living

Attack Modes: Club or Throw Rocks or Punch

Wealth Type: hoard

Move Modes: Plod

Danger Tier: +1

Cunning: Alert

Gifts: Day Vision

Great Cloud Giant Examples

Baseline Attributes

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

Adequate (Level 8)

TN= 6; ST= 14; AG= -7; CR= -4; PC= 1; HT= -2; IN= 0

HP=181; FP=29; Ward=3; SP=40 (plod)

Att | Dam | Def | Stab: club=+16 | 20 | 22 | 30; or throw rocks=+9 | 9 | 17 | 25; or punch=+19 | 19 | 18 | 26

Decent (Level 10)

TN= 6; ST= 14; AG= -7; CR= -4; PC= 3; HT= -2; IN= 0

HP=181; FP=34; Ward=3; SP=45 (plod)

Att | Dam | Def | Stab: club=+18 | 20 | 24 | 34; or throw rocks=+13 | 9 | 19 | 29; or punch=+21 | 19 | 20 | 30

Fit (Level 12)

TN= 6; ST= 15; AG= -7; CR= -4; PC= 3; HT= -2; IN= 0

HP=197; FP=34; Ward=3; SP=45 (plod)

Att | Dam | Def | Stab: club=+21 | 21 | 26 | 36; or throw rocks=+15 | 9 | 21 | 31; or punch=+24 | 20 | 22 | 32

Laudable (Level 14)

TN= 7; ST= 15; AG= -7; CR= -4; PC= 4; HT= -2; IN= 0

HP=215; FP=38; Ward=3; SP=50 (plod)

Att | Dam | Def | Stab: club=+23 | 21 | 29 | 40; or throw rocks=+18 | 9 | 24 | 35; or punch=+26 | 20 | 25 | 36

Model (Level 16)

TN= 7; ST= 15; AG= -6; CR= -4; PC= 4; HT= -2; IN= 1

HP=215; FP=38; Ward=3; SP=55 (plod)

Att | Dam | Def | Stab: club=+26 | 21 | 32 | 42; or throw rocks=+20 | 9 | 27 | 37; or punch=+29 | 20 | 28 | 38

Outstanding (Level 18)

TN= 7; ST= 15; AG= -6; CR= -4; PC= 4; HT= -2; IN= 2

HP=215; FP=38; Ward=3; SP=55 (plod)

Att | Dam | Def | Stab: club=+28 | 21 | 34 | 44; or throw rocks=+22 | 9 | 29 | 39; or punch=+31 | 20 | 30 | 40

Giant, Cornish

Cornish Giants are large men standing approximately two stories tall. They dress themselves in leather and furs and carry sheep, cattle, and man carcasses on their belts for easy conveyance to their broiling pits. They tend to be well fed since any poor peasant living near a Cornish Giant's house has little recourse when a choice sheep is picked up and carted off. Consequently, Cornish Giants are generally rather plump.

Since Cornish hens look like itty-bitty chickens, you might think the term 'Cornish Giant' to be an oxymoron. Even so, it is quite unwise to point out this observation to any Giant of the Cornish persuasion, as the big lout is likely to become downright antisocial after having been proclaimed an ox-like idiot.

Cornish Giants use Large Mauls or Clubs. When they must attack at range, they hurl boulders. Every Cornish Giant homestead is fully equipped with a dozen or so rocky missiles.

Habitat: Cornish Giants live either in impressive hilltop fortresses or in large natural caverns, depending on their wealth and industry.

Cunning: Simpleminded. Although no English giant can be said to have an oversupply of grey matter, Cornish Giants definitely tip the lower end of the 'Simpleminded' scale.

Origin: These giants are natives of English fairy tales. Both Cormoran and Blunderbore were Cornish Giants appearing in Jack the Giant Killer.

Fun Facts: Cornish Giants are well versed in throwing boulders

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

Traits: Affinity for the Taste of Human Flesh

Keywords: blooded, fleshy, giant, humanoid, living

Attack Modes: Club or Maul or Throw Rocks or Punch

Wealth Type: Hoard

Move Modes: Plod

Gifts: Day Vision

Size: Great

Danger Tier: +1

Great Cornish Giant Examples

Baseline Attributes

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

Adequate (Level 6)

TN= 6; ST= 12; AG= -6; CR= -3; PC= 1; HT= 0; IN= -4

HP=152; FP=34; Ward=3; SP=35 (plod)

Att | Dam | Def | Stab: club=+13 | 18 | 21 | 28; or
maul=+13 | 24 | 20 | 27; or throw rocks=+8 | 9 | 16 | 23; or
punch=+16 | 17 | 17 | 24

Decent (Level 8)

TN= 7; ST= 12; AG= -5; CR= -3; PC= 1; HT= 0; IN= -4

HP=166; FP=34; Ward=3; SP=40 (plod)

Att | Dam | Def | Stab: club=+16 | 18 | 25 | 31; or
maul=+16 | 24 | 24 | 30; or throw rocks=+10 | 9 | 20 | 26; or
punch=+19 | 17 | 21 | 27

Fit (Level 10)

TN= 8; ST= 12; AG= -5; CR= -3; PC= 1; HT= 0; IN= -4

HP=181; FP=34; Ward=4; SP=40 (plod)

Att | Dam | Def | Stab: club=+18 | 18 | 28 | 34; or
maul=+18 | 24 | 27 | 33; or throw rocks=+12 | 9 | 23 | 29; or
punch=+21 | 17 | 24 | 30

Laudable (Level 12)

TN= 8; ST= 13; AG= -5; CR= -3; PC= 1; HT= 0; IN= -4

HP=197; FP=34; Ward=4; SP=40 (plod)

Att | Dam | Def | Stab: club=+21 | 19 | 30 | 36; or
maul=+21 | 25 | 29 | 35; or throw rocks=+14 | 9 | 25 | 31; or
punch=+24 | 18 | 26 | 32

Model (Level 14)

TN= 8; ST= 14; AG= -5; CR= -2; PC= 1; HT= 0; IN= -4

HP=215; FP=34; Ward=4; SP=45 (plod)

Att | Dam | Def | Stab: club=+24 | 20 | 32 | 38; or
maul=+24 | 26 | 31 | 37; or throw rocks=+17 | 9 | 27 | 33; or
punch=+27 | 19 | 28 | 34

Outstanding (Level 16)

TN= 8; ST= 14; AG= -5; CR= -1; PC= 2; HT= 0; IN= -4

HP=215; FP=38; Ward=4; SP=45 (plod)

Att | Dam | Def | Stab: club=+26 | 20 | 34 | 41; or
maul=+26 | 26 | 33 | 40; or throw rocks=+21 | 9 | 29 | 36; or
punch=+29 | 19 | 30 | 37

Giant, Highland

Although a Highland Giant's great bulk towers over adventurers, the stature of other giant types overshadows that of a highlander. Highland Giants, as the name implies, live mainly in the hills and mountains in whatever caves they can find. **Highland Giants** often associate with both Fomorians and men and are respected by both races.

Highland Giants are a very magical race. The most intelligent of these hulking men are known to be sorcerers, wizards, and witches. Many others are Celtic pagan priests devoted to the god Bres. Highland Giants tend to favor the darker spells of whatever genre of spell-casting they practice. Needless to say, any such Giant is a formidable enemy.

Many of these Giants become absolute rulers of vast land tracts who enslave the native populations. A few even take human wives and pass their kingdoms down to their offspring. Children born from such unions do not gain their giantish parents' magical attributes, but commonly make unusually strong warriors.

As Highland Giants are not much larger than the largest humans, they tend to use human weapons as these are easily acquired and adequate to their needs.

Habitat: Highland Giants prefer to live in hilly terrain, preferably in areas where there are plenty of caves and deep lakes.

Origin: Highland Giants appear in the Celtic legends surrounding the Scottish Highlands. In these tales, they are given the name "Fomorians," but are far less demonic and far more magical than their Irish cousins. As such, we decided to split these Scottish giants out into an entirely separate race.

Fun Facts: Although a Highland Giant can be damaged and brought down with any normal means, they cannot be actually killed except by decapitation. (Despite popular belief, there are no special pyrotechnic displays when a Highlander's head is severed from their neck.)

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

Gifts: Day Vision, Regeneration

Keywords: blooded, fleshy, giant, humanoid, living, occultist, territorial

Attack Modes: Longsword or Spear or Throwing Spear or Punch/Kick

Wealth Type: Monetary

Cunning: Alert

Move Modes: Run

Danger Tier: 0

Size: Large

Large Highland Giant Examples

Baseline Attributes

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

Adequate (Level 8)

TN= 3; ST= 9; AG= -5; CR= -2; PC= 3; HT= 0; IN= 0

HP=91; FP=41; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: longsword=+15 | 18 | 20 | 28; or
spear=+14 | 16 | 21 | 29; or throwing spear=+10 | 7 | 16 | 24;
or punch/kick=+16 | 16 | 17 | 25

Decent (Level 10)

TN= 3; ST= 9; AG= -3; CR= -2; PC= 3; HT= 0; IN= 0

HP=91; FP=41; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: longsword=+19 | 18 | 24 | 30; or
spear=+18 | 16 | 25 | 31; or throwing spear=+12 | 7 | 20 | 26;
or punch/kick=+20 | 16 | 21 | 27

Fit (Level 12)

TN= 4; ST= 9; AG= -3; CR= -1; PC= 3; HT= 0; IN= 0

HP=99; FP=41; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: longsword=+21 | 18 | 27 | 33; or
spear=+20 | 16 | 28 | 34; or throwing spear=+15 | 7 | 23 | 29;
or punch/kick=+22 | 16 | 24 | 30

Laudable (Level 14)

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

HP=99; FP=41; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: longsword=+23 | 18 | 29 | 35; or
spear=+22 | 16 | 30 | 36; or throwing spear=+18 | 7 | 25 | 31;
or punch/kick=+24 | 16 | 26 | 32

Model (Level 16)

TN= 4; ST= 9; AG= -2; CR= 0; PC= 3; HT= 1; IN= 0

HP=99; FP=45; Ward=2; SP=55 (run)

Att | Dam | Def | Stab: longsword=+26 | 18 | 32 | 37; or
spear=+25 | 16 | 33 | 38; or throwing spear=+20 | 7 | 28 | 33;
or punch/kick=+27 | 16 | 29 | 34

Outstanding (Level 18)

TN= 5; ST= 9; AG= -2; CR= 0; PC= 3; HT= 1; IN= 0

HP=108; FP=45; Ward=2; SP=55 (run)

Att | Dam | Def | Stab: longsword=+28 | 18 | 35 | 40; or
spear=+27 | 16 | 36 | 41; or throwing spear=+22 | 7 | 31 | 36;
or punch/kick=+29 | 16 | 32 | 37

Giant, Two-Headed

Two-Headed Giants are huge men whose shoulders are adorned with twin heads. From the perspective of these large brutes, having additional noggins is a definite bonus, as they are exceptionally social beings compared to other Giants.

Their social graces have probably been brought about through natural selection, as rude and boorish Two-Headed Giants don't live long. One head makes an unflattering comment, the other retorts with a snappy response. Eventually the maid discovers her employer lying on the bedroom floor with multiple bruises and one or two swollen eyes. Her quick examination finds both heads to be colored an unhealthy hue of purple and both tongues to be fixed in a desperate gasping position. Each of their massive hands is clenched in a death grip: left hand to right throat and right hand to left throat. Not a pretty sight.

As long as one of these Giants can get along with himself, having two heads makes for lively discussion around teatime. Even so, it is difficult for visitors to follow their conversations until they learn the subtle distinctions between the giants' uses of the pronouns "me," "myself," and "I."

Habitat: Two-Headed Giants live in large caves and in crudely constructed fortresses. They prefer mild temperate climates on large islands and seacoasts. However, they are also commonly found further inland.

Cunning: Simpleminded. Multi-headed giants are endowed at birth with a healthy helping of stupidity. Some seem to have gone back to the trough for seconds.

Origin: Two-headed giants are popular in English fairy tales. The story of Jack the Giant Killer has several such giants, all of which are easily defeated by Jack's clever tricks.

Welsh giants will tend to their guests' every need. Tea and crumpets, properly buttered, will be served at the appropriate hour using their finest china. Dinner will consist of their best roast and hasty pudding. Finally, the beds will have fresh linens to assure that giant's guests have only the sweetest of dreams. Once they are snoring contentedly, the giant will club their heads and throw them all into a pot.

Fun Facts: Each head controls one side of the giant's thick frame. Therefore, each arm attacks separately in combat (each gets its own Attack Roll).

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

Traits: Affinity for Human Flesh, Lust for Gold and Silver

Keywords: blooded, fleshy, giant, humanoid-like, living, man-eater, multi-headed, territorial, tribal

Attack Modes: Club and Club or Punch and Punch

Wealth Type: Hoard *Gifts:* Day Vision

Move Modes: Plod *Danger Tier:* +1

Large Two-Headed Giant Examples

Baseline Attributes

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

Adequate (Level 4)

TN= 4; ST= 9; AG= -5; CR= -2; PC= 2; HT= 0; IN= -4

HP=99; FP=38; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: club and club=+10 and +10 | 14 and 14 | 17 | 24; or punch and punch=+12 and +12 | 13 and 13 | 14 | 21

Decent (Level 6)

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

HP=108; FP=38; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: club and club=+14 and +14 | 15 and 15 | 20 | 26; or punch and punch=+16 and +16 | 14 and 14 | 17 | 23

Fit (Level 8)

TN= 4; ST= 11; AG= -3; CR= -2; PC= 2; HT= 0; IN= -4

HP=117; FP=38; Ward=2; SP=55 (run)

Att | Dam | Def | Stab: club and club=+18 and +18 | 16 and 16 | 23 | 28; or punch and punch=+20 and +20 | 15 and 15 | 20 | 25

Laudable (Level 10)

TN= 5; ST= 11; AG= -3; CR= -1; PC= 2; HT= 0; IN= -4

HP=128; FP=38; Ward=2; SP=55 (run)

Att | Dam | Def | Stab: club and club=+20 and +20 | 16 and 16 | 26 | 31; or punch and punch=+22 and +22 | 15 and 15 | 23 | 28

Model (Level 12)

TN= 5; ST= 11; AG= -3; CR= 0; PC= 2; HT= 1; IN= -4

HP=128; FP=41; Ward=2; SP=55 (run)

Att | Dam | Def | Stab: club and club=+22 and +22 | 16 and 16 | 28 | 33; or punch and punch=+24 and +24 | 15 and 15 | 25 | 30

Outstanding (Level 14)

TN= 5; ST= 11; AG= -2; CR= 0; PC= 2; HT= 1; IN= -4

HP=128; FP=41; Ward=2; SP=55 (run)

Att | Dam | Def | Stab: club and club=+25 and +25 | 16 and 16 | 31 | 35; or punch and punch=+27 and +27 | 15 and 15 | 28 | 32

Glaistig

A Glaistig is a vampiric satyr-like creature. She has a beautifully formed woman's body and a striking face. Two hooves and a goat's waist make up her lower extremities that she hides under a flowing green gown. If her goatish characteristics are discovered, she will simply claim to be a female urisk (satyr).

Glaistigs are frequently encountered in cheerfully tipsy moods carrying empty golden goblets. They are very poised creatures, able to make the homeliest man feel desirable with their charming manners. Glaistigs will often tempt men to dance with them and even seduce them to more easily satiate their bloodthirsty tastes.

Though dangerous when confronted aggressively, Glaistigs love children and often protect the old from harm. It is possible that the displayed maternal behaviors simply mask the faeries' natural desires to maintain plentiful stocks of 'red wine'.

Habitat: Glaistigs are water faeries who require ready access to a natural fresh water source. As such, they can never be found far from a stream or lake.

Origin: The Glaistig is a water faery originating on the British Isles. She is a type of Fuath, malevolent monsters connected with the lochs and rivers of Scotland.

Fun Facts: Since they are water faeries, Glaistig venture no more than 300 yards from the fresh water streams or lakes in which they dwell. Obviously, these amphibious females have the ability to breathe underwater.

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

Gifts: Aquatic Combat, Night Vision

Traits: Affinity toward Urisks (Satyrs) and often entertain them in their lakeside dwellings, Lust for the Taste of Human Blood

Keywords: ageless, amphibious, blooded, faery, fleshy, living, humanoid, man-eater, trickster

Attack Modes: Parrying Dagger or Punch/Kick

Wealth Type: Monetary *Cunning:* Alert

Move Modes: Run *Danger Tier:* 0

Size: Medium

Medium Glaistig Examples

Baseline Attributes

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

Adequate (Level 4)

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

HP=29; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: parrying dagger=+10 | 3 | 20 | 20; or punch/kick=+10 | 5 | 16 | 16

Decent (Level 6)

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

HP=32; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: parrying dagger=+13 | 4 | 22 | 22; or punch/kick=+13 | 6 | 18 | 18

Fit (Level 8)

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

HP=38; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: parrying dagger=+15 | 4 | 26 | 26; or punch/kick=+15 | 6 | 22 | 22

Laudable (Level 10)

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

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

Att | Dam | Def | Stab: parrying dagger=+19 | 5 | 29 | 28; or punch/kick=+19 | 7 | 25 | 24

Outstanding (Level 12)

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

HP=45; FP=41; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: parrying dagger=+22 | 5 | 33 | 31; or punch/kick=+22 | 7 | 29 | 27

Remarkable (Level 14)

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

HP=45; FP=41; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: parrying dagger=+24 | 5 | 35 | 33; or punch/kick=+24 | 7 | 31 | 29

Superb (Level 16)

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

HP=45; FP=41; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: parrying dagger=+27 | 5 | 38 | 35; or punch/kick=+27 | 7 | 34 | 31

Gnome

As everyone knows, **Gnomes** are little bearded faeries with tall red hats and friendly smiles that rigidly stand in lawns and flower gardens. In actuality, though, the term “gnome” originally did not refer to a faery creature at all. Rather, it began its career as an elemental creature of earth whose name is derived from the Greek word *genomus*, meaning earth-dweller. (See *Genomus* for a description of the gnome’s more earthy history.) Over time, the fame of these little munchkins spread throughout Europe as they took on more and more faery-like characteristics, never really quite making it into faerydom.

Interestingly enough, as the gnomish tales continued to evolve over the ages, there arose quite a selection of stories about small, brownie-like faeries inhabiting a number of mines scattered throughout Europe. These friendly little miners would rat-a-tap-tap on the rocky walls to show the weary miners where the richest veins were located. Despite their frequent appearance in folklore and the remarkable similarities they bear to one another, no word was ever coined to speak of them as a whole.

So, what we have here is a tiny earth dwelling almost-faery looking for a place to call home and a family of little mining faeries looking for a surname: a perfect match. What more could we ask for?

Fun Facts: Gnome is a core race in the game. As such, the properties of all gnome lineages available to Avatars are listed in [The Character Compendium](#).

Durabilities: Unless otherwise stated in their specific lineage write-up, Gnomes are Immune to Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Traits: The Traits of all gnome lineages are also listed in [The Character Compendium](#).

Keywords: ageless, blooded, faery, fleshy, humanoid, living, subterranean

Attack Modes: Melee Weapon or Range Weapon or Hammer or Crossbow or Punch/Kick

Wealth Type: Monetary

Cunning: Brilliant

Move Modes: Run

Size: Small

Danger Tier: 0

Gifts: [Night Vision](#) (for Mixed Lineage Gnomes, and unless otherwise stated)

Barbegazi

(Frozen Beards)

Barbegazi are gnomes that live on the tops of snow-capped mountains. After a long summer’s hibernation, they emerge upon first snowfall wearing white fur suits. Their unusually large feet act as snowshoes, which help them to run across fresh snow and ski down mountain slopes. Their hair and beards consist entirely of thick icicle growths.

Barbegazi live in catacombs of tunnels and natural caverns close to the peaks of mountains. The entrances to these passages are concealed behind curtains of icicles in winter and are entirely closed off in summer.

Habitat: The Barbegazi inhabit only the most frigid regions and can survive only in the coldest of arctic temperatures. Thus, they are confined to snow-capped mountaintops and the arctic tundra in winter.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Freezing, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects; and Highly Sensitive to Scorching Effects.

Origin: The barbegazi originated in France and the Swiss Alps where their name was probably derived from the phrase *barbes glacees* (frozen beards).

Blue Cap

Blue Caps are tiny pudgy gnomes with large rounded noses, wrinkled skins, and well-tended beards. They usually dress in rugged mining outfits and are never without their mining caps. In fact, it is the ever-present flame burning in the cap’s lantern that gives these gnomes their name.

The reputation of Blue Caps as miners is exceptional. They are industrious workers and can be trusted to earn their wage. Rare is the Blue Cap caught pilfering. Their good behavior, however, lasts only as long as they are themselves treated fairly. If they are paid even a copper less than is their due, blue caps are likely to behave frightfully, causing an endless number of mishaps to their co-workers until their wages are paid in full.

Habitat: As far as anyone knows, Blue Caps set up residence in forgotten niches within the mines where they work.

Origin: Also known as Blue Nonnet, Blue Cap made its folklore debut in the mines of the British Isles. The faery would only work if paid an honest day’s wage for an honest day’s work. They rarely appeared, but when seen only the blue-flame of their miner’s cap was visible.

Coblynau

Coblynau are small even for gnomes, averaging about 18 inches in height. They are grotesque little faeries possessing clever fingers and bodies that are stunted and deformed. Their faces are particularly unattractive, having large bulbous noses and a continual coating of dust and grime from work. Despite the unwashed mugs, their sparkling eyes and frequent smiles gleam like beacons through their dirty facades. Their witty humor quickly attracts many friends among their fellow miners.

Even those few souls who find the mirthful gnomes annoying admire the Coblynau's highly industrious nature. They obviously have a zeal for digging, swinging their picks at two or three times the rates of those around them. Even after the workday is over, Coblynau remain dressed in the leather aprons and heavy clothing worn on the job.

Oddly enough, the Coblynau are among the least productive of workers. Despite all of their vigorous efforts, and the fact that they unearth copious quantities of small gemstones, they rarely dig up the prized jewels found by their co-workers.

Even so, their employers' disfavor rarely robs these gnomes of their smiles. In fact, the grins only seem to widen on particularly unproductive days.

Habitat: The Coblynau do sometimes live in the mines where they toil, especially if one is the mine's sole proprietor. However, they are more often simply "employees" of established mines and carve their own hidden abodes in the nearby rocky hills.

Origin: The Coblynau is a Welsh mine sprite known for its vigorous work habits and total lack of productivity.

Gignosko

The Gignosko are tiny faeries having proportions similar to those of humans, varying from scrawny to obese. Many have beards but they do not take great delight in their care as do their Dwarf cousins. The Gignosko are largely disdained by the other gnomish races who view them as traitors, having abandoned the mining activities sacred to gnome-kind. Obviously, it is these surface-dwellers that are most often encountered by men. They are frequently dressed in a fashion reflecting extreme poverty although many believe that they have simply hidden their glittering treasures out of man's reach.

The Gignosko of old were among the most revered of all gnomish races. They are credited with having created a vast network of unending catacombs, which is still utilized to unearth an endless stream of natural gemstones and precious metals. Once a gnome acquires a sizable pile of treasure, they will carve out a formidable vault in some ancient out-of-the-way passageway and hide it behind a secret door. Often, the knowledge of a hidden treasure hoard dies with its owner.

Despite their tarnished images, the Gignosko still consider themselves the avatars and caretakers of earth, stone, and

minerals. Those which return to the old mines never allow greed to drive them too deeply into the earth's crust and they always treat the minerals that they uncover with a reverence the other gnomish races don't understand.

Habitat: Most Gignosko have been driven from their mines by human encroachers and forced to live on the surface. As all gnomes are a tad agoraphobic, these displaced Gignosko tend to seek out the deepest, darkest forests available where they dig their dirt hovels among roots of the oldest trees. The Gignosko are vegetarians who mainly eat roots and root-borne foods (such as carrots, radishes, potatoes, turnips, and the like).

Origin: Gignosko is a Greek term meaning "to learn" or "to understand" which was applied to gnomes in general since they supposedly possessed all earthly knowledge. These cheerful characters are the prototypical treasure-hoarders of folklore.

Gifts: Dark Vision

Knocker

Mine shafts are often filled with noises that can terrify those unaccustomed to the dark environment. The drip, drip, drip of water leaking from an overhead crack or the occasional rattle of a rusty chain can echo and reverberate through a mine's stony maze to produce bizarre sounds. A visitor to this realm is hard pressed to keep from envisioning fantastic explanations for these auditory tricks. After about a week of responding to every groan, rattle and thunk with a startled jerk, newcomers become acclimated to the incessant disturbances and start ignoring them. Such complacency is quite dangerous in so hazardous an arena. Veteran miners know that some noises indicate more than leaky ceilings. Knockers are one such noise source. They are faeries who continually work to fill earthen cavities with dazzling crystals. They are generally friendly toward miners and strive to provide them with treasures that are appreciated for their beauty and rarity. Like their faery cousins, the brownies, knockers welcome tasty treats left in rocky niches.

Anyone breaking into a vug (worked cavity) occupied by a knocker briefly sees a shocked, tiny faery wearing a rugged leather apron and a miniature miner's cap. The startled Knocker will quickly grab their tools and dive through the wall, disappearing into solid rock. The walls of any vug 'decorated' by knockers are mainly lined with common quartz, but careful searches may find a few uncut gems (Overlord's discretion). The type discovered depends on the knocker's mood and the raw material available in the surrounding stone. The vugs of any given mine are usually filled with no more than 2 or 3 gem types. It takes a knocker a full month to finish forging a vug.

Anyone haphazardly destroying a knocker's work or disturbing them too frequently finds the gem maker working to collapse the mine shaft. A cave-in will take a single knocker one-week to prepare, during which time the ping-pong of their pick and hammer will be unusually pronounced.

Habitat: **Knockers** take up residence in mines of all sorts, but they are most populous in tin mines.³ They seek out small cavities in natural stone, known as vugs, where they set up shop. Here they enlarge the cavity by working and "forging" the surrounding stone into natural gemstones. After a knocker works the stone to such an extent that crystals cover its walls, they move to another. The tinging sound of their activities can easily be heard through 3 feet of solid rock.

Origin: Mine faeries are common throughout Europe although the term Knocker is purely Cornish. In Wales, these faeries are known as Coblynau while Austrians call them Schacht- Zwerger ('shaft dwarves'). In Germany the mines are inhabited by Berg-Monche ('mountain monks') and in France they are filled with Gommès.

Fun Facts: Knockers can swim through earth, clay, and stone relatively unhindered.

These creatures are Immune to Blight, Metaphysical, and Sunlight Effects. They are also Immune to Captivation and Enervation Effects.

Traits: Shy of Humans, Terrified of Holy Symbols, Affinity toward Gnomish, Dwarf, and Human Miners.

Keywords: blooded, faery, fleshy, humanoid, living, subterranean

Gifts: Dark Vision

Gnome Fighter Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=15; FP=32; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+6 | 2 | 15 | 12; or crossbow=+12 | 4 | 13 | 10; or hammer=+3 | 4 | 16 | 13; or pick=+4 | 2 | 17 | 14; or punch/kick=+4 | 2 | 14 | 11

Decent (Level 2)

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

HP=16; FP=32; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+10 | 2 | 18 | 14; or crossbow=+14 | 4 | 16 | 12; or hammer=+7 | 4 | 19 | 15; or pick=+8 | 2 | 20 | 16; or punch/kick=+8 | 2 | 17 | 13

Fit (Level 4)

TN= -2; ST= -5; AG= 7; CR= 1; PC= 4; HT= -3; IN= 2

HP=17; FP=34; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+12 | 2 | 21 | 18; or crossbow=+17 | 4 | 19 | 16; or hammer=+9 | 4 | 22 | 19; or pick=+10 | 2 | 23 | 20; or punch/kick=+10 | 2 | 20 | 17

Hardened (Level 6)

TN= -1; ST= -5; AG= 8; CR= 1; PC= 4; HT= -3; IN= 2

HP=19; FP=34; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: dagger=+15 | 2 | 25 | 21; or crossbow=+19 | 4 | 23 | 19; or hammer=+12 | 4 | 26 | 22; or pick=+13 | 2 | 27 | 23; or punch/kick=+13 | 2 | 24 | 20

Laudable (Level 8)

TN= -1; ST= -4; AG= 8; CR= 1; PC= 5; HT= -3; IN= 2

HP=21; FP=38; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: dagger=+18 | 2 | 27 | 24; or crossbow=+22 | 4 | 25 | 22; or hammer=+15 | 4 | 28 | 25; or pick=+16 | 2 | 29 | 26; or punch/kick=+16 | 2 | 26 | 23

Model (Level 10)

TN= -1; ST= -3; AG= 9; CR= 1; PC= 5; HT= -3; IN= 2

HP=23; FP=38; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: dagger=+22 | 2 | 30 | 26; or crossbow=+24 | 4 | 28 | 24; or hammer=+19 | 4 | 31 | 27; or pick=+20 | 2 | 32 | 28; or punch/kick=+20 | 2 | 29 | 25

Outstanding (Level 12)

TN= -1; ST= -3; AG= 9; CR= 2; PC= 5; HT= -2; IN= 2

HP=23; FP=41; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: dagger=+24 | 2 | 32 | 28; or crossbow=+27 | 4 | 30 | 26; or hammer=+21 | 4 | 33 | 29; or pick=+22 | 2 | 34 | 30; or punch/kick=+22 | 2 | 31 | 27

Remarkable (Level 14)

TN= 0; ST= -3; AG= 9; CR= 2; PC= 6; HT= -2; IN= 2

HP=25; FP=45; Ward=0; SP=60 (run)

Att | Dam | Def | Stab: dagger=+26 | 2 | 35 | 32; or crossbow=+30 | 4 | 33 | 30; or hammer=+23 | 4 | 36 | 33; or pick=+24 | 2 | 37 | 34; or punch/kick=+24 | 2 | 34 | 31

Superb (Level 16)

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

HP=27; FP=45; Ward=0; SP=65 (run)

Att | Dam | Def | Stab: dagger=+29 | 2 | 37 | 34; or crossbow=+32 | 4 | 35 | 32; or hammer=+26 | 4 | 38 | 35; or pick=+27 | 2 | 39 | 36; or punch/kick=+27 | 2 | 36 | 33

Wondrous (Level 18)

TN= 0; ST= -2; AG= 9; CR= 2; PC= 6; HT= -2; IN= 3

HP=27; FP=45; Ward=0; SP=65 (run)

Att | Dam | Def | Stab: dagger=+31 | 2 | 39 | 36; or crossbow=+34 | 4 | 37 | 34; or hammer=+28 | 4 | 40 | 37; or pick=+29 | 2 | 41 | 38; or punch/kick=+29 | 2 | 38 | 35

³ When two get together, they form a great pair of knockers.

Gnome Marksman Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=15; FP=32; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: bow=+8 | 5 | 13 | 10; or
crossbow=+12 | 4 | 13 | 10; or short sword=+5 | 4 | 16 | 13; or
punch/kick=+4 | 2 | 14 | 11

Decent (Level 2)

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

HP=15; FP=34; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+12 | 5 | 15 | 13; or
crossbow=+16 | 4 | 15 | 13; or short sword=+7 | 4 | 18 | 16; or
punch/kick=+6 | 2 | 16 | 14

Fit (Level 4)

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

HP=15; FP=38; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+16 | 5 | 17 | 16; or
crossbow=+20 | 4 | 17 | 16; or short sword=+9 | 4 | 20 | 19; or
punch/kick=+8 | 2 | 18 | 17

Hardened (Level 6)

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

HP=16; FP=41; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: bow=+19 | 5 | 19 | 19; or
crossbow=+23 | 4 | 19 | 19; or short sword=+12 | 4 | 22 | 22;
or punch/kick=+11 | 2 | 20 | 20

Laudable (Level 8)

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

HP=16; FP=41; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: bow=+22 | 5 | 21 | 21; or
crossbow=+26 | 4 | 21 | 21; or short sword=+14 | 4 | 24 | 24;
or punch/kick=+13 | 2 | 22 | 22

Model (Level 10)

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

HP=16; FP=41; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: bow=+25 | 5 | 23 | 23; or
crossbow=+29 | 4 | 23 | 23; or short sword=+16 | 4 | 26 | 26;
or punch/kick=+15 | 2 | 24 | 24

Outstanding (Level 12)

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

HP=17; FP=41; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: bow=+27 | 5 | 26 | 26; or
crossbow=+31 | 4 | 26 | 26; or short sword=+18 | 4 | 29 | 29;
or punch/kick=+17 | 2 | 27 | 27

Remarkable (Level 14)

TN= -2; ST= -5; AG= 6; CR= 5; PC= 7; HT= -3; IN= 4

HP=17; FP=45; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: bow=+30 | 5 | 28 | 29; or
crossbow=+34 | 4 | 28 | 29; or short sword=+20 | 4 | 31 | 32;
or punch/kick=+19 | 2 | 29 | 30

Superb (Level 16)

TN= -2; ST= -4; AG= 7; CR= 5; PC= 7; HT= -3; IN= 4

HP=19; FP=45; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: bow=+32 | 5 | 31 | 31; or
crossbow=+36 | 4 | 31 | 31; or short sword=+24 | 4 | 34 | 34;
or punch/kick=+23 | 2 | 32 | 32

Wondrous (Level 18)

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

HP=23; FP=45; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: bow=+34 | 5 | 35 | 35; or
crossbow=+38 | 4 | 35 | 35; or short sword=+26 | 4 | 38 | 38;
or punch/kick=+25 | 2 | 36 | 36

Gnome Rogue Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=15; FP=32; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+6 | 2 | 15 | 12; or
rapier=+4 | 4 | 18 | 15; or whip=+5 | 1 (dam) + 3 (setback) |
16 | 13; or punch/kick=+4 | 2 | 14 | 11

Decent (Level 2)

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

HP=15; FP=34; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+9 | 2 | 18 | 15; or
rapier=+7 | 4 | 21 | 18; or whip=+8 | 1 (dam) + 3 (setback) |
19 | 16; or punch/kick=+7 | 2 | 17 | 14

Fit (Level 4)

TN= -3; ST= -6; AG= 9; CR= 1; PC= 4; HT= -3; IN= 2

HP=15; FP=34; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: dagger=+13 | 2 | 22 | 17; or
rapier=+11 | 4 | 25 | 20; or whip=+12 | 1 (dam) +
3 (setback) | 23 | 18; or punch/kick=+11 | 2 | 21 | 16

Hardened (Level 6)

TN= -2; ST= -6; AG= 9; CR= 1; PC= 5; HT= -3; IN= 2

HP=16; FP=38; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: dagger=+15 | 2 | 25 | 21; or rapier=+13 | 4 | 28 | 24; or whip=+14 | 1 (dam) + 3 (setback) | 26 | 22; or punch/kick=+13 | 2 | 24 | 20

Laudable (Level 8)

TN= -2; ST= -6; AG= 9; CR= 3; PC= 5; HT= -3; IN= 2

HP=16; FP=38; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: dagger=+17 | 2 | 27 | 23; or rapier=+15 | 4 | 30 | 26; or whip=+16 | 1 (dam) + 5 (setback) | 28 | 24; or punch/kick=+15 | 2 | 26 | 22

Model (Level 10)

TN= -2; ST= -6; AG= 9; CR= 4; PC= 6; HT= -3; IN= 2

HP=16; FP=41; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: dagger=+19 | 2 | 29 | 26; or rapier=+17 | 4 | 32 | 29; or whip=+18 | 1 (dam) + 6 (setback) | 30 | 27; or punch/kick=+17 | 2 | 28 | 25

Outstanding (Level 12)

TN= -1; ST= -6; AG= 9; CR= 4; PC= 6; HT= -3; IN= 3

HP=17; FP=41; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: dagger=+21 | 2 | 32 | 29; or rapier=+19 | 4 | 35 | 32; or whip=+20 | 1 (dam) + 6 (setback) | 33 | 30; or punch/kick=+19 | 2 | 31 | 28

Remarkable (Level 14)

TN= -1; ST= -6; AG= 9; CR= 4; PC= 6; HT= -2; IN= 4

HP=17; FP=45; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: dagger=+23 | 2 | 34 | 31; or rapier=+21 | 4 | 37 | 34; or whip=+22 | 1 (dam) + 6 (setback) | 35 | 32; or punch/kick=+21 | 2 | 33 | 30

Superb (Level 16)

TN= -1; ST= -6; AG= 10; CR= 4; PC= 6; HT= -2; IN= 4

HP=17; FP=45; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: dagger=+26 | 2 | 37 | 33; or rapier=+24 | 4 | 40 | 36; or whip=+25 | 1 (dam) + 6 (setback) | 38 | 34; or punch/kick=+24 | 2 | 36 | 32

Wondrous (Level 18)

TN= -1; ST= -6; AG= 10; CR= 5; PC= 6; HT= -2; IN= 4

HP=17; FP=45; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: dagger=+28 | 2 | 39 | 35; or rapier=+26 | 4 | 42 | 38; or whip=+27 | 1 (dam) + 7 (setback) | 40 | 36; or punch/kick=+26 | 2 | 38 | 34

Gnome Sage Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=15; FP=32; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+6 | 2 | 15 | 12; or scimitar=+4 | 5 | 17 | 14; or staff=+6 | 2 | 18 | 15; or punch/kick=+4 | 2 | 14 | 11

Decent (Level 2)

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

HP=15; FP=34; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+8 | 2 | 17 | 14; or scimitar=+6 | 5 | 19 | 16; or staff=+8 | 2 | 20 | 17; or punch/kick=+6 | 2 | 16 | 13

Fit (Level 4)

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

HP=15; FP=41; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+10 | 2 | 19 | 16; or scimitar=+8 | 5 | 21 | 18; or staff=+10 | 2 | 22 | 19; or punch/kick=+8 | 2 | 18 | 15

Hardened (Level 6)

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

HP=15; FP=41; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+12 | 2 | 21 | 18; or scimitar=+10 | 5 | 23 | 20; or staff=+12 | 2 | 24 | 21; or punch/kick=+10 | 2 | 20 | 17

Laudable (Level 8)

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

HP=15; FP=41; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+14 | 2 | 23 | 20; or scimitar=+12 | 5 | 25 | 22; or staff=+14 | 2 | 26 | 23; or punch/kick=+12 | 2 | 22 | 19

Model (Level 10)

TN= -3; ST= -6; AG= 7; CR= 3; PC= 4; HT= 0; IN= 5

HP=15; FP=45; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+17 | 2 | 26 | 23; or scimitar=+15 | 5 | 28 | 25; or staff=+17 | 2 | 29 | 26; or punch/kick=+15 | 2 | 25 | 22

Outstanding (Level 12)

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

HP=16; FP=45; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: dagger=+21 | 2 | 29 | 25; or scimitar=+19 | 5 | 31 | 27; or staff=+21 | 2 | 32 | 28; or punch/kick=+19 | 2 | 28 | 24

Remarkable (Level 14)

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

HP=17; FP=49; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: dagger=+24 | 2 | 31 | 28; or
scimitar=+22 | 5 | 33 | 30; or staff=+24 | 2 | 34 | 31; or
punch/kick=+22 | 2 | 30 | 27

Superb (Level 16)

TN= -3; ST= -4; AG= 8; CR= 3; PC= 6; HT= 0; IN= 5

HP=17; FP=53; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: dagger=+26 | 2 | 33 | 31; or
scimitar=+24 | 5 | 35 | 33; or staff=+26 | 2 | 36 | 34; or
punch/kick=+24 | 2 | 32 | 30

Wondrous (Level 18)

TN= -3; ST= -4; AG= 8; CR= 3; PC= 7; HT= 0; IN= 5

HP=17; FP=58; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: dagger=+28 | 2 | 35 | 34; or
scimitar=+26 | 5 | 37 | 36; or staff=+28 | 2 | 38 | 37; or
punch/kick=+26 | 2 | 34 | 33

Goblin

Legends of **Goblins** are common features in the tales of many lands. As such, Goblins are important in Mythmagica, and are one of the major races which players may elect to play. Under the “goblin” umbrella falls any number of small ugly malicious faery types. Only a few of the nearly endless list of possible sub-races are listed below.

Fun Facts: Goblin is a core race in the game. As such, the properties of all Goblin lineages available to Avatars are listed in [The Character Compendium](#).

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

Traits: The Traits of all Goblin lineages are also listed in [The Character Compendium](#).

Keywords: ageless, faery, fleshy, humanoid

Attack Modes: Melee Weapon or Range Weapon or Short Sword or Bow or Punch/Kick

Gifts: [Night Vision](#) (for Mixed Lineage goblins)

Wealth Type: Monetary

Cunning: Alert

Move Modes: Run

Size: Small

Danger Tier: 0

Bogle

Bogles are goblins with gangly limbs and scrawny, bent frames. Their complexions are dark, ranging anywhere from ashen grey to black. They are distantly related to both Hobs and boggarts and are known to travel with bugbears or bogies.

Like all Goblins, Bogles are ugly. Much of their argument with aesthetics derives from the unusually large bulbous nose planted firmly in the central portion of the Bogle face. This schnauz may be less than pleasing to behold, but it is imminently practical since it provides the Bogle with an unusually powerful sense of smell. In fact, much of a Bogle’s Perception can be attributed to their miraculous nostrils.

Unlike most other goblins, Bogles have no tolerance for law-breakers. They will ignore personal safety to bring outlaws to justice and typically band together to track them down. Goblin justice is, to say the least, unpleasant. On the other hand, Bogles have a love of playing pranks.

Habitat: Bogles have a penchant for grains, and tend to pester the millers who grind them into flour. When not so engaged, Bogles prefer to dwell in bogs and swamps.

Origin: Bogles appear in both Scottish and Scandinavian folklore. There is one popular tale titled The Bogle in the Mill which relates how a miller pestered by a Bogle rid himself of the faery by tricking it into believing that a

visiting friend's pet bear was actually their new house cat.

Gifts: Day Vision

Kobalos

Kobalos are cowardly faeries who dislike personal danger, although they delight in the chaos of war. Even the youngest Kobalos are trained in the talent of Backstabbing and those given the chance invariably become Bowmen or Archers. Fortunately(?), goblins make wonderful marksmen. To fill their front ranks, Kobalos often associate with orcs, dark elves, and the Duergar (who, more often than not, use the goblins as front ranks). The relationship between these races is best described as a Tolerance rather than an Affinity.

Kobalos are lithe, dark skinned goblins with malicious grins and cackling laughs. They have long crooked noses and warty complexions and their postures are often bent forward from their long treks through cramped tunnels.

Although goblins are found nearly everywhere, the Kobalos tend to live in mountainous areas where there are plenty of dark crevices, cracks, and abandoned mines to inhabit. Throughout the ages, various Kobalos tribes have conquered or otherwise acquired Dwarf and Gnomish catacombs. These subterranean cities, superbly and lovingly crafted by the bearded faery races, were augmented with the goblins' own crude tunnels and gargoylish sculptures. The largest of these monstructions house multitudes of war-hungry goblins within their endless passages.

These evil faeries frequently hold celebrations attended by all of the goblin races, known as Goblin Markets, where they trade, sell, distribute, and steal all sorts of unsavory wares. Here can be found poisons of every kind: vipers, scorpions, cursed talismans, and scrolls of diabolic and Sorcerous spells. No Goblin will object when a human or member of the gentler faery races attends. However, only the most cautious outsiders survive the festivities.

Kobalos are among the most malicious of goblin races, taking great joy in torturing and enslaving any member of an opposing race. They give these slaves the dirtiest, smelliest jobs they can dream up to humiliate them before the inevitable "execution." Thus, any adventurer captured by a band of these vile creatures may find the last few days of their life acting as "pooper-scooper" for the band's latrine.

Habitat: Small Kobalos goblin clans generally live in natural grottos, caves, and mossy crevices that they have discovered. Although they have clever natures, Kobalos settle for these primitive abodes because they are an unindustrious faery race prone to mischievous fun rather than productive labor.

Despite this goblin race's antisocial tendencies, a few of their ancient tribes grew large enough to claim the title of nation. The greatest of these nations managed to carve out impressive networks of rough tunnels crisscrossing the countryside to serve as highways for goblin troops. These troubled kingdoms, as a rule, did not last long after their great goblin founders died. Even so, the damp rocky corridors that they constructed survive to this day.

Origin: The term goblin is derived from Kobalos, a Greek term meaning "roguish spirit." Over the centuries, this term evolved into gobelin in France, or goblin in England. Not all goblins of folklore were totally cruel and malicious, though. The kinder goblin types were deemed hobgoblins, or simply hobs, to distinguish them from their more malicious kindred.

Gifts: Dark Vision

Kobold

Kobolds are red bearded goblins with wildly unkempt hair and a complexion of dark green or grey. Their skins are quite wrinkled (which makes them look positively ancient) and their faces have "pushed-in" appearances like those of bulldogs. To add the final touch to their shabby persona, Kobolds commonly dress themselves in green tattered rags. They are probably a distant relative of brownies although most Kobolds do not have the brownie's pleasing personality.

The more brownie-like Kobolds willingly help out peasants and craftsmen while expecting little in return. These pranksterish faeries possess polished housekeeping skills and have a great knack for spicing foods. Any restaurant with a Kobold overseeing the kitchen counts itself lucky. Of course, the hellion's mischievous nature often drives the faery to raucously bang pots together and gleefully smash dishes. While such 'civilized' Kobolds are far from uncommon, they are generally solitary and so do not make up the bulk of this faery race.

Most Kobolds gather underground in abandoned mines where they form clans bent on mischief. They love to pick on weaker creatures and attempt to outnumber their foes to ensure victory in battle. If a Kobold clan outgrows its current accommodations, the overflow will happily infest any nearby productive mines. The tireless and cruel antics of the new squatters will drive out the mine's current occupants and prepare the way for new Kobold condominiums.

Habitat: Kobolds can be helpful and friendly or evil and malicious. Their housing preferences reflect these divergent views. The more friendly Kobolds dwell in towns or cottages where they tend livestock or help craftsmen in their workshops. Those with blacker demeanors congregate in dark mines, caves, and dungeons to ambush trespassers.

Origin: Kobolds, or Koboldge, originate in German folklore where they were originally considered a form of tree spirit. Carvings made from kobold-trees were placed inside ornate boxes and locked up. The trapped kobold had to serve its master until it was sold to another for a smaller price than its current master had paid. Since it was dangerous for anyone other than the owner to open the kobold's box, children were given toys that taught them to avoid such actions. These toys evolved into the modern day Jack-in-the-Box.

A great number of Kobolds supposedly lived in the caves and in mineshafts of Germany. So many, in fact, that the element cobalt is named after this mischievous faery.

Gifts: Dark Vision

Redcap

Redcaps are ugly Goblins having long pointed teeth and razor sharp fingernails giving their hands the look of eagle talons. Unlike other Goblins, Redcaps are rather stocky and could be said to have a Dwarfish appearance if it were not for their long stringy hair and otherwise horrific looks.

Redcaps are a murderous goblin race. This desire is so strong that they will forego attacks against threatening enemies to slay wounded and helpless foes.

Redcaps have earned their colorful name from their habit of soaking their felt caps in the blood of their freshly killed victims. This lust for blood, combined with their innate magical abilities, makes Redcaps highly suited to Sorcery.

Habitat: Redcaps generally live in ruined castles, towers, and keeps in which their murdered victims formerly dwelled.

Origin: Legends of redcaps appear in Scottish folklore as bloodthirsty faeries with no redeeming value. The Dutch version of the redcap, known as a Kaboutermannekin, is a much more likable chap.

Gifts: Night Vision

Tylwyth Teg

The Tylwyth Teg (the Fair Family) are a race of stunted and deformed Goblins. The Tylwyth Teg are perhaps the most attractive Goblin lineage, although none can be called beautiful. They have long flowing golden hair and fair skin.

The Tylwyth Teg have a long tradition of thievery. They establish hideouts in caves with underwater entrances. Here they entertain faery visitors, especially Changelings and Ellyllon, with whom they have a special bond.

Habitat: The Tylwyth Teg inhabit caves or homesteads mined in solid rock. They have a special attraction to the water and so usually dwell near oceans, rivers, or lakes. The nearby waterways allow the goblins to construct hidden underwater entrances to their secret hideouts and “emergency exits” from their own abodes. The more successful of these faeries have homes that can only be described as palaces. When they can, the Tylwyth Teg prefer to take up residence near human towns and villages where there are plenty of fair complexioned children to steal.

From almost the time they are born, the Tylwyth Teg are trained in the arts of stealing. As such, nearly all of these Goblins possess remarkably good thieving skills. In fact, babies are given padlocks for teething.

Origin: Tylwyth Teg is a Welsh term meaning the Fair Family, in reference to the race’s golden hair and fair complexion. This Celtic faery race is also referred to as the Bendith Y Mamau, meaning The Mother’s Blessing. The name was given by the people of Wales in an effort to appease the itchy-fingered faeries from stealing children.

Gifts: Night Vision

Goblin Fighter Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=19; FP=34; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: short sword=+5 | 4 | 15 | 13; or mace=+4 | 4 | 16 | 14; or spear=+5 | 2 | 15 | 13; or punch/kick=+4 | 2 | 13 | 11

Decent (Level 2)

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

HP=21; FP=34; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: short sword=+9 | 4 | 18 | 15; or mace=+8 | 4 | 19 | 16; or spear=+9 | 2 | 18 | 15; or punch/kick=+8 | 2 | 16 | 13

Fit (Level 4)

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

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

Att | Dam | Def | Stab: short sword=+11 | 4 | 21 | 19; or mace=+10 | 4 | 22 | 20; or spear=+11 | 2 | 21 | 19; or punch/kick=+10 | 2 | 19 | 17

Hardened (Level 6)

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

HP=25; FP=38; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: short sword=+14 | 4 | 25 | 22; or mace=+13 | 4 | 26 | 23; or spear=+14 | 2 | 25 | 22; or punch/kick=+13 | 2 | 23 | 20

Laudable (Level 8)

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

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

Att | Dam | Def | Stab: short sword=+17 | 4 | 27 | 25; or mace=+16 | 4 | 28 | 26; or spear=+17 | 2 | 27 | 25; or punch/kick=+16 | 2 | 25 | 23

Model (Level 10)

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

HP=29; FP=41; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: short sword=+21 | 4 | 30 | 27; or mace=+20 | 4 | 31 | 28; or spear=+21 | 2 | 30 | 27; or punch/kick=+20 | 2 | 28 | 25

Outstanding (Level 12)

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

HP=29; FP=45; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: short sword=+23 | 4 | 32 | 29; or mace=+22 | 4 | 33 | 30; or spear=+23 | 2 | 32 | 29; or punch/kick=+22 | 2 | 30 | 27

Remarkable (Level 14)

TN= 1; ST= -1; AG= 7; CR= 3; PC= 5; HT= 0; IN= -1
HP=32; FP=49; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: short sword=+25 | 4 | 35 | 33; or
mace=+24 | 4 | 36 | 34; or spear=+25 | 2 | 35 | 33; or
punch/kick=+24 | 2 | 33 | 31

Superb (Level 16)

TN= 1; ST= 0; AG= 7; CR= 3; PC= 5; HT= 0; IN= -1
HP=35; FP=49; Ward=1; SP=60 (run)

Att | Dam | Def | Stab: short sword=+28 | 4 | 37 | 35; or
mace=+27 | 4 | 38 | 36; or spear=+28 | 2 | 37 | 35; or
punch/kick=+27 | 2 | 35 | 33

Wondrous (Level 18)

TN= 1; ST= 0; AG= 7; CR= 3; PC= 5; HT= 0; IN= 0
HP=35; FP=49; Ward=1; SP=60 (run)

Att | Dam | Def | Stab: short sword=+30 | 4 | 39 | 37; or
mace=+29 | 4 | 40 | 38; or spear=+30 | 2 | 39 | 37; or
punch/kick=+29 | 2 | 37 | 35

Goblin Marksman Examples**Baseline Attributes**

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

Adequate (Level 0)

TN= -2; ST= -4; AG= 4; CR= 2; PC= 2; HT= -1; IN= -1
HP=19; FP=34; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: bow=+8 | 5 | 12 | 10; or
crossbow=+12 | 4 | 12 | 10; or short sword=+5 | 4 | 15 | 13; or
punch/kick=+4 | 2 | 13 | 11

Decent (Level 2)

TN= -2; ST= -4; AG= 4; CR= 3; PC= 3; HT= -1; IN= -1
HP=19; FP=38; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: bow=+12 | 5 | 14 | 13; or
crossbow=+16 | 4 | 14 | 13; or short sword=+7 | 4 | 17 | 16; or
punch/kick=+6 | 2 | 15 | 14

Fit (Level 4)

TN= -2; ST= -4; AG= 4; CR= 4; PC= 4; HT= -1; IN= -1
HP=19; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+16 | 5 | 16 | 16; or
crossbow=+20 | 4 | 16 | 16; or short sword=+9 | 4 | 19 | 19; or
punch/kick=+8 | 2 | 17 | 17

Hardened (Level 6)

TN= -2; ST= -3; AG= 4; CR= 4; PC= 5; HT= -1; IN= -1
HP=21; FP=45; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+19 | 5 | 18 | 19; or
crossbow=+23 | 4 | 18 | 19; or short sword=+12 | 4 | 21 | 22;
or punch/kick=+11 | 2 | 19 | 20

Laudable (Level 8)

TN= -2; ST= -3; AG= 4; CR= 5; PC= 5; HT= -1; IN= 0
HP=21; FP=45; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+22 | 5 | 20 | 21; or
crossbow=+26 | 4 | 20 | 21; or short sword=+14 | 4 | 23 | 24;
or punch/kick=+13 | 2 | 21 | 22

Model (Level 10)

TN= -2; ST= -3; AG= 4; CR= 6; PC= 5; HT= -1; IN= 0
HP=21; FP=45; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+25 | 5 | 22 | 23; or
crossbow=+29 | 4 | 22 | 23; or short sword=+16 | 4 | 25 | 26;
or punch/kick=+15 | 2 | 23 | 24

Outstanding (Level 12)

TN= -1; ST= -3; AG= 4; CR= 6; PC= 5; HT= -1; IN= 1
HP=23; FP=45; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+27 | 5 | 25 | 26; or
crossbow=+31 | 4 | 25 | 26; or short sword=+18 | 4 | 28 | 29;
or punch/kick=+17 | 2 | 26 | 27

Remarkable (Level 14)

TN= -1; ST= -3; AG= 4; CR= 6; PC= 6; HT= -1; IN= 1
HP=23; FP=49; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: bow=+30 | 5 | 27 | 29; or
crossbow=+34 | 4 | 27 | 29; or short sword=+20 | 4 | 30 | 32;
or punch/kick=+19 | 2 | 28 | 30

Superb (Level 16)

TN= -1; ST= -2; AG= 5; CR= 6; PC= 6; HT= -1; IN= 1
HP=25; FP=49; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: bow=+32 | 5 | 30 | 31; or
crossbow=+36 | 4 | 30 | 31; or short sword=+24 | 4 | 33 | 34;
or punch/kick=+23 | 2 | 31 | 32

Wondrous (Level 18)

TN= 1; ST= -2; AG= 5; CR= 6; PC= 6; HT= -1; IN= 1
HP=29; FP=49; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: bow=+34 | 5 | 34 | 35; or
crossbow=+38 | 4 | 34 | 35; or short sword=+26 | 4 | 37 | 38;
or punch/kick=+25 | 2 | 35 | 36

Goblin Rogue Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=19; FP=34; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: bow=+8 | 5 | 12 | 10; or
dagger=+6 | 2 | 14 | 12; or rapier=+4 | 4 | 17 | 15; or
whip=+5 | 1 (dam) + 4 (setback) | 15 | 13; or
punch/kick=+4 | 2 | 13 | 11

Decent (Level 2)

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

HP=19; FP=38; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+11 | 5 | 15 | 13; or
dagger=+9 | 2 | 17 | 15; or rapier=+7 | 4 | 20 | 18; or
whip=+8 | 1 (dam) + 4 (setback) | 18 | 16; or
punch/kick=+7 | 2 | 16 | 14

Fit (Level 4)

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

HP=19; FP=38; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+13 | 5 | 19 | 15; or
dagger=+13 | 2 | 21 | 17; or rapier=+11 | 4 | 24 | 20; or
whip=+12 | 1 (dam) + 4 (setback) | 22 | 18; or
punch/kick=+11 | 2 | 20 | 16

Hardened (Level 6)

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

HP=21; FP=41; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: bow=+16 | 5 | 22 | 19; or
dagger=+15 | 2 | 24 | 21; or rapier=+13 | 4 | 27 | 24; or
whip=+14 | 1 (dam) + 4 (setback) | 25 | 22; or
punch/kick=+13 | 2 | 23 | 20

Laudable (Level 8)

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

HP=21; FP=41; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: bow=+20 | 5 | 24 | 21; or
dagger=+17 | 2 | 26 | 23; or rapier=+15 | 4 | 29 | 26; or
whip=+16 | 1 (dam) + 6 (setback) | 27 | 24; or
punch/kick=+15 | 2 | 25 | 22

Model (Level 10)

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

HP=21; FP=45; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: bow=+24 | 5 | 26 | 24; or
dagger=+19 | 2 | 28 | 26; or rapier=+17 | 4 | 31 | 29; or
whip=+18 | 1 (dam) + 7 (setback) | 29 | 27; or
punch/kick=+17 | 2 | 27 | 25

Outstanding (Level 12)

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

HP=23; FP=45; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: bow=+26 | 5 | 29 | 27; or
dagger=+21 | 2 | 31 | 29; or rapier=+19 | 4 | 34 | 32; or
whip=+20 | 1 (dam) + 7 (setback) | 32 | 30; or
punch/kick=+19 | 2 | 30 | 28

Remarkable (Level 14)

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

HP=23; FP=49; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: bow=+28 | 5 | 31 | 29; or
dagger=+23 | 2 | 33 | 31; or rapier=+21 | 4 | 36 | 34; or
whip=+22 | 1 (dam) + 7 (setback) | 34 | 32; or
punch/kick=+21 | 2 | 32 | 30

Superb (Level 16)

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

HP=23; FP=49; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: bow=+30 | 5 | 34 | 31; or
dagger=+26 | 2 | 36 | 33; or rapier=+24 | 4 | 39 | 36; or
whip=+25 | 1 (dam) + 7 (setback) | 37 | 34; or
punch/kick=+24 | 2 | 35 | 32

Wondrous (Level 18)

TN= 0; ST= -4; AG= 8; CR= 6; PC= 5; HT= 0; IN= 1

HP=23; FP=49; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: bow=+33 | 5 | 36 | 33; or
dagger=+28 | 2 | 38 | 35; or rapier=+26 | 4 | 41 | 38; or
whip=+27 | 1 (dam) + 8 (setback) | 39 | 36; or
punch/kick=+26 | 2 | 37 | 34

Goblin Sage Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=19; FP=34; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+6 | 2 | 14 | 12; or
scimitar=+4 | 5 | 16 | 14; or staff=+6 | 2 | 17 | 15; or
punch/kick=+4 | 2 | 13 | 11

Decent (Level 2)

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

HP=19; FP=38; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+8 | 2 | 16 | 14; or
scimitar=+6 | 5 | 18 | 16; or staff=+8 | 2 | 19 | 17; or
punch/kick=+6 | 2 | 15 | 13

Fit (Level 4)

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

HP=19; FP=45; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+10 | 2 | 18 | 16; or
scimitar=+8 | 5 | 20 | 18; or staff=+10 | 2 | 21 | 19; or
punch/kick=+8 | 2 | 17 | 15

Hardened (Level 6)

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

HP=19; FP=45; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+12 | 2 | 20 | 18; or
scimitar=+10 | 5 | 22 | 20; or staff=+12 | 2 | 23 | 21; or
punch/kick=+10 | 2 | 19 | 17

Laudable (Level 8)

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

HP=19; FP=45; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+14 | 2 | 22 | 20; or
scimitar=+12 | 5 | 24 | 22; or staff=+14 | 2 | 25 | 23; or
punch/kick=+12 | 2 | 21 | 19

Model (Level 10)

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

HP=19; FP=49; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+17 | 2 | 25 | 23; or
scimitar=+15 | 5 | 27 | 25; or staff=+17 | 2 | 28 | 26; or
punch/kick=+15 | 2 | 24 | 22

Outstanding (Level 12)

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

HP=21; FP=49; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+21 | 2 | 28 | 25; or
scimitar=+19 | 5 | 30 | 27; or staff=+21 | 2 | 31 | 28; or
punch/kick=+19 | 2 | 27 | 24

Remarkable (Level 14)

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

HP=23; FP=53; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: dagger=+24 | 2 | 30 | 28; or
scimitar=+22 | 5 | 32 | 30; or staff=+24 | 2 | 33 | 31; or
punch/kick=+22 | 2 | 29 | 27

Superb (Level 16)

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

HP=23; FP=58; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: dagger=+26 | 2 | 32 | 31; or
scimitar=+24 | 5 | 34 | 33; or staff=+26 | 2 | 35 | 34; or
punch/kick=+24 | 2 | 31 | 30

Wondrous (Level 18)

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

HP=23; FP=64; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: dagger=+28 | 2 | 34 | 34; or
scimitar=+26 | 5 | 36 | 36; or staff=+28 | 2 | 37 | 37; or
punch/kick=+26 | 2 | 33 | 33

Goborchinn

Goborchinns are a subgroup of Fomorian giants having the heads of animals, typically those of cats, dogs, goats, and horses. Regardless of the type of head, many Goborchinns have goat horns, although this trait is not universal.

Goborchinn often use their natural weapons in combat. They are capable of wielding weapons, though. When they do so, they usually use large maces.

Habitat: Goborchinns prefer to dwell on coastlines and on islands where there is ready access to the salty sea. They can live indefinitely on either dry land or under the ocean's waves.

Origin: Goborchinns come from Irish myth, where they are listed as a sub-group of Fomorians. The term Gorborchinn literally means "horse headed". Other myths describe some Fomorians as having the heads of goats, cats, and dogs, although no specific name is given those sub-groups. Lacking any better term, we categorize all animal headed Fomorians under this heading. Some scholars hypothesize that this reference to animal heads indicates an early group of Irish settlers who wore animal skulls as headdresses representing their clans, but this theory has no hard evidence to support it.

Fun Facts: All Goborchinns are excellent swimmers who can breathe water as easily as they can air.

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

Traits: Affinity toward Goblins, Orcs, and Ogres and a Strong Affinity toward Fauchans and Fomorians. In addition, they harbor Animosity toward Firbolgs and Hatred toward Elves (especially the Daoine Sidh).

Attack Modes: Mace or Carnivorous Bite/Punch or Head Butt/Punch

Keywords: blooded, faery, fleshy, giant, living

Wealth Type: Monetary

Cunning: Simpleminded

Move Modes: Run/Swim

Gifts: Dark Vision

Size: Large

Danger Tier: 0

Large Goborchinn Examples

Baseline Attributes

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

Adequate (Level 6)

TN= 5; ST= 9; AG= -6; CR= -2; PC= 0; HT= 3; IN= -3

HP=108; FP=41; Ward=2; SP=35 (run) / 25 (swim)

Att | Dam | Def | Stab: mace=+11 | 17 | 20 | 26; or
bite/punch=+13 | 18 | 19 | 25; or head butt/punch=+13 | 18 | 19 | 25

Decent (Level 8)

TN= 5; ST= 9; AG= -6; CR= -2; PC= 0; HT= 4; IN= -3

HP=108; FP=45; Ward=2; SP=35 (run) / 25 (swim)

Att | Dam | Def | Stab: mace=+13 | 17 | 22 | 28; or
bite/punch=+15 | 18 | 21 | 27; or head butt/punch=+15 | 18 | 21 | 27

Fit (Level 10)

TN= 6; ST= 9; AG= -6; CR= -2; PC= 0; HT= 4; IN= -3

HP=117; FP=45; Ward=3; SP=35 (run) / 25 (swim)

Att | Dam | Def | Stab: mace=+15 | 17 | 25 | 31; or
bite/punch=+17 | 18 | 24 | 30; or head butt/punch=+17 | 18 | 24 | 30

Laudable (Level 12)

TN= 6; ST= 10; AG= -6; CR= -1; PC= 0; HT= 4; IN= -3

HP=128; FP=45; Ward=3; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: mace=+18 | 18 | 27 | 33; or
bite/punch=+20 | 19 | 26 | 32; or head butt/punch=+20 | 19 | 26 | 32

Model (Level 14)

TN= 6; ST= 10; AG= -6; CR= 0; PC= 1; HT= 4; IN= -3

HP=128; FP=49; Ward=3; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: mace=+20 | 18 | 29 | 36; or
bite/punch=+22 | 19 | 28 | 35; or head butt/punch=+22 | 19 | 28 | 35

Outstanding (Level 16)

TN= 6; ST= 10; AG= -6; CR= 1; PC= 1; HT= 4; IN= -2

HP=128; FP=49; Ward=3; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: mace=+22 | 18 | 31 | 38; or
bite/punch=+24 | 19 | 30 | 37; or head butt/punch=+24 | 19 | 30 | 37

Green Man

A Green Man is a lord of the forest. They are a faery-like plant humanoid with two arms and two legs and a human-like face. But, their skin is bark, their hair and beard are moss, their hat and clothing are made of leaves and vines, and they have the occasional twig sprouting from their body. Although virtually all Green Men that are encountered are male, a few Green Women have been rarely spotted.

Green Men are formidable warriors, and are equally impressive spell-casters. They may wield any human weapon, although they prefer those made of wood and stone. Their magic powers are definitely on the woodland end of the spectrum.

Habitat: **Green Men** can be found wherever trees grow.

Origin: The Green Man is an enigmatic fellow in folklore. Stone visages of faces surrounded by leaves, sometimes with vines and leaves being disgorged from the mouth are quite prevalent in the cathedrals and churches throughout Europe. There is some speculation that, at one time, these depicted the Celtic god Cernunnos. Others associate the Green Man with the Green Knight of Arthurian legend.

Fun Facts: Green Men are potent pagan priests. They may cast any Pagan Nature spell at a spell rank equal to their Levels.

Further, they may cast the following Occult spells at ranks equal to their Levels: Apply Fell Grotesquery to Organism, Beget Kelpie, Beseech a Tree to Animate, Foray through Dirt, Grow Some Produce, Invoke Large Cube of Fell Wood Rot, Manifest Large Halo of Dire Wasps, Pitch Extinguishing Cube of Great Size, Pitch Doubly Dire Nettles Patch of Great Size, Procure Echolocation, Polymorph into Gargoyle, Provide Apt Chameleon's Gamble, Provide Apt Luck of the Leprechaun, Realize Dryad's Disguise, Solicit Generous Lasting Rain, Transfer to Distant Tree, Transition to a Few Tiny Mounts, and Unveil Deft Faery Path.

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.

Keywords: arboreal, faery-like, humanoid, living, vegetal

Attack Modes: Club or Quarterstaff or Sling or Punch/Kick

Wealth Type: Incidental.

Cunning: Brilliant

Move Modes: Run

Gifts: Day Vision

Traits: Shy of Humans

Size: Medium

Danger Tier: +1

Medium Green Man Examples

Baseline Attributes

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

Adequate (Level 4)

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

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

Att | Dam | Def | Stab: club=+9 | 3 | 22 | 21; or staff=+10 | 5 | 24 | 23; or sling=+6 | 5 | 18 | 17; or punch/kick=+10 | 6 | 19 | 18

Decent (Level 6)

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

HP=45; FP=41; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: club=+11 | 3 | 24 | 23; or staff=+12 | 5 | 26 | 25; or sling=+9 | 5 | 20 | 19; or punch/kick=+12 | 6 | 21 | 20

Fit (Level 8)

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

HP=45; FP=41; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: club=+13 | 3 | 26 | 25; or staff=+14 | 5 | 28 | 27; or sling=+13 | 5 | 22 | 21; or punch/kick=+14 | 6 | 23 | 22

Laudable (Level 10)

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

HP=49; FP=41; Ward=2; SP=35 (run)

Att | Dam | Def | Stab: club=+15 | 3 | 29 | 28; or staff=+16 | 5 | 31 | 30; or sling=+15 | 5 | 25 | 24; or punch/kick=+16 | 6 | 26 | 25

Model (Level 12)

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

HP=54; FP=45; Ward=2; SP=35 (run)

Att | Dam | Def | Stab: club=+17 | 3 | 32 | 31; or staff=+18 | 5 | 34 | 33; or sling=+17 | 5 | 28 | 27; or punch/kick=+18 | 6 | 29 | 28

Outstanding (Level 14)

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

HP=59; FP=49; Ward=2; SP=35 (run)

Att | Dam | Def | Stab: club=+20 | 4 | 34 | 33; or staff=+21 | 6 | 36 | 35; or sling=+19 | 5 | 30 | 29; or punch/kick=+21 | 7 | 31 | 30

Grindylow

A Grindylow has qualities of both newts and men. They are, in effect, newtmen. They are hairless amphibians, with rounded heads, small beady eyes, and rounded mouths with tiny pointed teeth. They stand upright, with two arms, two legs, and a tail. Departing from their newt-like characteristics, though, Grindylow arms and legs are long and spindly, and they have short stubby horns on their heads. Their tactic of skulking just beneath the water's surface and grabbing unsuspecting by-passers to drown them under water is well known.

Grindylows have vaguely humanoid hands with long delicate fingers capable of holding weapons. They occasionally wear pouches and backpacks to carry loads, and are capable of speaking, albeit in a low hissing voice.

Grindylows are able to control newts to the point that they can keep them as guardians. Such trained newts will obey the commands of a Grindylow to either attack or not.

Attack Modes: Trident or Throwing Trident or Poisonous Bite

Move Modes: Run/Swim. *Wealth Type:* Monetary

Gifts: Dark Vision *Cunning:* Alert

Size: Medium *Danger Tier:* +1

Fun Facts: All Grindylow have the skill of Rural Stealth, which they use at a rank equal to their Levels.

Grindylows are also adept in the skill of Grappling, which they use at skill ranks equal to their Levels. However, they aren't particularly strong, and so generally restrict themselves to wrestling creatures that are smaller than they are.

The bite of this creature delivers a Typical Toxin. (See Poisons in The Wicked Workshop for details).

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

Gifts: Aquatic Combat, Chattering with Frogs, Newts, and Toads

Habitat: Grindylows can breathe both air and water, and so are comfortable in both environments. Even when they are on dry ground, you can be sure that there is a pool or stream nearby. They are found in both the bright light of day and the absolute dark of deep caves. However, they cannot survive long in completely dry environments.

Origin: Grindylows are found in the folklore of Britain, where they are often viewed as a form of water hag used to frighten children as a means to keep them away from the water's edge. The interpretation used here is drawn mainly from the folklore of Yorkshire, which views them as type of amphibious man.

Keywords: amphibian, blooded, fleshy, humanoid, living

Traits: Fond of Frogs, Newts, and Toads

Medium Grindylow Examples

Baseline Attributes

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

Adequate (Level 4)

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

HP=38; FP=41; Ward=1; SP=35 (run) / 25 (swim)

Att | Dam | Def | Stab: trident=+6 | 5 | 19 | 23; or throwing trident=+11 | 5 | 14 | 18; or bite=+8 | 4 +poison | 18 | 22

Decent (Level 6)

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

HP=41; FP=41; Ward=1; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: trident=+9 | 5 | 23 | 26; or throwing trident=+13 | 5 | 18 | 21; or bite=+11 | 4 +poison | 22 | 25

Fit (Level 8)

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

HP=45; FP=45; Ward=1; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: trident=+12 | 6 | 25 | 29; or throwing trident=+16 | 5 | 20 | 24; or bite=+14 | 5 +poison | 24 | 28

Laudable (Level 10)

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

HP=49; FP=45; Ward=1; SP=50 (run) / 40 (swim)

Att | Dam | Def | Stab: trident=+16 | 7 | 28 | 31; or throwing trident=+18 | 5 | 23 | 26; or bite=+18 | 6 +poison | 27 | 30

Outstanding (Level 12)

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

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

Att | Dam | Def | Stab: trident=+18 | 7 | 30 | 33; or throwing trident=+21 | 5 | 25 | 28; or bite=+20 | 6 +poison | 29 | 32

Remarkable (Level 14)

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

HP=54; FP=53; Ward=1; SP=50 (run) / 40 (swim)

Att | Dam | Def | Stab: trident=+20 | 7 | 33 | 37; or throwing trident=+24 | 5 | 28 | 32; or bite=+22 | 6 +poison | 32 | 36

Superb (Level 16)

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

HP=59; FP=53; Ward=1; SP=55 (run) / 45 (swim)

Att | Dam | Def | Stab: trident=+23 | 8 | 35 | 39; or throwing trident=+26 | 5 | 30 | 34; or bite=+25 | 7 +poison | 34 | 38

Grotesque

Grotesques are warped, hideous beasts of living stone. They are usually created from mundane living creatures using magic (such as the Occult spell Apply Fell Grotesquery to Organism) to guard a castle from spies or a treasure hoard from thieves.

A Grotesque's largest advantage over their opponents may be its inconspicuous nature. Any Grotesque can freeze in position for days. When doing so, it becomes indistinguishable from a statue.

A spell-caster can use their powers to create a Grotesque from almost any type of creature that basically fits the forms listed below (**Grotesque Boar**, **Grotesque Canine**, **Grotesque Feline**, **Grotesque Humanoid**, **Grotesque Raptor**, and **Grotesque Serpent**). Of course, many creatures do not come out of the transformation into a grotesque unscathed. Due to the mind-wrenching experience of the transformation into stone, some grotesques lose all of the mental faculties they formerly possessed. Those that do not, though, follow faithfully their master's commands even if it means death.

Habitat: Grotesques often linger atop tall buildings scoping out passers-by as potential threats to their domain. They are also seen quietly guarding the entryways to crypts and cemeteries. Even magnificent mansions and palaces use the grotesque's hideous visage as a stark contrast to the otherwise beautiful structure. Since they crouch motionlessly on their lofty perches, they tend to be ignored. They like it that way.

Origin: The original grotesques were found in ancient pagan temples and ritual sites as decorations. Many likely had the task of frightening away evil spirits.

Fun Facts: Since Grotesques do not breathe, they may submerge themselves in water indefinitely.

Durabilities: This creature is Immune to Blighting, Captivating, Electrical, Enervating, Freezing, Infernal, Metaphysical, Petrifying, Quieting, Righteous, Rotting, Suffocating, and Sunshining Effects; Resistant to Cutting, Puncturing, and Rending Effects; and Sensitive to Sonic Effects.

Gifts: Ageless, Dark Vision, Moderate Natural Armor

Keywords: grotesque, living, mutant, tellurian

Wealth Type: Incidental

Grotesque Overlay

Rather than create an endless list of possible monster grotesques (Grotesque Aardvark, Grotesque Anteater, Grotesque Antelope, etc.), all of which would be monotonously similar, we provide you here with a system for creating your own Grotesques from other monster forms. That way, you can take just about any other living creature from any of the monster supplements and quickly transform

it into a grotesque version of that beast. Eidolons, undead, elementals, and other non-living creatures are incapable of being transformed into Grotesques.

With the goal of imposing as little change as possible in mind, the Grotesque version 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 made of stone. This fact bestows all of the benefits and banes listed in the Fun Facts section below.

The transformation adds 4 to the creature's Toughness and subtracts 4 from its Agility. Its Level is unaffected. All of its other characteristics can be derived from there.

Fun Facts: The Grotesque version of a monster possesses all of the abilities of its original form.

Durabilities: This creature is Immune to Blighting, Captivating, Electrical, Enervating, Freezing, Metaphysical, Petrifying, Quieting, Suffocating, and Sunshining Effects; Resistant to Cutting, Puncturing, and Rending Effects; and Sensitive to Sonic Effects.

Keywords: grotesque, living, mutant, tellurian

Traits: Variable

Wealth Type: Variable

Cunning: Variable

Attack Modes: Variable

Move Modes: Variable

Size: Variable

Danger Tier: +1

Gifts: Ageless, Dark Vision, Moderate Natural Armor

Large Grotesque Boar

Additional Keywords: swine

Attack Modes: Gore

Move Modes: Trot

Baseline Attributes

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

Adequate (Level 6)

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

HP=99; FP=32; Ward=9; SP=45 (trot)

Att | Dam | Def | Stab: gore=+13 | 16 | 16 | 26

Decent (Level 8)

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

HP=117; FP=32; Ward=9; SP=45 (trot)

Att | Dam | Def | Stab: gore=+17 | 18 | 18 | 28

Fit (Level 10)

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

HP=128; FP=34; Ward=10; SP=50 (trot)

Att | Dam | Def | Stab: gore=+19 | 18 | 21 | 32

Laudable (Level 12)

TN= 6; ST= 11; AG= -5; CR= -3; PC= 2; HT= -1; IN= -6
 HP=140; FP=34; Ward=10; SP=55 (trot)
 Att | Dam | Def | Stab: gore=+22 | 19 | 23 | 34

Model (Level 14)

TN= 6; ST= 11; AG= -5; CR= -3; PC= 3; HT= -1; IN= -6
 HP=140; FP=38; Ward=10; SP=55 (trot)
 Att | Dam | Def | Stab: gore=+24 | 19 | 25 | 37

Outstanding (Level 16)

TN= 7; ST= 11; AG= -5; CR= -2; PC= 3; HT= -1; IN= -6
 HP=152; FP=38; Ward=10; SP=55 (trot)
 Att | Dam | Def | Stab: gore=+26 | 19 | 28 | 40

Medium Grotesque Canine

Additional Keywords: canine

Attack Modes: Carnivorous Bite *Move Modes:* Romp

Baseline Attributes

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

Adequate (Level 2)

TN= 0; ST= 0; AG= 0; CR= -3; PC= 3; HT= 0; IN= -5
 HP=32; FP=41; Ward=7; SP=40 (romp)
 Att | Dam | Def | Stab: bite=+6 | 5 | 12 | 19

Decent (Level 4)

TN= 1; ST= 0; AG= 1; CR= -3; PC= 3; HT= 0; IN= -5
 HP=35; FP=41; Ward=8; SP=45 (romp)
 Att | Dam | Def | Stab: bite=+9 | 5 | 16 | 22

Fit (Level 6)

TN= 1; ST= 0; AG= 2; CR= -3; PC= 4; HT= 0; IN= -5
 HP=35; FP=45; Ward=8; SP=45 (romp)
 Att | Dam | Def | Stab: bite=+12 | 5 | 19 | 25

Laudable (Level 8)

TN= 2; ST= 0; AG= 3; CR= -3; PC= 4; HT= 0; IN= -5
 HP=38; FP=45; Ward=8; SP=50 (romp)
 Att | Dam | Def | Stab: bite=+15 | 5 | 23 | 28

Model (Level 10)

TN= 3; ST= 0; AG= 3; CR= -3; PC= 5; HT= 0; IN= -5
 HP=41; FP=49; Ward=8; SP=55 (romp)
 Att | Dam | Def | Stab: bite=+17 | 5 | 26 | 32

Outstanding (Level 12)

TN= 3; ST= 1; AG= 3; CR= -3; PC= 5; HT= 1; IN= -5
 HP=45; FP=53; Ward=8; SP=55 (romp)
 Att | Dam | Def | Stab: bite=+20 | 6 | 28 | 34

Medium Grotesque Feline

Additional Keywords: feline

Attack Modes: Carnivorous Bite/Claw

Move Modes: Bounding

Baseline Attributes

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

Adequate (Level 4)

TN= -1; ST= 2; AG= 3; CR= 0; PC= 1; HT= -2; IN= -6
 HP=35; FP=29; Ward=7; SP=55 (bounding)
 Att | Dam | Def | Stab: bite=+13 | 7 | 16 | 18

Decent (Level 6)

TN= 0; ST= 2; AG= 3; CR= 1; PC= 1; HT= -2; IN= -6
 HP=38; FP=29; Ward=7; SP=55 (bounding)
 Att | Dam | Def | Stab: bite=+15 | 7 | 19 | 21

Fit (Level 8)

TN= 1; ST= 2; AG= 4; CR= 1; PC= 1; HT= -2; IN= -6
 HP=41; FP=29; Ward=8; SP=60 (bounding)
 Att | Dam | Def | Stab: bite=+18 | 7 | 23 | 24

Laudable (Level 10)

TN= 1; ST= 2; AG= 5; CR= 1; PC= 2; HT= -2; IN= -6
 HP=41; FP=32; Ward=8; SP=65 (bounding)
 Att | Dam | Def | Stab: bite=+21 | 7 | 26 | 27

Model (Level 12)

TN= 1; ST= 3; AG= 5; CR= 1; PC= 3; HT= -2; IN= -6
 HP=45; FP=34; Ward=8; SP=70 (bounding)
 Att | Dam | Def | Stab: bite=+24 | 8 | 28 | 30

Outstanding (Level 14)

TN= 2; ST= 3; AG= 5; CR= 2; PC= 3; HT= -2; IN= -6
 HP=49; FP=34; Ward=8; SP=70 (bounding)
 Att | Dam | Def | Stab: bite=+26 | 8 | 31 | 33

Medium Grotesque Humanoid

Additional Keywords: humanoid

Attack Modes: Axe or Throwing Axe or Punch/Kick

Move Modes: Run

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= 0; PC= 1; HT= 0; IN= 0

HP=38; FP=34; Ward=8; SP=30 (run)

Att | Dam | Def | Stab: axe=+8 | 7 | 16 | 20; or throwing
axe=+9 | 4 | 13 | 17; or punch/kick=+9 | 3 | 14 | 18

Decent (Level 6)

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

HP=41; FP=34; Ward=8; SP=30 (run)

Att | Dam | Def | Stab: axe=+11 | 7 | 20 | 23; or throwing
axe=+11 | 4 | 17 | 20; or punch/kick=+12 | 3 | 18 | 21

Fit (Level 8)

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

HP=45; FP=34; Ward=8; SP=35 (run)

Att | Dam | Def | Stab: axe=+15 | 8 | 23 | 25; or throwing
axe=+13 | 4 | 20 | 22; or punch/kick=+16 | 4 | 21 | 23

Laudable (Level 10)

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

HP=54; FP=34; Ward=8; SP=40 (run)

Att | Dam | Def | Stab: axe=+19 | 10 | 25 | 27; or throwing
axe=+15 | 4 | 22 | 24; or punch/kick=+20 | 6 | 23 | 25

Model (Level 12)

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

HP=54; FP=38; Ward=8; SP=45 (run)

Att | Dam | Def | Stab: axe=+21 | 10 | 27 | 30; or throwing
axe=+18 | 4 | 24 | 27; or punch/kick=+22 | 6 | 25 | 28

Outstanding (Level 14)

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

HP=59; FP=41; Ward=9; SP=45 (run)

Att | Dam | Def | Stab: axe=+23 | 10 | 30 | 34; or throwing
axe=+21 | 4 | 27 | 31; or punch/kick=+24 | 6 | 28 | 32

Medium Grotesque Raptor

Additional Keywords: raptor

Attack Modes: Beak/Claw *Move Modes:* Hop/Hover

Baseline Attributes

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

Adequate (Level 4)

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

HP=35; FP=34; Ward=7; SP=25 (hop) / 65 (glide)

Att | Dam | Def | Stab: beak/claw=+10 | 8 | 15 | 22

Decent (Level 6)

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

HP=38; FP=38; Ward=7; SP=30 (hop) / 70 (glide)

Att | Dam | Def | Stab: beak/claw=+13 | 9 | 17 | 24

Fit (Level 8)

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

HP=38; FP=41; Ward=7; SP=35 (hop) / 75 (glide)

Att | Dam | Def | Stab: beak/claw=+16 | 9 | 20 | 27

Laudable (Level 10)

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

HP=41; FP=41; Ward=7; SP=40 (hop) / 80 (glide)

Att | Dam | Def | Stab: beak/claw=+20 | 10 | 23 | 29

Model (Level 12)

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

HP=41; FP=41; Ward=7; SP=40 (hop) / 80 (glide)

Att | Dam | Def | Stab: beak/claw=+22 | 10 | 25 | 31

Outstanding (Level 14)

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

HP=41; FP=45; Ward=7; SP=45 (hop) / 85 (glide)

Att | Dam | Def | Stab: beak/claw=+25 | 10 | 28 | 33

Large Grottesque Serpent

The serpent can grab hold of and restrain its prey as a Constriction Attack (as described in the Special Attack Modes section of The Rules Reference).

Additional Keywords: serpent

Attack Modes: Chomp or Constriction *Move Modes:* Slither

Large Grottesque Serpent Examples

Baseline Attributes

TN= 0; ST= 7; AG= -7; CR= 1; PC= 0; HT= 0; IN= -8

Adequate (Level 4)

TN= 0; ST= 7; AG= -7; CR= 4; PC= 1; HT= 0; IN= -8

HP=59; FP=34; Ward=7; SP=25 (slither)

Att | Dam | Def | Stab: chomp=+8 | 12 | 7 | 19; or
constriction=+8 | 4 (dam) + 9 (setback) | 7 | 19

Decent (Level 6)

TN= 0; ST= 8; AG= -7; CR= 4; PC= 1; HT= 1; IN= -8

HP=64; FP=38; Ward=7; SP=30 (slither)

Att | Dam | Def | Stab: chomp=+11 | 13 | 9 | 21; or
constriction=+11 | 4 (dam) + 9 (setback) | 9 | 21

Fit (Level 8)

TN= 1; ST= 9; AG= -7; CR= 4; PC= 1; HT= 1; IN= -8

HP=76; FP=38; Ward=8; SP=30 (slither)

Att | Dam | Def | Stab: chomp=+14 | 14 | 12 | 24; or
constriction=+14 | 4 (dam) + 9 (setback) | 12 | 24

Laudable (Level 10)

TN= 2; ST= 10; AG= -7; CR= 4; PC= 1; HT= 1; IN= -8

HP=91; FP=38; Ward=8; SP=35 (slither)

Att | Dam | Def | Stab: chomp=+17 | 15 | 15 | 27; or
constriction=+17 | 4 (dam) + 9 (setback) | 15 | 27

Model (Level 12)

TN= 2; ST= 11; AG= -7; CR= 4; PC= 1; HT= 1; IN= -8

HP=99; FP=38; Ward=8; SP=35 (slither)

Att | Dam | Def | Stab: chomp=+20 | 16 | 17 | 29; or
constriction=+20 | 4 (dam) + 9 (setback) | 17 | 29

Outstanding (Level 14)

TN= 2; ST= 11; AG= -7; CR= 4; PC= 1; HT= 2; IN= -7

HP=99; FP=41; Ward=8; SP=35 (slither)

Att | Dam | Def | Stab: chomp=+22 | 16 | 19 | 31; or
constriction=+22 | 4 (dam) + 9 (setback) | 19 | 31

Guivre

The Guivre is the simplest dragon form. It has a serpent body and a reptilian head with flaring nostrils, slaving fangs, and bloodshot eyes distinctive of dragon-kind. It lacks the legs and wings of other dragon types.

Habitat: The Guivre seeks out caves near fresh water. They often live in or near lakes, streams, and rivers, but also populate swamps and bogs where they lair in deep water-filled 'knucker holes'. They are especially fond of wells near farmsteads since casually snacking on livestock is easier than hunting. Indeed, bolder specimens take up residence in town wells. A Guivre poisons any water that it inhabits.

Origin: **Guivres** originated in France where they reputedly terrorized the countryside. Their reign quickly ended, however, when the French discovered the Guivre's shy aversion to full frontal nudity. If there's one thing the French know about, it's this particular topic. Subsequently, the Guivres were quickly driven away. Some say the Guivres fled to England (where the subject of nudity is far less understood) and became known to the locals as 'knuckers'.

Fun Facts: The bite of a Guivre delivers a Typical Killing Venom (see Poisons in The Wicked Workshop for details.) Further, its breath is poisonous to anyone nearby. Treat this as the Occult spell Manifest Great Halo of Dire Toxic Fumes.

The dragon can grab hold of and restrain its prey as a Constriction Attack (as described in the Special Attack Modes section of The Rules Reference).

If a large party attacks a Guivre, it usually roars to frighten off some of its attackers. This improves its odds with the remaining combatants. Any creature other than a dragon hearing this roar must make an Avoidance Roll with Wisdom adjustments against a Threshold of 10 plus the Guivre's Level. Those failing are affected as the Occult spell Invoke Fell Roar of Epic Size.

Desperate men can sometimes conquer this ferocious beast simply by undressing. Whenever it encounters a nude humanoid, it must make a Wisdom Check against a Threshold of 15. Failure indicates the beast averts its eyes in a blushing expression and slithers away at a rapid rate. Allow only one such roll per encounter.

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

Further, they are Resistant to magic. All spells affecting them have their spell ranks cut in half.

Gifts: Aquatic Combat, Gold Sense, Moderate Natural Armor, Night Vision

Keywords: ageless, amphibious, blooded, dragon, fleshy, living, poisonous, predator, reptile, serpentine, territorial

Traits: Strong Aversion to Nude Humanoids

Attack Modes: Carnivorous Bite+Poison or Constriction

Wealth Type: Hoard

Cunning: Bestial

Move Modes: Slither/Undulate

Great Guivre Examples

Danger Tier: +4

Baseline Attributes

TN= 6; ST= 14; AG= -12; CR= -1; PC= 4; HT= 2; IN= -6

Adequate (Level 8)

TN= 9; ST= 15; AG= -11; CR= -1; PC= 7; HT= 2; IN= -6
HP=256; FP=69; Ward=12; SP=50 (slither) / 50 (undulate)

Att | Dam | Def | Stab: bite=+16 | 24 +poison | 16 | 38; or
constriction=+16 | 5 (dam) + 7 (setback) | 16 | 38

Decent (Level 10)

TN= 9; ST= 15; AG= -10; CR= 0; PC= 7; HT= 2; IN= -6
HP=256; FP=69; Ward=12; SP=55 (slither) / 55 (undulate)

Att | Dam | Def | Stab: bite=+19 | 24 +poison | 19 | 40; or
constriction=+19 | 5 (dam) + 7 (setback) | 19 | 40

Fit (Level 12)

TN= 9; ST= 16; AG= -9; CR= 0; PC= 7; HT= 2; IN= -6
HP=279; FP=69; Ward=12; SP=60 (slither) / 60 (undulate)

Att | Dam | Def | Stab: bite=+23 | 25 +poison | 22 | 42; or
constriction=+23 | 5 (dam) + 7 (setback) | 22 | 42

Laudable (Level 14)

TN= 10; ST= 16; AG= -9; CR= 0; PC= 7; HT= 2; IN= -6
HP=304; FP=69; Ward=13; SP=60 (slither) / 60 (undulate)

Att | Dam | Def | Stab: bite=+25 | 25 +poison | 25 | 45; or
constriction=+25 | 5 (dam) + 7 (setback) | 25 | 45

Model (Level 16)

TN= 10; ST= 16; AG= -8; CR= 0; PC= 7; HT= 2; IN= -6
HP=304; FP=69; Ward=13; SP=65 (slither) / 65 (undulate)

Att | Dam | Def | Stab: bite=+28 | 25 +poison | 28 | 47; or
constriction=+28 | 5 (dam) + 7 (setback) | 28 | 47

Outstanding (Level 18)

TN= 10; ST= 17; AG= -8; CR= 0; PC= 7; HT= 2; IN= -6
HP=332; FP=69; Ward=13; SP=70 (slither) / 70 (undulate)

Att | Dam | Def | Stab: bite=+31 | 26 +poison | 30 | 49; or
constriction=+31 | 5 (dam) + 7 (setback) | 30 | 49

Large Guivre Examples

Danger Tier: +3

Baseline Attributes

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

Adequate (Level 4)

TN= 6; ST= 8; AG= -5; CR= 1; PC= 5; HT= 2; IN= -6
HP=108; FP=58; Ward=10; SP=45 (slither) / 45 (undulate)

Att | Dam | Def | Stab: bite=+11 | 15 +poison | 15 | 29; or
constriction=+11 | 4 (dam) + 6 (setback) | 15 | 29

Decent (Level 6)

TN= 6; ST= 9; AG= -5; CR= 1; PC= 6; HT= 2; IN= -6
HP=117; FP=64; Ward=10; SP=50 (slither) / 50 (undulate)

Att | Dam | Def | Stab: bite=+14 | 16 +poison | 17 | 32; or
constriction=+14 | 4 (dam) + 6 (setback) | 17 | 32

Fit (Level 8)

TN= 7; ST= 9; AG= -5; CR= 1; PC= 7; HT= 2; IN= -6
HP=128; FP=69; Ward=10; SP=50 (slither) / 50 (undulate)

Att | Dam | Def | Stab: bite=+16 | 16 +poison | 20 | 36; or
constriction=+16 | 4 (dam) + 6 (setback) | 20 | 36

Laudable (Level 10)

TN= 7; ST= 9; AG= -4; CR= 2; PC= 7; HT= 2; IN= -6
HP=128; FP=69; Ward=10; SP=55 (slither) / 55 (undulate)

Att | Dam | Def | Stab: bite=+19 | 16 +poison | 23 | 38; or
constriction=+19 | 4 (dam) + 7 (setback) | 23 | 38

Outstanding (Level 12)

TN= 7; ST= 10; AG= -3; CR= 2; PC= 7; HT= 2; IN= -6
HP=140; FP=69; Ward=10; SP=60 (slither) / 60 (undulate)

Att | Dam | Def | Stab: bite=+23 | 17 +poison | 26 | 40; or
constriction=+23 | 4 (dam) + 7 (setback) | 26 | 40

Remarkable (Level 14)

TN= 8; ST= 10; AG= -3; CR= 2; PC= 7; HT= 2; IN= -6
HP=152; FP=69; Ward=11; SP=60 (slither) / 60 (undulate)

Att | Dam | Def | Stab: bite=+25 | 17 +poison | 29 | 43; or
constriction=+25 | 4 (dam) + 7 (setback) | 29 | 43

Superb (Level 16)

TN= 8; ST= 10; AG= -2; CR= 2; PC= 7; HT= 2; IN= -6
HP=152; FP=69; Ward=11; SP=65 (slither) / 65 (undulate)

Att | Dam | Def | Stab: bite=+28 | 17 +poison | 32 | 45; or
constriction=+28 | 4 (dam) + 7 (setback) | 32 | 45

Medium Guivre Examples

Danger Tier: +3

Baseline Attributes

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

Adequate (Level 2)

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

HP=49; FP=53; Ward=8; SP=40 (slither) / 40 (undulate)

Att | Dam | Def | Stab: bite=+9 | 7 +poison | 16 | 23; or
constriction=+9 | 3 (dam) + 7 (setback) | 16 | 23

Decent (Level 4)

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

HP=54; FP=58; Ward=9; SP=45 (slither) / 45 (undulate)

Att | Dam | Def | Stab: bite=+11 | 7 +poison | 19 | 27; or
constriction=+11 | 3 (dam) + 7 (setback) | 19 | 27

Fit (Level 6)

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

HP=59; FP=64; Ward=9; SP=50 (slither) / 50 (undulate)

Att | Dam | Def | Stab: bite=+14 | 8 +poison | 21 | 30; or
constriction=+14 | 3 (dam) + 7 (setback) | 21 | 30

Laudable (Level 8)

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

HP=64; FP=69; Ward=9; SP=50 (slither) / 50 (undulate)

Att | Dam | Def | Stab: bite=+16 | 8 +poison | 24 | 34; or
constriction=+16 | 3 (dam) + 7 (setback) | 24 | 34

Outstanding (Level 10)

TN= 5; ST= 3; AG= 2; CR= 4; PC= 7; HT= 2; IN= -6

HP=64; FP=69; Ward=9; SP=55 (slither) / 55 (undulate)

Att | Dam | Def | Stab: bite=+19 | 8 +poison | 27 | 36; or
constriction=+19 | 3 (dam) + 8 (setback) | 27 | 36

Remarkable (Level 12)

TN= 5; ST= 4; AG= 3; CR= 4; PC= 7; HT= 2; IN= -6

HP=70; FP=69; Ward=9; SP=60 (slither) / 60 (undulate)

Att | Dam | Def | Stab: bite=+23 | 9 +poison | 30 | 38; or
constriction=+23 | 3 (dam) + 8 (setback) | 30 | 38

Superb (Level 14)

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

HP=76; FP=69; Ward=10; SP=60 (slither) / 60 (undulate)

Att | Dam | Def | Stab: bite=+25 | 9 +poison | 33 | 41; or
constriction=+25 | 3 (dam) + 8 (setback) | 33 | 41

Bestiary ~ H

Hag

Black Hag

A Black Hag is a cannibalistic crone with bluish mottled skin and black hair. Disease blinds one of her eyes but the other bloodshot orb provides keen sight. She has long, white teeth and iron claws that she uses to savagely rend and devour her captured prey.

Those individuals unfortunate enough to encounter black hags rarely survive to warn others. These Hags often use their occult skills to surprise their quarry so most clashes end abruptly. Those individuals living long enough to run for their lives are likewise caught and killed. Usually, the only remnant of a Black Hag attack is the neat pile of bones left behind.

Habitat: **Black Hags** live in rough caves they have carved from the rock themselves with their iron-like claws. As a rule, they prefer to dwell close to roads so they have a ready supply of vittles to throw in the pot.

Origin: A hag known as Black Annis resides on the British Isles in the Dane Hills near Leicester where she is famed for leaping out from a great oak tree growing beside her cave hovel. The legend of this monster probably arose from old myths concerning the Celtic goddess Dana.

Fun Facts: Black Hag s often use Witchcraft to surprise and capture their prey. They may cast the following Occult spells: Beget Wolf, Cook Ample Vapors of Dire Slumber, Flaunt Shadow Form, Invoke Grief of Grim Despair, Invoke Able Hare's Leap, Manifest Weakly Toxic Touch, Pitch Darkness of Great Size, Procure Echolocation, Provide Apt Chameleon's Gamble, Render Dire Pox, Transfer to Distant Tree, Vex with Blight over Many Acres, and Vex with Deft Hex. (See The Oculus of Occultism for details.) Superior and Exceptional Black Hags often use their blighting abilities to seize control of a territory through extortion. All spells are cast at spell ranks equal to the hag's Level.

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

Keywords: blooded, faery, fleshy, hag, humanoid, living, man-eater, murderous, occultist, psychopath, territorial

Attack Modes: Carnivorous Bite/Claw

Wealth Type: Hoard

Cunning: Brilliant

Move Modes: Run

Gifts: Dark Vision

Size: Medium

Danger Tier: +1

Medium Black Hag Examples

Baseline Attributes

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

Adequate (Level 4)

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

HP=32; FP=45; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+10 | 7 | 20 | 20

Decent (Level 6)

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

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

Att | Dam | Def | Stab: bite/claw=+12 | 7 | 22 | 22

Fit (Level 8)

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

HP=35; FP=53; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+15 | 8 | 24 | 24

Laudable (Level 10)

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

HP=38; FP=58; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+17 | 8 | 27 | 28

Model (Level 12)

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

HP=41; FP=58; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+19 | 8 | 30 | 31

Outstanding (Level 14)

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

HP=41; FP=64; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: bite/claw=+21 | 8 | 32 | 34

Remarkable (Level 16)

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

HP=41; FP=64; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: bite/claw=+23 | 8 | 34 | 36

Superb (Level 18)

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

HP=49; FP=64; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: bite/claw=+27 | 10 | 36 | 38

Wondrous (Level 20)

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

HP=49; FP=64; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: bite/claw=+29 | 10 | 38 | 40

Ice Hag

Ice Hags are lean ugly old crones with wrinkled bluish skins and towering statures that they hide by stooping with bent backs. They delight in causing suffering to any people they encounter. Nevertheless, they are surprisingly kindhearted to woodland creatures. These old women have a special fondness for deer, which they tend and milk like cattle.

Ice Hags love extremely frigid conditions. These wretched crones cover their abodes entirely with icy glazes to give them a more 'homey' look. The sub-zero temperatures in which they live allow the glazes to endure indefinitely.

Habitat: Ice Hags are only seen in the winter months and in frigid arctic conditions. They thoroughly enjoy blizzards and roam across the countryside in early winter. During their treks, Ice Hags naturally bring a frosty death to crops and use all of their frosty powers to coax early snowfalls.

Origin: The ice hag known as Cailleach Bheur is an inhabitant of Irish and Scottish folklore. It is believed that the crone's legend is a remnant of a long forgotten religion, possibly predating the Celts. Scandinavia has its own ice hags. One appears as a character in Hans Christian Andersen's fairy tale Mother Hulda.

Fun Facts: Ice Hags may cast the following Occult spells: Contrive Great Fell Snowball, Ensozell Ice Sculpture, Flee as Ample Deft Cyclone, Generate Icy Glaze of Great Size, Generate Ice Wall of Great Size, Generate Many Blocks of Ice, Invoke Fury of Grim Frostbite, Invoke Great Cone of Grim Frost, Invoke Blast of Doubly Fell Wind, Manifest Great Aura of Dire Cold, Manifest Slowing Snow Drift, Pitch Great Slick Patch of Fell Hailstorm, Harness Basin for Scrying a Kingdom's Distance (with glassy frozen ice), Provide Apt Cool of Night, Pitch Fog of Epic Size, and Solicit Generous Lasting Rain. (See The Oculus of Occultism for details.) All spells are cast at ranks equal to the hag's Level.

Ice Hags never slip on ice and snow, regardless of the slippery condition of the surface. Consequently, they rarely enter combat without first laying down icy glazes.

If forced into combat, an Ice Hag will attack with razor sharp claws and teeth or an unusually large staff. If her situation looks bleak, she will escape using Flee as Ample Deft Cyclone.

These Hags are skilled in the use of oversize staves. For additional protection, Ice Hags usually carry pouches containing a few snowballs (as the Occult spell Contrive Great Fell Snowball). Due to their extremely cold natures, they can carry these weapons indefinitely without fear of premature detonation.

Any Ice Hag caught on a warm spring or summer day will transform into a nondescript boulder until the next winter.

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

Sensitive to Scorching Effects.

Keywords: arctic, blooded, cryogen, faery, fleshy, hag, humanoid, living, man-eater, murderous, occultist, psychopath, territorial

Attack Modes: Carnivorous Bite/Claw

Wealth Type: Hoard

Cunning: Brilliant

Gifts: Night Vision

Move Modes: Run

Size: Medium

Danger Tier: +1

Medium Ice Hag Examples

Baseline Attributes

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

Adequate (Level 6)

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

HP=41; FP=49; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: bite/claw=+11 | 8 | 22 | 24

Decent (Level 8)

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

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

Att | Dam | Def | Stab: bite/claw=+13 | 8 | 25 | 28

Fit (Level 10)

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

HP=45; FP=58; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+16 | 8 | 28 | 31

Laudable (Level 12)

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

HP=45; FP=58; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+18 | 8 | 30 | 33

Outstanding (Level 14)

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

HP=45; FP=58; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: bite/claw=+22 | 8 | 34 | 35

Remarkable (Level 16)

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

HP=45; FP=64; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: bite/claw=+24 | 8 | 36 | 38

Superb (Level 18)

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

HP=49; FP=64; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: bite/claw=+27 | 9 | 38 | 40

Rock Hag

Rock Hags are temperamental old crones with cracked, grey skins reminiscent of weathered granite. In fact, a Rock Hag's epidermis is every bit as tough as it looks. It protects her as well as any armor would.

Despite their vices, **Rock Hags** are highly industrious. They spend much of their time hauling boulders through narrow mountain passes as building materials for their rocky fortifications. In doing so, they must occasionally resort to enlarging and strengthening themselves with their magical powers. Her augmented form during these arduous tasks is a terrifying sight for anyone to see. Fortunately, an encounter with a Rock Hag while she is working rarely ends in bloodshed as long as she is left undisturbed. Once a Rock Hag has set herself to a chore, she is loathe to let anything dissuade her.

Rock Hags frequently enslave the creatures they find in the wilderness as grotesques to protect their growing hoards of minerals and gems. The poor creatures that are driven insane by the transformation are often released back into the wild to provide additional deterrents to trespassers.

Habitat: These Hags generally inhabit mountainous areas where they constantly seek out rich ore veins. Rock Hags live in rocky dwellings they have crafted themselves. Occasionally these abodes are constructed from natural caves and meander aimlessly through a mountain's bowels.

Origin: In Wales, folklore describes a huge old crone, related to the banshee, who is said to carry boulders in her apron. The boulders occasionally tumbled down as she walked giving her the name "Hag of the Dribble."

Fun Facts: True to their name, Rock Hags have mastered many of the varied arts governing minerals and mining. All use the skills of Masonry, Pricing Uncut Gems, and Prospecting at a skill level equal to their Level.

They may also cast the following Occult spells: Apply Fell Grottesquery to Organism, Beget Genomus, Foray through Dirt, Invoke Great Cone of Grim Sand, Manifest Apt. Strength, Manifest Dire Petrifying Touch, Pitch Dire Dust Devil of Great Size, Polymorph into Gargoyle, Provide Enlarged Size, Sculpt Medium Stone Block, and Stride through Earth. (See The Oculus of Occultism for details.) All spells are cast at a spell rank equal to the hag's Level.

When fighting armored opponents, rock hags will often wield large rocky mauls. In addition, rock hags may throw boulders up to 25 yards.

Durabilities: This creature is Immune to Blighting, Captivating, Dehydrating, Earthen, Infernal, Metaphysical, Petrifying, Quieting, Righteous, Rotting, Suffocating, and Sunshining Effects; Highly Resistant to Enervating Effects; Sensitive to Sonic Effects; and Highly Sensitive to Acidic Effects.

Keywords: blooded, faery, fleshy, hag, humanoid, living, man-eater, murderous, occultist, psychopath, tellurian, territorial

Gifts: Moderate Natural Armor, Night Vision

Attack Modes: Carnivorous Bite/Claw or Throw Rocks

Wealth Type: Hoard

Cunning: Brilliant

Move Modes: Run

Danger Tier: +1

Size: Medium

Medium Rock Hag Examples

Baseline Attributes

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

Adequate (Level 8)

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

HP=54; FP=45; Ward=9; SP=35 (run)

Att | Dam | Def | Stab: bite/claw=+14 | 8 | 24 | 29; or throw rocks=+15 | 4 | 20 | 25

Decent (Level 10)

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

HP=59; FP=45; Ward=10; SP=35 (run)

Att | Dam | Def | Stab: bite/claw=+16 | 8 | 27 | 32; or throw rocks=+17 | 4 | 23 | 28

Fit (Level 12)

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

HP=64; FP=45; Ward=10; SP=35 (run)

Att | Dam | Def | Stab: bite/claw=+20 | 9 | 30 | 34; or throw rocks=+19 | 4 | 26 | 30

Laudable (Level 14)

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

HP=64; FP=53; Ward=10; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+22 | 9 | 32 | 37; or throw rocks=+22 | 4 | 28 | 33

Model (Level 16)

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

HP=70; FP=53; Ward=10; SP=45 (run)

Att | Dam | Def | Stab: bite/claw=+25 | 10 | 34 | 39; or throw rocks=+25 | 4 | 30 | 35

Outstanding (Level 18)

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

HP=70; FP=58; Ward=10; SP=45 (run)

Att | Dam | Def | Stab: bite/claw=+27 | 10 | 36 | 42; or throw rocks=+29 | 4 | 32 | 38

Water Hag

Water Hags are ugly old crones with slimy greenish skin, long scummy fangs, and bent backs. They live in the watery depths of lakes and rivers and establish their underwater homes near the banks. Their lust for human flesh entices them to live near bridges and docks in order to lure travelers into the water. Water Hags are most fond of children and will leap out of the water to grab any toddler that wanders within reach.

When possible, Water Hags will use their powers of Vex with Deft Vertigo and Concoct Epic Deft Soapy Compound to snatch meals. These abilities are quite useful in snaring unsuspecting people who are walking near the water's edge or crossing a bridge. Once a victim tumbles into the water, the victorious hag will command her submerged Foliage Fiends to entangle and drown them for a quick snack.

Habitat: Water Hags inhabit fresh water swamps, streams, rivers, and lakes. They especially like river banks flowing near towns, where there live a large number of children on which to dine.

Origin: Water Hags are natives of the British Isles. Two of the most famous are Jenny Greenteeth, who has long green fangs, and Peg Powler, who can be recognized by the frothy foam floating on the water's surface near her lair.

Fun Facts: Water Hags may cast the following Occult spells: Beget Kelpie, Beget Undine, Concoct Epic Deft Soapy Compound, Erect Watery Abode of Epic Size, Field Bold Spying Eye, Flaunt Watery Form, Invoke Great Cone of Dire Water, Pitch Fog of Epic Size, Pitch Dire Caustic Mist of Great Size, Harness Basin for Scrying a Kingdom's Distance, Procure Water Walking, Provide Apt Disentanglement, Provide Swimming at Land Speed, Provide Water Breathing, Solicit Generous Lasting Rain, and Vex with Deft Vertigo. (See The Oculus of Occultism for details.) All spells are cast at spell ranks equal to the Hag's Level.

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

Gifts: Aquatic Combat, Night Vision

Keywords: amphibious, blooded, faery, fleshy, hag, humanoid, living, man-eater, murderous, occultist, psychopath, territorial

Traits: Lust for the Taste of Human Flesh, especially that of children

Attack Modes: Carnivorous Bite/Claw

Wealth Type: Hoard

Cunning: Brilliant

Move Modes: Run

Danger Tier: +1

Size: Medium

Medium Water Hag Examples

Baseline Attributes

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

Adequate (Level 4)

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

HP=32; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+11 | 7 | 21 | 21

Decent (Level 6)

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

HP=32; FP=45; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: bite/claw=+14 | 7 | 24 | 23

Fit (Level 8)

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

HP=35; FP=49; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: bite/claw=+16 | 7 | 27 | 27

Laudable (Level 10)

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

HP=38; FP=53; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: bite/claw=+19 | 8 | 29 | 29

Model (Level 12)

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

HP=41; FP=58; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: bite/claw=+22 | 9 | 31 | 31

Outstanding (Level 14)

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

HP=41; FP=58; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: bite/claw=+25 | 9 | 34 | 33

Remarkable (Level 16)

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

HP=41; FP=64; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: bite/claw=+27 | 9 | 36 | 35

Superb (Level 18)

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

HP=45; FP=64; Ward=1; SP=60 (run)

Att | Dam | Def | Stab: bite/claw=+30 | 10 | 38 | 37

Wondrous (Level 20)

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

HP=45; FP=64; Ward=1; SP=60 (run)

Att | Dam | Def | Stab: bite/claw=+32 | 10 | 40 | 39

Wood Hag

Wood Hags look like weathered and worn old women, whose backs are bent from years of toil and abuse. Their hair is gray and scraggly and their long noses are often adorned with a wart or two. In other words, Wood Hags look like classical old witches (minus the pointed hat and broomstick).

Despite their somewhat wicked appearance, Wood Hags can be quite pleasant to strangers and are quick to invite guests to her table for supper.

The grace and charm of these Hags rivals that of the loveliest Elven maidens. This friendly manner, however, hides a cold and cunning spirit. A visitor's safety is guaranteed only as long as the crone sees greater value in her guest's purse than in the month's worth of sandwiches their flesh would supply. In other words, if she views them as a paying customer needing her dark services, she will probably allow them to live. Many of these devilish females have built impressive clientele lists on their love potions alone.

Habitat: Wood Hags dwell in deep dark forests where they camouflage their modest hovels with natural underbrush and thorny brambles. They are common denizens of Black Forests and protect themselves and their lairs with wild beasts that they have the power to charm and train.

Origin: In ancient Scandinavia, the term hagi referred to the Iron Wood, a sacred grove where sacrifices were made. The Nordic goddess Hel took on the form of a hag in her aspect as death-goddess. When she did so, Hel was known as the Hag of the Iron Wood. In the area of fairy tales, the old crone in the Scandinavian fable of Hansel and Gretel at the very least reminds one of a hag hidden in the deepest wood.

Fun Facts: Wood Hags may cast the following Occult spells: Apply Grim Entrancement to Living Creature, Beseech a Tree to Animate, Concoct Philter of Love, Concoct Philter of Oblivion, Grow Bramble, Grow Many Toadstools, Invoke Able Hare's Leap, Invoke Bane of Dire Faery Pinch, Grow Many Blocks of Fell Thorns, Generate Large Morass of Dire Web, Manifest Large Halo of Dire Wasps, Pitch Doubly Dire Nettles Patch of Great Size, Polymorph into Forest Animal, Procure Animal Tongues, Realize Dryad's Disguise, Transfer to Distant Tree, and Vex with Deft Evil Eye. (See The Oculus of Occultism for details.) All spells are cast at spell ranks equal to the hag's Level.

In addition, Wood Hags use the skills Covering Tracks, Rural Stealth, and Training Woodland Animals at skill ranks equal to their Level.

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

Traits: Lust for the Taste of Human Flesh, especially that of tender, succulent children, Lust for Gold and Silver

Keywords: blooded, faery, fleshy, hag, humanoid, living, man-eater, murderous, occultist, psychopath, territorial

Attack Modes: Carnivorous Bite/Claw

Wealth Type: Hoard *Cunning:* Brilliant

Move Modes: Run *Gifts:* Night Vision

Size: Medium *Danger Tier:* +1

Medium Wood Hag Examples

Baseline Attributes

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

Adequate (Level 4)

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

HP=41; FP=41; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: bite/claw=+9 | 8 | 20 | 22

Decent (Level 6)

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

HP=49; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+12 | 9 | 23 | 25

Fit (Level 8)

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

HP=54; FP=45; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+14 | 9 | 26 | 29

Laudable (Level 10)

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

HP=54; FP=45; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+17 | 9 | 29 | 31

Outstanding (Level 12)

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

HP=59; FP=49; Ward=2; SP=45 (run)

Att | Dam | Def | Stab: bite/claw=+19 | 9 | 32 | 35

Remarkable (Level 14)

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

HP=59; FP=49; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: bite/claw=+22 | 9 | 35 | 37

Superb (Level 16)

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

HP=59; FP=53; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: bite/claw=+24 | 9 | 37 | 40

Wondrous (Level 18)

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

HP=59; FP=53; Ward=2; SP=55 (run)

Att | Dam | Def | Stab: bite/claw=+27 | 9 | 40 | 42

Harpy, Heraldic

A Heraldic Harpy's form consists of the body, claws, and wings of an eagle and the breasts and head of a lovely human female. Despite the attractive feminine aspects, this monster is quite dangerous and has a penchant for fresh meat. Adventurers fit the menu nicely.

One or more Harpies will roost and sing on high perches, well out of easy reach, until their prey falls under their mesmerizing spell. They will then swoop down and feast.

Habitat: **Heraldic Harpies** inhabit deep forests where they nest in tall trees. They select perches at the tops of hills and on high riverbanks where they can obtain panoramic views of the surrounding woods.

Wealth Type: Incidental. Although Harpies have no real lust for treasure, they will retrieve any shiny objects they find and hide them in private knotholes kept hidden from other Harpies.

Origin: Also known as the Alkonost, Gamayun, and Ptitsy-Siriny, the Harpy appear on the crests of many noble European families, especially in Germany where it is known as the Jungfraunadler. In this aspect, the creature has the body of an eagle, rather than the vulture body of the Grecian Harpy.

The creatures appearing on the crests of nobility are meant to portray some aspect of the noble's honor and espouse only their virtues. This makes the selection of the harpy as a heraldic device quite odd, since the classical harpy has few admirable traits. Heraldic artists likely mistook it for the vengeful Fury or melodic Siren. Or, just perhaps, a disgruntled artist wished to emphasize their lord's talent of "tooting their own horn."

Fun Facts: Heraldic Harpies have entrancing voices with magical properties. They can evoke the magical power any musical score capable of being sung. They are particularly fond of the Siren's Song score. (See The Character Compendium for details.)

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

Keywords: avian-like, blooded, enthrall, fleshy, heraldic, hybrid, living, man-eater, narcissist, predator, winged

Attack Modes: Carnivorous Bite/Claw

Cunning: Alert *Gifts:* Night Vision

Move Modes: Hop/Hover *Size:* Medium

Danger Tier: +1

Medium Heraldic Harpy Examples

Baseline Attributes

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

Adequate (Level 4)

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

HP=38; FP=32; Ward=0; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: bite/claw=+12 | 9 | 20 | 19

Decent (Level 6)

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

HP=38; FP=34; Ward=0; SP=35 (hop) / 55 (hover)

Att | Dam | Def | Stab: bite/claw=+15 | 9 | 23 | 22

Fit (Level 8)

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

HP=38; FP=38; Ward=0; SP=35 (hop) / 55 (hover)

Att | Dam | Def | Stab: bite/claw=+17 | 9 | 25 | 24

Laudable (Level 10)

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

HP=41; FP=41; Ward=1; SP=40 (hop) / 60 (hover)

Att | Dam | Def | Stab: bite/claw=+19 | 9 | 28 | 28

Outstanding (Level 12)

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

HP=41; FP=45; Ward=1; SP=40 (hop) / 60 (hover)

Att | Dam | Def | Stab: bite/claw=+22 | 9 | 31 | 30

Remarkable (Level 14)

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

HP=49; FP=45; Ward=1; SP=45 (hop) / 65 (hover)

Att | Dam | Def | Stab: bite/claw=+25 | 10 | 34 | 33

Superb (Level 16)

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

HP=49; FP=49; Ward=1; SP=45 (hop) / 65 (hover)

Att | Dam | Def | Stab: bite/claw=+27 | 10 | 36 | 36

Wondrous (Level 18)

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

HP=49; FP=53; Ward=1; SP=45 (hop) / 65 (hover)

Att | Dam | Def | Stab: bite/claw=+29 | 10 | 38 | 38

Headless Horseman

This Phantom is a beheaded warrior riding a mighty steed. Headless Horsemen have been seen wearing the trappings of barbarians, cavalrymen, knights, and a variety of other mounted warriors. A few even joust. In all cases, though, both rider and mount are as black as the darkest pitch and they all take particular pleasure in leisurely chasing terrified adventurers until they drop from exhaustion.

Habitat: **Headless Horsemen** haunt lonely roads, especially those passing through deep dark forests. A Headless Horseman will quickly become a local legend once a few sightings are made by unsuspecting travelers.

Origin: Tales of headless riders are common throughout Germany, Scandinavia, and Ireland. The Celts describe one known as the Dullahan: a headless rider who carries his head high with one hand and wields a whip fashioned from a human spine in the other. It is believed that many of these ghostly horsemen are outcasts from wild hunts (see Wild Huntsman).

Fun Facts: Being horsemen, every Headless Horseman rides a steed of some sort. Usually, they ride Phantom Horses, but some ride Phoukas or even demonic Nightmares.

Further, the Headless Horseman is continually surrounded by an aura of fear as the spell Manifest Great Gloom of Dire Fear. Treat it as being cast at a spell rank equal to its Level.

A Headless Horseman freely gallops through walls or rides through the air as if flying. Despite its obviously ethereal nature, these horsemen occasionally grab victims and ride away with them. What's more, the bite of their swords create real wounds.

If a Headless Horseman is "killed" by taking it down to 0 Hit Points, it is temporarily dispersed, but it is not destroyed. The specter will rise again in about a week.

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

Gifts: Astral Vision. Further, Headless Horsemen have the gifts of Spawn Undead Headless Specter and Spawn Undead Decapitated Phantom, which they will use on any headless corpses or disembodied heads they encounter (particularly those it personally beheaded). See The Character Compendium for details.

Attack Modes: Mace-and-Chain or Whip or Punch/Kick

Keywords: equine-like, humanoid, specter, undead

Wealth Type: Incidental *Cunning:* Alert

Traits: Afraid of Sunlight *Size:* Medium

Move Modes: Gallop *Danger Tier:* +1

Medium Headless Horseman

Baseline Attributes

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

Adequate (Level 4)

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

HP=45; FP=38; Ward=1; SP=65 (gallop)

Att | Dam | Def | Stab: mace-and-chain=+15 | 5 | 22 | 21; or whip=+12 | 2 (dam) + 5 (setback) | 22 | 21; or punch/kick=+13 | 5 | 20 | 19

Decent (Level 6)

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

HP=45; FP=41; Ward=1; SP=65 (gallop)

Att | Dam | Def | Stab: mace-and-chain=+17 | 5 | 24 | 23; or whip=+14 | 2 (dam) + 6 (setback) | 24 | 23; or punch/kick=+15 | 5 | 22 | 21

Fit (Level 8)

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

HP=45; FP=41; Ward=1; SP=70 (gallop)

Att | Dam | Def | Stab: mace-and-chain=+21 | 5 | 28 | 25; or whip=+18 | 2 (dam) + 6 (setback) | 28 | 25; or punch/kick=+19 | 5 | 26 | 23

Laudable (Level 10)

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

HP=45; FP=41; Ward=1; SP=70 (gallop)

Att | Dam | Def | Stab: mace-and-chain=+23 | 5 | 30 | 27; or whip=+20 | 2 (dam) + 7 (setback) | 30 | 27; or punch/kick=+21 | 5 | 28 | 25

Outstanding (Level 12)

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

HP=45; FP=45; Ward=1; SP=70 (gallop)

Att | Dam | Def | Stab: mace-and-chain=+25 | 5 | 32 | 29; or whip=+22 | 2 (dam) + 7 (setback) | 32 | 29; or punch/kick=+23 | 5 | 30 | 27

Remarkable (Level 14)

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

HP=45; FP=45; Ward=1; SP=70 (gallop)

Att | Dam | Def | Stab: mace-and-chain=+27 | 5 | 34 | 31; or whip=+24 | 2 (dam) + 8 (setback) | 34 | 31; or punch/kick=+25 | 5 | 32 | 29

Superb (Level 16)

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

HP=45; FP=53; Ward=1; SP=75 (gallop)

Att | Dam | Def | Stab: mace-and-chain=+29 | 5 | 36 | 34; or whip=+26 | 2 (dam) + 8 (setback) | 36 | 34; or punch/kick=+27 | 5 | 34 | 32

Hellhound

Hellhounds are wolf-like Demons that are so pitch black that they stand out in clear contrast to the shadows of the darkest nights. Their inky coats, however, only accentuate their glaring red eyes and fiery maws.

These Demons lack the great cunning possessed by most diabolical spirits. Nevertheless, they are highly prized by Demon lords and Princely devils as personal bodyguards and as guardians of demonic treasures. The most feared function of a Hellhound is performed, however, when it chases a desperate soul across the countryside in order to collect final payment on an overdue pact.

Habitat: Hellhounds are denizens of the demonic spirit world who are occasionally encountered at night hunting in packs near moors and swamps.

Origin: Tales of spiritual and ghostly dogs are common throughout Europe. The wild hunt of Wodan is lead by such a pack. However, the most terrifying are those of the British Isles, known as the Devil's Dandy Dogs.

Fun Facts: When a Hellhound attacks, they salivate a caustic acid that produces flames from their mouth. This does an additional 6 Acid Damage per bite.

The howl of a Hellhound induces terror. Those who hear it must make an Avoidance Roll with Wisdom Adjustments against a Threshold of 10 plus the demon's Level. Failure indicates the victim is affected as the Occult spell Invoke Fell Roar of Great Size.

When desired, these demons may also produce an unholy aura as the Occult spell Manifest Large Aura of Dire Hellfire, cast at a spell rank equal to its Level.

Hellhounds possess a remarkable sense of smell which enables them to track their prey as if they had the skill of Tracking at skill ranks equivalent to their Levels.

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: acid, canine, demon, eidolon, fiery

Attack Modes: Carnivorous Bite+Acid

Wealth Type: Nil

Move Modes: Romp

Danger Tier: +2

Cunning: Animal

Gifts: Astral Vision

Large Hellhound Examples

Baseline Attributes

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

Adequate (Level 6)

TN= 7; ST= 9; AG= -6; CR= -2; PC= 4; HT= 0; IN= -6

HP=128; FP=45; Ward=3; SP=55 (romp)

Att | Dam | Def | Stab: bite=+13 | 16 +acid | 21 | 31

Decent (Level 8)

TN= 7; ST= 11; AG= -6; CR= -2; PC= 4; HT= 0; IN= -6

HP=152; FP=45; Ward=3; SP=60 (romp)

Att | Dam | Def | Stab: bite=+17 | 18 +acid | 23 | 33

Fit (Level 10)

TN= 7; ST= 11; AG= -5; CR= -2; PC= 4; HT= 0; IN= -5

HP=152; FP=45; Ward=3; SP=65 (romp)

Att | Dam | Def | Stab: bite=+20 | 18 +acid | 26 | 35

Laudable (Level 12)

TN= 7; ST= 11; AG= -4; CR= -2; PC= 5; HT= 0; IN= -5

HP=152; FP=49; Ward=3; SP=70 (romp)

Att | Dam | Def | Stab: bite=+23 | 18 +acid | 29 | 38

Outstanding (Level 14)

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

HP=152; FP=58; Ward=3; SP=70 (romp)

Att | Dam | Def | Stab: bite=+25 | 18 +acid | 31 | 40

Remarkable (Level 16)

TN= 8; ST= 11; AG= -4; CR= -2; PC= 5; HT= 2; IN= -5

HP=166; FP=58; Ward=4; SP=70 (romp)

Att | Dam | Def | Stab: bite=+27 | 18 +acid | 34 | 43

Superb (Level 18)

TN= 8; ST= 11; AG= -4; CR= -2; PC= 5; HT= 3; IN= -4

HP=166; FP=64; Ward=4; SP=70 (romp)

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

Wondrous (Level 20)

TN= 8; ST= 11; AG= -3; CR= -2; PC= 5; HT= 3; IN= -3

HP=166; FP=64; Ward=4; SP=75 (romp)

Att | Dam | Def | Stab: bite=+32 | 18 +acid | 39 | 47

Medium Hellhound Examples

Baseline Attributes

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

Adequate (Level 6)

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

HP=64; FP=45; Ward=2; SP=55 (romp)

Att | Dam | Def | Stab: bite=+13 | 8 +acid | 25 | 29

Decent (Level 8)

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

HP=76; FP=45; Ward=2; SP=60 (romp)

Att | Dam | Def | Stab: bite=+17 | 10 +acid | 27 | 31

Fit (Level 10)

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

HP=76; FP=45; Ward=2; SP=65 (romp)

Att | Dam | Def | Stab: bite=+20 | 10 +acid | 30 | 33

Laudable (Level 12)

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

HP=76; FP=49; Ward=2; SP=70 (romp)

Att | Dam | Def | Stab: bite=+23 | 10 +acid | 33 | 36

Outstanding (Level 14)

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

HP=76; FP=58; Ward=2; SP=70 (romp)

Att | Dam | Def | Stab: bite=+25 | 10 +acid | 35 | 38

Remarkable (Level 16)

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

HP=83; FP=58; Ward=3; SP=70 (romp)

Att | Dam | Def | Stab: bite=+27 | 10 +acid | 38 | 41

Superb (Level 18)

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

HP=83; FP=64; Ward=3; SP=70 (romp)

Att | Dam | Def | Stab: bite=+29 | 10 +acid | 40 | 43

Wondrous (Level 20)

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

HP=83; FP=64; Ward=3; SP=75 (romp)

Att | Dam | Def | Stab: bite=+32 | 10 +acid | 43 | 45

Hob

Hobs are small rural faeries known by a variety of names. Broonies, domovikha, dobbs, hobmen, hobithurst, puddlefeet, waldweibchen, pucks, and lobs are just a few of the labels given these diminutive fellows. J.R.R. Tolkien popularized Hobs as friendly chaps in his famous works The Hobbit and The Lord of the Rings.

Fun Facts: Hob is a core race in the game. As such, the properties of all Hob lineages available to Avatars are listed in The Character Compendium.

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

Traits: The Traits of all Hob lineages are also listed in The Character Compendium.

Keywords: ageless, blooded, faery, fleshy, humanoid, living

Attack Modes: Melee Weapon or Range Weapon or Dagger or Throwing Dagger or Punch/Kick

Wealth Type: Monetary *Cunning:* Alert

Move Modes: Run *Size:* Small

Danger Tier: 0

Gifts: Day Vision (unless otherwise stated)

Bannik

A Bannik is a Hob resembling a wizened old man with a disproportionately large head from which drapes their long scraggly hair and beard. Banniks are scrawny, being little more than loose wrinkled skin hanging from bones. In fact, they appear to be starving. Their pathetic bearing is often exploited to coerce room and board from sympathetic peasants. A Bannik may even resort to skulking about naked so their proprietor cannot help but notice their dire condition.

Few **Banniks** ever really starve as they are so marvelously pitiful. Few peasants turn away such needy creatures.

Banniks often gain acceptance via less-than-honest means, but they earn their way after being welcomed. They are the most fastidiously clean of all the hobs, and are not happy without a cleaning bucket or washcloth in their hands. They scrub and polish from sunrise until sunset, ceasing their efforts only when the grounds meet their exacting standards. In fact, Banniks become testy if their scrub brushes are locked away out of reach. Needless to say, their compulsive cleaning is quite a blessing to their hosts, who just have to accept that Banniks immediately run to the washbasin after having shaken their hands. No offense intended.

Habitat: The Bannik is a domestic faery prone to spending its time in the bathhouse and hiding in the steamy fog rising from the hot bath water. So, they are rarely seen clearly.

Origin: The Bannik arose in Slavic countries and was one of the few faeries beliefs to survive in the region after the onset of Christianity. Its name derives from banya, meaning bath.

Brownie

Brownies are small brown haired faeries with wrinkled skin and bright sparkling eyes, but entirely lack noses. They dress themselves in tattered brown wool cloaks.

The shabby appearance of Brownies is the result of their ingrained philosophy that money brings nothing but misfortune and misery to their kind. Any brownie found accumulating even a meager purse is seen as a traitor to all hob-kind, seeking self-glory at the cost of bringing doom on their friends and family. Even hobs of other lineages will shun such money-grubbers. So, most seek out companions or farms to serve in exchange for room and board.

Only showing itself to human eyes when necessary, the shy Brownie performs its chores under the cover of night after its landlords are asleep. The Brownie never performs any task it is explicitly commanded to do, but works hard at any chores it sees are unfinished. In emergencies, the brownie will help its master but will still resist performing explicit commands.

Brownies are sworn to poverty and servitude. Paying one with anything other than room and board is a great insult. To save face in the hob community, any such brownie must seek work elsewhere or exact revenge on the boorish master.

On the other hand, Brownies are proud. A Brownie's landlord must always show appreciation for their aid, even though the landlord must never directly pay for it. A Brownie only demands that the best food available be left out before the proprietors retire for the evening. A cake smeared with honey and a saucer filled with cream is preferred, but the feary will gladly settle for brown bread and beer if its masters can afford nothing better. The landlord should leave the evening's morsel somewhere the faery may chance upon as if by accident, so it cannot be construed as payment.

Habitat: The Brownie usually hides himself away in the home of some adopted peasant family. When it finds itself "between jobs", it will house itself in a hollow tree or under a rock which lies near a prospective "boarding" house.

Origin: Also known as the Broonie or Browney, this small faery began its career in many folktales of the British Isles.

Domavoi

The Domavoi (plural **Domoviye**) is a hob with long hair enveloping its body. This fur covers its arms and legs and even extends to the palms of its hands (it is merely a wife's tale that the domavoi is also blind). The hair of most Domaviye is dark, ranging from brown to black, but a few have white hair. This unusual coat provides them with an amazing tolerance for heat. In fact, the males have a fondness for dozing beneath kitchen stoves, contentedly

basking in the radiated warmth.

Like all hobs, Domoviye are domesticated and are always willing to lend a hand with the kitchen chores. (Editor's note: Where can I get one of these?) Of all Hob races, the Domoviye are the most devoted to their benefactors. In fact, they have been known to faithfully remain at their posts long after the proprietors have moved elsewhere.

Habitat: The Domavoi is a domestic faery prone to living under or behind the stove. He lives apart from his wife, the domovikha, who makes her living quarters in the cellar.

Origin: The Domavoi is a Slavic faery whose name is derived from the term dom meaning "house." It was rarely referred to by name. Rather, people would refer to one as "himself" or simply "him." Its form was ambiguous. Some descriptions include horns and a tail while others describe them as looking like a farmyard animal. In any case, the Domavoi was always covered with hair from head to foot.

Hobithurst

Hobithursts are chubby, short humanoids with hairy feet and pleasant faces. Despite their plump figures, they are quite agile and possess dexterous fingers. Hobithursts never wear shoes or boots because the tough, leathery soles of their feet provide sufficient protection from the roughest terrain. Besides, their hobholes are invariably carpeted with plush rugs that give satisfying in-between-the-toes massages to the hobs as they walk throughout their halls.

Hobithursts love a simple life of leisurely smoking tobacco, munching cakes, drinking ale, and gossiping. They look down on any fellow with the audacity to travel far afield. Consequently, few Hobithursts are seen outside of their native shires, and they distrust strangers in general.

Habitat: Hobithursts are domestic faeries who despise the outdoors and the discomforts of travel. They live in small roundish caves, known as "hobholes", and are renowned for their hospitality. Unfortunately, stocking these holes with enough provisions and comforts to satisfy a hob takes a sizable purse. Less well-to-do Hobithursts must settle for boarding at some peasant's hovel. Such Hobithursts prefer to keep their quarters next to the kitchen's fireplace, where they can warm themselves and keep their eyes on the pantry. They are proud, though, so they work hard for their fare.

Origin: Hobithursts are natives of the British Isles. Interestingly enough, it is believed that the term hobthurst comes from the Old English word "thyr", meaning giant. If this is true, it is likely that the Hobbish ancestors were of a much greater stature than later faery lore presents.

Killmoulis

Killmoulis are shy faeries closely related to brownies. While the brownie lacks a nose, however, the Killmoulis' face consists of little else. In fact, the Killmoulis is devoid of mouth and chin entirely. Its two dark jellybean eyes sit atop a huge schnauz with wide flaring nostrils. Enhancing the effect further, its pointed ears extend slightly above its low

forehead and its neck is no wider than a broomstick. Its arms and legs are similarly thin. Needless to say, the Killmoulis is less than attractive. Even so, millers and peasants form strong attachments to these loyal faery companions.

Since the faery is absent a mouth, it is obviously incapable of speech and, regardless of how it chooses to pursue its career, can never cast any spells requiring verbal components. However, the Killmoulis can produce a disturbing honking noise when danger threatens. Some say the sound is reminiscent of the banshee's wail. In some respects this is true, since the shy creature is loathe to make noise of any kind and will do so only if death is imminent.

Even though this faery has no mouth, it has a healthy appetite. Its favorite foods are those found in mills: flour, corn, wheat, cornmeal, etc. All are quickly stuffed up the faery's ample nostrils and "swallowed." A contented look and a pleasant nap usually follow any hearty meal.

Habitat: The Killmoulis is a Celtic faery who haunts mills and industriously serves the miller. They are extremely shy to everyone else and tend to hide in dark shadows and cubbyholes until visitors leave. The Killmoulis's shy nature is aided by an innate ability to blend into the background.

Origin: The Killmoulis is a special form of brownie taken from the folklore of the Scottish lowlands.

Moss Folk

Moss Folks all have chalkish gray skins with deep exaggerated wrinkles that would give them the appearance of walking ancient corpses if it were not for their sparkling eyes and ready smiles. They clothe themselves in textiles made from various forms of moss, ranging in color from light brown to a deep green. Often, these garments cover their bodies to such a degree that nothing but moss is visible to onlookers. Because of this, many rumors have sprung up that assert that these simple faery folk have ridiculously ugly forms covered with matted hair or spotted festering boils. The moss folk take any such accusations with little more than a slight giggle and a shake of the head.

Habitat: Moss Folks inhabit deep dank forests where they weave mossy draperies to decorate the trees and cover the roots and ground with a velvet green carpet. Moss folk have great knowledge of the herbs and plants indigenous to the forest. Unfortunately, moss folk are allergic to all forms of wool, cotton, and leather. As such, they are forced to weave their clothing entirely from fibrous moss. It is this affliction that gives these Hobbish folk their mossy name.

Origin: Moss folk are known throughout Bavaria as the Finzweiberl, in Germany as the Lohjungfern, and in the Baltics as the Moswyfjes. The females of the species are most commonly encountered, so most tales simply refer to them as "Moss Maidens."

Gifts: Night Vision

Hob Fighter 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)

Att | Dam | Def | Stab: dagger=+6 | 2 | 16 | 10; or sling=+5 | 5 | 14 | 8; or shepherd's crook=+4 | 3 (dam) + 5 (setback) | 17 | 11; or short sword=+5 | 4 | 17 | 11; or punch/kick=+4 | 2 | 15 | 9

Decent (Level 2)

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

HP=17; FP=32; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+10 | 2 | 19 | 12; or sling=+7 | 5 | 17 | 10; or shepherd's crook=+8 | 3 (dam) + 5 (setback) | 20 | 13; or short sword=+9 | 4 | 20 | 13; or punch/kick=+8 | 2 | 18 | 11

Fit (Level 4)

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

HP=19; FP=34; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+12 | 2 | 22 | 16; or sling=+10 | 5 | 20 | 14; or shepherd's crook=+10 | 3 (dam) + 5 (setback) | 23 | 17; or short sword=+11 | 4 | 23 | 17; or punch/kick=+10 | 2 | 21 | 15

Hardened (Level 6)

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

HP=21; FP=34; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+15 | 2 | 26 | 19; or sling=+12 | 5 | 24 | 17; or shepherd's crook=+13 | 3 (dam) + 5 (setback) | 27 | 20; or short sword=+14 | 4 | 27 | 20; or punch/kick=+13 | 2 | 25 | 18

Laudable (Level 8)

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

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

Att | Dam | Def | Stab: dagger=+18 | 2 | 28 | 22; or sling=+15 | 5 | 26 | 20; or shepherd's crook=+16 | 3 (dam) + 5 (setback) | 29 | 23; or short sword=+17 | 4 | 29 | 23; or punch/kick=+16 | 2 | 27 | 21

Model (Level 10)

TN= 0; ST= -3; AG= 9; CR= 2; PC= 2; HT= 0; IN= 0

HP=25; FP=38; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: dagger=+22 | 2 | 31 | 24; or sling=+17 | 5 | 29 | 22; or shepherd's crook=+20 | 3 (dam) + 5 (setback) | 32 | 25; or short sword=+21 | 4 | 32 | 25; or punch/kick=+20 | 2 | 30 | 23

Outstanding (Level 12)

TN= 0; ST= -3; AG= 9; CR= 3; PC= 2; HT= 1; IN= 0

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

Att | Dam | Def | Stab: dagger=+24 | 2 | 33 | 26; or sling=+20 | 5 | 31 | 24; or shepherd's crook=+22 | 3 (dam) + 6 (setback) | 34 | 27; or short sword=+23 | 4 | 34 | 27; or punch/kick=+22 | 2 | 32 | 25

Remarkable (Level 14)

TN= 1; ST= -3; AG= 9; CR= 3; PC= 3; HT= 1; IN= 0

HP=27; FP=45; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: dagger=+26 | 2 | 36 | 30; or sling=+23 | 5 | 34 | 28; or shepherd's crook=+24 | 3 (dam) + 6 (setback) | 37 | 31; or short sword=+25 | 4 | 37 | 31; or punch/kick=+24 | 2 | 35 | 29

Superb (Level 16)

TN= 1; ST= -2; AG= 9; CR= 3; PC= 3; HT= 1; IN= 0

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

Att | Dam | Def | Stab: dagger=+29 | 2 | 38 | 32; or sling=+25 | 5 | 36 | 30; or shepherd's crook=+27 | 3 (dam) + 6 (setback) | 39 | 33; or short sword=+28 | 4 | 39 | 33; or punch/kick=+27 | 2 | 37 | 31

Wondrous (Level 18)

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

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

Att | Dam | Def | Stab: dagger=+31 | 2 | 40 | 34; or sling=+27 | 5 | 38 | 32; or shepherd's crook=+29 | 3 (dam) + 6 (setback) | 41 | 35; or short sword=+30 | 4 | 41 | 35; or punch/kick=+29 | 2 | 39 | 33

Hob Marksman 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)

Att | Dam | Def | Stab: dagger=+6 | 2 | 16 | 10; or short sword=+5 | 4 | 17 | 11; or sling=+5 | 5 | 14 | 8; or staff sling=+5 | 5 | 14 | 8; or punch/kick=+4 | 2 | 15 | 9

Decent (Level 2)

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

HP=16; FP=34; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+8 | 2 | 18 | 13; or short sword=+7 | 4 | 19 | 14; or sling=+9 | 5 | 16 | 11; or staff sling=+9 | 5 | 16 | 11; or punch/kick=+6 | 2 | 17 | 12

Fit (Level 4)

TN= -2; ST= -6; AG= 6; CR= 4; PC= 2; HT= 0; IN= 0
 HP=16; FP=38; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+10 | 2 | 20 | 16; or short
 sword=+9 | 4 | 21 | 17; or sling=+13 | 5 | 18 | 14; or staff
 sling=+13 | 5 | 18 | 14; or punch/kick=+8 | 2 | 19 | 15

Hardened (Level 6)

TN= -2; ST= -5; AG= 6; CR= 4; PC= 3; HT= 0; IN= 0
 HP=17; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+13 | 2 | 22 | 19; or short
 sword=+12 | 4 | 23 | 20; or sling=+16 | 5 | 20 | 17; or staff
 sling=+16 | 5 | 20 | 17; or punch/kick=+11 | 2 | 21 | 18

Laudable (Level 8)

TN= -2; ST= -5; AG= 6; CR= 5; PC= 3; HT= 0; IN= 1
 HP=17; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+15 | 2 | 24 | 21; or short
 sword=+14 | 4 | 25 | 22; or sling=+19 | 5 | 22 | 19; or staff
 sling=+19 | 5 | 22 | 19; or punch/kick=+13 | 2 | 23 | 20

Model (Level 10)

TN= -2; ST= -5; AG= 6; CR= 6; PC= 3; HT= 0; IN= 1
 HP=17; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+17 | 2 | 26 | 23; or short
 sword=+16 | 4 | 27 | 24; or sling=+22 | 5 | 24 | 21; or staff
 sling=+22 | 5 | 24 | 21; or punch/kick=+15 | 2 | 25 | 22

Outstanding (Level 12)

TN= -1; ST= -5; AG= 6; CR= 6; PC= 3; HT= 0; IN= 2
 HP=19; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+19 | 2 | 29 | 26; or short
 sword=+18 | 4 | 30 | 27; or sling=+24 | 5 | 27 | 24; or staff
 sling=+24 | 5 | 27 | 24; or punch/kick=+17 | 2 | 28 | 25

Remarkable (Level 14)

TN= -1; ST= -5; AG= 6; CR= 6; PC= 4; HT= 0; IN= 2
 HP=19; FP=45; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+21 | 2 | 31 | 29; or short
 sword=+20 | 4 | 32 | 30; or sling=+27 | 5 | 29 | 27; or staff
 sling=+27 | 5 | 29 | 27; or punch/kick=+19 | 2 | 30 | 28

Superb (Level 16)

TN= -1; ST= -4; AG= 7; CR= 6; PC= 4; HT= 0; IN= 2
 HP=21; FP=45; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: dagger=+25 | 2 | 34 | 31; or short
 sword=+24 | 4 | 35 | 32; or sling=+29 | 5 | 32 | 29; or staff
 sling=+29 | 5 | 32 | 29; or punch/kick=+23 | 2 | 33 | 30

Wondrous (Level 18)

TN= 1; ST= -4; AG= 7; CR= 6; PC= 4; HT= 0; IN= 2
 HP=25; FP=45; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: dagger=+27 | 2 | 38 | 35; or short
 sword=+26 | 4 | 39 | 36; or sling=+31 | 5 | 36 | 33; or staff
 sling=+31 | 5 | 36 | 33; or punch/kick=+25 | 2 | 37 | 34

Hob Rogue 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)

Att | Dam | Def | Stab: dagger=+6 | 2 | 16 | 10; or shepherd's
 crook=+4 | 3 (dam) + 5 (setback) | 17 | 11; or short
 sword=+5 | 4 | 17 | 11; or punch/kick=+4 | 2 | 15 | 9

Decent (Level 2)

TN= -2; ST= -6; AG= 7; CR= 2; PC= 1; HT= 0; IN= 0
 HP=16; FP=34; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+9 | 2 | 19 | 13; or shepherd's
 crook=+7 | 3 (dam) + 5 (setback) | 20 | 14; or short
 sword=+8 | 4 | 20 | 14; or punch/kick=+7 | 2 | 18 | 12

Fit (Level 4)

TN= -2; ST= -6; AG= 9; CR= 2; PC= 1; HT= 0; IN= 0
 HP=16; FP=34; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+13 | 2 | 23 | 15; or shepherd's
 crook=+11 | 3 (dam) + 5 (setback) | 24 | 16; or short
 sword=+12 | 4 | 24 | 16; or punch/kick=+11 | 2 | 22 | 14

Hardened (Level 6)

TN= -1; ST= -6; AG= 9; CR= 2; PC= 2; HT= 0; IN= 0
 HP=17; FP=38; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+15 | 2 | 26 | 19; or shepherd's
 crook=+13 | 3 (dam) + 5 (setback) | 27 | 20; or short
 sword=+14 | 4 | 27 | 20; or punch/kick=+13 | 2 | 25 | 18

Laudable (Level 8)

TN= -1; ST= -6; AG= 9; CR= 4; PC= 2; HT= 0; IN= 0
 HP=17; FP=38; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+17 | 2 | 28 | 21; or shepherd's
 crook=+15 | 3 (dam) + 7 (setback) | 29 | 22; or short
 sword=+16 | 4 | 29 | 22; or punch/kick=+15 | 2 | 27 | 20

Model (Level 10)

TN= -1; ST= -6; AG= 9; CR= 5; PC= 3; HT= 0; IN= 0

HP=17; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+19 | 2 | 30 | 24; or shepherd's crook=+17 | 3 (dam) + 8 (setback) | 31 | 25; or short sword=+18 | 4 | 31 | 25; or punch/kick=+17 | 2 | 29 | 23

Outstanding (Level 12)

TN= 0; ST= -6; AG= 9; CR= 5; PC= 3; HT= 0; IN= 1

HP=19; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+21 | 2 | 33 | 27; or shepherd's crook=+19 | 3 (dam) + 8 (setback) | 34 | 28; or short sword=+20 | 4 | 34 | 28; or punch/kick=+19 | 2 | 32 | 26

Remarkable (Level 14)

TN= 0; ST= -6; AG= 9; CR= 5; PC= 3; HT= 1; IN= 2

HP=19; FP=45; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+23 | 2 | 35 | 29; or shepherd's crook=+21 | 3 (dam) + 8 (setback) | 36 | 30; or short sword=+22 | 4 | 36 | 30; or punch/kick=+21 | 2 | 34 | 28

Superb (Level 16)

TN= 0; ST= -6; AG= 10; CR= 5; PC= 3; HT= 1; IN= 2

HP=19; FP=45; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: dagger=+26 | 2 | 38 | 31; or shepherd's crook=+24 | 3 (dam) + 8 (setback) | 39 | 32; or short sword=+25 | 4 | 39 | 32; or punch/kick=+24 | 2 | 37 | 30

Wondrous (Level 18)

TN= 0; ST= -6; AG= 10; CR= 6; PC= 3; HT= 1; IN= 2

HP=19; FP=45; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: dagger=+28 | 2 | 40 | 33; or shepherd's crook=+26 | 3 (dam) + 9 (setback) | 41 | 34; or short sword=+27 | 4 | 41 | 34; or punch/kick=+26 | 2 | 39 | 32

Hob Sage 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)

Att | Dam | Def | Stab: dagger=+6 | 2 | 16 | 10; or scimitar=+4 | 5 | 18 | 12; or staff=+6 | 2 | 19 | 13; or punch/kick=+4 | 2 | 15 | 9

Decent (Level 2)

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

HP=16; FP=34; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+8 | 2 | 18 | 12; or scimitar=+6 | 5 | 20 | 14; or staff=+8 | 2 | 21 | 15; or punch/kick=+6 | 2 | 17 | 11

Fit (Level 4)

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

HP=16; FP=41; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+10 | 2 | 20 | 14; or scimitar=+8 | 5 | 22 | 16; or staff=+10 | 2 | 23 | 17; or punch/kick=+8 | 2 | 19 | 13

Hardened (Level 6)

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

HP=16; FP=41; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+12 | 2 | 22 | 16; or scimitar=+10 | 5 | 24 | 18; or staff=+12 | 2 | 25 | 19; or punch/kick=+10 | 2 | 21 | 15

Laudable (Level 8)

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

HP=16; FP=41; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+14 | 2 | 24 | 18; or scimitar=+12 | 5 | 26 | 20; or staff=+14 | 2 | 27 | 21; or punch/kick=+12 | 2 | 23 | 17

Model (Level 10)

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

HP=16; FP=45; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+17 | 2 | 27 | 21; or scimitar=+15 | 5 | 29 | 23; or staff=+17 | 2 | 30 | 24; or punch/kick=+15 | 2 | 26 | 20

Outstanding (Level 12)

TN= -2; ST= -5; AG= 8; CR= 4; PC= 1; HT= 3; IN= 3

HP=17; FP=45; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+21 | 2 | 30 | 23; or scimitar=+19 | 5 | 32 | 25; or staff=+21 | 2 | 33 | 26; or punch/kick=+19 | 2 | 29 | 22

Remarkable (Level 14)

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

HP=19; FP=49; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+24 | 2 | 32 | 26; or scimitar=+22 | 5 | 34 | 28; or staff=+24 | 2 | 35 | 29; or punch/kick=+22 | 2 | 31 | 25

Superb (Level 16)

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

HP=19; FP=53; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: dagger=+26 | 2 | 34 | 29; or
scimitar=+24 | 5 | 36 | 31; or staff=+26 | 2 | 37 | 32; or
punch/kick=+24 | 2 | 33 | 28**Wondrous** (Level 18)

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

HP=19; FP=58; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: dagger=+28 | 2 | 36 | 32; or
scimitar=+26 | 5 | 38 | 34; or staff=+28 | 2 | 39 | 35; or
punch/kick=+26 | 2 | 35 | 31

Hobgoblin

A Hobgoblin is a general classification of a small faery, sort of half-way between being a Hob and a Goblin. Hobgoblins are often helpful and can be quite sociable like a Hob, but love pranks and can turn malicious when offended like the more ill tempered Goblin. Most male Hobgoblins are bearded, and have the appearance of Dwarfs, although they are smaller in stature. They are related to Gnomes, to whom they are also similar in appearance and stature. But, Hobgoblins do not have the intense focus on earth and mining that Gnomes generally do. In fact, most **Hobgoblins** have a love of woodlands, meadows, and farms.

Durabilities: Unless otherwise specified in their specific lineage description, a hobgoblin is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: ageless, faery, hobgoblin, humanoid, living, trickster

Traits: Delights in Pranks, Easily Offended

Attack Modes: Club or Sickle or Sling or Punch/Kick

Cunning: Alert *Size:* Small

Gifts: Night Vision *Move Modes:* Run

Danger Tier: 0

Bauchan

Bauchans are fairies resembling hairy hobs. They love playing practical jokes on people they encounter. If a Bauchan meets an especially poor sport, they will squeal in delight and declare that they have finally found a true friend that they can adopt. From this point on, the Bauchan will do everything in its power to annoy the poor soul. The faery will track them from continent to continent, if necessary. If their 'adopted' comrade is ever in extreme need, however, the Bauchan will not hesitate to come to the rescue.

The Bauchan has several magical powers (listed under Fun

Facts), which they use in playing their jokes. Here are some common themes to their pranks:

Provide Tiny Size: A Bauchan can deflate only themselves and the items they carry. They will often try to 'catch a ride' under their adopted friend's cap.

Pitch Extinguishing Cube of Great Size and Invoke Fury of Dire Plasma: Bauchans love to put out campfires and torches. Just before the character relights the smoldering kindling, the Bauchan will make it burst into brilliant flame.

Flaunt Faery Wisp Form: Bauchans use this frequently to escape the wrath of an adopted friend.

Concoct Glue Goo: Oooo! The FUN!

Shift to Barnyard Animal Form: Bauchans somehow manage to taunt their 'friends' verbally regardless of the forms taken. A Bauchan will often assume the form of a goat to eat a friend's hat.

An adventurer adopted by a Bauchan may rightfully feel himself lucky. If they ever becomes a good sport about the whole thing, though, the Bauchan will get bored with mere practical jokes. They may steal from or even kill those they formerly aided before leaving for good. Occasionally Bauchans travel with Brownies and Buttery Spirits.

Habitat: The Bauchan is a native of Scotland, and so is disposed to a humid temperate climate. However, it is willing to follow its 'friends' anywhere they lead.

Origin: The Bauchan is a Scottish faery also known as a Bogan. It is closely tied to the Hedley Kow and associates with the more common Hobgoblin, or Hob faeries.

Fun Facts: Bauchan may be mischievous, but deep down they all have kind hearts. To help them in their playful pranks, Bauchans have mastered the following Occult spells that they can use at will: Concoct Glue Goo, Bestow Phantasmal Invisibility, Flaunt Faery Wisp Form, Invoke Fury of Dire Plasma, Pitch Extinguishing Cube of Great Size, and Provide Tiny Size. Further, they can use the Eldritch skill Shift to Barnyard Animal Form. All spells are cast at spell ranks equal to the Bauchan's Level.

Additional Keywords: blooded, fleshy

Wealth Type: Monetary

Buttery Spirit

These tiny pot-bellied humanoids seek thieves, crooked merchants, and impious priests as unwilling benefactors. Once a Buttery Spirit finds such a provider, they stick with them like glue. These gluttonous faeries eat constantly at a fantastic rate.

A Buttery Spirit can only consume stolen food or food purchased with money obtained dishonestly. Although a buttery spirit quickly grows fat from their gorging, they know they are an unwelcome guest and will quickly jump and escape at any provocation. The spirit will Teleport Short Range (as the Occult spell) to a safe location when spotted.

As soon as it is safe, they blink back and continue feasting.

Because of its elusive nature, about the only way to rid oneself of a Buttery Spirit is to starve it to death. The faery loses 1 Hit Points point per week of starvation. A thief must take an extended vacation to dispose of one.

Habitat: The Buttery Spirit dwells in the backpacks and pantries of thieves, self-indulgent monks, and dishonest innkeepers.

Origin: The Buttery Spirit is related to the Leprechaun, but takes special joy in stealing fresh butter, the practice of which gives it its name. The folklore of this mischievous faery originates in the British Isles.

Fun Facts: **Buttery Spirits** may Teleport Short Range at will as the Occult spell. (See The Oculus of Occultism for details.)

Buttery spirits easily avoid the most complicated traps.

These creatures are Immune to poisons of all kinds.

Additional Keywords: blooded, fleshy

Traits: Addicted to Food *Wealth Type:* Nil

Leprechaun

Leprechauns are jovial, little, red haired pranksters. They often wear smart red or green outfits with stockings and shoes with large silver buckles. They are superb cobblers who work hard at perfecting their shoe-making crafts. When their day's work is done, Leprechauns work equally hard at having a good time. They are especially fond of good ale and wine and are commonly spotted drinking their favored beverages in the cellars of rich nobles and taverns.

Leprechauns delight in pranks. One of their favorites is to stealthily cut a person's purse or pick their pocket. Regardless of what they pilfer, they keep only the gold.

Any person capturing a Leprechaun may demand that they give up their hoard of gold as ransom. However, Leprechauns are loathe to part with their wealth and so will escape at the first opportunity. It is a matter of Leprechaun pride that their escape be made when nobody is looking at them, however, so they will use whatever tricks are necessary to make their captors look away. The slightest glance taken away from the faery is sufficient to allow their departure.

As a rule, Leprechauns shun combat, but if pressed will wield small weapons - usually a small club such as a shillelagh.

Habitat: Since Leprechauns often employ themselves with shoe-making activities, they commonly invite themselves into the homes of cobblers. When not industriously employed, they can be found in the wine cellar of the local tavern imbibing "a wee bit o' the dog."

Origin: It is no secret that Leprechauns are denizens of Irish folklore. Numerous tales relate how peasants captured Leprechauns and demanded the faery's gold in ransom.

Because of the Leprechauns' tricky natures, however, they always managed to escape before handing over any booty.

Fun Facts: Leprechauns learn the arts of Rural Stealth, Urban Stealth and Picking Pockets. All these skills are used at a rank equal to their Levels.

Leprechauns can invoke some Occult spells at ranks equal to their Levels. These are: Disguise Many Coins as Tantalus Gold, Funnel Voice a Bold Distance, Invoke Able Hare's Leap, Invoke Noise Figment, Pitch Figment of Large Size, Flaunt Invisibility, and Teleport Short Range.

Gifts: Uncanny Scrambling

Wealth Type: Hoard. As Leprechauns are long-lived fairies, they gather large hoards of gold over time.

Additional Traits: Lust for Gold

Polevik

A Polevik is a nature faery that guards farms and fields. They have the appearance of small deformed men, similar to that of a dwarf, but with skin made of bark the color of rich soil and grass for hair and beards. They prefer brilliant white or pitch black garments. They are always male, and are believed to be the male counterpart of Kornwiefs.

The coloration of their hair varies with the seasons. So, in the warmer months it is green, while wintry weather has it looking like dry straw. They are considered to be creatures more akin to animated plants than flesh and blood animals.

Poleviks will often adopt farmsteads as their wards, and take it upon themselves to protect the crops from miscreants. Further, they will throttle any field workers that exhibit a tendency toward laziness. Poleviks are just as likely to take up residence in open meadows and fields of flowers, though, and defend them against all trespassers.

As guardians of the fields, Poleviks often wield sickles or other farm instruments if pressed into combat. They are more likely to remain hidden to trespassers, though, preferring to redirect them elsewhere by sending them on Faery Paths. If anyone actually disrespects or abuses their pastures, though, these faery creatures are never shy in defending their territories. They are excellent equestrians, and are as likely to trample intruders from horseback as they are to stand and fight face-to-face. If they are outnumbered, they will more likely remain hidden and inflict festering boils with their magical pox-inducing ability.

Fun Facts: Poleviks have the Skills of Deflate Self, Inflate Self, Riding Equines, and Rural Stealth which they use at ranks equal to their Levels.

Further, Poleviks may cast the following Occult spells at ranks equal to their Levels: Grow Some Produce, Provide Apt Chameleon's Gamble, Render Dire Pox, and Unveil Deft Faery Path.

Durabilities: This creature is Immune to Bleeding, Captivating, Enervating, Infernal, Internal, Metaphysical, Petrifying, Quieting, Righteous, Suffocating, Sunshining,

and Toxic Effects; and Sensitive to Acidic, Blighting, Chopping, and Scorching Effects.

Origin: The Polevik, or Polevoi, originates as a nature spirit in Russian folklore.

Habitat: Poleviks love farm life and natural surroundings.

Additional Traits: Loathes laziness, Loves fields and meadows, Prefers white or black clothing.

Additional Keywords: vegetal

Wealth Type: Monetary

Hobgoblin Fighter Examples

Baseline Attributes

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

Adequate (Level 0)

TN= -1; ST= -6; AG= 5; CR= 3; PC= 1; HT= -1; IN= -1
HP=17; FP=32; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: club=+3 | 1 | 17 | 13; or sickle=+4 | 3 | 17 | 13; or sling=+7 | 5 | 14 | 10; or punch/kick=+3 | 2 | 15 | 11

Decent (Level 2)

TN= -1; ST= -5; AG= 6; CR= 3; PC= 1; HT= -1; IN= -1
HP=19; FP=32; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: club=+7 | 1 | 20 | 15; or sickle=+8 | 3 | 20 | 15; or sling=+9 | 5 | 17 | 12; or punch/kick=+7 | 2 | 18 | 13

Fit (Level 4)

TN= 0; ST= -5; AG= 6; CR= 3; PC= 2; HT= -1; IN= -1
HP=21; FP=34; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: club=+9 | 1 | 23 | 19; or sickle=+10 | 3 | 23 | 19; or sling=+12 | 5 | 20 | 16; or punch/kick=+9 | 2 | 21 | 17

Hardened (Level 6)

TN= 1; ST= -5; AG= 7; CR= 3; PC= 2; HT= -1; IN= -1
HP=23; FP=34; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: club=+12 | 1 | 27 | 22; or sickle=+13 | 3 | 27 | 22; or sling=+14 | 5 | 24 | 19; or punch/kick=+12 | 2 | 25 | 20

Laudable (Level 8)

TN= 1; ST= -4; AG= 7; CR= 3; PC= 3; HT= -1; IN= -1
HP=25; FP=38; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: club=+15 | 1 | 29 | 25; or sickle=+16 | 3 | 29 | 25; or sling=+17 | 5 | 26 | 22; or punch/kick=+15 | 2 | 27 | 23

Model (Level 10)

TN= 1; ST= -3; AG= 8; CR= 3; PC= 3; HT= -1; IN= -1
HP=27; FP=38; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: club=+19 | 1 | 32 | 27; or sickle=+20 | 3 | 32 | 27; or sling=+19 | 5 | 29 | 24; or punch/kick=+19 | 2 | 30 | 25

Outstanding (Level 12)

TN= 1; ST= -3; AG= 8; CR= 4; PC= 3; HT= 0; IN= -1
HP=27; FP=41; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: club=+21 | 1 | 34 | 29; or sickle=+22 | 3 | 34 | 29; or sling=+22 | 5 | 31 | 26; or punch/kick=+21 | 2 | 32 | 27

Remarkable (Level 14)

TN= 2; ST= -3; AG= 8; CR= 4; PC= 4; HT= 0; IN= -1
HP=29; FP=45; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: club=+23 | 1 | 37 | 33; or sickle=+24 | 3 | 37 | 33; or sling=+25 | 5 | 34 | 30; or punch/kick=+23 | 2 | 35 | 31

Superb (Level 16)

TN= 2; ST= -2; AG= 8; CR= 4; PC= 4; HT= 0; IN= -1
HP=32; FP=45; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: club=+26 | 1 | 39 | 35; or sickle=+27 | 3 | 39 | 35; or sling=+27 | 5 | 36 | 32; or punch/kick=+26 | 2 | 37 | 33

Wondrous (Level 18)

TN= 2; ST= -2; AG= 8; CR= 4; PC= 4; HT= 0; IN= 0
HP=32; FP=45; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: club=+28 | 1 | 41 | 37; or sickle=+29 | 3 | 41 | 37; or sling=+29 | 5 | 38 | 34; or punch/kick=+28 | 2 | 39 | 35

Hobgoblin Marksman Examples

Baseline Attributes

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

Adequate (Level 0)

TN= -1; ST= -6; AG= 5; CR= 3; PC= 1; HT= -1; IN= -1
HP=17; FP=32; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: bow=+8 | 5 | 14 | 10; or dagger=+5 | 2 | 16 | 12; or sling=+7 | 5 | 14 | 10; or punch/kick=+3 | 2 | 15 | 11

Decent (Level 2)

TN= -1; ST= -6; AG= 5; CR= 4; PC= 2; HT= -1; IN= -1
 HP=17; FP=34; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: bow=+12 | 5 | 16 | 13; or
 dagger=+7 | 2 | 18 | 15; or sling=+11 | 5 | 16 | 13; or
 punch/kick=+5 | 2 | 17 | 14

Fit (Level 4)

TN= -1; ST= -6; AG= 5; CR= 5; PC= 3; HT= -1; IN= -1
 HP=17; FP=38; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: bow=+16 | 5 | 18 | 16; or
 dagger=+9 | 2 | 20 | 18; or sling=+15 | 5 | 18 | 16; or
 punch/kick=+7 | 2 | 19 | 17

Hardened (Level 6)

TN= -1; ST= -5; AG= 5; CR= 5; PC= 4; HT= -1; IN= -1
 HP=19; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+19 | 5 | 20 | 19; or
 dagger=+12 | 2 | 22 | 21; or sling=+18 | 5 | 20 | 19; or
 punch/kick=+10 | 2 | 21 | 20

Laudable (Level 8)

TN= -1; ST= -5; AG= 5; CR= 6; PC= 4; HT= -1; IN= 0
 HP=19; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+22 | 5 | 22 | 21; or
 dagger=+14 | 2 | 24 | 23; or sling=+21 | 5 | 22 | 21; or
 punch/kick=+12 | 2 | 23 | 22

Model (Level 10)

TN= -1; ST= -5; AG= 5; CR= 7; PC= 4; HT= -1; IN= 0
 HP=19; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+25 | 5 | 24 | 23; or
 dagger=+16 | 2 | 26 | 25; or sling=+24 | 5 | 24 | 23; or
 punch/kick=+14 | 2 | 25 | 24

Outstanding (Level 12)

TN= 0; ST= -5; AG= 5; CR= 7; PC= 4; HT= -1; IN= 1
 HP=21; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+27 | 5 | 27 | 26; or
 dagger=+18 | 2 | 29 | 28; or sling=+26 | 5 | 27 | 26; or
 punch/kick=+16 | 2 | 28 | 27

Remarkable (Level 14)

TN= 0; ST= -5; AG= 5; CR= 7; PC= 5; HT= -1; IN= 1
 HP=21; FP=45; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bow=+30 | 5 | 29 | 29; or
 dagger=+20 | 2 | 31 | 31; or sling=+29 | 5 | 29 | 29; or
 punch/kick=+18 | 2 | 30 | 30

Superb (Level 16)

TN= 0; ST= -4; AG= 6; CR= 7; PC= 5; HT= -1; IN= 1
 HP=23; FP=45; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: bow=+32 | 5 | 32 | 31; or
 dagger=+24 | 2 | 34 | 33; or sling=+31 | 5 | 32 | 31; or
 punch/kick=+22 | 2 | 33 | 32

Wondrous (Level 18)

TN= 2; ST= -4; AG= 6; CR= 7; PC= 5; HT= -1; IN= 1
 HP=27; FP=45; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: bow=+34 | 5 | 36 | 35; or
 dagger=+26 | 2 | 38 | 37; or sling=+33 | 5 | 36 | 35; or
 punch/kick=+24 | 2 | 37 | 36

Hobgoblin Rogue Examples**Baseline Attributes**

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

Adequate (Level 0)

TN= -1; ST= -6; AG= 5; CR= 3; PC= 1; HT= -1; IN= -1
 HP=17; FP=32; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+5 | 2 | 16 | 12; or
 scimitar=+3 | 5 | 18 | 14; or whip=+4 | 1 (dam) + 5 (setback) |
 17 | 13; or punch/kick=+3 | 2 | 15 | 11

Decent (Level 2)

TN= -1; ST= -6; AG= 6; CR= 3; PC= 2; HT= -1; IN= -1
 HP=17; FP=34; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+8 | 2 | 19 | 15; or
 scimitar=+6 | 5 | 21 | 17; or whip=+7 | 1 (dam) + 5 (setback) |
 20 | 16; or punch/kick=+6 | 2 | 18 | 14

Fit (Level 4)

TN= -1; ST= -6; AG= 8; CR= 3; PC= 2; HT= -1; IN= -1
 HP=17; FP=34; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+12 | 2 | 23 | 17; or
 scimitar=+10 | 5 | 25 | 19; or whip=+11 | 1 (dam) +
 5 (setback) | 24 | 18; or punch/kick=+10 | 2 | 22 | 16

Hardened (Level 6)

TN= 0; ST= -6; AG= 8; CR= 3; PC= 3; HT= -1; IN= -1
 HP=19; FP=38; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+14 | 2 | 26 | 21; or
 scimitar=+12 | 5 | 28 | 23; or whip=+13 | 1 (dam) +
 5 (setback) | 27 | 22; or punch/kick=+12 | 2 | 25 | 20

Laudable (Level 8)

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

HP=19; FP=38; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+16 | 2 | 28 | 23; or scimitar=+14 | 5 | 30 | 25; or whip=+15 | 1 (dam) + 7 (setback) | 29 | 24; or punch/kick=+14 | 2 | 27 | 22

Model (Level 10)

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

HP=19; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+18 | 2 | 30 | 26; or scimitar=+16 | 5 | 32 | 28; or whip=+17 | 1 (dam) + 8 (setback) | 31 | 27; or punch/kick=+16 | 2 | 29 | 25

Outstanding (Level 12)

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

HP=21; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: dagger=+20 | 2 | 33 | 29; or scimitar=+18 | 5 | 35 | 31; or whip=+19 | 1 (dam) + 8 (setback) | 34 | 30; or punch/kick=+18 | 2 | 32 | 28

Remarkable (Level 14)

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

HP=21; FP=45; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: dagger=+22 | 2 | 35 | 31; or scimitar=+20 | 5 | 37 | 33; or whip=+21 | 1 (dam) + 8 (setback) | 36 | 32; or punch/kick=+20 | 2 | 34 | 30

Superb (Level 16)

TN= 1; ST= -6; AG= 9; CR= 6; PC= 4; HT= 0; IN= 1

HP=21; FP=45; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: dagger=+25 | 2 | 38 | 33; or scimitar=+23 | 5 | 40 | 35; or whip=+24 | 1 (dam) + 8 (setback) | 39 | 34; or punch/kick=+23 | 2 | 37 | 32

Wondrous (Level 18)

TN= 1; ST= -6; AG= 9; CR= 7; PC= 4; HT= 0; IN= 1

HP=21; FP=45; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: dagger=+27 | 2 | 40 | 35; or scimitar=+25 | 5 | 42 | 37; or whip=+26 | 1 (dam) + 9 (setback) | 41 | 36; or punch/kick=+25 | 2 | 39 | 34

Hobgoblin Sage Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=17; FP=32; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+5 | 2 | 16 | 12; or scimitar=+3 | 5 | 18 | 14; or staff=+5 | 2 | 19 | 15; or punch/kick=+3 | 2 | 15 | 11

Decent (Level 2)

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

HP=17; FP=34; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+7 | 2 | 18 | 14; or scimitar=+5 | 5 | 20 | 16; or staff=+7 | 2 | 21 | 17; or punch/kick=+5 | 2 | 17 | 13

Fit (Level 4)

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

HP=17; FP=41; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+9 | 2 | 20 | 16; or scimitar=+7 | 5 | 22 | 18; or staff=+9 | 2 | 23 | 19; or punch/kick=+7 | 2 | 19 | 15

Hardened (Level 6)

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

HP=17; FP=41; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+11 | 2 | 22 | 18; or scimitar=+9 | 5 | 24 | 20; or staff=+11 | 2 | 25 | 21; or punch/kick=+9 | 2 | 21 | 17

Laudable (Level 8)

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

HP=17; FP=41; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+13 | 2 | 24 | 20; or scimitar=+11 | 5 | 26 | 22; or staff=+13 | 2 | 27 | 23; or punch/kick=+11 | 2 | 23 | 19

Model (Level 10)

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

HP=17; FP=45; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+16 | 2 | 27 | 23; or scimitar=+14 | 5 | 29 | 25; or staff=+16 | 2 | 30 | 26; or punch/kick=+14 | 2 | 26 | 22

Outstanding (Level 12)

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

HP=19; FP=45; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+20 | 2 | 30 | 25; or scimitar=+18 | 5 | 32 | 27; or staff=+20 | 2 | 33 | 28; or punch/kick=+18 | 2 | 29 | 24

Remarkable (Level 14)

TN= -1; ST= -4; AG= 7; CR= 5; PC= 3; HT= 2; IN= 2

HP=21; FP=49; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+23 | 2 | 32 | 28; or
scimitar=+21 | 5 | 34 | 30; or staff=+23 | 2 | 35 | 31; or
punch/kick=+21 | 2 | 31 | 27**Superb (Level 16)**

TN= -1; ST= -4; AG= 7; CR= 5; PC= 4; HT= 2; IN= 2

HP=21; FP=53; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: dagger=+25 | 2 | 34 | 31; or
scimitar=+23 | 5 | 36 | 33; or staff=+25 | 2 | 37 | 34; or
punch/kick=+23 | 2 | 33 | 30**Wondrous (Level 18)**

TN= -1; ST= -4; AG= 7; CR= 5; PC= 5; HT= 2; IN= 2

HP=21; FP=58; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: dagger=+27 | 2 | 36 | 34; or
scimitar=+25 | 5 | 38 | 36; or staff=+27 | 2 | 39 | 37; or
punch/kick=+25 | 2 | 35 | 33

Homunculus

A Homunculus is a tiny humanoid grown in a lab by an Alchemist to serve them as an assistant. They have a sickly, emaciated appearance, with wiry limbs and frail looking bones. However, they are remarkably sturdy for their minuscule size.

Habitat: **Homunculi** are only found in laboratory settings.

Origin: Tales of Homunculi arise from 16th century European alchemy.

Fun Facts: Each Homunculus is programmed to brew three different types of potions, powders, concoctions, and other such products. These products are brewed at spell ranks equal to the creature's Level.

A Homunculus is also quite knowledgeable about the lab in which it resides. So, if there are any magical brews lying about that will help defend its lab, it will certainly use them to the best of its ability.

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.

Keywords: ageless, construct, fleshy, humanoid, simulacrum

Traits: Obsessively Clean, Protective of its Lab

Attack Modes: Dagger or Punch

Wealth Type: Incidental

Cunning: Clever

Move Modes: Run

Gifts: Day Vision

Size: Tiny

Danger Tier: +1

Tiny Homunculus Examples**Baseline Attributes**

TN= -4; ST= -14; AG= 12; CR= 6; PC= 0; HT= -3; IN= 3

Adequate (Level 4)

TN= -3; ST= -13; AG= 14; CR= 6; PC= 0; HT= -3; IN= 3

HP=8; FP=24; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: dagger=+12 | 1 | 26 | 12; or
punch=+9 | 1 | 26 | 12**Decent (Level 6)**

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

HP=9; FP=24; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+15 | 1 | 30 | 15; or
punch=+12 | 1 | 30 | 15**Fit (Level 8)**

TN= -2; ST= -12; AG= 15; CR= 6; PC= 0; HT= -3; IN= 4

HP=10; FP=24; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+18 | 1 | 32 | 17; or
punch=+15 | 1 | 32 | 17**Laudable (Level 10)**

TN= -1; ST= -11; AG= 15; CR= 6; PC= 0; HT= -3; IN= 4

HP=11; FP=24; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+21 | 1 | 35 | 20; or
punch=+18 | 1 | 35 | 20**Model (Level 12)**

TN= -1; ST= -11; AG= 15; CR= 8; PC= 0; HT= -3; IN= 4

HP=11; FP=24; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+23 | 1 | 37 | 22; or
punch=+20 | 1 | 37 | 22**Outstanding (Level 14)**

TN= -1; ST= -11; AG= 15; CR= 9; PC= 0; HT= -2; IN= 4

HP=11; FP=26; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+25 | 1 | 39 | 24; or
punch=+22 | 1 | 39 | 24

Horse, Fairy

Fairy Horses are magnificent equines that have been carefully bred throughout the ages by elves and their kindred. Their well-tended coats glisten with the power of champion horseflesh and their eyes have an intelligent fire which common horses lack. The quickest glance at a fairy horse speaks volumes about its magical nature.

Fairy Horses provide many sprites, particularly Ellyl, with war steeds perfectly suited to their diminutive size. Elves and other faery races also value these mounts quite highly. In jousting, a fairy horse can count as a small, medium, or large warhorse depending on the size it assumes.

Most Fairy Horses have custom suits of armor. A large gem, usually a star sapphire or ruby, is usually set into the armor's forehead. It is commonly believed that this gem holds magical power allowing the horse to shift its size. This viewpoint is clearly mistaken, though, as Fairy Horses may shift size with or without their armor.

Habitat: Fairy Horses are never found running wild. They are always well tended by elves or other faeries and have an intense loyalty to their caretakers.

Origin: Magnificent and magical horses are common motifs throughout the lands of Europe that have a wealth of faery lore. The fairy horse in this description is modeled after the legends of England, Scotland, and Ireland concerning the elven steeds of the Daoine Sidh.

Fun Facts: Like Common Horses, Fairy Horses have the power to sense Ghosts and spirits in a manner similar to the Pagan Divination spell Death Perception.

In addition, Fairy Horses have the unusual ability to assume any size from that of an adult Clydesdale (Large) to that of a Falabella colt (Small) upon command of its rider, as the Eldritch skills of Inflate Self and Deflate Self (see The Character Compendium for details). Miraculously, this extraordinary shape-shifting power is also conferred to the rider, so long as the rider remains mounted. The instant the rider dismounts, however, they will immediately return to normal size (within a single second).

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

Keywords: ageless, blooded, equine, faery, fleshy, herbivorous, herd, living, mammal

Wealth Type: see below

Cunning: Bestial

Attack Modes: Hoof

Move Modes: Gallop

Gifts: Night Vision

Danger Tier: +1

Large Fairy Horse Examples

Baseline Attributes

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

Adequate (Level 4)

TN= 5; ST= 7; AG= -6; CR= -6; PC= 2; HT= 0; IN= -5

HP=91; FP=38; Ward=2; SP=55 (gallop)

Att | Dam | Def | Stab: hoof=+9 | 12 | 17 | 25

Decent (Level 6)

TN= 6; ST= 7; AG= -6; CR= -6; PC= 3; HT= 0; IN= -5

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

Att | Dam | Def | Stab: hoof=+11 | 12 | 20 | 29

Fit (Level 8)

TN= 6; ST= 7; AG= -4; CR= -6; PC= 3; HT= 0; IN= -5

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

Att | Dam | Def | Stab: hoof=+15 | 12 | 24 | 31

Laudable (Level 10)

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

HP=99; FP=45; Ward=3; SP=65 (gallop)

Att | Dam | Def | Stab: hoof=+17 | 12 | 26 | 34

Model (Level 12)

TN= 6; ST= 7; AG= -3; CR= -5; PC= 4; HT= 0; IN= -4

HP=99; FP=45; Ward=3; SP=70 (gallop)

Att | Dam | Def | Stab: hoof=+20 | 12 | 29 | 36

Outstanding (Level 14)

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

HP=108; FP=49; Ward=3; SP=70 (gallop)

Att | Dam | Def | Stab: hoof=+22 | 12 | 32 | 39

Medium Fairy Horse Examples

Baseline Attributes

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

Adequate (Level 4)

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

HP=45; FP=38; Ward=1; SP=55 (gallop)

Att | Dam | Def | Stab: hoof=+9 | 5 | 21 | 23

Decent (Level 6)

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

HP=49; FP=41; Ward=2; SP=60 (gallop)

Att | Dam | Def | Stab: hoof=+11 | 5 | 24 | 27

Fit (Level 8)

TN= 4; ST= 1; AG= 2; CR= -4; PC= 3; HT= 0; IN= -5
 HP=49; FP=41; Ward=2; SP=60 (gallop)
 Att | Dam | Def | Stab: hoof=+15 | 5 | 28 | 29

Laudable (Level 10)

TN= 4; ST= 1; AG= 2; CR= -4; PC= 4; HT= 0; IN= -4
 HP=49; FP=45; Ward=2; SP=65 (gallop)
 Att | Dam | Def | Stab: hoof=+17 | 5 | 30 | 32

Model (Level 12)

TN= 4; ST= 1; AG= 3; CR= -3; PC= 4; HT= 0; IN= -4
 HP=49; FP=45; Ward=2; SP=70 (gallop)
 Att | Dam | Def | Stab: hoof=+20 | 5 | 33 | 34

Outstanding (Level 14)

TN= 5; ST= 1; AG= 3; CR= -3; PC= 4; HT= 1; IN= -4
 HP=54; FP=49; Ward=2; SP=70 (gallop)
 Att | Dam | Def | Stab: hoof=+22 | 5 | 36 | 37

Small Fairy Horse Examples**Baseline Attributes**

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

Adequate (Level 4)

TN= 1; ST= -5; AG= 6; CR= -2; PC= 2; HT= 0; IN= -5
 HP=23; FP=38; Ward=1; SP=55 (gallop)
 Att | Dam | Def | Stab: hoof=+9 | 3 | 25 | 21

Decent (Level 6)

TN= 2; ST= -5; AG= 6; CR= -2; PC= 3; HT= 0; IN= -5
 HP=25; FP=41; Ward=1; SP=60 (gallop)
 Att | Dam | Def | Stab: hoof=+11 | 3 | 28 | 25

Fit (Level 8)

TN= 2; ST= -5; AG= 8; CR= -2; PC= 3; HT= 0; IN= -5
 HP=25; FP=41; Ward=1; SP=60 (gallop)
 Att | Dam | Def | Stab: hoof=+15 | 3 | 32 | 27

Laudable (Level 10)

TN= 2; ST= -5; AG= 8; CR= -2; PC= 4; HT= 0; IN= -4
 HP=25; FP=45; Ward=1; SP=65 (gallop)
 Att | Dam | Def | Stab: hoof=+17 | 3 | 34 | 30

Model (Level 12)

TN= 2; ST= -5; AG= 9; CR= -1; PC= 4; HT= 0; IN= -4
 HP=25; FP=45; Ward=1; SP=70 (gallop)
 Att | Dam | Def | Stab: hoof=+20 | 3 | 37 | 32

Outstanding (Level 14)

TN= 3; ST= -5; AG= 9; CR= -1; PC= 4; HT= 1; IN= -4
 HP=27; FP=49; Ward=1; SP=70 (gallop)
 Att | Dam | Def | Stab: hoof=+22 | 3 | 40 | 35

Hungry Grass

Hungry Grass, or more formally **Féar Gortach**, is a vampiric plant with long, grassy tendrils. It looks like a patch of tall grass indistinguishable from the field of normal grass in which it resides. The plant is rooted to the ground, but is both animate and thirsty for the sweet taste of your soul.

Hungry Grass sometimes arises when a corpse is left to rot in an open field. Each such patch covers an area equal to that of the corpse spawning it. So, a medium-sized corpse will give rise to a medium-sized patch of Hungry Grass; a large-sized corpse will give rise to a large-sized patch of Hungry Grass; etc. As such, the sites of many ancient battlefields are veritable minefields full of Hungry Grass patches.

When a living creature wanders within the area a Hungry Grass patch covers, the grass will writhe and twist to grab hold of it. The plant is strong for its size, and it will hang on to its prey to slowly drain it of its life essence. The prey only feels a general weakness from this attack, as the grass's attack doesn't puncture the skin. Those escaping the plant's grasp often report a voracious appetite and thirst, no doubt the body's response to the draining experience.

Habitat: Hungry Grass inhabits grassy hills, bogs, swamps, and anywhere else grass commonly grows.

Origin: Legends of Féar Gortach come from Irish folklore. The term Féar Gortach literally means "Hungry Grass". It is also known as Fairy Grass, and was believed by some to be planted by fairies. Others asserted that it sometimes arose from normal grass when a corpse was laid upon it. In either case, the grass supposedly imposed great hunger to anyone that walked across it. One story tells of a fisherman that braved crossing over Hungry Hill in order to get to the ocean to fish, despite being warned that the hill was covered by Hungry Grass. As he did so, he was eating an apple. While walking over the hill, the grass tried to grab him. But, every time he took a bite of his apple, the Hungry Grass was forced to let go. A similar legend of a plant called Devil's Snare comes from South American folklore.

Fun Facts: Hungry Grass hinders the movement of any creature walking across it. As such, creatures walking through its area are slowed to a Creep.

Hungry Grass is treated like a unique blend between an immobile swarm and a normal creature. Like a swarm, other creatures can move into the area it occupies. However, unlike most swarms, it can't move and it has a Reach of 5 feet. Further, each Hungry Grass patch has a single, combined Hit Point (and Fate Point) pool (rather than having

separate pools for each Swarm Batch like most Swarms). However, a Hungry Grass patch can attack any number of creatures within its reach. So, if there are three creatures within the Reach of a single Hungry Grass patch, each of the three will be the target of an Assault Action from the grass.

Treat the grass's attack as a Tendrils Attack (as described in the Special Attack Modes section of The Rules Reference).

The touch of Hungry Grass acts as the Occult spell Manifest Dire Starving Touch that affects the target as if cast at a spell rank equal to the grass's Level. Until the victim's Hit Points are completely restored to full, anyone damaged by this plant in this way gains the Temporary Trait, "Voraciously Hungry".

Durabilities: This creature is Immune to Bleeding, Captivating, Deluding, Enervating, Infernal, Internal, Metaphysical, Quieting, Righteous, Suffocating, Sunshining, and Toxic Effects; and Sensitive to Acidic, Blighting, Chopping, and Scorching Effects.

Keywords: living, vegetal, vampiric

Gifts: Motion Sensitivity.

Attack Modes: Tendril + Special

Move Modes: None

Danger Tier: +1

Cunning: instinctive

Wealth Type: Incidental

Great Hungry Grass Examples

Baseline Attributes

TN=8; ST=14; AG= -16; CR=0; PC= -2; HT= -3; IN= -8

Adequate (Level 8)

TN=9; ST=16; AG= -13; CR=0; PC= -2; HT= -3; IN= -6

HP=279; FP=20; Ward=5; SP=0 (none)

Att | Dam | Def | Stab: tendril=+15 | 7 (setback) +special | 18 | 29

Decent (Level 10)

TN=10; ST=16; AG= -13; CR=1; PC= -2; HT= -3; IN= -6

HP=304; FP=20; Ward=6; SP=0 (none)

Att | Dam | Def | Stab: tendril=+17 | 8 (setback) +special | 21 | 32

Fit (Level 12)

TN=10; ST=17; AG= -13; CR=1; PC= -2; HT= -3; IN= -5

HP=332; FP=20; Ward=6; SP=0 (none)

Att | Dam | Def | Stab: tendril=+20 | 8 (setback) +special | 23 | 34

Laudable (Level 14)

TN=11; ST=17; AG= -13; CR=1; PC= -2; HT= -2; IN= -5

HP=362; FP=22; Ward=7; SP=0 (none)

Att | Dam | Def | Stab: tendril=+22 | 8 (setback) +special | 26 | 37

Model (Level 16)

TN=11; ST=17; AG= -13; CR=2; PC= -1; HT= -2; IN= -5

HP=362; FP=24; Ward=7; SP=0 (none)

Att | Dam | Def | Stab: tendril=+24 | 9 (setback) +special | 28 | 40

Outstanding (Level 18)

TN=11; ST=17; AG= -13; CR=2; PC=1; HT= -2; IN= -5

HP=362; FP=29; Ward=7; SP=0 (none)

Att | Dam | Def | Stab: tendril=+26 | 9 (setback) +special | 30 | 44

Large Hungry Grass Examples

Baseline Attributes

TN= 6; ST= 8; AG= -10; CR= 2; PC= -2; HT= -3; IN= -8

Adequate (Level 2)

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

HP=108; FP=20; Ward=3; SP=0 (none)

Att | Dam | Def | Stab: tendril=+6 | 8 (setback) +special | 14 | 20

Decent (Level 4)

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

HP=117; FP=20; Ward=3; SP=0 (none)

Att | Dam | Def | Stab: tendril=+9 | 8 (setback) +special | 18 | 23

Fit (Level 6)

TN= 7; ST= 10; AG= -7; CR= 2; PC= -2; HT= -3; IN= -8

HP=140; FP=20; Ward=3; SP=0 (none)

Att | Dam | Def | Stab: tendril=+13 | 8 (setback) +special | 20 | 25

Laudable (Level 8)

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

HP=140; FP=20; Ward=3; SP=0 (none)

Att | Dam | Def | Stab: tendril=+15 | 8 (setback) +special | 22 | 27

Model (Level 10)

TN= 8; ST= 10; AG= -7; CR= 3; PC= -2; HT= -3; IN= -6
HP=152; FP=20; Ward=4; SP=0 (none)

Att | Dam | Def | Stab: tendril=+17 | 9 (setback) +special |
25 | 30

Outstanding (Level 12)

TN= 8; ST= 11; AG= -7; CR= 3; PC= -2; HT= -3; IN= -5
HP=166; FP=20; Ward=4; SP=0 (none)

Att | Dam | Def | Stab: tendril=+20 | 9 (setback) +special |
27 | 32

Remarkable (Level 14)

TN= 9; ST= 11; AG= -7; CR= 3; PC= -2; HT= -2; IN= -5
HP=181; FP=22; Ward=5; SP=0 (none)

Att | Dam | Def | Stab: tendril=+22 | 9 (setback) +special |
30 | 35

Superb (Level 16)

TN= 9; ST= 11; AG= -7; CR= 4; PC= -1; HT= -2; IN= -5
HP=181; FP=24; Ward=5; SP=0 (none)

Att | Dam | Def | Stab: tendril=+24 | 10 (setback) +special |
32 | 38

Wondrous (Level 18)

TN= 9; ST= 11; AG= -7; CR= 4; PC= 1; HT= -2; IN= -5
HP=181; FP=29; Ward=5; SP=0 (none)

Att | Dam | Def | Stab: tendril=+26 | 10 (setback) +special |
34 | 42

Medium Hungry Grass Examples**Baseline Attributes**

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

Adequate (Level 0)

TN= 4; ST= 2; AG= -4; CR= 4; PC= -2; HT= -3; IN= -8
HP=54; FP=20; Ward=2; SP=0 (none)

Att | Dam | Def | Stab: tendril=+2 | 8 (setback) +special |
14 | 16

Decent (Level 2)

TN= 4; ST= 2; AG= -2; CR= 4; PC= -2; HT= -3; IN= -8
HP=54; FP=20; Ward=2; SP=0 (none)

Att | Dam | Def | Stab: tendril=+6 | 8 (setback) +special |
18 | 18

Fit (Level 4)

TN= 5; ST= 2; AG= -1; CR= 4; PC= -2; HT= -3; IN= -8
HP=59; FP=20; Ward=2; SP=0 (none)

Att | Dam | Def | Stab: tendril=+9 | 8 (setback) +special |
22 | 21

Laudable (Level 6)

TN= 5; ST= 4; AG= -1; CR= 4; PC= -2; HT= -3; IN= -8
HP=70; FP=20; Ward=2; SP=0 (none)

Att | Dam | Def | Stab: tendril=+13 | 8 (setback) +special |
24 | 23

Model (Level 8)

TN= 5; ST= 4; AG= -1; CR= 4; PC= -2; HT= -3; IN= -6
HP=70; FP=20; Ward=2; SP=0 (none)

Att | Dam | Def | Stab: tendril=+15 | 8 (setback) +special |
26 | 25

Outstanding (Level 10)

TN= 6; ST= 4; AG= -1; CR= 5; PC= -2; HT= -3; IN= -6
HP=76; FP=20; Ward=3; SP=0 (none)

Att | Dam | Def | Stab: tendril=+17 | 9 (setback) +special |
29 | 28

Remarkable (Level 12)

TN= 6; ST= 5; AG= -1; CR= 5; PC= -2; HT= -3; IN= -5
HP=83; FP=20; Ward=3; SP=0 (none)

Att | Dam | Def | Stab: tendril=+20 | 9 (setback) +special |
31 | 30

Superb (Level 14)

TN= 7; ST= 5; AG= -1; CR= 5; PC= -2; HT= -2; IN= -5
HP=91; FP=22; Ward=3; SP=0 (none)

Att | Dam | Def | Stab: tendril=+22 | 9 (setback) +special |
34 | 33

Wondrous (Level 16)

TN= 7; ST= 5; AG= -1; CR= 6; PC= -1; HT= -2; IN= -5
HP=91; FP=24; Ward=3; SP=0 (none)

Att | Dam | Def | Stab: tendril=+24 | 10 (setback) +special |
36 | 36

Bestiary ~ I

Imp

Imps are tiny humanoids, with hunched backs, horns, bat wings, and barbed tails that deliver mind-altering poisons. In their natural form, they range in size from 6 to 12 inches in height. Imps are types of Cambions, living creatures that are crosses between living creatures and eidolons (in this case between fey and devils). As such, they are Ageless.

Each imp can shape-shift into the form of a single animal. This alternate form is always black with a reddish highlight to the eyes. Further, each imp has an innate occult spell they can cast in either form. Which spell they can cast depends on the form into which they can transform as shown below:

Form	Occult Spell
Tiny Cat	<u>Procure Silencing Aura of Large Size</u>
Tiny Crow	<u>Invoke Grief of Fell Despair</u>
Tiny Dog	<u>Flaunt Shadow Form</u>
Tiny Ferret	<u>Provide Quickening</u>
Tiny Hare	<u>Teleport Short Range</u>
Tiny Lizard	<u>Provide Apt Chameleon's Gamble</u>
Tiny Owl	<u>Manifest Large Gloom of Dire Fear</u>
Tiny Rat	<u>Bestow Phantasmal Invisibility</u>
Tiny Tarantula	<u>Generate Large Morass of Dire Web</u>
Tiny Toad	<u>Render Dire Pox</u>
Tiny Snake	<u>Manifest Large Halo of Dire Toxic Fumes</u>
Tiny Monkey	<u>Devise Deft Dire Phantasmal Tickling</u>

A character having the gift of Familiar Bonding and a sufficient rank in Demon Lore can take an Imp as a familiar.

Habitat: Imps inhabit wherever their masters put them. Some have been literally crammed into tight-fitting bottles and left on shelves for decades.

Origin: The term Imp derives from *impe* or *impa* in Old English, meaning shoot or sapling. An imp, then, is an offshoot of the Christian devil. The Puritans blurred the boundaries between faeries and imps by demonizing all faery lore, declaring all faeries to be devilish imps.

Fun Facts: Each Imp can Shift to ... Form (as the skill) into one of the forms listed on the table above. For stats in its alternate form, use the examples in The Tome of Terrors under Flying Critter, Scampering Critter, or Skittering Critter (whichever seems most appropriate). Use the one with the highest Level less than or equal to its Level.

Imps are consummate pranksters. All utilize the Trickery skill at a skill rank equal to their Levels. Further, their

barbed tails deliver a Typical Hallucinogenic Poison.

Durabilities: Immune to Blighting, Captivating, Poisoning, Quieting, Starving, Suffocating, and Sunshining Effects; and Resistant to Infernal and Righteous Effects.

Keywords: cambion, humanoid, living, trickster

Attack Modes: Dagger or Carnivorous Bite or Sting

Traits: Revels in Fiendish Pranks *Danger Tier:* +1

Move Modes: Run / Hover

Gifts: Astral Vision

Cunning: Alert

Wealth Type: Nil

Tiny Imp 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 (hover)

Att | Dam | Def | Stab: dagger=+7 | 1 | 19 | 7; or bite=+4 | 2 | 22 | 10; or sting=+4 | 1 +poison | 22 | 10

Decent (Level 2)

TN= -4; ST= -11; AG= 12; CR= 5; PC= 0; HT= 0; IN= 0

HP=9; FP=32; Ward=0; SP=30 (run) / 40 (hover)

Att | Dam | Def | Stab: dagger=+10 | 1 | 21 | 9; or bite=+7 | 2 | 24 | 12; or sting=+7 | 1 +poison | 24 | 12

Fit (Level 4)

TN= -4; ST= -11; AG= 13; CR= 5; PC= 0; HT= 0; IN= 1

HP=9; FP=32; Ward=0; SP=35 (run) / 45 (hover)

Att | Dam | Def | Stab: dagger=+13 | 1 | 24 | 11; or bite=+10 | 2 | 27 | 14; or sting=+10 | 1 +poison | 27 | 14

Laudable (Level 6)

TN= -3; ST= -10; AG= 13; CR= 5; PC= 0; HT= 0; IN= 1

HP=10; FP=32; Ward=0; SP=35 (run) / 45 (hover)

Att | Dam | Def | Stab: dagger=+16 | 1 | 27 | 14; or bite=+13 | 2 | 30 | 17; or sting=+13 | 1 +poison | 30 | 17

Model (Level 8)

TN= -2; ST= -10; AG= 13; CR= 6; PC= 0; HT= 0; IN= 1

HP=11; FP=32; Ward=0; SP=35 (run) / 45 (hover)

Att | Dam | Def | Stab: dagger=+18 | 1 | 30 | 17; or bite=+15 | 2 | 33 | 20; or sting=+15 | 1 +poison | 33 | 20

Outstanding (Level 10)

TN= -2; ST= -9; AG= 13; CR= 6; PC= 0; HT= 1; IN= 1

HP=12; FP=34; Ward=0; SP=40 (run) / 50 (hover)

Att | Dam | Def | Stab: dagger=+21 | 1 | 32 | 19; or bite=+18 | 2 | 35 | 22; or sting=+18 | 1 +poison | 35 | 22

Incubus

In its natural state, the Incubus is a large smelly devil with abundant hair, slavering fangs, and deadly claws. This form is rarely seen by mortals, however, as the Incubus prefers to beguile its victims rather than rend them. When it “puts on a good face,” the male Incubus has striking facial features, alluring eyes, and a perfectly proportioned body. When it assumes a female form, the devil is known as a Succubus and its seductiveness easily matches the male’s in physical beauty and suggestive body language.

The Incubus entices its victims with pleasures of the flesh. It usually begins by entering its victim's dreams to fulfill their baser desires. By doing so, the devil lets the victim know the kinds of rewards available. After a few of these 'sessions', the Incubus uses its magical charming abilities to implant suggestions into the victim's mind. These start out offering great reward for trivial costs. For example, a succubus may suggest that a monk 'steal a cookie from the cookie jar'. This slightly mischievous act falls within the bounds of nearly everyone's morals. Nevertheless, it gets the monk going in the 'right' direction to serve the devil’s purposes. Of course, the monk believes he acts on his own volition. He never remembers the suggestion given him by his nighttime visitor. With luck, the gentle humble monk will transform into a raving axe-murderer within a year or two.

Incubi are difficult to slay. They tend to flee at the first signs of danger, only to return later to continue their relentless pursuits. Short of killing the spirit outright, the only way permanently banish an incubus is to perform an Exorcism during one of its nightly visitations. Rarely, Incubi have offspring that invariably turn out deformed in some way and possessing unusual powers. Some say that trolls and their kind were originally fathered by Incubi and Merlin, the great Wizard himself, was supposedly the child of an incubus.

Habitat: Being a devilish spirit, the incubus has no set habitat. However, they tend to seek out bedchambers near sacred monasteries and temples so that they can corrupt as many good people as possible with their vile temptations.

Origin: The strands of the incubus legends wind all the way back to ancient Greece and Egypt, where devout followers would “incubate” overnight in a temple to gain divine inspiration and prophecy. During the night, the priest would visit to give advice and act as the voice of the gods. Although the Christian church initially had a similar ritual of “keeping vigil,” it personified and demonized the pagan practice. During the Inquisition, many men and women were burned at the stake for allegedly consorting with Incubi. The Finnish version of the incubus is known as the Sukusendal. Like the incubus, the Finnish spirit changed its sex to accommodate its victims.

Fun Facts: Incubi can cast the following Occult spells: Apply Grim Entrancement to Living Creature, Impart Dream Message, Fascinate with Doubly Deft Brittle Ecstasy, Invoke Grief of Fell Slumber, Invoke Grief of Fell Mesmerizing, and Stride in Spectral Form. See The Oculus of Occultism

for further details. They may also use the Eldritch skill of Evoke Nightmare (The Character Compendium). In addition, the Incubi can instantly transform itself from a charming, strapping young man into a voluptuous alluring woman. Either form can be held indefinitely.

Durabilities: 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: devil, eidolon, humanoid, narcissist

Attack Modes: Claw

Move Modes: Run

Wealth Type: Nil

Cunning: Brilliant

Gifts: Astral Vision

Danger Tier: +2

Medium Incubus Examples

Baseline Attributes

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

Adequate (Level 4)

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

HP=35; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: claw=+11 | 5 | 20 | 20

Decent (Level 6)

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

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

Att | Dam | Def | Stab: claw=+15 | 7 | 22 | 22

Fit (Level 8)

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

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

Att | Dam | Def | Stab: claw=+17 | 7 | 25 | 25

Laudable (Level 10)

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

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

Att | Dam | Def | Stab: claw=+19 | 7 | 28 | 28

Model (Level 12)

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

HP=49; FP=53; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: claw=+21 | 7 | 30 | 30

Outstanding (Level 14)

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

HP=49; FP=64; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: claw=+23 | 7 | 32 | 34

Bestiary ~ J

Jackdaw

BANG

“BE CAREFUL WITH THAT THING!! Look. You put another hole in the wall. See? One . . . two . . . three . . . four . . . five. Five holes. I know you like cleaning your shiny toy and all but you’re creating quite a racket so be careful. It’s a wonder the landlord doesn’t come up here and complain about the noise although I have to admit that you do keep that thing nice and shiny. Spick-and-span you might say. I like shiny things too, you know. Tin foil, buttons, spoons, marbles, glass beads, coins . . . I like those especially you know . . . I even have a tin soldier or two that I picked up off the playground next door. Got to be quick to get one of those. I’d show you my collection sometime but I doubt you could climb up there anyway and my mother always warned me to keep my stash hidden, you know. “A shiny hidden is a shiny earned,” she’d always say. So I’m afraid I can’t show you where it is and, if you don’t mind my saying so, it’s rather rude of you to ask. At least it is in crow society, you know, although I don’t suppose that anyone’s ever told you that before so I’ll overlook it this time. Just don’t let it happen again or I’ll fly straight out that window, I will. Just you see. You know you really ought to close that thing. It’s freezing outside and you’re letting all the heat out. I’m sure you don’t mind because you’ve got that warm blanket wrapped around you but what about us birds? Huh? Did you ever think of that? All I’ve got are these feathers between me and the chill, so

click

“Be careful there, you know what happened last time. Five holes. One . . . two . . . three . . . four . . . five. Yep five. And if you don’t mind me pointing it out, that thing’s already got a nice sheen to it and I doubt you’re going to make it much better. I can almost see myself in it already, you know. I have to admire the way in which you take care of it . . . all sparkly. That doesn’t just happen. No, no. It takes elbow grease and diligence. Got to hand it to you. My mother would approve, too, you know. Always said, “Early bird gets the worm,” although I have to admit that getting up early didn’t do the worm any good.

** BANG **

thump

“What did I tell you? BE CAREFUL!/? You probably put another hole in the wall. One . . . two . . . three . . . four . . . five. . . Hmmm. Five still. Looks like you missed the wall entirely this time. Got lucky, I guess. Hey! This is no time for a nap. If you think I’m going to patch these holes for you, you’ve got another thing coming. “Got to clean up your own messes,” my mother always told me. She was a crow too,

you know. ‘course she was, ‘course she was. Sweetest bird you ever met. But boy could she talk. Talk, talk, talk, talk, talk. All she ever did. Got to the point that I couldn’t stand to be around her anymore so I flew off and here I am. I do miss her, though. Someday I’ll have to go back to visit. Not that I don’t appreciate your company, you understand. Much better than the landlord downstairs. Met him a couple of weeks ago, you know. Started off just fine. Good listener, but he got to be rather dull after a week. Stopped providing any feedback whatsoever after he knocked that chair over. A conversation’s got to have two points of view, you know . .

Habitat: **Jackdaws** are talkative crows that build nests in community groups to carry out their incessant conversations. Many jackdaws find the company of their own kind too boring to bear, though, because their kindred just keep chattering away instead of listening to the insightful pearls of wisdom bestowed upon them. These wise and gracious windbags will abandon their kindred, and nest near human habitation where they will lecture to anyone foolish enough to listen.

Origin: Crows, also known as ‘jackdaws’, are found in folklore of every land in which they reside. They are commonly believed to possess insights into the future and are often taken as bad omens (although this is not universally true). The crow is one form that the Nordic Valkyries were said to assume in their discourse with humans. We use the term ‘jackdaw’ to describe one highly chatty viewpoint of crows described in ancient legend.

Fun Facts: Jackdaws are far more intelligent than most birds. Unfortunately, they are also the most gossipy and talkative species known.

A few jackdaws have learned the basics of Occultism. Those few that have accomplished this remarkable feat really have done little more than memorize the phrases spoken to invoke specific spells. Obviously, only those spells requiring nothing more than pure verbal components are within the reach of even the most brilliant jackdaws.

Probably because of the spell-casting abilities acquired by some of these crows, jackdaws are occasionally taken as familiars. Although this seems quite foolhardy to anyone that has encountered one of these black-feathered nuisances, jackdaw familiars are almost the exclusive domain of deaf mages. To do so, the Occultist must possess the gift of Familiar Bonding and must be a sufficient rank in Beast Lore.

Anyone listening to a jackdaw’s chatter for a full week must make an Avoidance Roll with Wisdom Adjustments against a Threshold of 10 plus the bird’s Level. Failure indicates the victim is affected as the Occult spell Devise Deft Phantasmal Murmurings. Fortunately, only a single successful roll is required for any given bird.

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

Keywords: avian, blooded, chatterbox, fleshy, living

Wealth Type: Hoard *Cunning:* Clever

Traits: Chatterbox *Gifts:* Day Vision

Attack Modes: Beak *Move Modes:* Hop/Glide

Danger Tier: 0

Tiny Jackdaw Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=8; FP=32; Ward=0; SP=25 (hop) / 65 (glide)

Att | Dam | Def | Stab: beak=+4 | 2 | 22 | 12

Decent (Level 2)

TN= -4; ST= -12; AG= 12; CR= 2; PC= 3; HT= -1; IN= 2

HP=8; FP=38; Ward=0; SP=25 (hop) / 65 (glide)

Att | Dam | Def | Stab: beak=+6 | 2 | 24 | 15

Fit (Level 4)

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

HP=10; FP=38; Ward=0; SP=30 (hop) / 70 (glide)

Att | Dam | Def | Stab: beak=+9 | 2 | 27 | 18

Laudable (Level 6)

TN= -3; ST= -11; AG= 12; CR= 2; PC= 4; HT= -1; IN= 3

HP=10; FP=41; Ward=0; SP=30 (hop) / 70 (glide)

Att | Dam | Def | Stab: beak=+11 | 2 | 29 | 21

Model (Level 8)

TN= -3; ST= -10; AG= 12; CR= 3; PC= 4; HT= -1; IN= 3

HP=10; FP=41; Ward=0; SP=30 (hop) / 70 (glide)

Att | Dam | Def | Stab: beak=+14 | 2 | 31 | 23

Outstanding (Level 10)

TN= -3; ST= -9; AG= 13; CR= 3; PC= 4; HT= -1; IN= 3

HP=11; FP=41; Ward=0; SP=40 (hop) / 80 (glide)

Att | Dam | Def | Stab: beak=+18 | 2 | 34 | 25

Jack-o'-Lantern

(Foolish Fire)

Jack-o'-Lanterns are restless spirits who wander through dark places. The only visible part of the Ghost is the ethereal lantern that it carries to illuminate its way. This lantern is nothing more than a vague ball of light which bobs to and fro as the spirit walks.

Some people believe these spirits to be on endless quests for lost items or forgotten secrets. It is possible that these ghosts are looking for ways to gain entry into heaven.

Whenever a **Jack-o'-Lantern** encounters a corpse, it will attempt to revive the body with its magical capabilities. These Ghosts may perform these 'favors' in attempting to discover the means of accomplishing their quests or they may simply be looking for ways to relieve their boredom. Obviously, a Jack-o'-Lantern can be a true nuisance to any party attempting to clear out a haunted castle.

Jack-o'-Lanterns do not attack directly. Rather they will use their charming abilities to lure trespassers into dangerous situations. If the charm fails to work, the spirit will simply depart and try again at a later time - preferably on a lone adventurer.

Habitat: **Jack-o'-Lanterns** walk at night along country roads and haunt swamps and marshes. They are also known to inhabit abandoned castles and mines.

Origin: British folklore describes a man named Jack who, after having tricked his way out of an eternity of damnation, wandered forever on earth since heaven would not allow him admittance. He had only a smoldering coal taken from the fiery pit to light his way, which he carried in a carved turnip. Irishmen immigrating to America substituted the pumpkin for the turnip in their Halloween festivities giving rise to the modern day jack-o'-lantern.

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

The light of this spirit's lantern has a powerful charming influence which acts much like the Occult spell Flaunt Great Aura of Dire Fascination. Anyone viewing the light must make an Avoidance Roll with Wisdom Adjustments or follow anywhere it leads. The spell is cast at a spell rank equal to the spirit's Level.

Jack-o'-Lanterns also have the ability to reanimate slain undead creatures as the Occult spell Beseech Undeath from a Few Corpses. See The Oculus of Occultism for details.

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

Gifts: Astral Vision. Further, Jack-o'-Lanterns also have the gifts of Spawn Undead Headless Specter and Spawn Undead Haunted Tree, which they will use on any fresh corpses they encounter (Headless Specters will arise only from decapitated corpses. The ghost of any slain person can haunt any nearby tree). See The Character Compendium for details.

Keywords: ghost, undead

Traits: Afraid of Sunlight *Danger Tier:* +1

Wealth Type: Incidental *Cunning:* Alert

Attack Modes: Special *Move Modes:* Waft

Medium Jack-o'-Lantern 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= 0; HT= 1; IN= 1

HP=---; FP=34; Ward=N/A; SP=20 (hop) / 60 (glide)

Att | Dam | Def | Stab: special=na | special | 15 | 14

Decent (Level 6)

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

HP=---; FP=38; Ward=N/A; SP=25 (hop) / 65 (glide)

Att | Dam | Def | Stab: special=na | special | 18 | 17

Fit (Level 8)

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

HP=---; FP=41; Ward=N/A; SP=30 (hop) / 70 (glide)

Att | Dam | Def | Stab: special=na | special | 21 | 20

Laudable (Level 10)

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

HP=---; FP=45; Ward=N/A; SP=30 (hop) / 70 (glide)

Att | Dam | Def | Stab: special=na | special | 23 | 22

Model (Level 12)

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

HP=---; FP=49; Ward=N/A; SP=30 (hop) / 70 (glide)

Att | Dam | Def | Stab: special=na | special | 25 | 24

Outstanding (Level 14)

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

HP=---; FP=49; Ward=N/A; SP=30 (hop) / 70 (glide)

Att | Dam | Def | Stab: special=na | special | 27 | 26

Jelly, Vough

A Vough Jelly is an amorphous monster whose natural appearance is that of a wet, translucent gelatin. It can assume any rough shape, from that of a chest or chair, to that of a dog or horse. Further, it has the magical ability to disguise itself with illusion. Its favorite tactic is to assume the appearance of a chest or pile of treasure to lure prey into touching it voluntarily.

If anyone touches a Vough Jelly, they immediately stick to it. The jelly will then attempt to engulf their prey so that it can slowly digest them over the course of days. If their prey breaks free of their grasp, the jelly will attack with its pseudopods in an attempt to reacquire its grip.

Habitat: A Vough Jelly is comfortable on both land and under water. When on dry ground, they never venture too far from nearby a pool or stream. They prefer the dark, though, and cannot survive for long in completely dry environments.

Origin: The Vough comes from the folklore of the Scottish Highlands. It was said to have the power to assume any shape. Commonly, it would assume the form of a horse. Anyone mounting it would stick fast, and the Vough would drown them in a nearby lake. Supposedly, its true jellyfish-like form would be revealed if a light was shone on it. The Vough is a type of Fuath, a malevolent monster associated with water, along with the Kelpie and the Brollachan.

Fun Facts: A Vough Jelly can crawl along walls and ceilings with as much ease as floors. Further, it has the Eldritch ability of Guise, which it casts at a spell rank equal to its Level. (See The Character Compendium for details.)

Vough Jellies attack using pseudopods. Treat this as a Restraining Attack (as described in the Special Attack Modes section of The Rules Reference). However, if a Vough can get its prey to touch it voluntarily, it foregoes needing to perform the initial Grabbing Attack.

Anyone Overcome by a Vough Jelly is completely engulfed by it. Thereafter, they sustain 1 point of Acid Damage per Round. Further, they suffocate as described under Choking / Drowning / Suffocating in the Character Conditions section of The Rules Reference.

While a creature is engulfed in this way, any Damage caused by physical blows or electrical effects to the jelly are automatically propagated to the engulfed creature as well. Any damage caused by other effects, though, will only affect the jelly itself.

If the jelly dies, comrades may cut out those swallowed in 3 Rounds with any sharp instrument.

Finally, sunlight causes the jelly severe pain. If it sustains any Sunshining damage, the Vough temporarily loses its ability to mimic any form, and will revert to its natural gelatinous state.

Durabilities: This creature is Immune to Acidic, Bleeding,

Captivating, Crushing, Enervating, Entrancing, Fettering, Footing, Infernal, Internal, Maladive, Metaphysical, Puncturing, Quieting, Righteous, Sedating, and Suffocating Effects; and Sensitive to Electrical and Sunshining Effects.

Keywords: amphibious, jelly, living, Lovecraftian

Attack Modes: Engulf *Danger Tier:* 0

Wealth Type: Incidental *Gifts:* Dark Vision

Cunning: Simpleminded

Move Modes: Ambulate / Cling

Large Vough Jelly Examples

Baseline Attributes

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

Adequate (Level 4)

TN= 7; ST= 9; AG= -8; CR= 2; PC= 0; HT= -2; IN= -4
HP=128; FP=26; Ward=3; SP=20 (ambulate) / 20 (cling)
Att | Dam | Def | Stab: engulf=+9 | 8 (setback) | 17 | 25

Decent (Level 6)

TN= 7; ST= 9; AG= -6; CR= 2; PC= 0; HT= -2; IN= -4
HP=128; FP=26; Ward=3; SP=25 (ambulate) / 25 (cling)
Att | Dam | Def | Stab: engulf=+13 | 8 (setback) | 21 | 27

Fit (Level 8)

TN= 7; ST= 9; AG= -6; CR= 2; PC= 0; HT= -1; IN= -4
HP=128; FP=29; Ward=3; SP=25 (ambulate) / 25 (cling)
Att | Dam | Def | Stab: engulf=+15 | 8 (setback) | 23 | 29

Laudable (Level 10)

TN= 8; ST= 10; AG= -6; CR= 2; PC= 0; HT= -1; IN= -4
HP=152; FP=29; Ward=4; SP=30 (ambulate) / 30 (cling)
Att | Dam | Def | Stab: engulf=+18 | 8 (setback) | 26 | 32

Model (Level 12)

TN= 8; ST= 10; AG= -5; CR= 3; PC= 0; HT= -1; IN= -4
HP=152; FP=29; Ward=4; SP=30 (ambulate) / 30 (cling)
Att | Dam | Def | Stab: engulf=+21 | 9 (setback) | 29 | 34

Outstanding (Level 14)

TN= 8; ST= 10; AG= -5; CR= 4; PC= 1; HT= -1; IN= -4
HP=152; FP=32; Ward=4; SP=30 (ambulate) / 30 (cling)
Att | Dam | Def | Stab: engulf=+23 | 10 (setback) | 31 | 37

Medium Vough Jelly Examples

Baseline Attributes

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

Adequate (Level 2)

TN= 3; ST= 3; AG= -2; CR= 4; PC= 0; HT= -2; IN= -4
HP=54; FP=26; Ward=1; SP=20 (ambulate) / 20 (cling)
Att | Dam | Def | Stab: engulf=+7 | 8 (setback) | 17 | 19

Decent (Level 4)

TN= 5; ST= 3; AG= -2; CR= 4; PC= 0; HT= -2; IN= -4
HP=64; FP=26; Ward=2; SP=20 (ambulate) / 20 (cling)
Att | Dam | Def | Stab: engulf=+9 | 8 (setback) | 21 | 23

Fit (Level 6)

TN= 5; ST= 3; AG= 0; CR= 4; PC= 0; HT= -2; IN= -4
HP=64; FP=26; Ward=2; SP=25 (ambulate) / 25 (cling)
Att | Dam | Def | Stab: engulf=+13 | 8 (setback) | 25 | 25

Laudable (Level 8)

TN= 5; ST= 3; AG= 0; CR= 4; PC= 0; HT= -1; IN= -4
HP=64; FP=29; Ward=2; SP=25 (ambulate) / 25 (cling)
Att | Dam | Def | Stab: engulf=+15 | 8 (setback) | 27 | 27

Model (Level 10)

TN= 6; ST= 4; AG= 0; CR= 4; PC= 0; HT= -1; IN= -4
HP=76; FP=29; Ward=3; SP=30 (ambulate) / 30 (cling)
Att | Dam | Def | Stab: engulf=+18 | 8 (setback) | 30 | 30

Outstanding (Level 12)

TN= 6; ST= 4; AG= 1; CR= 5; PC= 0; HT= -1; IN= -4
HP=76; FP=29; Ward=3; SP=30 (ambulate) / 30 (cling)
Att | Dam | Def | Stab: engulf=+21 | 9 (setback) | 33 | 32

Bestiary ~ K

Kelpie

A Kelpie is an amphibious plant creature able to assume two forms: an old bent man or a glistening stallion. As a man, his seaweed hair and beard accentuates his rough plant-like appearance. His rags are made of woven kelp. In this form he usually carries a staff or club made from driftwood but delights in grappling whenever possible. Their horse form has a mane and tail of kelp. Its slick black coat glistens with what appears to be dripping water, but is actually a glue-like slime that will hold fast to anyone touching it.

A Kelpie's favorite sport is to graze by a river or lake in the form of a magnificent steed. They thus lure travelers to ride. If anyone mounts them, the evil faery bolts for the water and drags their victim to the bottom. There they buck the hapless rider off, assumes their humanoid form, and grapples the drowning victim. The victorious Kelpie then gorges itself on its victim, careful to leave a dismembered limb on a nearby bank as a gruesome victory trophy.

Habitat: **Kelpies** inhabit fresh water lakes and rivers on whose banks they peacefully graze. They are a rather reclusive faery race prone to appearing only to small groups.

Origin: Also known as a Noggle or Tangie, the Kelpie is a native of Scotland which inhabits the many rivers and lochs of that country. Those living in the lochs, known as the Ech-Ushkya, are particularly malicious and cannibalistic. The Kelpie is a type of Fuath, a malevolent monster associated with water, along with the Vough and the Brollachan.

Fun Facts: Kelpies have the ability to assume the form of a horse or a wiry old man. The transformation from one form into another is instantaneous and can be performed at will whenever needed except when the creature carries a rider.

In horse form, its slimy skin acts as the Occult spell Produce Decent Glue, as if cast at a rank equal to its Level.

If the kelpie bucks, its rider must make an Avoidance Roll with Strength adjustments against a Threshold of 10 plus the Kelpie's Level every Round. Failure indicates the rider falls off.

When in human form, the Kelpie is Large, and is a tremendous wrestler, using the Grappling at a rank equal to its Level. See The Character Compendium for details.

In addition, the kelpie is well versed in the arts of cursing. It can cast the Occult spells Vex with Deft Evil Eye and Vex with Deft Hex at spell ranks equal to its Level. See The Oculus of Occultism for further details on the effects of these curses.

Placing a bridle on a Kelpie forces it into service. However, a Kelpie can never venture more than 50 yards from water. If anyone ever removes the bridle or the rider leaves the Kelpie

untended, it will immediately bolt to the water. Forever after the Kelpie will plague its former master. While the bridle remains, a Kelpie cannot resume its humanoid state.

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, Dehydrating, and Scorching Effects.

Gifts: Aquatic Combat, Night Vision

Attack Modes: Quarterstaff (humanoid form) or Herbivorous Bite/Hoof (equine form) or Shove (either form)

Keywords: amphibious, equine, faery, humanoid, living, vegetal, territorial **Danger Tier:** 0

Move Modes: Run/Gallop/Swim **Cunning:** Alert

Wealth Type: Hoard

Large Kelpie Examples

Baseline Attributes

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

Adequate (Level 4)

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

HP=70; FP=26; Ward=1; SP=40 (run) / 60 (gallop) / 30 (swim)

Att | Dam | Def | Stab: staff=+12 | 12 | 21 | 23; or bite/hoof=+13 | 15 | 18 | 20; or shove=+13 | 5 (setback) | 18 | 20

Decent (Level 6)

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

HP=76; FP=26; Ward=1; SP=40 (run) / 60 (gallop) / 30 (swim)

Att | Dam | Def | Stab: staff=+15 | 12 | 25 | 26; or bite/hoof=+16 | 15 | 22 | 23; or shove=+16 | 6 (setback) | 22 | 23

Fit (Level 8)

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

HP=76; FP=32; Ward=1; SP=45 (run) / 65 (gallop) / 35 (swim)

Att | Dam | Def | Stab: staff=+17 | 12 | 27 | 29; or bite/hoof=+18 | 15 | 24 | 26; or shove=+18 | 6 (setback) | 24 | 26

Laudable (Level 10)

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

HP=91; FP=32; Ward=2; SP=50 (run) / 70 (gallop) / 40 (swim)

Att | Dam | Def | Stab: staff=+20 | 13 | 30 | 32; or bite/hoof=+21 | 16 | 27 | 29; or shove=+21 | 7 (setback) | 27 | 29

Model (Level 12)

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

HP=91; FP=32; Ward=2; SP=50 (run) / 70 (gallop) / 40 (swim)

Att | Dam | Def | Stab: staff=+22 | 13 | 32 | 34; or bite/hoof=+23 | 16 | 29 | 31; or shove=+23 | 7 (setback) | 29 | 31

Outstanding (Level 14)

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

HP=99; FP=34; Ward=2; SP=50 (run) / 70 (gallop) / 40 (swim)

Att | Dam | Def | Stab: staff=+24 | 13 | 35 | 38; or bite/hoof=+25 | 16 | 32 | 35; or shove=+25 | 7 (setback) | 32 | 35

Kirk Grim

It is said that the first creature buried in a graveyard assumes the task of guarding the possessions and graves of all those that follow. The resulting guardian spirits are known as Kirk Grims. To prevent this tiresome burden from falling on man or faery, the first creature buried in a cemetery or temple is usually that of an animal. Large black dogs are ordinarily given the honor, but pigs, horses, and lambs are also common. Whatever their specific form, these spirits all have skins and coats of the pitchest black, their eyes glow a dull red, and light tendrils of flame dance around their jaws.

Habitat: **Kirk Grims** haunt old churches, temples, and graveyards where they faithfully guard the dead. A Kirk Grim unobtrusively remains at its post until thieves plunder its territory. When this happens, the spirit unflinchingly tracks the stolen items and attacks those possessing them. Once the booty is reacquired, the specter returns to await the next grave robber. These spirits hold no real animosity toward the plunderers and will cease their relentless attacks as soon as all of the stolen booty is returned.

Origin: Kirk Grims are known throughout Scandinavia and England and are called many names: Kyrkogrim (Sweden), Kirkegrim (Denmark), Kirkonwaki (Finland), and Church Grim (England). The term Kirk Grim itself is Scottish.

Fun Facts: Unlike most forms of undead, Kirk Grims are able to assume either an ethereal or material state at will. When first encountered, Kirk Grims are invariably Ghostly (as described under Creature Conditions in The Overlord's Omnibus) and attack with their vicious bites. A Kirk Grim's

ghostly teeth inflict real wounds even in this state.

As soon as the Kirk Grim sustains damage, it will assume a material form to utilize its deadly flaming breath.

The flame breath can only be used when in physical form. It acts as the Occult spell Invoke Medium Cone of Grim Fire cast at a rank equal to the Kirk Grim's Level. The Kirk Grim can breathe in this manner only 3 times in a given night.

In material form, normal weapons may hit a Kirk Grim. When the creature assumes material form, it concentrates attacks on anyone demonstrating the ability to harm it while ghostly. When the Kirk Grim eliminates these threats, it resumes an ethereal state and attacks with its bite.

The Kirk Grim has the ability to instinctively trace items that have been pilfered from its domain within a range of 100 miles. This is the maximum distance the spirit can travel away from its grave site and safely return in one night. Once the items are taken out of this range, the specter forever loses the ability to track them.

While defeating a Kirk Grim is difficult in itself, simply killing them cannot shake these spirits. If slain, the creature is temporarily dispersed, but it is not destroyed. It will simply rise again on the following night to resume its post or continue its search for pilfered items.

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: canine, nocturnal, specter, undead

Wealth Type: Incidental

Cunning: Bestial

Traits: Afraid of Sunlight

Gifts: Astral Vision

Attack Modes: Carnivorous Bite

Move Modes: Romp

Danger Tier: +2

Medium Kirk Grim Examples**Baseline Attributes**

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

Adequate (Level 4)

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

HP=38; FP=58; Ward=1; SP=55 (romp)

Att | Dam | Def | Stab: bite=+9 | 6 | 19 | 25

Decent (Level 6)

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

HP=41; FP=64; Ward=1; SP=60 (romp)

Att | Dam | Def | Stab: bite=+12 | 7 | 21 | 28

Fit (Level 8)

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

HP=45; FP=64; Ward=1; SP=65 (romp)

Att | Dam | Def | Stab: bite=+16 | 8 | 24 | 30

Laudable (Level 10)

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

HP=54; FP=64; Ward=1; SP=65 (romp)

Att | Dam | Def | Stab: bite=+18 | 8 | 28 | 34

Model (Level 12)

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

HP=54; FP=64; Ward=1; SP=65 (romp)

Att | Dam | Def | Stab: bite=+20 | 8 | 30 | 36

Outstanding (Level 14)

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

HP=54; FP=64; Ward=1; SP=70 (romp)

Att | Dam | Def | Stab: bite=+23 | 8 | 33 | 38

Kornwief

A Kornwief is a tall, lithe elf-like faery with horse hoofs for feet. Kornwiefs are always female, and are believed to be the feminine counterparts of the Polevik Hobgoblins. Most Kornwiefs are beautiful young women, but children and old women are occasionally seen as well. They are dressed in pure, white gowns and carry scythes. It is their responsibility to ensure the crops get all the sunshine they require to grow.

Kornwiefs strictly enforce faery etiquette in the fields. They are primarily concerned with workers ceasing work at midday, and will punish anyone ignoring her protocols with heat stroke, disease, or, failing that, her scythe. If a battle is going against a Kornwief, she will usually escape by transforming into a whirlwind.

Habitat: Kornwiefs live in or adjacent to fields of tall grain or corn.

Origin: Kornwiefs come from Slavic and Russian folklore, where they are also known as Lady Midday, Noon Witch, Noonwraith, Pudnitsa, Poludnitsa, and Roggenmuhme.

Fun Facts: Kornwiefs may cast the following Occult spells at ranks equal to their Levels: Flee as Ample Deft Cyclone, Invoke Beam of Fell Sunlight, Invoke Great Cone of Fell Sunlight, Manifest Great Aura of Dire Sunshine, Pitch Large Spot of Dire Sunlight, Polymorph into Equine, Render Dire Pox, and Vex with Deft Heat Stroke.

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

Traits: Enforces Faery Etiquette, Fond of Polevik Hobgoblins

Keywords: blooded, faery, fleshy, humanoid, living, shape-shifter

Attack Modes: Sickle or Scythe or Punch/Kick

Wealth Type: mineral (shells, pearls, coral, etc.)

Move Modes: Run/Swim *Size:* Medium

Cunning: Alert *Gifts:* Night Vision

Danger Tier: 0

Medium Kornwief Examples**Baseline Attributes**

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

Adequate (Level 4)

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

HP=32; FP=29; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: sickle=+12 | 7 | 19 | 16; or scythe=+11 | 9 | 20 | 17; or punch/kick=+12 | 6 | 17 | 14

Decent (Level 6)

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

HP=35; FP=29; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: sickle=+16 | 8 | 22 | 18; or scythe=+15 | 10 | 23 | 19; or punch/kick=+16 | 7 | 20 | 16

Fit (Level 8)

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

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

Att | Dam | Def | Stab: sickle=+19 | 8 | 25 | 20; or scythe=+18 | 10 | 26 | 21; or punch/kick=+19 | 7 | 23 | 18

Laudable (Level 10)

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

HP=35; FP=29; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: sickle=+22 | 8 | 28 | 22; or scythe=+21 | 10 | 29 | 23; or punch/kick=+22 | 7 | 26 | 20

Model (Level 12)

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

HP=35; FP=34; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: sickle=+24 | 8 | 30 | 25; or scythe=+23 | 10 | 31 | 26; or punch/kick=+24 | 7 | 28 | 23

Outstanding (Level 14)

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

HP=38; FP=38; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: sickle=+26 | 8 | 33 | 28; or scythe=+25 | 10 | 34 | 29; or punch/kick=+26 | 7 | 31 | 26

Bestiary ~ L

Lamia

The Lamia is a four-legged creature with the head and breasts of a comely woman and the scaled body of a monstrous beast. Her front limbs form lion claws while her hind ones mimic those of a bull. The scales protecting the Lamia's form have the dull appearance of iron and exhibit much of the metal's durability. Despite its appearance, the lamia is quite crafty and will rarely attack until she has garnered some strategic advantage over her opponents.

A Lamia will often use her illusion powers to assume the role of a helpless maiden or a rich but lonely duchess in search of companionship. When she has lured a victim away from their comrades into a secluded glen of her choosing, she will attack. Quite often, she will transform her favored ambushing spot into a lovely country cottage or garden through the use of illusion. Once the two are alone, the Lamia will use any nonviolent means to disarm her victim. She often encourages this by seductively "slipping into something more comfortable". As soon as the man-eating beast has her prey in as compromising a position as possible, she will drop her Disguise Creature ability, draw an illusory weapon with her Devise Phantasmal Weapon spell (using illusory arms), and feast.

Habitat: **Lamias** inhabit deep forests where they dwell in caves or rocky niches.

Origin: The Lamia has a varied origin. It originally appeared in Greek literature as a monster that was half woman and half serpent. The serpentine form of the Lamia is described under Empusa, the early Greek term for Lamia. Over the ages, the Lamia's form changed into that of a beast (as described above). Although this form never really made it into popular belief, the creature did appear in European children's books.

Fun Facts: The Lamia possesses illusionary powers rivaling those of the most powerful Illusionists and may cast the following Occult spells at will: Devise Phantasmal Weapon, Disguise Creature, Disguise Many Coins as Tantalus Gold, Disguise Voice, Pitch Static Figment of Great Size, and Pitch Figment of Large Size.

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

Gifts: Light Natural Armor, Night Vision

Wealth Type: Hoard *Cunning:* Clever

Move Modes: bounding *Danger Tier:* +1

Attack Modes: Claw/Claw

Keywords: blooded, faery, fleshy, illusion, living, man-eating, narcissist

Medium Lamia Examples

Baseline Attributes

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

Adequate (Level 8)

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

HP=59; FP=38; Ward=7; SP=70 (bounding)

Att | Dam | Def | Stab: claw(×2)=+17 | 6 | 32 | 32

Decent (Level 10)

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

HP=64; FP=41; Ward=7; SP=70 (bounding)

Att | Dam | Def | Stab: claw(×2)=+20 | 7 | 34 | 34

Fit (Level 12)

TN= 7; ST= 2; AG= 5; CR= -2; PC= 3; HT= 0; IN= 4

HP=70; FP=41; Ward=7; SP=75 (bounding)

Att | Dam | Def | Stab: claw(×2)=+23 | 8 | 36 | 36

Laudable (Level 14)

TN= 7; ST= 2; AG= 5; CR= -2; PC= 4; HT= 0; IN= 4

HP=70; FP=45; Ward=7; SP=75 (bounding)

Att | Dam | Def | Stab: claw(×2)=+25 | 8 | 38 | 39

Model (Level 16)

TN= 8; ST= 3; AG= 5; CR= -2; PC= 4; HT= 0; IN= 4

HP=83; FP=45; Ward=8; SP=80 (bounding)

Att | Dam | Def | Stab: claw(×2)=+28 | 9 | 41 | 42

Outstanding (Level 18)

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

HP=83; FP=45; Ward=8; SP=80 (bounding)

Att | Dam | Def | Stab: claw(×2)=+30 | 9 | 43 | 44

Lich

(Leichnam, Likhama, Lych)

Liches are arguably the most powerful and horrific undead form in existence. They are the restless remains of evil spell-casters transformed into undeath through potent and sinister magics. A Lich lusts for knowledge and will go to any lengths to acquire information it believes will add to its power. This unquenchable compulsion drives most Liches totally insane.

Liches retain all the knowledge and power possessed in life. As such, Liches may be found professing any spell-casting class. To “pencil-whip” a Lich, pick the classes you want the lich to have and flush them out according to the following guidelines:

If the Lich is a Mystic: Most Mystic Liches have three or four of the Mystical Disciplines. Those that are 16th Level or higher will have all five. The Lich will have ranks in these Disciplines equal to its Level.

If the Lich is an Occultist: Most Occultist Liches will have three or four Occult Classes. Those 6th Level or higher will have five or more. Set the ranks of the Occult Lores in these classes to equal their Levels, with the exception of the four Occult Lores of Triangle Lore, Tetrangle Lore, Pentacle Lore, and Star Lore (whose ranks should be set to half this value).

If the Lich is a Pagan: Set the Lich's Fortune, Judgment, and Observance ranks to equal its Level.

Habitat: Liches dwell wherever they damn well please. It just so happens that it pleases them to inhabit dark foreboding castles and dismal abandoned dungeons.

Origin: Lich is an Old English word derived from the Teutonic and Scandinavian terms leichnam and likhama meaning “corpse” or “soulless body.” Consequently, a lich-gate is a roofed gate into a cemetery or churchyard where a dead body is placed for funeral services before burial.

Perhaps the first recounting of a Lich in folklore was in the Slavic fairy tale The Death of Koschei the Deathless. In this tale, Koschei was a powerful Sorcerer, who gained virtual immortality by placing his soul in a needle, which he put inside an egg, inside a duck, within a rabbit, trapped in a chest, and buried under a tree on an island. Each of these containers was enchanted with powerful magics to flee and protect its contents. No matter how old he got or what wounds he sustained, Koschei could die only if the needle was broken.

Fun Facts: The spells granting a Lich their extended ‘life’ imbue them with mental abilities far beyond those of mere mortals. One of the most powerful attractions that draws mortal spell-casters into accepting this undead state is the impressive benefits given to mental Attributes.

Becoming a Lich requires a person to willingly put their spirit into a Soul Cage, which can be any non-magical

inanimate object at hand when they pass into the embrace of undeath. As long as the Soul Cage remains intact, the Lich has a permanent, continual Cheat Death cast upon it (as the Occult spell, but which works on the undead). The Lich need not keep its Soul Cage with it, and few do. Rather, they hide them away in secret vaults, to keep them out of enemy hands should they fall in battle.

A Lich's gaze acts as the Occult spell Manifest Gaze of Fell Ineffable Awe. Their voice also has the effect of Apply Grim Captivity to Undead. Liches use these powers at spell ranks equal to their Levels.

A Lich's touch acts as the Occult spell Manifest Dire Siphoning Touch that affects the target as if cast at a spell rank equal to the Lich's Level.

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.

Keywords: fleshy, humanoid, occultist, revenant, sociopath, undead

Attack Modes: Melee Weapon or Range Weapon or Scimitar or Quarterstaff or Punch/Kick

Traits: Aversion to Sunlight

Gifts: Astral Vision

Wealth Type: Hoard

Cunning: Brilliant

Move Modes: Run

Danger Tier: +2

Large Lich Examples

Baseline Attributes

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

Adequate (Level 12)

TN= 4; ST= 8; AG= -5; CR= 0; PC= 3; HT= 3; IN= 6

HP=91; FP=53; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: melee=+15 +tempo | weapon+8 |
21+parry | 29+parry; or range=+15 +tempo | weapon |
21+gap | 29+gap; or scimitar=+17 | 15 | 27 | 35; or
staff=+18 | 13 | 28 | 36; or punch/kick=+19 | 15 | 22 | 30

Decent (Level 14)

TN= 4; ST= 8; AG= -5; CR= 1; PC= 3; HT= 3; IN= 7

HP=91; FP=53; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: melee=+17 +tempo | weapon+8 |
23+parry | 31+parry; or range=+18 +tempo | weapon |
23+gap | 31+gap; or scimitar=+19 | 15 | 29 | 37; or
staff=+20 | 13 | 30 | 38; or punch/kick=+21 | 15 | 24 | 32

Fit (Level 16)

TN= 4; ST= 8; AG= -3; CR= 1; PC= 3; HT= 3; IN= 7

HP=91; FP=53; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: melee=+21 +tempo | weapon+8 |
27+parry | 33+parry; or range=+20 +tempo | weapon |
27+gap | 33+gap; or scimitar=+23 | 15 | 33 | 39; or
staff=+24 | 13 | 34 | 40; or punch/kick=+25 | 15 | 28 | 34

Laudable (Level 18)

TN= 5; ST= 8; AG= -3; CR= 1; PC= 3; HT= 3; IN= 7

HP=99; FP=53; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: melee=+23 +tempo | weapon+8 |
30+parry | 36+parry; or range=+22 +tempo | weapon |
30+gap | 36+gap; or scimitar=+25 | 15 | 36 | 42; or
staff=+26 | 13 | 37 | 43; or punch/kick=+27 | 15 | 31 | 37

Model (Level 20)

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

HP=99; FP=53; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: melee=+25 +tempo | weapon+8 |
32+parry | 38+parry; or range=+25 +tempo | weapon |
32+gap | 38+gap; or scimitar=+27 | 15 | 38 | 44; or
staff=+28 | 13 | 39 | 45; or punch/kick=+29 | 15 | 33 | 39

Outstanding (Level 22)

TN= 5; ST= 9; AG= -3; CR= 2; PC= 3; HT= 3; IN= 8

HP=108; FP=53; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: melee=+28 +tempo | weapon+9 |
34+parry | 40+parry; or range=+27 +tempo | weapon |
34+gap | 40+gap; or scimitar=+30 | 16 | 40 | 46; or
staff=+31 | 14 | 41 | 47; or punch/kick=+32 | 16 | 35 | 41
taff=+31 | 14 | 41 | 47; or punch/kick=+32 | 16 | 35 | 41

Medium Lich Examples

Baseline Attributes

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

Adequate (Level 12)

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

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

Att | Dam | Def | Stab: melee=+15 +tempo | weapon+2 |
25+parry | 27+parry; or range=+17 +tempo | weapon |
25+gap | 27+gap; or scimitar=+18 | 8 | 30 | 32; or
staff=+19 | 6 | 31 | 33; or punch/kick=+19 | 7 | 26 | 28

Decent (Level 14)

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

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

Att | Dam | Def | Stab: melee=+17 +tempo | weapon+2 |
27+parry | 29+parry; or range=+20 +tempo | weapon |
27+gap | 29+gap; or scimitar=+20 | 8 | 32 | 34; or
staff=+21 | 6 | 33 | 35; or punch/kick=+21 | 7 | 28 | 30

Fit (Level 16)

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

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

Att | Dam | Def | Stab: melee=+21 +tempo | weapon+2 |
31+parry | 31+parry; or range=+22 +tempo | weapon |
31+gap | 31+gap; or scimitar=+24 | 8 | 36 | 36; or
staff=+25 | 6 | 37 | 37; or punch/kick=+25 | 7 | 32 | 32

Laudable (Level 18)

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

HP=49; FP=53; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: melee=+23 +tempo | weapon+2 |
34+parry | 34+parry; or range=+24 +tempo | weapon |
34+gap | 34+gap; or scimitar=+26 | 8 | 39 | 39; or
staff=+27 | 6 | 40 | 40; or punch/kick=+27 | 7 | 35 | 35

Model (Level 20)

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

HP=49; FP=53; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: melee=+25 +tempo | weapon+2 |
36+parry | 36+parry; or range=+27 +tempo | weapon |
36+gap | 36+gap; or scimitar=+28 | 8 | 41 | 41; or
staff=+29 | 6 | 42 | 42; or punch/kick=+29 | 7 | 37 | 37

Outstanding (Level 22)

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

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

Att | Dam | Def | Stab: melee=+28 +tempo | weapon+3 |
38+parry | 38+parry; or range=+29 +tempo | weapon |
38+gap | 38+gap; or scimitar=+31 | 9 | 43 | 43; or
staff=+32 | 7 | 44 | 44; or punch/kick=+32 | 8 | 39 | 39

Lindwurm

The Lindwurm is a gigantic snake-like dragon armored with brilliant greenish gold or greenish silver scales. It has a deadly pair of fore claws but totally lacks the wings, poisonous bite, and flaming breath weapons that are commonly associated with dragon-kind. Even so, its tremendous cunning more than makes up for its weaknesses.

The Lindwurm delights in kidnapping beautiful princesses in epic poems. In fact, these dragons harbor a great tenderness and desire for lovely maidens, which they usually demand from nearby townships as ransom against their relentless attacks. These maidens are often tied to posts, read poems, fed sweets, and defended furiously from would-be saviors.

Habitat: The flightless Lindwurm prefers to dwell in hilltop caves where it can get a good view of the surrounding countryside. It can also be occasionally encountered in cemeteries and churchyards where it feasts on freshly buried corpses.

Origin: Legends of **Lindwurms** are sprinkled throughout the hills of Sweden, Germany, and Austria. One town even ‘discovered’ an actual Lindwurm skull that inspired the imaginations of local artists. It wasn’t until much later that the skull was revealed to be that of a woolly rhinoceros. This is the dragon form to which the cursed Ring of the Nibelung transformed the Nordic dwarf Fafnir into.

Fun Facts: The dragon can grab hold of and restrain its prey as a Constriction Attack (as described in the Special Attack Modes section of The Rules Reference). Further, its bite delivers a Typical Killing Venom. (See Poisons in The Wicked Workshop for details.)

When desired, the dragon can emit a frightening bellow as the Occult spell Invoke Fell Roar of Epic Size.

The reptile has an impressive manual dexterity considering the claw-like nature of its hands. Indeed, many of these clever dragons learn the arts of spell-casting and swordplay.

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

Like other dragons, the Lindwurm has a natural resistance to charms and enchantments. All spells affecting the creature have their spell ranks cut in half.

Keywords: blooded, carnivore, dragon, fleshy, living, predator, reptile

Attack Modes: Carnivorous Bite+Poison/Claw or Constriction

Traits: Overpowering Affection toward Elven and Human Maidens, the more beautiful the better

Gifts: Gold Sense, Light Natural Armor, Night Vision

Wealth Type: Hoard

Cunning: Genius

Move Modes: Slither

Danger Tier: +2

Large Lindwurm Examples

Baseline Attributes

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

Adequate (Level 8)

TN= 4; ST= 7; AG= -5; CR= 1; PC= 6; HT= 2; IN= 0

HP=83; FP=64; Ward=9; SP=45 (slither)

Att | Dam | Def | Stab: bite/claw=+14 | 17 +poison | 17 | 32;
or constriction=+14 | 4 (dam) + 6 (setback) | 17 | 32

Decent (Level 10)

TN= 4; ST= 8; AG= -5; CR= 1; PC= 7; HT= 2; IN= 0

HP=91; FP=69; Ward=9; SP=50 (slither)

Att | Dam | Def | Stab: bite/claw=+17 | 18 +poison | 19 | 35;
or constriction=+17 | 4 (dam) + 6 (setback) | 19 | 35

Fit (Level 12)

TN= 4; ST= 9; AG= -5; CR= 1; PC= 7; HT= 3; IN= 0

HP=99; FP=76; Ward=9; SP=50 (slither)

Att | Dam | Def | Stab: bite/claw=+20 | 19 +poison | 21 | 37;
or constriction=+20 | 4 (dam) + 6 (setback) | 21 | 37

Laudable (Level 14)

TN= 4; ST= 9; AG= -5; CR= 1; PC= 7; HT= 4; IN= 1

HP=99; FP=82; Ward=9; SP=50 (slither)

Att | Dam | Def | Stab: bite/claw=+22 | 19 +poison | 23 | 39;
or constriction=+22 | 4 (dam) + 6 (setback) | 23 | 39

Model (Level 16)

TN= 4; ST= 9; AG= -5; CR= 1; PC= 7; HT= 4; IN= 2

HP=99; FP=82; Ward=9; SP=50 (slither)

Att | Dam | Def | Stab: bite/claw=+24 | 19 +poison | 25 | 41;
or constriction=+24 | 4 (dam) + 6 (setback) | 25 | 41

Outstanding (Level 18)

TN= 4; ST= 9; AG= -4; CR= 2; PC= 7; HT= 4; IN= 2

HP=99; FP=82; Ward=9; SP=55 (slither)

Att | Dam | Def | Stab: bite/claw=+27 | 19 +poison | 28 | 43;
or constriction=+27 | 4 (dam) + 7 (setback) | 28 | 43

Bestiary ~ M

Malachite Lizard

A Malachite Lizard is an earth elemental in the form of a lizard. Their name is in deference to the Malachite Maid, who sometimes assumes the form of one. However, not all Malachite Lizards are transformed Malachite Maids, and not all are comprised of the marbled green-black stone of malachite. Most are formed from other beautiful stones, such as the blue-gold of lapis-lazuli, translucent golden amber, white marble, etc.

Regardless of their makeup, Malachite Lizards can change their coloration to appear like any earthen material. They use this ability to hide on riverbanks, cave walls, boulder fields, and any other earthen environment.

Habitat: **Malachite Lizards** dwell in and around rocky environments. Although they do not actively seek out the company of lizards, the reptiles are naturally drawn to them. As such, if an area is densely populated by lizards, a Malachite Lizard likely dwells nearby. For this reason, lizardmen often view Malachite Lizards as semi-divine.

Origin: The Malachite Lizard is derived from the Malachite Maid of Slavic folklore, a maiden made of semi-precious stone that can transform into the form of a lizard, and who is often accompanied by the same.

Fun Facts: All Malachite Lizards have the skill Rural Stealth, and may camouflage themselves to appear as any earthen material. This works in a fashion similar to the Occult spell Provide Apt Chameleon's Gamble. Both abilities are used as a rank equal to their Level.

These earth spirits pass freely through any form of earth with ease. In addition, they can see any creature in contact with earth.

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

Gifts: Geo Vision, Heavy Natural Armor

Traits: Angered by Loud Noises, Fond of Lizards

Keywords: elemental, lizard-like, tellurian

Danger Tier: +1

Wealth Type: Nil

Cunning: Alert

Malachite Lizard Form

Attack Modes: Chomp or Tail Whip

Move Modes: Scamper/Cling

Size: Medium

Baseline Attributes

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

Adequate (Level 8)

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

HP=70; FP=38; Ward=12; SP=30 (scamper) / 20 (cling)

Att | Dam | Def | Stab: chomp=+16 | 7 | 21 | 29; or tail=+16 | 2 (dam) + 8 (setback) | 21 | 29

Decent (Level 10)

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

HP=70; FP=38; Ward=12; SP=30 (scamper) / 20 (cling)

Att | Dam | Def | Stab: chomp=+18 | 7 | 23 | 31; or tail=+18 | 2 (dam) + 8 (setback) | 23 | 31

Fit (Level 12)

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

HP=70; FP=38; Ward=12; SP=35 (scamper) / 25 (cling)

Att | Dam | Def | Stab: chomp=+21 | 7 | 26 | 33; or tail=+21 | 2 (dam) + 9 (setback) | 26 | 33

Laudable (Level 14)

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

HP=76; FP=38; Ward=13; SP=35 (scamper) / 25 (cling)

Att | Dam | Def | Stab: chomp=+23 | 7 | 29 | 36; or tail=+23 | 2 (dam) + 9 (setback) | 29 | 36

Outstanding (Level 16)

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

HP=83; FP=38; Ward=13; SP=40 (scamper) / 30 (cling)

Att | Dam | Def | Stab: chomp=+26 | 8 | 31 | 38; or tail=+26 | 2 (dam) + 10 (setback) | 31 | 38

Remarkable (Level 18)

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

HP=83; FP=41; Ward=13; SP=40 (scamper) / 30 (cling)

Att | Dam | Def | Stab: chomp=+28 | 8 | 33 | 41; or tail=+28 | 2 (dam) + 10 (setback) | 33 | 41

Superb (Level 20)

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

HP=83; FP=41; Ward=13; SP=45 (scamper) / 35 (cling)

Att | Dam | Def | Stab: chomp=+31 | 8 | 36 | 43; or tail=+31 | 2 (dam) + 10 (setback) | 36 | 43

Malachite Maid

A Malachite Maid is one of the most revered forms of earth elemental, being considered royalty by elemental society. She appears as a beautiful human maiden, with skin formed from the whitest alabaster or marble. Her eyes are sparkling emeralds, and her hair consists of braids fashioned from the blackest obsidian. She wears a copper crown, and a dress fashioned from green-black malachite, which is hard and cold to the touch, but which flows with her movements like the finest silk.

These elementals are extremely fond of lizards, and are usually accompanied by any number of them. They may even transform into lizards when desired. In fact, their emblem is that of a lizard with a crown. As such, they have earned the epithet of Lizard Queens.

Malachite Maids are masters in all the earthen crafts and arts. They can mine, smelt, sculpt stone, forge metal and beautify glass all with equal aplomb. They are willing to apprentice others in these trades, even mortals, but demand absolute devotion from their pupils in furthering the causes of the earthen domain. Any prospective student must first prove themselves through arduous trials before any Malachite Maid will accept them under their tutelage.

Habitat: Malachite Maids dwell exclusively underground within the deepest caves at the roots of mountains.

Origin: The folklore of the Malachite Maid comes to us from Slavic folklore. She appears in a number of Russian fairy tales, including [The Mistress of the Copper Mountain](#).

Fun Facts: All Malachite Maids are expert Geomancers, and are able to cast all spell in the Geomancer repertoire having lore requirements less than or equal to their Levels.

Further, they are able to use the following skills at ranks equal to their Levels: [Beautifying Ceramics](#), [Beautifying Gemstones](#), [Beautifying Glass](#), [Beautifying Metal](#), [Blowing Glass](#), [Cutting Gemstones](#), [Forging Glass](#), [Forging Metal](#), [Mining](#), [Pottery](#), [Prospecting](#), [Sculpting Stone](#), [Stone Working](#), and [Tinkering](#).

Malachite Maids also have the skill of [Training Lizards](#), and may cast the following Occult spells: [Beget Common Lizard](#), [Fetch Common Lizard](#). Further, they can change their form into that of a Malachite Lizard, as the skill [Shift to Malachite Lizard Form](#).

These earth spirits pass freely through any form of earth with ease. In addition, they can see any creature in contact with earth.

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

Gifts: [Geo Vision](#), [Heavy Natural Armor](#)

Traits: Angered by Loud Noises, Fond of Lizards

Keywords: elemental, humanoid, tellurian

VDanger Tier: +1

Wealth Type: Nil

Cunning: Alert

Malachite Maid Examples

Attack Modes: Hammer Fist or Shove

Move Modes: Run

Size: Medium

Baseline Attributes

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

Adequate (Level 12)

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

HP=76; FP=53; Ward=12; SP=45 (run)

Att | Dam | Def | Stab: hammer fist=+22 | 10 | 26 | 36; or shove=+22 | 6 (setback) | 26 | 36

Decent (Level 14)

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

HP=83; FP=53; Ward=13; SP=45 (run)

Att | Dam | Def | Stab: hammer fist=+24 | 10 | 29 | 39; or shove=+24 | 6 (setback) | 29 | 39

Fit (Level 16)

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

HP=91; FP=53; Ward=13; SP=50 (run)

Att | Dam | Def | Stab: hammer fist=+27 | 11 | 31 | 41; or shove=+27 | 7 (setback) | 31 | 41

Laudable (Level 18)

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

HP=91; FP=58; Ward=13; SP=55 (run)

Att | Dam | Def | Stab: hammer fist=+29 | 11 | 33 | 44; or shove=+29 | 7 (setback) | 33 | 44

Outstanding (Level 20)

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

HP=91; FP=58; Ward=13; SP=55 (run)

Att | Dam | Def | Stab: hammer fist=+32 | 11 | 36 | 46; or shove=+32 | 8 (setback) | 36 | 46

Merfolk

Merfolks are human/fish hybrids. Those seen by mortals are almost exclusively females, known as Mermaids. Merfolk can wield nets, tridents, harpoons, and daggers. Most Merfolk will only fight in self-defense, but a few rogues have been encountered. Mermen, in particular, have few qualms about killing land-dwellers.

Although Mermen are known to exist, they are even more reclusive than the shy maidens and only rarely venture to the ocean's surface. For this reason, this description focuses primarily on the females.

Mermaids are lovely ocean faeries having long golden hair, comely faces, silky smooth arms, and shapely breasts. The only drawback to dating a Mermaid, from a lonely sailor's perspective, is that a fish tail replaces her legs. While the tail is covered with a rainbow of beautiful glistening scales, its awkwardness on the dance floor eliminates many potential courting options.

Many Mermaids become infatuated with land-dwelling men and pine for the legs they know are required to capture a man's love. Their sad, lonely songs wafting over the ocean waves will occasionally capture a sailor's attention. On the rare event when a mermaid is spotted, she will invariably be combing her long golden hair while lounging on a sea-washed boulder, mirror in hand.

A Mermaid sings so sweetly that her song compels sailors to approach. The mesmerized men will dazedly steer their ships toward the haunting sound only to crash on a rocky shore or shallow reef. Most Mermaids are good-natured and would not intentionally wreck ships or kill the men for which they long. Ironically, the more sailors a Mermaid's song slays, the sadder and more haunting her melody becomes.

Habitat: Mermaids, along with their Mermen counterparts, inhabit deep watery domiciles. Their dwellings are virtual reef paradises teeming with all manner of aquatic life. Mermaids populate seas, lakes, and rivers.

Origin: Legends of maidens with the tails of great fish exist throughout the world. They were especially popular in Scandinavia, Ireland, Scotland, and England. Even Japanese folklore tells of aquatic maidens called Ningyo. The ancient Babylonians depicted 'fish men' in their artwork, which were probably representations of the water god Oannos.

Fun Facts: The song of a Mermaid acts as the Musical Score Siren's Song. The magic acts as if cast at a spell rank equal to the faery's Level.

Mermaids are quite knowledgeable about the flora of the ocean and can create medicinal poultices as the skill Concocting Herbal Balms. The major difference is that Mermaid balms heal 12 points of damage over an 8-hour period. Unfortunately, they must be kept wet or their healing properties fade.

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

Gifts: Aquatic Combat, Night Vision

Traits: Affinity toward Selkies (In time of need, a mermaid may call a selkie to aid her in rescuing drowning sailors.)

Keywords: aquatic, blooded, enthrall, faery, fleshy, humanoid-like, living, **merfolk**, **mermaid**, **merman**

Wealth Type: mineral (shells, pearls, coral, etc.)

Attack Modes: Dagger or Trident or Harpoon or Thrown Net

Cunning: Clever

Size: Medium

Danger Tier: 0

Medium Merfolk Examples

Baseline Attributes

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

Adequate (Level 4)

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

HP=35; FP=38; Ward=1; SP=30 (slither)

Att | Dam | Def | Stab: dagger=+9 | 3 | 20 | 19; or trident=+6 | 4 | 22 | 21; or harpoon=+7 | 8 | 17 | 16; or thrown net=+7 | 3 (setback) | 17 | 16

Fit (Level 6)

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

HP=38; FP=38; Ward=1; SP=35 (slither)

Att | Dam | Def | Stab: dagger=+13 | 3 | 23 | 21; or trident=+10 | 4 | 25 | 23; or harpoon=+9 | 8 | 20 | 18; or thrown net=+9 | 3 (setback) | 20 | 18

Laudable (Level 8)

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

HP=41; FP=38; Ward=1; SP=35 (slither)

Att | Dam | Def | Stab: dagger=+15 | 3 | 26 | 24; or trident=+12 | 4 | 28 | 26; or harpoon=+12 | 8 | 23 | 21; or thrown net=+12 | 4 (setback) | 23 | 21

Outstanding (Level 10)

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

HP=41; FP=41; Ward=1; SP=40 (slither)

Att | Dam | Def | Stab: dagger=+18 | 3 | 29 | 27; or trident=+15 | 4 | 31 | 29; or harpoon=+15 | 8 | 26 | 24; or thrown net=+15 | 4 (setback) | 26 | 24

Merrow

Merrows are aquatic faeries similar to merfolk. While the females of the species have the beauty of classical mermaids, the males are as ugly as the females are lovely. The males have the same fish tails as their mates, but their faces are decidedly fish-like with piggish eyes and pointed red noses. Their hands are both clawed and webbed.

Merrows are pack rats who make shipwreck scavenging an art form. Their acquisition skills have given the males a liking for liquors of all sorts, the harder the better.

Merrows are sometimes encountered on sea shores in the form of placid cows calmly munching on beech grass. If threatened, the cattle will quickly retreat to the ocean's safety. They never venture far from the watery realm regardless of the form taken.

Merrows usually wield nets, tridents, harpoons, and daggers.

Habitat: Merrows build homes in magically sustained air pockets on the sea floor far below the ocean waves. Their dwellings are decorated with shells, coral, and bits of flotsam collected from sunken ships.

Origin: Merrows come to us from Irish folklore, which has a comparatively dark view of merfolk. The merrows of Ireland can be quite amiable at times, but more often show a malicious tendency.

Fun Facts: Merrows charm red feather caps to confer water-breathing abilities upon the wearer. Treat the magic as the Occult spell Provide Water Breathing. Oddly enough, the Merrows themselves cannot breathe underwater without the aid of these hats.

They create their own aquatic havens with the Occult spell Erect Watery Abode of Ample Size. The faeries use this ability to create impressive underwater homes to which they occasionally invite land-dwelling visitors.

Merrows often transform themselves into Medium-sized cattle. The magic works in a manner similar to the Eldritch skill Shift to Medium Bovine Form.

Male Merrows have the talent of Holding Liquor. Females have the ability to cast the Occult spell Solicit Generous Lasting Rain once per day. All spells are cast at spell ranks equal to the Merrow's Level.

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

Gifts: Aquatic Combat

Traits: Fond of Hard Liquor (males), Delights in Scavenging Shipwrecks

Keywords: aquatic, blooded, faery, fleshy, humanoid-like, living, merfolk, shape-shifter, territorial

Wealth Type: mineral (shells, pearls, coral, etc.)

Attack Modes: Dagger or Trident or Harpoon or Thrown Net

Move Modes: swim

Size: Medium

Gifts: Night Vision

Cunning: Alert

Danger Tier: 0

Medium Merrow Examples

Baseline Attributes

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

Adequate (Level 4)

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

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

Att | Dam | Def | Stab: dagger=+13 | 3 | 21 | 18; or trident=+10 | 4 | 23 | 20; or harpoon=+8 | 8 | 18 | 15; or thrown net=+8 | 3 (setback) | 18 | 15

Decent (Level 6)

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

HP=38; FP=38; Ward=1; SP=30 (swim)

Att | Dam | Def | Stab: dagger=+15 | 3 | 25 | 22; or trident=+12 | 4 | 27 | 24; or harpoon=+10 | 8 | 22 | 19; or thrown net=+10 | 3 (setback) | 22 | 19

Fit (Level 8)

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

HP=45; FP=38; Ward=1; SP=30 (swim)

Att | Dam | Def | Stab: dagger=+18 | 4 | 28 | 25; or trident=+15 | 5 | 30 | 27; or harpoon=+12 | 8 | 25 | 22; or thrown net=+12 | 3 (setback) | 25 | 22

Laudable (Level 10)

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

HP=45; FP=38; Ward=1; SP=30 (swim)

Att | Dam | Def | Stab: dagger=+20 | 4 | 30 | 27; or trident=+17 | 5 | 32 | 29; or harpoon=+14 | 8 | 27 | 24; or thrown net=+14 | 3 (setback) | 27 | 24

Model (Level 12)

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

HP=45; FP=41; Ward=1; SP=35 (swim)

Att | Dam | Def | Stab: dagger=+22 | 4 | 32 | 30; or trident=+19 | 5 | 34 | 32; or harpoon=+18 | 8 | 29 | 27; or thrown net=+18 | 4 (setback) | 29 | 27

Outstanding (Level 14)

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

HP=54; FP=41; Ward=1; SP=40 (swim)

Att | Dam | Def | Stab: dagger=+26 | 6 | 34 | 32; or trident=+23 | 7 | 36 | 34; or harpoon=+20 | 8 | 31 | 29; or thrown net=+20 | 4 (setback) | 31 | 29

Mortem

(Ankou, Grim Reaper, Malak al-Maut, Azrael, Death)

A Mortem is an astral being, an eidolon. They normally appear as human females or skeletons shrouded in dark robes carrying scythes or sickles. Some have wings, other do not. They are expert in killing, able to use *any* weapon with great skill. These demons normally use scythes or sickles as they symbolically reap the lives of their victims.

Habitat: The Mortem doesn't inhabit any particular clime or region. No country escapes the reach of this gloomy spirit.

Origin: Death is a universal mythological theme. Many cultures personified death as a specific being (usually a guardian or deity of the underworld). However, the image of death as a skeleton wearing dark robes and carrying a scythe is distinctly European. In Britain, death is known as Ankou and draws a creaking cart behind them on which they place the dead bodies of their victims. Mortem is Latin for death.

Fun Facts: Any living being looking into the eyes of a Mortem must make an Avoidance Roll with Wisdom Adjustments or be affected as the Occult Spell Manifest Gaze of Fell Ineffable Awe. Further, they have the Occult powers of Flaunt Shadow Form, Teleport Many Leagues with a Few Allies, and Teleport Short Range. Their powers also delve deeply into Necromancy, and may cast all of the Occult spells of that class. All spells are cast at ranks equal to their Levels.

When desired, these demons may also produce an unholy aura as the Occult spell Manifest Large Aura of Dire Hellfire, cast at a spell rank equal to its Level.

Further, all **Mortems** are Master Assassins, with all the pertinent skills and talents the class implies.

All unnamed Undead creatures will obey without question any direct command given it by a Mortem. The only exception to this rule is when its creator had previously given the Undead a contradictory command. In this case, the Undead creature will be torn by indecision, unable to follow any orders given it until either its creator or the Mortem are vanquished. In any case, no Undead creature will ever attack one of these beings.

Although these Demons cannot possess living creatures as many spirits can, they do have the awesome power of being able to possess any unnamed corporeal Undead creature (skeletons, ghouls, zombies, vampires, etc). This works in a manner similar to the Pagan Pandemonium spell Possess Object.

This possession of the undead requires a single Round and the possessed creature is allowed no Conflict Roll. While possessing an Undead creature, the Mortem appears as a billowing ghostly shroud covering to its host. While an Undead creature is possessed, the Mortem has absolute control over the body. While in possession of a body, a

Mortem may use any magical abilities of the creature it possesses.

In any given 24 hour period, a Mortem may perform only 1 possession per three Levels. Thus, a 10th Level Mortem may perform only 3 possessions per day. In addition, while a Mortem possesses an undead creature, it is unable to use any of its other powers.

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

Keywords: demon, eidolon, murderous, winged

Attack Modes: Sickle or Scythe or Punch/Kick

Move Modes: Run/Hover

Gifts: Astral Vision

Wealth Type: Nil

Cunning: Clever

Danger Tier: +3

Medium Mortem Examples

Baseline Attributes

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

Adequate (Level 12)

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

HP=70; FP=49; Ward=2; SP=55 (run) / 65 (hover)

Att | Dam | Def | Stab: sickle=+24 | 11 | 32 | 32; or scythe=+23 | 13 | 33 | 33; or punch/kick=+24 | 10 | 30 | 30

Fit (Level 14)

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

HP=76; FP=53; Ward=2; SP=60 (run) / 70 (hover)

Att | Dam | Def | Stab: sickle=+26 | 11 | 35 | 36; or scythe=+25 | 13 | 36 | 37; or punch/kick=+26 | 10 | 33 | 34

Laudable (Level 16)

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

HP=83; FP=53; Ward=2; SP=65 (run) / 75 (hover)

Att | Dam | Def | Stab: sickle=+29 | 12 | 37 | 38; or scythe=+28 | 14 | 38 | 39; or punch/kick=+29 | 11 | 35 | 36

Outstanding (Level 18)

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

HP=83; FP=58; Ward=2; SP=65 (run) / 75 (hover)

Att | Dam | Def | Stab: sickle=+32 | 12 | 40 | 40; or scythe=+31 | 14 | 41 | 41; or punch/kick=+32 | 11 | 38 | 38

Bestiary ~ N

Nightmare

A Nightmare is a nocturnal Demon that can assume the shape of either an Imp or Horse. When encountered indoors, its form is that of a small ugly Imp or Elf. Outdoors, it transforms into a dark warhorse. In its impish state, the Demon has dark skin and exaggerated features including a long crooked nose and gangly limbs. When it assumes its equine shape, its coat and mane are blacker than coal. Flames and brilliant sparks jump from its hooves when they strike the earth and its nostrils belch forth fire.

Often used by demon lords as war steeds, these terrifying beasts strike terror into the hearts of enemies both mortal and supernatural. Occasionally, a dark mage will draft one of these Demons as a steed. It can be forced into service for no longer than a single night. If the rider has not dismissed the beast by sunrise, it returns to its hellish abode, rider and all.

Nightmares must exit rooms through the same passage used to enter it. Thus, a Nightmare can be trapped by locking the door it used to enter even if its windows are open. Thus, a Nightmare can be forced into temporary service by trapping it within a bedchamber's walls. If the Demon cannot escape, it will be forced to barter for its release. Thereafter it will be unlikely to return to the same chambers, but will harbor great resentment toward its temporary masters.

Habitat: Nightmares are commonly encountered in the mortal realms at night when they seek out sleeping mortals.

Origin: The tales of maras, or meras, originated in France and Sweden. At first, they had only haggish or impish forms, which 'rode' on the chests of sleepers at night. Later the term mera evolved into the English term mare, providing folklore an opportunity to give the demon its equine shape.

Fun Facts: When in elfin form, a Nightmare can use the following Occult spells at will: Invoke Bane of Fell Fatigue, Invoke Grief of Fell Slumber, Invoke Bane of Fell Rigor Mortis, Devise Deft Phantasmal Murmurings, Devise Dire Phantasm of Large Size, Disguise Creature, Impart Dream Message, Flaunt Gaseous Form, Make a Foe Slow, Manifest Great Gloom of Dire Fear, Manifest Distortion Cube of Great Size, Pitch Static Figment of Great Size, Produce Decent Glue, Provide Pain Numbing, Render Cumulative Choking, and Vex Voice. See The Oculus of Occultism for specific details on these spells. They may also use the Eldritch skill of Evoke Nightmare, as described in The Character Compendium. All spells are cast at ranks equal to the Demon's Level.

In equine form, few barriers to hinder them. A Nightmare may carry its rider across a chasm or river as easily as across land. Treat this ability as a sort of demonic Wing Hoof spell similar in effect to the Harmony spell Wing Foot, which is

used at will. Once per night, the horse can Stride in Spectral Form (as the Occult spell) along with all that it carries. Some of the more powerful Nightmares can even create passages to the Astral Realm as the Occult spell Form Astral Portal of Large Size. Further, they can exhale fire as the Occult spell Invoke Medium Cone of Grim Fire at will.

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

Keywords: demon, eidolon, equine, fiery, hellion

Attack Modes: Carnivorous Bite/Hoof

Traits: Terrified of Sunlight *Size:* Large

Move Modes: Gallop *Gifts:* Astral Vision

Wealth Type: Nil *Cunning:* Clever

Danger Tier: +1

Large Nightmare Examples

Baseline Attributes

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

Adequate (Level 8)

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

HP=99; FP=41; Ward=2; SP=65 (gallop)

Att | Dam | Def | Stab: bite/hoof=+18 | 18 | 25 | 28

Decent (Level 10)

TN= 5; ST= 9; AG= -2; CR= -2; PC= 1; HT= 3; IN= 3

HP=108; FP=45; Ward=2; SP=70 (gallop)

Att | Dam | Def | Stab: bite/hoof=+21 | 19 | 27 | 30

Fit (Level 12)

TN= 6; ST= 9; AG= -2; CR= -2; PC= 1; HT= 3; IN= 3

HP=117; FP=45; Ward=3; SP=70 (gallop)

Att | Dam | Def | Stab: bite/hoof=+23 | 19 | 30 | 33

Laudable (Level 14)

TN= 6; ST= 9; AG= -1; CR= -2; PC= 1; HT= 4; IN= 3

HP=117; FP=49; Ward=3; SP=70 (gallop)

Att | Dam | Def | Stab: bite/hoof=+26 | 19 | 33 | 35

Outstanding (Level 16)

TN= 6; ST= 9; AG= -1; CR= -1; PC= 2; HT= 4; IN= 3

HP=117; FP=53; Ward=3; SP=75 (gallop)

Att | Dam | Def | Stab: bite/hoof=+28 | 19 | 35 | 38

Nixie

Nixies are water dwelling humanoid faeries. Although the aquatic race has males, known as Nixen, it is the females of the species that are almost always encountered on the water's surface or on land. The females are quite shy and generally averse to human contact, but the males are genuinely paranoid. It is an extremely rare event for a Nixen to make an appearance to land-dwellers. Even so, a Nixen will quickly make his presence known to anyone who dares to trespass within his watery borders.

When on land, Nixies have the appearance of beautiful human or half-elven women with sparkling blue eyes and long lovely blond hair. They are commonly seen nude resting on a lake shore or riverbank, contentedly staring at their reflections in the water and combing their hair. Nixies look down on any mortal rude enough to spy on them, but will hide their contempt in order to lure the insolent fool to their death. Their underwater palaces are well renowned and any invitation to visit their submerged abodes is hard to refuse especially when the offer comes from a bathing beauty.

Habitat: Nixies are water faeries most commonly found in fresh water rivers and lakes where they live in fabulous submerged palaces. Even so, it is not unheard of for a Nixie to be spotted swimming in the salty seas. Despite their strong ties to the aquatic realm, Nixies are skilled shape-shifters and are quite capable of venturing for short periods on land.

Origin: Nixies are Germanic faeries that were believed to demand a human sacrifice once every year. Due to this belief, it was considered bad luck to rescue any drowning person as the act might anger the Nixies who would seek retribution for the theft of their prize.

Fun Facts: Nixies are superb shape-shifters. In water they commonly have fish tails like those of mermaids. On land they transform into a humanoid form resembling humans or half-elves and without close scrutiny can easily be mistaken for one of these land-dwelling races. The same mutation enables them to alter their physiology from those of water breathers to those of air breathers, although their air-breathing state can only be maintained for a day or so. Otherwise, Nixies can change their forms from aquatic to land-based and back again at will similar to the Eldritch skill Shift to Elf Form.

All Nixies are able to bestow water breathing abilities on anyone remaining near them as the Occult spell Procure Great Aura of Nixie's Breath (see The Oculus of Occultism for details). This power is often used to gain a human's confidence so that they can be lured into a compromising situation underwater when the water-breathing gift will be suddenly retracted.

Nixies have the ability to cast the Pagan Harmony spell Evoke Spring at spell ranks equal to their Levels. (See The Codex of Cultures for details.)

When a Nixie or Nixen needs to gain access to the deck of a ship, it will swim down about 20 or 30 feet below the ocean's surface and propel itself upward with all the might it can muster. With this technique, it can leap onto decks 10 feet above the waves.

Gifts: Aquatic Combat, Night Vision

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

Keywords: aquatic, blooded, faery, fleshy, humanoid, living, merfolk, shape-shifter

Attack Modes: Dagger or Thrown Net or Punch/Kick

Wealth Type: mineral (shells, pearls, coral, etc.)

Move Modes: Run/Swim

Size: Medium

Cunning: Alert

Danger Tier: 0

Medium Nixie Examples

Baseline Attributes

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

Adequate (Level 6)

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

HP=49; FP=34; Ward=1; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: dagger=+15 | 6 | 22 | 22; or thrown net=+11 | 4 (setback) | 19 | 19; or punch/kick=+14 | 8 | 20 | 20

Fit (Level 8)

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

HP=59; FP=34; Ward=1; SP=40 (run) / 30 (swim)

Att | Dam | Def | Stab: dagger=+18 | 7 | 25 | 25; or thrown net=+13 | 4 (setback) | 22 | 22; or punch/kick=+17 | 9 | 23 | 23

Laudable (Level 10)

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

HP=59; FP=34; Ward=1; SP=45 (run) / 35 (swim)

Att | Dam | Def | Stab: dagger=+21 | 7 | 28 | 27; or thrown net=+16 | 5 (setback) | 25 | 24; or punch/kick=+20 | 9 | 26 | 25

Outstanding (Level 12)

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

HP=59; FP=38; Ward=1; SP=45 (run) / 35 (swim)

Att | Dam | Def | Stab: dagger=+23 | 7 | 30 | 29; or thrown net=+19 | 6 (setback) | 27 | 26; or punch/kick=+22 | 9 | 28 | 27

Nuberu

(Nubeiru, Reñubeiru, Xuan Cabritu)

A Nuberu is a dwarf-like faery creature that is considered a “Master of Clouds”. They have thick beards, bright eyes, wear hats with very wide brims, and are generally dressed in garments fashioned from goat leather. **Nuberus** are adept at weather control, and will use their abilities to either help or hinder farmers, depending on how well they are treated.

Habitat: Nuberus generally dwell in dwarf-sized cottages on modest farmsteads in the clouds, where they raise goats and frogs. They occasionally visit the ground to gather supplies. When they do, Nuberus will barter for goods with whatever farmstead happens to be nearby when their need arises.

Origin: The legend of the Nuberu comes from Asturias, Cantabria, and Galicia of northern Spain. It was said to ride the clouds, and brought nourishing rain, hailstorms, swarms of stringing insects, lightning, and even rains of frogs.

Fun Facts: Nuberus are capable of casting the following Occult spells at will: Flee as Ample Deft Cyclone, Funnel Likeness a Kingdom’s Distance, Generate Icy Glaze of Great Size, Invoke Able Hare’s Leap, Invoke Fury of Fell Frostbite, Invoke Great Dire Thunderstrike of Grim Lightning, Manifest Large Halo of Dire Wasps, Pitch Fog of Epic Size, Prime Gloves of Servitude, Pitch Great Slick Patch of Fell Hailstorm, Harness Basin for Scrying a Kingdom’s Distance, Procure Twinkle of Colossal Light, Provide Apt Cool of Night, Produce Epic Winds of Apt Sailing, Provide Apt Stridemaking, Provide Apt Warmth of Day, and Solicit Generous Lasting Rain.

When a Nuberu needs to move their cloud in a particular direction, they will utilize their Produce Epic Winds of Apt Sailing ability to blow it in the general direction they want to go.

If someone royally ticks off a Nuberu, they are prone to drive a whole colony of frogs off of their cloud onto the hapless fool. You might be surprised how much damage a dozen Medium-sized frogs can do to a cottage when they plummet from a quarter-mile up. The Nuberu is likely to regret the loss of their beloved livestock later, but that won’t help the poor schlub in the cottage.

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

Traits: Averse to the Ringing of Church Bells, Fond of Frogs and Goats

Keywords: blooded, faery, fleshy, humanoid, living

Attack Modes: Quarterstaff or Punch/Kick

Wealth Type: Monetary *Cunning:* Alert

Move Modes: Run *Gifts:* Day Vision

Danger Tier: +2

Medium Nuberu Examples

Baseline Attributes

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

Adequate (Level 8)

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

HP=41; FP=69; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: staff=+12 | 6 | 23 | 31; or
punch/kick=+12 | 7 | 18 | 26

Decent (Level 10)

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

HP=45; FP=69; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: staff=+15 | 6 | 27 | 34; or
punch/kick=+15 | 7 | 22 | 29

Fit (Level 12)

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

HP=45; FP=76; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: staff=+17 | 6 | 29 | 36; or
punch/kick=+17 | 7 | 24 | 31

Laudable (Level 14)

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

HP=49; FP=76; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: staff=+20 | 6 | 33 | 39; or
punch/kick=+20 | 7 | 28 | 34

Outstanding (Level 16)

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

HP=54; FP=76; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: staff=+22 | 6 | 36 | 42; or
punch/kick=+22 | 7 | 31 | 37

Remarkable (Level 18)

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

HP=54; FP=76; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: staff=+24 | 6 | 38 | 44; or
punch/kick=+24 | 7 | 33 | 39

Superb (Level 20)

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

HP=54; FP=76; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: staff=+26 | 6 | 40 | 46; or
punch/kick=+26 | 7 | 35 | 41

Nuckelavee

A Nuckelavee is a demon with a nightmarish form resembling a man riding a horse. The torso of the man sprouts directly from the horse's back, like a rider. But, the humanoid part has no legs, long spindly arms that reach to the ground, and a huge head that is too heavy for its neck to support adequately. As such, the head rolls from side to side. The equine portion is equally horrific, with a horse head that has a gaping maw that belches forth an acidic breath, and a single red eye that burns like fire. The creature has no skin, so its glistening muscles can be plainly seen. These are covered by yellow veins through which black ichor pulsates.

Habitat: Nuckelavee is equally at home in the sea and on land. But, it has a strong aversion to fresh water. As such, it will not cross fresh water streams, and cannot even tolerate rain.

Origin: The Nuckelavee comes from the folklore of the Orkney Islands of Northern Scotland.

Fun Facts: Each head has its own independent attacks. The equine head attacks with its maw and hooves, while the humanoid head controls the creature's claws.

The equine head can breathe acid as the Occult spell Invoke Great Cone of Grim Acid, but it cannot attack with its maw and hooves when it breathes in this way. Further, its fiery eye induces fear in all those near the beast, as the Occult spell Manifest Great Gloom of Dire Fear. Both powers are used at spell ranks equal to the monster's Level. See The Oculus of Occultism for specific details on these spells.

Durabilities: **Nuckelavees** are 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: acidic, demon, eidolon, equine-like, fiery, humanoid-like

Attack Modes: Maw/Hoof and Claw

Traits: Afraid of fresh water *Size:* Large

Move Modes: Gallop *Gifts:* Astral Vision

Wealth Type: Nil *Cunning:* Clever

Danger Tier: +1

Large Nuckelavee Examples

Baseline Attributes

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

Adequate (Level 8)

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

HP=99; FP=41; Ward=2; SP=65 (gallop)

Att | Dam | Def | Stab: maw/hoof and claw=+18 and +18 | 20 and 13 | 25 | 28

Decent (Level 10)

TN= 5; ST= 9; AG= -2; CR= -2; PC= 1; HT= 3; IN= 3

HP=108; FP=45; Ward=2; SP=70 (gallop)

Att | Dam | Def | Stab: maw/hoof and claw=+21 and +21 | 21 and 14 | 27 | 30

Fit (Level 12)

TN= 6; ST= 9; AG= -2; CR= -2; PC= 1; HT= 3; IN= 3

HP=117; FP=45; Ward=3; SP=70 (gallop)

Att | Dam | Def | Stab: maw/hoof and claw=+23 and +23 | 21 and 14 | 30 | 33

Laudable (Level 14)

TN= 6; ST= 9; AG= -1; CR= -2; PC= 1; HT= 4; IN= 3

HP=117; FP=49; Ward=3; SP=70 (gallop)

Att | Dam | Def | Stab: maw/hoof and claw=+26 and +26 | 21 and 14 | 33 | 35

Outstanding (Level 16)

TN= 6; ST= 9; AG= -1; CR= -1; PC= 2; HT= 4; IN= 3

HP=117; FP=53; Ward=3; SP=75 (gallop)

Att | Dam | Def | Stab: maw/hoof and claw=+28 and +28 | 21 and 14 | 35 | 38

Remarkable (Level 18)

TN= 6; ST= 9; AG= -1; CR= -1; PC= 2; HT= 4; IN= 4

HP=117; FP=53; Ward=3; SP=75 (gallop)

Att | Dam | Def | Stab: maw/hoof and claw=+30 and +30 | 21 and 14 | 37 | 40

Superb (Level 20)

TN= 6; ST= 9; AG= 0; CR= 0; PC= 2; HT= 4; IN= 4

HP=117; FP=53; Ward=3; SP=75 (gallop)

Att | Dam | Def | Stab: maw/hoof and claw=+33 and +33 | 21 and 14 | 40 | 42

Bestiary ~ O

Oakfolk

Oakfolks are short, stout, plant faeries with moss-like hair and bark-like skin. They are invariably seen wearing large, white speckled red mushroom caps. Oakfolks are rarely encountered outside the oak grove where they dwell and will defend their territories against all intruders.

Oakfolks delight in luring travelers into their cozy tree groves to waylay them. This goal is often accomplished by creating the illusion of an inviting picnic over a clump of mushrooms. Upon entering the grove, the travelers will be instantly surrounded by the Oakfolks using their Transfer to Distant Tree ability. If an Oakfolk must work alone, they will wait until the travelers have consumed the mushrooms in hopes that the fungi will poison them. Treat the mushrooms as a Hallucinogenic Poison produced at a skill rank equal to the Level of the Oakfolk. The fallen trespassers will be buried in shallow graves to fertilize a new crop of mushrooms on which the Oakfolks will feast.

Habitat: Oakfolks live in oak groves and forests. They are especially prevalent wherever saplings have sprouted from the stumps of felled oaks. Oakfolks are highly protective of their forests and will remember the insult of a hewn oak long after the defiler's death.

Origin: Tales about oak trees are found wherever the mighty oak is indigenous. However, Oakfolks arise from the folklore of northern England. The rhyme, "Fairy folk are in old oaks," has been passed down through generations and has survived into the modern age. The 'fairy folk' of the proverb probably refers to Oakfolks.

Fun Facts: An Oakfolk may use these Occult spells at will: Pitch Figment of Large Size, Place Nightshade of Ample Size, Produce Deft Yellow Fairy Club, Produce Slender Elf Cap, and Transfer to Distant Tree. Further, all Oakfolks have the skill of Gardening that is used in the tending of mushroom patches. All these abilities are used at a rank equal to their Level.

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.

Keywords: arboreal, blooded, faery, humanoid, living, vegetal, territorial, trickster

Gifts: Heavy Natural Armor, Night Vision

Traits: Affinity for Pixies and Trenti

Attack Modes: Club or Punch/Kick

Wealth Type: Hoard

Cunning: Alert

Move Modes: Run

Danger Tier: 0

Medium Oakfolk Examples

Baseline Attributes

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

Adequate (Level 2)

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

HP=38; FP=38; Ward=5; SP=30 (run)

Att | Dam | Def | Stab: club=+5 | 2 | 16 | 19; or
punch/kick=+6 | 3 | 13 | 16

Decent (Level 4)

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

HP=38; FP=38; Ward=5; SP=30 (run)

Att | Dam | Def | Stab: club=+7 | 2 | 18 | 21; or
punch/kick=+8 | 3 | 15 | 18

Fit (Level 6)

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

HP=38; FP=38; Ward=5; SP=30 (run)

Att | Dam | Def | Stab: club=+9 | 2 | 20 | 23; or
punch/kick=+10 | 3 | 17 | 20

Laudable (Level 8)

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

HP=45; FP=38; Ward=5; SP=35 (run)

Att | Dam | Def | Stab: club=+12 | 3 | 23 | 26; or
punch/kick=+13 | 4 | 20 | 23

Outstanding (Level 10)

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

HP=49; FP=41; Ward=6; SP=35 (run)

Att | Dam | Def | Stab: club=+14 | 3 | 26 | 30; or
punch/kick=+15 | 4 | 23 | 27

Remarkable (Level 12)

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

HP=49; FP=45; Ward=6; SP=40 (run)

Att | Dam | Def | Stab: club=+17 | 3 | 29 | 32; or
punch/kick=+18 | 4 | 26 | 29

Superb (Level 14)

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

HP=49; FP=45; Ward=6; SP=40 (run)

Att | Dam | Def | Stab: club=+21 | 3 | 33 | 34; or
punch/kick=+22 | 4 | 30 | 31

Ogre, Common

Ogres are man-eating humanoids whose stature tends toward the smaller end of 'giant'. They are notoriously slow, dim-witted, and brutish and are universally ugly. Ogres have large rounded noses, bloodshot eyes, and oversized mouths that release slow streams of drool whenever a human is spotted. The males are obese from their cannibalistic feasts but the females are usually thin and haggish. About the nicest statement that can be made about Ogres is that no single bad ogre-ish quality overshadows the others. (That doesn't keep them from trying, though.)

To an ogre, a party of adventurers simply represents a fine platter of hors-d'oeuvres. Even so, clever adventurers may escape the giant's dinner table without any aggressive actions by playing off their dull intelligence.

Many Ogres favor using Large and Great Maces in battle. Nevertheless, those lacking such luxuries must settle with wielding the uprooted stumps of small trees. Rare is the Ogre wealthy enough to afford armor of any type.

Habitat: Ogres are decidedly unclever. As such, they generally do not build their own hovels. These boorish giants either live in natural caves or in castles which have been seized from other races.

Origin: The term ogre is derived from the Scandinavian Yggr, which was actually another name for the Nordic god Odin. As the Nordic religion faded with the onset of Christianity, Odin (or Wotan) devolved into the Wild Huntsman (Yggr). When the huntsman was imported into English folklore, only their worst qualities were adopted. After all, it would not be proper for Jack to steal the golden goose from a noble cloud-dwelling giant.

While male ogres are thick and burly, folklore portrays the females as crone-like (e.g. the old hag in Hansel and Gretel).

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

Keywords: blooded, fleshy, giant, humanoid, living, man-eating

Attack Modes: Club or Throw Rocks or Punch/Kick

Traits: Lust for the Taste of Human Flesh

Wealth Type: Monetary

Cunning: Simpleminded

Gifts: Night Vision

Move Modes: Run

Size: Large

Danger Tier: 0

Large Common Ogre Examples

Baseline Attributes

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

Adequate (Level 4)

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

HP=70; FP=41; Ward=2; SP=30 (run)

Att | Dam | Def | Stab: club=+7 | 10 | 18 | 22; or throw rocks=+7 | 6 | 14 | 18; or punch/kick=+9 | 12 | 15 | 19

Decent (Level 6)

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

HP=76; FP=41; Ward=2; SP=35 (run)

Att | Dam | Def | Stab: club=+11 | 11 | 21 | 24; or throw rocks=+9 | 6 | 17 | 20; or punch/kick=+13 | 13 | 18 | 21

Fit (Level 8)

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

HP=76; FP=41; Ward=2; SP=35 (run)

Att | Dam | Def | Stab: club=+13 | 11 | 23 | 26; or throw rocks=+13 | 6 | 19 | 22; or punch/kick=+15 | 13 | 20 | 23

Laudable (Level 10)

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

HP=76; FP=45; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: club=+16 | 11 | 26 | 28; or throw rocks=+15 | 6 | 22 | 24; or punch/kick=+18 | 13 | 23 | 25

Outstanding (Level 12)

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

HP=83; FP=49; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: club=+18 | 11 | 29 | 32; or throw rocks=+18 | 6 | 25 | 28; or punch/kick=+20 | 13 | 26 | 29

Remarkable (Level 14)

TN= 5; ST= 7; AG= -2; CR= 1; PC= 1; HT= 4; IN= -2

HP=91; FP=49; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: club=+21 | 12 | 31 | 34; or throw rocks=+20 | 6 | 27 | 30; or punch/kick=+23 | 14 | 28 | 31

Superb (Level 16)

TN= 5; ST= 7; AG= -2; CR= 1; PC= 1; HT= 4; IN= 0

HP=91; FP=49; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: club=+23 | 12 | 33 | 36; or throw rocks=+22 | 6 | 29 | 32; or punch/kick=+25 | 14 | 30 | 33

Ogre, Two-Headed

Two-Headed Ogres have all of the vices of their single-headed cousins with twice the appetites. In fact, Two-Headed Ogres have been known to plop themselves down in the middle of battle to begin eating vanquished foes. Anyone who has tried to take a bowl of fresh meat away from a ravenous Doberman Pinscher has an idea of this Ogre's reaction to annoyances when satiating their appetites.

One would think that with two brains, this giant could easily outmaneuver the cleverest adventurers. Unfortunately, this giant's doubling of grey matter only seems to make them twice as stupid. As each head spars for cerebral superiority, it points out the slightest mistake made by sibling head. It is rarely difficult to get the heads engaged in endless pointless debates.

Habitat: Two-Headed Ogres can be found in all climes and abodes that their one-headed kindred live since both forms have similar tastes and hobbies. In fact, Common Ogres have great respect for Two-Headed Ogre chefs, since the duplicity of heads allows them to remember twice as many recipes: man-meat-pie, man-cabob, leg-of-man, man l'orange, man under glass, man sandwich, etc.

Origin: The term ogre has a Scandinavian origin (see Ogre), but having a multiplicity of heads is an embellishment added by the English (possibly taken from the multi-headed Scandinavian trolls).

Fun Facts: Each of the Ogre's heads independently controls one arm. Thus, a Two-Headed Ogre cannot wield two-handed weapons, even though it usually takes them several years to figure this out. Each head wields the one-handed weapon they favor with the arm it controls. Thus, each has its own independent Attack Roll every Round.

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

Keywords: blooded, fleshy, giant, humanoid-like, living, man-eating, multi-headed

Traits: Lust for the Taste of Human Flesh

Attack Modes: Club and Club or Punch and Punch

Wealth Type: Monetary

Cunning: Simpleminded

Gifts: Night Vision

Move Modes: Run

Size: Large

Danger Tier: +1

Large Two-Headed Ogre Examples

Baseline Attributes

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

Adequate (Level 6)

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

HP=76; FP=49; Ward=2; SP=35 (run)

Att | Dam | Def | Stab: club and club=+9 and +9 | 11 and 11 | 19 | 26; or punch and punch=+11 and +11 | 10 and 10 | 16 | 23

Decent (Level 8)

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

HP=76; FP=49; Ward=2; SP=35 (run)

Att | Dam | Def | Stab: club and club=+11 and +11 | 11 and 11 | 21 | 28; or punch and punch=+13 and +13 | 10 and 10 | 18 | 25

Fit (Level 10)

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

HP=76; FP=53; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: club and club=+14 and +14 | 11 and 11 | 24 | 30; or punch and punch=+16 and +16 | 10 and 10 | 21 | 27

Laudable (Level 12)

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

HP=83; FP=58; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: club and club=+16 and +16 | 11 and 11 | 27 | 34; or punch and punch=+18 and +18 | 10 and 10 | 24 | 31

Outstanding (Level 14)

TN= 5; ST= 7; AG= -4; CR= 1; PC= 3; HT= 4; IN= -2

HP=91; FP=58; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: club and club=+19 and +19 | 12 and 12 | 29 | 36; or punch and punch=+21 and +21 | 11 and 11 | 26 | 33

Remarkable (Level 16)

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

HP=91; FP=58; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: club and club=+21 and +21 | 12 and 12 | 31 | 38; or punch and punch=+23 and +23 | 11 and 11 | 28 | 35

Superb (Level 18)

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

HP=99; FP=58; Ward=2; SP=45 (run)

Att | Dam | Def | Stab: club and club=+24 and +24 | 13 and 13 | 33 | 40; or punch and punch=+26 and +26 | 12 and 12 | 30 | 37

Orc

If you could purchase a totally comprehensive encyclopedia of faery lore, you would find included therein quite a selection of big, ugly, stupid faeries. Almost all of these have extremely nasty dispositions, making excellent raw material for monster writers. At first glance, you would probably think that the big brutes, without exception, had no redeeming qualities at all. However, there is a subset that has a spark of humanity and which promises some interesting role-play. Mythmagica uses the term Orc to describe this class of faeries as a whole since it is a familiar word to many fantasy enthusiasts. In large part, this is due to J.R.R. Tolkien, who popularized **Orcs** in his classic Lord of the Rings trilogy.

Origin: It is a common misconception that J.R.R. Tolkien gave birth to the concept of orcs from whole cloth in his Lord of the Rings trilogy. There is no doubt that Tolkien's world of Middle Earth is a masterful work deserving high praise. But, one of Tolkien's goals was to create a new mythology from the folklore of Europe. Being a professor of English literature, he was an expert on the subject, and Middle Earth overflows with it. Tolkien's *interpretation* of what orcs are like, being decidedly ugly humanoids bent on destruction and evil, is entirely his own. But, the seed of orcish folklore was planted long before Tolkien was born.

One of the aspects of the Roman death god was Orcus, who took the form of a man with a pig's head. This swine-like visage was adapted in later legends which used the term orc to describe horrendous sea monsters with huge maws and boar-like tusks. (Incidentally, these tales are also the origin of the term Orca applied to killer whales in modern days.) The first time the term "orc" was applied to a land-dwelling ogre was in Ariosto's epic 16th century poem Orlando Furioso. Parts of this work retell stories of orcs as sea monsters. However (in Canto XVII, 29-30), Orlando Furioso also introduces the "Land Orc", a tusked swine-like ogre having a pointed nose, and a fungus-like coloration.

On the other hand, the term "orcneas" appears in the Beowulf. This is the only place this word appears in all of Anglo-Saxon literature: "From there all monsters arose – Ettins and elves and orcneas". No further description of orcneas appears anywhere. But in this singular source, they are grouped with Ettins (Jotuns) and elves. As such, it is reasonable to assume that they are humanoid. "Orcneas" may be a blending of "Orcus" and the suffix "-neas", meaning corpses.

So, while Tolkien didn't *invent* orcs, he can certainly be credited with *popularizing* them. And, in so doing, he provided us with a widely recognized name for humanoid creatures that are a cross between men and swine.

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

Attack Modes: Spear or Throwing Spear or Punch/Kick

Keywords: blooded, faery, fleshy, humanoid, living, swine-like, tribal

Cunning: Simpleminded (to Alert) *Danger Tier:* 0

Wealth Type: Monetary

Gifts: Night Vision

Move Modes: Run

Size: Medium

Fenoderee

(Phynnoderee, Glastyn)

Fenoderees are large, clumsy faeries having a light covering of brown hair over their bulky frames. Their facial features are rather non-symmetrical but are otherwise similar to the average human's. The most obvious physical characteristic which distinguishes a Fenoderee from other faery species are its ears, which are derogatorily referred to as "sow-ears" but which the Fenoderee claim are far more similar in appearance to those of a horse.

Fenoderee may have a brutish appearance, but they are really gentle giants. In fact, the Fenoderee are despised and outcast from evil faery societies because of their kindly natures and, although they are tolerated by the good faery races for the same reasons, they have hard times finding homes that will accept them. Consequently, they tend to wander from farm to farm looking for anyone needing strong backs. It doesn't take long for anyone befriending a Fenoderee to realize that, although they are on the ugly side of homely and their wits are about as sharp as butter knives, Fenoderee hearts are made of solid gold.

Habitat: The Fenoderee are domesticated faeries who feel most content while they are helping some poor farmer bring in the crop.

Origin: Fenoderee is a faery that comes from Manx. If not for its unusual size and strength, it would probably be classified as a hob or brownie due to its highly helpful nature. A closely related faery that is quite a bit more comely than the Fenoderee, known as a Glastyn, also comes from Manx and the Isle of Man.

Traits: Affinity toward Peasants and Farmers

Orchi

Orchi are large humanoid faeries with brawny limbs and thick torsos. Their ears are pointed like those of Elves, although they protrude from high up on the either side of the orc's balding head. Their eyes are generally small and close together, which accentuates their broad mouths. Most male Orchi have large lower canine teeth that protrude out over their upper lips and resemble short tusks. While an Orchi's head is not identical to that of a swine, it is decidedly pig-like.

The large, clumsy frame of an Orchi's body, while highly muscular, never brings to mind graceful sculptures of perfectly proportioned Greek gods. Rather, it reminds one more of the horrors created by those same gods from irreverent humans. It is, of course, quite unwise to point out

this fact to any orc.

The temperament of these faeries would embarrass a rabid boar in heat. Nevertheless, every orc respects those of higher rank in their tribe, especially since only the strongest survive long enough to move up in the pecking order. Any Orchi officer finding a subordinate disobeying commands is usually left to their own devices in inflicting punishments. To say that these punishments are overly harsh does them no justice.

The Orchi band together in tribal units that often war with one another over tribal territory. The tribes rarely form into units large enough to present a serious threat to nations or cities. Nevertheless, a great leader occasionally arises among their ranks with enough charisma to sway several tribes into cooperation with one another to conquer, rape, and pillage nearby townships.

Habitat: Orchi are tribal faeries favoring mountainous regions where they can establish their communities in cave systems. They are also fond of the salty sea air and will just as easily populate coastal regions.

Origin: In northern Italy folklore devolved the tales of the Roman death god Orcus into the Orchi and Orchulli. The Orchi were slow giants with a penchant for the taste of children, while the Orchulli were smaller, smarter, and smellier. The alpine folklore of Tyrol also includes a dwarfish trickster faery called an Ork, or Orco Burlevole (Tricky Ork), which lives in caves and has powers of illusion.

Traits: Affinity toward Goblins, Contempt for Nature and Tree Huggers, Hatred toward Elves, Revel in Destruction

Squarefoot

Squarefeet are big men with pig heads and the tusks of wild boars. They are, without a doubt, the most swine-like Orcish race of all. Most orcs are understandably sensitive to being compared to pigs. They will hem and haw about their features being unmistakably equine or even bovine rather than boar-ish. An impartial listener can shrug their shoulder and even claim that someone could see it that way without being instantly labeled a liar. However, Squarefoot Orcs have no such luxury. If the apple were to be taken out of the mouth of a royal feast's main course and propped up in a chair with a hat on its head, no guest would give it a second thought if they believed Squarefoot Orcs had also been invited to the party.

Although these faeries often terrify the townsfolk they encounter, they can better be described as "big dumb oaf" rather than "Help! Monster! Help!" It is true that they are extraordinarily ugly, but they are actually very fond of people, especially those who do not run at first sight. A kind word said to a Squarefoot is likely to gain the speaker some extended company.

The name "squarefoot" simply refers to the faeries' large blocky feet, which are well adapted to the life of hard labor most Squarefoot Orcs lead.

Habitat: Squarefoot Orcs are fond of the sound of crashing waves against the beech and so prefer to house themselves near the coast. Most are good swimmers, and, since they have exceptional fortitudes and are often shunned by society, will often take up residence on small islands.

Origin: The term "squarefoot" comes from Jimmy Squarefoot, a humanoid faery with a pig's head originating on the Isle of Man in the British Isles. Jimmy Squarefoot actually began his folklorish career as a giant pig that could run across both land and sea. Because of his exceptional strength, evil giants mercilessly used him as a steed.

More Fun Facts: Most Squarefoot Orcs have the talent of Swimming. Those that do not will pester anyone they meet to train them in the aquatic skill as quickly as possible.

Traits: Affinity for Humans

Orc Fighter Examples

Baseline Attributes

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

Adequate (Level 0)

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

HP=64; FP=29; Ward=2; SP=30 (run)

Att | Dam | Def | Stab: axe=+5 | 11 | 15 | 16; or club=+5 | 6 | 16 | 17; or scimitar=+5 | 10 | 17 | 18; or spear=+6 | 7 | 16 | 17; or throwing spear=+1 | 4 | 12 | 13; or punch/kick=+6 | 9 | 13 | 14

Decent (Level 2)

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

HP=70; FP=29; Ward=2; SP=35 (run)

Att | Dam | Def | Stab: axe=+9 | 12 | 18 | 18; or club=+9 | 7 | 19 | 19; or scimitar=+9 | 11 | 20 | 20; or spear=+10 | 8 | 19 | 19; or throwing spear=+3 | 4 | 15 | 15; or punch/kick=+10 | 10 | 16 | 16

Fit (Level 4)

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

HP=76; FP=32; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: axe=+11 | 12 | 21 | 22; or club=+11 | 7 | 22 | 23; or scimitar=+11 | 11 | 23 | 24; or spear=+12 | 8 | 22 | 23; or throwing spear=+6 | 4 | 18 | 19; or punch/kick=+12 | 10 | 19 | 20

Hardened (Level 6)

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

HP=83; FP=32; Ward=3; SP=40 (run)

Att | Dam | Def | Stab: axe=+14 | 12 | 25 | 25; or club=+14 | 7 | 26 | 26; or scimitar=+14 | 11 | 27 | 27; or spear=+15 | 8 | 26 | 26; or throwing spear=+8 | 4 | 22 | 22; or punch/kick=+15 | 10 | 23 | 23

Laudable (Level 8)

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

HP=91; FP=34; Ward=3; SP=45 (run)

Att | Dam | Def | Stab: axe=+17 | 13 | 27 | 28; or club=+17 | 8 | 28 | 29; or scimitar=+17 | 12 | 29 | 30; or spear=+18 | 9 | 28 | 29; or throwing spear=+11 | 4 | 24 | 25; or punch/kick=+18 | 11 | 25 | 26

Model (Level 10)

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

HP=99; FP=34; Ward=3; SP=50 (run)

Att | Dam | Def | Stab: axe=+21 | 14 | 30 | 30; or club=+21 | 9 | 31 | 31; or scimitar=+21 | 13 | 32 | 32; or spear=+22 | 10 | 31 | 31; or throwing spear=+13 | 4 | 27 | 27; or punch/kick=+22 | 12 | 28 | 28

Outstanding (Level 12)

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

HP=99; FP=38; Ward=3; SP=50 (run)

Att | Dam | Def | Stab: axe=+23 | 14 | 32 | 32; or club=+23 | 9 | 33 | 33; or scimitar=+23 | 13 | 34 | 34; or spear=+24 | 10 | 33 | 33; or throwing spear=+16 | 4 | 29 | 29; or punch/kick=+24 | 12 | 30 | 30

Remarkable (Level 14)

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

HP=108; FP=41; Ward=3; SP=55 (run)

Att | Dam | Def | Stab: axe=+25 | 14 | 35 | 36; or club=+25 | 9 | 36 | 37; or scimitar=+25 | 13 | 37 | 38; or spear=+26 | 10 | 36 | 37; or throwing spear=+19 | 4 | 32 | 33; or punch/kick=+26 | 12 | 33 | 34

Superb (Level 16)

TN= 7; ST= 8; AG= 1; CR= 0; PC= 2; HT= 1; IN= -4

HP=117; FP=41; Ward=3; SP=55 (run)

Att | Dam | Def | Stab: axe=+28 | 15 | 37 | 38; or club=+28 | 10 | 38 | 39; or scimitar=+28 | 14 | 39 | 40; or spear=+29 | 11 | 38 | 39; or throwing spear=+21 | 4 | 34 | 35; or punch/kick=+29 | 13 | 35 | 36

Wondrous (Level 18)

TN= 7; ST= 8; AG= 1; CR= 0; PC= 2; HT= 1; IN= -3

HP=117; FP=41; Ward=3; SP=55 (run)

Att | Dam | Def | Stab: axe=+30 | 15 | 39 | 40; or club=+30 | 10 | 40 | 41; or scimitar=+30 | 14 | 41 | 42; or spear=+31 | 11 | 40 | 41; or throwing spear=+23 | 4 | 36 | 37; or punch/kick=+31 | 13 | 37 | 38

Orc Marksman Examples**Baseline Attributes**

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

Adequate (Level 0)

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

HP=64; FP=29; Ward=2; SP=30 (run)

Att | Dam | Def | Stab: bow=+1 | 5 | 12 | 13; or crossbow=+5 | 5 | 12 | 13; or sling=+0 | 5 | 12 | 13; or scimitar=+5 | 10 | 17 | 18; or punch/kick=+6 | 9 | 13 | 14

Decent (Level 2)

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

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

Att | Dam | Def | Stab: bow=+5 | 5 | 14 | 16; or crossbow=+9 | 5 | 14 | 16; or sling=+4 | 5 | 14 | 16; or scimitar=+7 | 10 | 19 | 21; or punch/kick=+8 | 9 | 15 | 17

Fit (Level 4)

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

HP=64; FP=34; Ward=2; SP=35 (run)

Att | Dam | Def | Stab: bow=+9 | 5 | 16 | 19; or crossbow=+13 | 5 | 16 | 19; or sling=+8 | 5 | 16 | 19; or scimitar=+9 | 10 | 21 | 24; or punch/kick=+10 | 9 | 17 | 20

Hardened (Level 6)

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

HP=70; FP=38; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: bow=+12 | 5 | 18 | 22; or crossbow=+16 | 5 | 18 | 22; or sling=+11 | 5 | 18 | 22; or scimitar=+12 | 11 | 23 | 27; or punch/kick=+13 | 10 | 19 | 23

Laudable (Level 8)

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

HP=70; FP=38; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: bow=+15 | 5 | 20 | 24; or crossbow=+19 | 5 | 20 | 24; or sling=+14 | 5 | 20 | 24; or scimitar=+14 | 11 | 25 | 29; or punch/kick=+15 | 10 | 21 | 25

Model (Level 10)

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

HP=70; FP=38; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: bow=+18 | 5 | 22 | 26; or crossbow=+22 | 5 | 22 | 26; or sling=+17 | 5 | 22 | 26; or scimitar=+16 | 11 | 27 | 31; or punch/kick=+17 | 10 | 23 | 27

Outstanding (Level 12)

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

HP=76; FP=38; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: bow=+20 | 5 | 25 | 29; or crossbow=+24 | 5 | 25 | 29; or sling=+19 | 5 | 25 | 29; or scimitar=+18 | 11 | 30 | 34; or punch/kick=+19 | 10 | 26 | 30

Remarkable (Level 14)

TN= 5; ST= 5; AG= -2; CR= 3; PC= 3; HT= 0; IN= -2
 HP=76; FP=41; Ward=2; SP=40 (run)
 Att | Dam | Def | Stab: bow=+23 | 5 | 27 | 32; or
 crossbow=+27 | 5 | 27 | 32; or sling=+22 | 5 | 27 | 32; or
 scimitar=+20 | 11 | 32 | 37; or punch/kick=+21 | 10 | 28 | 33

Superb (Level 16)

TN= 5; ST= 6; AG= -1; CR= 3; PC= 3; HT= 0; IN= -2
 HP=83; FP=41; Ward=2; SP=50 (run)
 Att | Dam | Def | Stab: bow=+25 | 5 | 30 | 34; or
 crossbow=+29 | 5 | 30 | 34; or sling=+24 | 5 | 30 | 34; or
 scimitar=+24 | 12 | 35 | 39; or punch/kick=+25 | 11 | 31 | 35

Wondrous (Level 18)

TN= 7; ST= 6; AG= -1; CR= 3; PC= 3; HT= 0; IN= -2
 HP=99; FP=41; Ward=3; SP=50 (run)
 Att | Dam | Def | Stab: bow=+27 | 5 | 34 | 38; or
 crossbow=+31 | 5 | 34 | 38; or sling=+26 | 5 | 34 | 38; or
 scimitar=+26 | 12 | 39 | 43; or punch/kick=+27 | 11 | 35 | 39

Orc Sage Examples**Baseline Attributes**

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

Adequate (Level 0)

TN= 4; ST= 4; AG= -2; CR= -1; PC= -1; HT= 0; IN= -4
 HP=64; FP=29; Ward=2; SP=30 (run)
 Att | Dam | Def | Stab: dagger=+7 | 7 | 15 | 16; or
 scimitar=+5 | 10 | 17 | 18; or staff=+6 | 8 | 18 | 19; or
 punch/kick=+6 | 9 | 13 | 14

Decent (Level 2)

TN= 4; ST= 4; AG= -2; CR= -1; PC= -1; HT= 1; IN= -3
 HP=64; FP=32; Ward=2; SP=30 (run)
 Att | Dam | Def | Stab: dagger=+9 | 7 | 17 | 18; or
 scimitar=+7 | 10 | 19 | 20; or staff=+8 | 8 | 20 | 21; or
 punch/kick=+8 | 9 | 15 | 16

Fit (Level 4)

TN= 4; ST= 4; AG= -2; CR= -1; PC= -1; HT= 3; IN= -3
 HP=64; FP=38; Ward=2; SP=30 (run)
 Att | Dam | Def | Stab: dagger=+11 | 7 | 19 | 20; or
 scimitar=+9 | 10 | 21 | 22; or staff=+10 | 8 | 22 | 23; or
 punch/kick=+10 | 9 | 17 | 18

Hardened (Level 6)

TN= 4; ST= 4; AG= -2; CR= 0; PC= -1; HT= 3; IN= -2
 HP=64; FP=38; Ward=2; SP=30 (run)
 Att | Dam | Def | Stab: dagger=+13 | 7 | 21 | 22; or
 scimitar=+11 | 10 | 23 | 24; or staff=+12 | 8 | 24 | 25; or
 punch/kick=+12 | 9 | 19 | 20

Laudable (Level 8)

TN= 4; ST= 4; AG= -2; CR= 1; PC= -1; HT= 3; IN= -1
 HP=64; FP=38; Ward=2; SP=30 (run)
 Att | Dam | Def | Stab: dagger=+15 | 7 | 23 | 24; or
 scimitar=+13 | 10 | 25 | 26; or staff=+14 | 8 | 26 | 27; or
 punch/kick=+14 | 9 | 21 | 22

Model (Level 10)

TN= 4; ST= 4; AG= -1; CR= 1; PC= 0; HT= 3; IN= -1
 HP=64; FP=41; Ward=2; SP=35 (run)
 Att | Dam | Def | Stab: dagger=+18 | 7 | 26 | 27; or
 scimitar=+16 | 10 | 28 | 29; or staff=+17 | 8 | 29 | 30; or
 punch/kick=+17 | 9 | 24 | 25

Outstanding (Level 12)

TN= 4; ST= 5; AG= 0; CR= 1; PC= 0; HT= 3; IN= -1
 HP=70; FP=41; Ward=2; SP=40 (run)
 Att | Dam | Def | Stab: dagger=+22 | 8 | 29 | 29; or
 scimitar=+20 | 11 | 31 | 31; or staff=+21 | 9 | 32 | 32; or
 punch/kick=+21 | 10 | 27 | 27

Remarkable (Level 14)

TN= 4; ST= 6; AG= 0; CR= 1; PC= 1; HT= 3; IN= -1
 HP=76; FP=45; Ward=2; SP=45 (run)
 Att | Dam | Def | Stab: dagger=+25 | 9 | 31 | 32; or
 scimitar=+23 | 12 | 33 | 34; or staff=+24 | 10 | 34 | 35; or
 punch/kick=+24 | 11 | 29 | 30

Superb (Level 16)

TN= 4; ST= 6; AG= 0; CR= 1; PC= 2; HT= 3; IN= -1
 HP=76; FP=49; Ward=2; SP=50 (run)
 Att | Dam | Def | Stab: dagger=+27 | 9 | 33 | 35; or
 scimitar=+25 | 12 | 35 | 37; or staff=+26 | 10 | 36 | 38; or
 punch/kick=+26 | 11 | 31 | 33

Wondrous (Level 18)

TN= 4; ST= 6; AG= 0; CR= 1; PC= 3; HT= 3; IN= -1
 HP=76; FP=53; Ward=2; SP=50 (run)
 Att | Dam | Def | Stab: dagger=+29 | 9 | 35 | 38; or
 scimitar=+27 | 12 | 37 | 40; or staff=+28 | 10 | 38 | 41; or
 punch/kick=+28 | 11 | 33 | 36

Owl, Sage

Sage Owls look like common raptors, albeit talking ones. The great cunning and knowledge of these anthropomorphic avians differentiates them from their ordinary kindred. Sage Owls focus their attention on a specific course of study and willingly risk almost any danger to augment their personal libraries.

Like most Sapient species, Sage Owls range in demeanor from exceptionally good to diabolically evil. On the whole, horned owls and barn owls exhibit dark streaks, while snowy owls possess more kindly dispositions. Even so, all Sage Owls keep their word; you can always trust them to fulfill the terms of any bargains they make. Sage Owls cannot risk tarnishing their reputations, as that would threaten their ability to acquire the reading materials they crave.

Habitat: Sage Owls are nocturnal raptors that actively hunt only after the feeble glow of twilight has completely faded from the sky

Origin: Stories of owls date back to the ancient Greeks, who believed the owl to be a symbol of Athena. To them, the owl represented wisdom and knowledge. In later years, the owl took on a more ominous role in folklore as a creature of darkness and evil. These tales undoubtedly arose from the owl's predilection to appear only when ghosts and spooks can prowl without fear.

Fun Facts: Sage Owls are highly intelligent and have a distinctively 'ivory tower' bent. Each selects a specific area of Common or Occult Lore to study. Each of these unusual birds of prey will have a rank in this lore equal to its Level. Probably due to their obvious physical handicaps, Sage Owls rarely apply their knowledge in practical ways. Rather, they must content themselves merely with study.

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

Keywords: avian, blooded, carnivore, fleshy, living, nocturnal, raptor, territorial

Wealth Type: Incidental

Cunning: Brilliant

Attack Modes: Beak/Claw

Move Modes: Hop/Glide

Gifts: Night Vision

Danger Tier: 0

Small Sage Owl Examples

Baseline Attributes

TN= -5; ST= -9; AG= 6; CR= 2; PC= 3; HT= 0; IN= 3

Adequate (Level 4)

TN= -5; ST= -7; AG= 6; CR= 2; PC= 4; HT= 1; IN= 3

HP=11; FP=49; Ward=0; SP=25 (hop) / 65 (glide)

Att | Dam | Def | Stab: beak/claw=+7 | 4 | 19 | 17

Decent (Level 6)

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

HP=11; FP=58; Ward=0; SP=30 (hop) / 70 (glide)

Att | Dam | Def | Stab: beak/claw=+9 | 4 | 21 | 21

Fit (Level 8)

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

HP=12; FP=58; Ward=0; SP=30 (hop) / 70 (glide)

Att | Dam | Def | Stab: beak/claw=+12 | 4 | 23 | 23

Laudable (Level 10)

TN= -5; ST= -6; AG= 7; CR= 2; PC= 6; HT= 2; IN= 4

HP=12; FP=64; Ward=0; SP=35 (hop) / 75 (glide)

Att | Dam | Def | Stab: beak/claw=+15 | 4 | 26 | 25

Outstanding (Level 12)

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

HP=12; FP=69; Ward=0; SP=35 (hop) / 75 (glide)

Att | Dam | Def | Stab: beak/claw=+17 | 4 | 28 | 27

Remarkable (Level 14)

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

HP=12; FP=69; Ward=0; SP=35 (hop) / 75 (glide)

Att | Dam | Def | Stab: beak/claw=+19 | 4 | 30 | 29

Superb (Level 16)

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

HP=12; FP=76; Ward=0; SP=40 (hop) / 80 (glide)

Att | Dam | Def | Stab: beak/claw=+21 | 4 | 32 | 32

Wondrous (Level 18)

TN= -5; ST= -6; AG= 8; CR= 3; PC= 7; HT= 3; IN= 6

HP=12; FP=76; Ward=0; SP=40 (hop) / 80 (glide)

Att | Dam | Def | Stab: beak/claw=+24 | 4 | 35 | 34

Bestiary ~ P

Phantom, Common

Phantoms are Specters appearing in great distress. They are particularly dangerous as they lack any air of death about them. In fact, their appearance, speech, and behavior is perfectly consistent with their surroundings. If it is raining, the Phantom will appear in waterlogged clothing. If it is snowing, the Specter will be draped in light clothing that is obviously insufficient to protect against the harsh weather. Often, the spirit will already possess several nasty wounds.

These Specters eternally relive endless variations of their horrible deaths which, they believe, would have been averted if only a passing traveler had intervened on their behalf. As such, these spirits hate strangers who withhold aid. They will relentlessly attack those that rebuff their needy pleas. On the other hand, if rescue is quickly and enthusiastically forthcoming, the Phantom will simply accept the kindly aid and peaceably disappear when unobserved.

Habitat: **Common Phantoms** are commonly encountered wandering along dark deserted roads and abandoned ruins.

Origin: Phantoms are known throughout European folklore but are most prevalent in the tales of Great Britain. Here, most stories of these spirits entail young women or youths that appear in great distress along lonely roads. Their miserable states quickly attract help from compassionate travelers who offer warm cloaks and rides to town. The Phantom eagerly accepts the aid, but when the traveler arrives at the stated destination, the Phantom is gone. After a careful search of the neighborhood, the lent cloak is found neatly draped over a gravestone in a nearby cemetery. The locals know it to be the grave of a lovely youth fitting the traveler's description but who died many years ago.

Fun Facts: Despite their solid appearance, Common Phantoms are Undead with the Spectral Condition. (See the Creature Conditions section of The Overlord's Omnibus for details.)

When damaged, the touch of a Phantom acts as the Pagan Pandemonium spell Touch of Death. When undamaged, the Phantom's touch acts as the Pagan Pandemonium spell Possess Living Creature (see The Codex of Cultures for details). The magical touches may be used any number of times. The effects work at spell ranks equal to the phantom's Level.

If a Phantom is Overcome, it is temporarily dispersed, but it is not destroyed. The Specter will rise again in about a week.

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

and Sunshining Effects.

Gifts: Astral Vision. Further, Phantoms have the gifts of Spawn Undead Haunt and Spawn Undead Jack-o'-Lantern, which they will use on any fresh corpses they encounter (particularly those it personally killed). See The Character Compendium for details. Descriptions of Haunt can be found in The Tome of Terrors.

Keywords: humanoid, specter, undead

Wealth Type: Incidental

Cunning: Alert

Traits: Afraid of Sunlight

Attack Modes: Touch

Move Modes: Run

Danger Tier: +1

Medium Common Phantom

Baseline Attributes

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

Adequate (Level 4)

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

HP=32; FP=34; Ward=0; SP=30 (run)

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

Decent (Level 6)

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

HP=35; FP=38; Ward=0; SP=30 (run)

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

Fit (Level 8)

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

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

Att | Dam | Def | Stab: touch=+12 | special | 24 | 23

Laudable (Level 10)

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

HP=38; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: touch=+15 | special | 27 | 26

Model (Level 12)

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

HP=38; FP=45; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: touch=+18 | special | 29 | 28

Outstanding (Level 14)

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

HP=38; FP=45; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: touch=+21 | special | 32 | 30

Phouka

Phoukas are faery creatures often summoned as powerful steeds by practitioners of the black arts. They are superb shape shifters, able to assume a variety of forms. They are most commonly seen in the forms of magnificent horses or ponies with glistening black coats but have been seen to transform into the forms of eagles, bulls, and goats.

Phoukas often roam the countryside attempting to lure unsuspecting victims onto their backs. If some poor fool mounts one of these beasts, the dark faery will immediately gallop off into any nearby dark wood at breakneck speed. The Phouka will continue the wild ride until it is sure that their rider is hopelessly lost and there is nobody nearby to save them. At this point, the Phouka will buck their rider off, preferably into a stream or pond.

If the rider chooses to cling to the Phouka's back while it bucks, allow them an Avoidance Roll with Physical Strength adjustments against a Threshold of 10 plus the Phouka's Level every Round. Failure indicates the character flies from the Phouka's back and sustains 7 damage from the fall. If the character can somehow remain on the Phouka's back for a number of Rounds equal to the Phouka's Level, the exhausted Phouka will stop bucking and will serve as their steed for one full week.

If the rider is thrown off the Phouka's back, the Phouka will transform into an appropriate form and attack the unfortunate rider.

Habitat: Phoukas inhabit grassy, hilly regions near farmsteads. A few Phoukas have even been known to take up quarters in a farmer's cottage, tending to the kitchen and helping out with chores in much the same way that brownies do.

Origin: The phouka originated in Irish and Scottish lore and was often associated with the Devil. Although some tales describe kindly deeds done by phoukas, the vast majorities relate stories of mischievous pranks or malicious acts.

Fun Facts: Phoukas are expert shape-shifters and can assume any of the following forms: Large Horse, Small Goat, Small Eagle, Tiny Bat, Large Bovine, and Medium Donkey. Treat this as the Eldritch skill Shift to ... Form for each form it can take. In all cases, the coat of the assumed form is jet black. If the stats are needed for these various forms, use the appropriate Critter description found in The Tome of Terrors.

A Phouka may use any of the following Occult spells at will: Flaunt Shadow Form, Manifest Great Gloom of Dire Fear, Stride in Spectral Form, and Vex with Blight over Many Acres. See The Oculus of Occultism for details.

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

Keywords: blooded, equine, faery, fleshy, living, shape-shifter, trickster

Gifts: Night Vision

Size: Large

Wealth Type: Incidental

Cunning: Alert

Attack Modes: Hoof/Hoof

Danger Tier: 0

Move Modes: Gallop

Large Phouka Examples

Baseline Attributes

TN= 4; ST= 7; AG= -5; CR= -6; PC= 1; HT= -1; IN= 0

Adequate (Level 2)

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

HP=91; FP=32; Ward=2; SP=60 (gallop)

Att | Dam | Def | Stab: hoof(×2)=+10 | 16 | 16 | 21

Decent (Level 4)

TN= 4; ST= 9; AG= -4; CR= -6; PC= 1; HT= 0; IN= 0

HP=99; FP=34; Ward=2; SP=60 (gallop)

Att | Dam | Def | Stab: hoof(×2)=+13 | 17 | 18 | 23

Fit (Level 6)

TN= 4; ST= 9; AG= -3; CR= -6; PC= 1; HT= 0; IN= 1

HP=99; FP=34; Ward=2; SP=65 (gallop)

Att | Dam | Def | Stab: hoof(×2)=+16 | 17 | 21 | 25

Laudable (Level 8)

TN= 4; ST= 10; AG= -3; CR= -6; PC= 2; HT= 0; IN= 1

HP=108; FP=38; Ward=2; SP=70 (gallop)

Att | Dam | Def | Stab: hoof(×2)=+19 | 18 | 23 | 28

Outstanding (Level 10)

TN= 4; ST= 10; AG= -2; CR= -6; PC= 2; HT= 1; IN= 1

HP=108; FP=41; Ward=2; SP=75 (gallop)

Att | Dam | Def | Stab: hoof(×2)=+22 | 18 | 26 | 30

Remarkable (Level 12)

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

HP=108; FP=45; Ward=2; SP=75 (gallop)

Att | Dam | Def | Stab: hoof(×2)=+24 | 18 | 28 | 33

Superb (Level 14)

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

HP=117; FP=49; Ward=2; SP=80 (gallop)

Att | Dam | Def | Stab: hoof(×2)=+26 | 18 | 31 | 37

Wondrous (Level 16)

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

HP=117; FP=53; Ward=2; SP=85 (gallop)

Att | Dam | Def | Stab: hoof(×2)=+28 | 18 | 33 | 40

Poltergeist

A Poltergeist is an undead specter driven by anger. Being only partially corporeal, poltergeists are completely invisible, but have a far more significant ability to affect physical items than do most specters. They are widely known to open and slam doors and drawers, bang pots and pans together, move furniture, throw small items, and deliver painful pinches.

Habitat: **Poltergeists** often haunt the buildings in which they dwelled while living. They are most often encountered in rooms where there are plenty of small items to pick up and throw. Kitchens, which are filled with pots, pans, and dishes, are a favorite residence. Some Poltergeists are known to haunt and torment specific people, rather than locations.

Origin: Poltergeists come from German folklore. Its name is German for “Noisy Ghost”.

Fun Facts: Poltergeists are invisible to any creature that doesn’t have Astral Vision. As such, anyone attacking them suffers from the penalties of Fighting Blind. (See the Conflict Rules in The Rules Reference for details.)

Poltergeists pinch as the Eldritch skill Impish Pinch. And, they can Manifest Great Aura of Dire Cold as the Occult spell. Both are cast at spell ranks equal to their Levels.

Poltergeists are completely incapable of wielding weapons. However, they can throw items such as dishes, pots, and small knickknacks. They do this using the Ballistics skill at a rank equal to their Levels.

If a Poltergeist 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, Poltergeists can pass through walls and other barriers without hindrance.

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.

Gifts: Astral Vision. Further, Poltergeists have the gifts of Spawn Undead Haunt and Spawn Undead Common Phantom, which they will use on any fresh corpses they encounter (A Haunt can only arise from the body of a child). See The Character Compendium for details. The description of Haunt can be found in The Tome of Terrors.

Attack Modes: Range Weapon or Touch or Shove

Keywords: specter, undead *Size:* Medium

Traits: Filled with Anger *Move Modes:* Run

Wealth Type: Incidental *Cunning:* Alert

Danger Tier: +1

Medium Poltergeist 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= 0; CR= 0; PC= 0; HT= 1; IN= 3

HP=32; FP=34; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: range=+4 +tempo | weapon | 14+gap | 14+gap; or touch=+8 | special | 18 | 18; or shove=+8 | 0 (setback) | 18 | 18

Decent (Level 6)

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

HP=35; FP=38; Ward=0; SP=30 (run)

Att | Dam | Def | Stab: range=+6 +tempo | weapon | 16+gap | 16+gap; or touch=+10 | special | 20 | 20; or shove=+11 | 1 (setback) | 20 | 20

Fit (Level 8)

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

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

Att | Dam | Def | Stab: range=+8 +tempo | weapon | 20+gap | 19+gap; or touch=+12 | special | 24 | 23; or shove=+14 | 2 (setback) | 24 | 23

Laudable (Level 10)

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

HP=38; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: range=+11 +tempo | weapon | 23+gap | 22+gap; or touch=+15 | special | 27 | 26; or shove=+17 | 3 (setback) | 27 | 26

Model (Level 12)

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

HP=38; FP=45; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: range=+14 +tempo | weapon | 25+gap | 24+gap; or touch=+18 | special | 29 | 28; or shove=+19 | 3 (setback) | 29 | 28

Outstanding (Level 14)

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

HP=38; FP=45; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: range=+17 +tempo | weapon | 28+gap | 26+gap; or touch=+21 | special | 32 | 30; or shove=+22 | 4 (setback) | 32 | 30

Bestiary ~ R

Ramidreju

The Ramidreju is a four legged weasel-like mammal with a long serpentine body. It has green fur and yellow eyes, with a flattened snout and tusks resembling those of a swine.

The Ramidreju has a keen sense of smell, and uses it in a manner similar to how pigs sniff out truffles. Only, Ramidreju sniff out gold nuggets buried in the soil. Ramidrejus are also expert diggers, capable of rapidly digging deep burrows in the ground. So, any gold nuggets that are sniffed out will be quickly unearthed. These weaselly creatures are adept swimmers as well, and are just as happy collecting nuggets from stream beds as they are from the ground. Needless to say, Ramidrejus are quite adept at building hoards of the yellow metal nuggets that they hide in their dens.

Habitat: **Ramidrejus** usually live in dens beside streams. The entrance to a Ramidreju den is often hidden deep under water, but the passage from the entrance slopes up so that the den itself is dry. Because a Ramidreju is so fond of gold, they will generally only settle down in areas where gold is plentiful.

Origin: The ramidreju comes from the folklore of Cantabria, in northern Spain. It was said that the ramidreju was born to normal weasels only once every century. They were greatly hunted, because their fur could supposedly cure any disease.

Fun Facts: Ramidreju are magnificent diggers, capable of tunneling through the earth as the Occult spell Foray through Dirt, which is cast as a spell rank equal to the creature's Level.

Once per day, a Ramidreju can cure diseases as the pagan Healing spell Panacea. Obviously, it will only do so for individuals it likes. This ability is also cast at a spell rank equal to its Level.

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

Gifts: Aquatic Combat, Night Vision

Keywords: blooded, burrower, fleshy, living, mammal, omnivore

Traits: Afraid of Fire, Lusts after Gold

Wealth Type: Hoard *Cunning:* Bestial

Move Modes: Scamper/Undulate *Danger Tier:* +1

Attack Modes: Gore/Claw

Medium Ramidreju Examples

Baseline Attributes

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

Adequate (Level 2)

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

HP=32; FP=29; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: gore/claw=+10 | 8 | 20 | 18

Decent (Level 4)

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

HP=32; FP=32; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: gore/claw=+13 | 8 | 23 | 21

Fit (Level 6)

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

HP=32; FP=32; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: gore/claw=+16 | 8 | 26 | 23

Laudable (Level 8)

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

HP=35; FP=32; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: gore/claw=+18 | 8 | 29 | 26

Outstanding (Level 10)

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

HP=35; FP=38; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: gore/claw=+20 | 8 | 31 | 30

Remarkable (Level 12)

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

HP=41; FP=38; Ward=1; SP=60 (run)

Att | Dam | Def | Stab: gore/claw=+23 | 9 | 34 | 33

Superb (Level 14)

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

HP=49; FP=38; Ward=1; SP=65 (run)

Att | Dam | Def | Stab: gore/claw=+27 | 11 | 36 | 35

Wondrous (Level 16)

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

HP=54; FP=38; Ward=1; SP=65 (run)

Att | Dam | Def | Stab: gore/claw=+29 | 11 | 39 | 38

Rawhead

A Rawhead is a type of undead consisting entirely of a skull stripped of its skin, but covered in patches of raw bleeding flesh. When first encountered, the skull is usually lying still on a floor. But, when disturbed, it starts bouncing chaotically toward any intruders, cackling in gleeful anticipation.

Once it reaches its prey, a Rawhead will continue bouncing as before, attacking at random with its bite or shoving with its cranium. But, occasionally, it will briefly hover mid-air and chatter its teeth while cackling in a face-to-face assault on its victim's nerves.

Habitat: **Rawheads** can be found anywhere the dead are laid to rest, or where massacres have occurred in the past. They have no no fear of injury or death. Although, they are harmed by sunlight, and so prefer dark surroundings.

Origin: Rawhead is one component of the legend of Rawhead and Bloody Bones, which comes from the folklore of the British Isles. This legend was imported into the Southern United States, which more clearly separates Rawhead from Bloody Bones as two separate entities.

Fun Facts: Rawheads may cackle at will, which acts as the Occult spell [Invoke Large Fell Cackle](#). Treat it as if cast at a spell rank equal to its Level.

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.

Gifts: [Astral Vision](#). Further, Rawheads have the gifts of [Spawn Undead Bloody Bones](#) and [Spawn Undead Screaming Skull](#), which they will use on any fresh corpses they encounter (particularly those it personally killed). See [The Character Compendium](#) for details.

Size: The Size Category corresponds to that of its source before the head was removed.

Keywords: revenant, skeleton, skull, undead

Attack Modes: Omnivorous Bite or Shove

Traits: Aversion to Sunlight

Wealth Type: Incidental

Cunning: Alert

Move Modes: Bounding

Danger Tier: +1

Medium Rawhead Examples

Baseline Attributes

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

Adequate (Level 4)

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

HP=32; FP=38; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: bite=+13 | 4 | 23 | 19; or shove=+13 | 5 (setback) | 23 | 19

Decent (Level 6)

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

HP=35; FP=38; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: bite=+16 | 5 | 25 | 21; or shove=+16 | 6 (setback) | 25 | 21

Fit (Level 8)

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

HP=35; FP=41; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: bite=+18 | 5 | 27 | 24; or shove=+18 | 6 (setback) | 27 | 24

Laudable (Level 10)

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

HP=38; FP=41; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: bite=+21 | 6 | 29 | 26; or shove=+21 | 7 (setback) | 29 | 26

Outstanding (Level 12)

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

HP=38; FP=49; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: bite=+23 | 6 | 31 | 29; or shove=+23 | 7 (setback) | 31 | 29

Remarkable (Level 14)

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

HP=41; FP=49; Ward=0; SP=60 (run)

Att | Dam | Def | Stab: bite=+27 | 7 | 34 | 31; or shove=+27 | 9 (setback) | 34 | 31

Superb (Level 16)

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

HP=45; FP=49; Ward=1; SP=60 (run)

Att | Dam | Def | Stab: bite=+29 | 7 | 37 | 34; or shove=+29 | 9 (setback) | 37 | 34

Wondrous (Level 18)

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

HP=49; FP=49; Ward=1; SP=65 (run)

Att | Dam | Def | Stab: bite=+33 | 8 | 40 | 36; or shove=+33 | 11 (setback) | 40 | 36

Rusalka

Rusalkas are an unusual form of undead which inhabit fresh water lakes and rivers. Like virtually all undead, Rusalka have cold, clammy skin and the sickly pallor of the dead. Depending on the Rusalka's age, its flesh may be in any state of decay from that of a newly buried corpse to that of one which is bloated and has been rotting in swampy water for months. Even so, all Rusalkas have remarkable powers of illusion and deception. They often present themselves as stunningly beautiful women, often with green hair that is continually wet. Legend has it that a Rusalka will die if her hair ever dries out. When they want to go unnoticed, they will use their illusory powers to appear like woodland animals.

Rusalka lurk in their watery haunts waiting to waylay and drown passers-by, preferably those of the male persuasion. Men are particularly susceptible to the Rusalka's trap due to their pretty faces. Those that are able to resist the Rusalka's personal charms, however, often fall prey to the promise of riches gathered in the Rusalka's underwater palace. Of course, castle, riches, and beauty are all merely illusions. The best that can be said of the Rusalka is that she can provide her victims with a pleasant death.

Habitat: Rusalkas are an unusual form of undead which lurk in rivers and lakes during the winter months and dwell in the surrounding forests during the summer.

Origin: Also known as the Navdi, the Rusalka is a rather ambivalent spirit of Slavic lands. It is often treated as a form of faery creature, but is said to arise from maidens who drowned either through accident or suicide. The legend of the Rusalka is tied to that of the Vodyany, but the connection is rather nebulous in folklore. Some tales state that Vodyanoi 'rescue' drowning maidens by transforming them into Rusalkas.

Fun Facts: Although most undead have a terrible fear of sunlight and some suffer extreme injury from fresh water, Rusalkas are completely unaffected by both. In fact, since undead have no need to breathe, Rusalkas can remain underwater indefinitely.

The only way that a Rusalka can regain lost Hit Points is through the consumption of human (and demi-human) flesh. For every meal in which a Rusalka gorges herself on this fare, she regains 6 Hit Points.

Rusalkas are able to cast the following Occult spells at will: Devise Deft Dire Phantasmal Tickling, Disguise Creature, and Pitch Static Figment of Great Size. (See The Oculus of Occultism for details.) In addition, a Rusalka's voice has the effect of the Musical Score Siren's Song, cast at a spell rank equal to the Rusalka's Level. (See The Character Compendium for details).

Gifts: Aquatic Combat, Astral Vision, Spawn Undead.

Vodyany

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

Keywords: enthrall, fleshy, man-eater, narcissist, revenant, undead

Traits: Lust for the Taste of Human Flesh

Attack Modes: Carnivorous Bite/Claw

Wealth Type: Hoard

Cunning: Alert

Move Modes: Run

Danger Tier: +1

Medium Rusalka Examples

Baseline Attributes

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

Adequate (Level 4)

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

HP=49; FP=29; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+13 | 10 | 22 | 21

Decent (Level 6)

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

HP=59; FP=29; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: bite/claw=+16 | 11 | 25 | 24

Fit (Level 8)

TN= 4; ST= 4; AG= 2; CR= 1; PC= 1; HT= -2; IN= -2

HP=64; FP=29; Ward=2; SP=45 (run)

Att | Dam | Def | Stab: bite/claw=+18 | 11 | 28 | 27

Laudable (Level 10)

TN= 4; ST= 4; AG= 3; CR= 1; PC= 2; HT= -2; IN= -2

HP=64; FP=32; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: bite/claw=+21 | 11 | 31 | 30

Model (Level 12)

TN= 4; ST= 4; AG= 3; CR= 1; PC= 2; HT= 0; IN= -2

HP=64; FP=38; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: bite/claw=+23 | 11 | 33 | 32

Outstanding (Level 14)

TN= 4; ST= 4; AG= 3; CR= 1; PC= 3; HT= 1; IN= -2

HP=64; FP=45; Ward=2; SP=55 (run)

Att | Dam | Def | Stab: bite/claw=+25 | 11 | 35 | 35

Bestiary ~ S

Screaming Skull

A Screaming Skull is a musty old cranium lying on a desktop or table, possibly being impiously used as a paperweight. Its shadowed hollow eyes and toothy grin belie its moody, temperamental nature. Anything that annoys it triggers an ear-splitting wail and sets the skull dancing and chattering, and it takes very little to annoy these skeletal horrors. Often simply entering a room or touching its resting-place suffices.

Screaming Skulls sometimes arise from the remains of those who were refused some tribute after death. (i.e. last rites, following a will, etc.) Furious at their own impotence, these poltergeists lash out any way they can. Fortunately, most accomplish little more than setting ears to ringing.

Fun Facts: When disturbed, the skull can emit a piercing scream heard in both the mortal and astral realms, attracting both the living and the undead. It is also capable of speech, when it chooses to do so.

All are capable of casting the Occult spell [Apply Dire Captivity to Mindless Undead](#). Some can cast a single Pagan Pandemonium spell (i.e. [Chiding Torment](#), [Babble](#), [Dithering](#), etc.) A few have even been known to raise storms (i.e. via [Evoke Tempest](#)). All spell-casting is done at spell ranks equal to its Level.

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.

Gifts: [Astral Vision](#). Further, Screaming Skulls have the gifts of [Spawn Undead Rawhead](#) and [Spawn Undead Galley Beggar](#), which they will use on any fresh corpses they encounter (not that they can wander around and just bump into a random corpse). See [The Character Compendium](#) for details.

Habitat: Screaming Skulls are often made the centerpieces of the dining tables of grand halls or used as book ends in private libraries. Any tampering with the lifeless cranium will summon the full wrath of its inhabiting spirit.

Origin: Screaming skulls are known throughout Europe and Asia, but are most popular in England. It seems odd for the English to have so many dusty craniums adorning their shelves like so many cricket trophies. But, if you consider the similarities of a person's habits before their death and their actions afterward, and if you ponder over the ready access many nobles had to axes adorning their walls, the fact of these spousal knickknacks loses some of its mystery.

Size: The size category corresponds to that of its source before the head was removed.

Attack Modes: Special

Move Modes: None

Keywords: skeleton, undead

Danger Tier: -1

Wealth Type: Incidental

Cunning: Alert

Large Screaming Skull Examples

Baseline Attributes

TN= 11; ST= 6; AG= -16; CR= -2; PC= 3; HT= -2; IN= 0

Adequate (Level 3)

TN= 12; ST= 6; AG= -15; CR= -2; PC= 4; HT= -2; IN= 0

HP=152; FP=38; Ward=8; SP=0 (immobile)

Att | Dam | Def | Stab: special=na | special | 10 | 29

Decent (Level 7)

TN= 13; ST= 6; AG= -13; CR= -2; PC= 4; HT= -1; IN= 0

HP=166; FP=41; Ward=9; SP=0 (immobile)

Att | Dam | Def | Stab: special=na | special | 17 | 34

Fit (Level 11)

TN= 14; ST= 6; AG= -13; CR= -2; PC= 5; HT= -1; IN= 2

HP=181; FP=45; Ward=10; SP=0 (immobile)

Att | Dam | Def | Stab: special=na | special | 22 | 40

Medium Screaming Skull 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 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

Fit (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

Sea Lion, Heraldic

The Sea Lion has the fore quarters of the king of beasts and the hindquarters of a great fish. They often form prides that overpower more fearsome creatures by force of numbers. To a sea lion, a man is no more or less tasty than a seal, squid, or dolphin. Many sea-dwelling races keep and train these fearsome beasts as guardians of their homes and treasures.

Habitat: **Sea Lions** are fearless predators who can be found in any sea having an abundance of prey. Although they do not actively hunt men, they will not pass up the occasional sailor that swims their way.

Origin: The Sea Lion is a European heraldic creature representing bold and noble action at sea.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: aquatic, blooded, feline-like, fish-like, fleshy, heraldic, hybrid, living, predator, territorial

Wealth Type: Incidental. Due to the feeding habits of sea serpents, sunken treasure abounds around their lairs.

Attack Modes: Carnivorous Bite/Claw

Move Modes: Swim

Gifts: Night Vision

Cunning: Bestial

Danger Tier: +1

Large Heraldic Sea Lion Examples

Baseline Attributes

TN= 3; ST= 7; AG= -6; CR= -1; PC= 2; HT= 0; IN= -5

Adequate (Level 4)

TN= 4; ST= 9; AG= -6; CR= -1; PC= 3; HT= 0; IN= -5
HP=99; FP=41; Ward=2; SP=30 (swim)
Att | Dam | Def | Stab: bite/claw=+11 | 19 | 16 | 25

Decent (Level 6)

TN= 5; ST= 9; AG= -6; CR= 0; PC= 3; HT= 0; IN= -5
HP=108; FP=41; Ward=2; SP=30 (swim)
Att | Dam | Def | Stab: bite/claw=+13 | 19 | 19 | 28

Fit (Level 8)

TN= 5; ST= 9; AG= -6; CR= 1; PC= 4; HT= 0; IN= -5
HP=108; FP=45; Ward=2; SP=35 (swim)
Att | Dam | Def | Stab: bite/claw=+15 | 19 | 21 | 31

Laudable (Level 10)

TN= 6; ST= 10; AG= -6; CR= 1; PC= 4; HT= 0; IN= -5
HP=128; FP=45; Ward=3; SP=40 (swim)
Att | Dam | Def | Stab: bite/claw=+18 | 20 | 24 | 34

Model (Level 12)

TN= 6; ST= 10; AG= -5; CR= 1; PC= 4; HT= 0; IN= -4
HP=128; FP=45; Ward=3; SP=40 (swim)
Att | Dam | Def | Stab: bite/claw=+21 | 20 | 27 | 36

Outstanding (Level 14)

TN= 6; ST= 10; AG= -4; CR= 2; PC= 4; HT= 0; IN= -4
HP=128; FP=45; Ward=3; SP=45 (swim)
Att | Dam | Def | Stab: bite/claw=+24 | 20 | 30 | 38

Medium Heraldic Sea Lion Examples

Baseline Attributes

TN= 1; ST= 1; AG= 0; CR= 1; PC= 2; HT= 0; IN= -5

Adequate (Level 4)

TN= 2; ST= 3; AG= 0; CR= 1; PC= 3; HT= 0; IN= -5
HP=49; FP=41; Ward=1; SP=30 (swim)
Att | Dam | Def | Stab: bite/claw=+11 | 10 | 20 | 23

Decent (Level 6)

TN= 3; ST= 3; AG= 0; CR= 2; PC= 3; HT= 0; IN= -5
HP=54; FP=41; Ward=1; SP=30 (swim)
Att | Dam | Def | Stab: bite/claw=+13 | 10 | 23 | 26

Fit (Level 8)

TN= 3; ST= 3; AG= 0; CR= 3; PC= 4; HT= 0; IN= -5
HP=54; FP=45; Ward=1; SP=35 (swim)
Att | Dam | Def | Stab: bite/claw=+15 | 10 | 25 | 29

Laudable (Level 10)

TN= 4; ST= 4; AG= 0; CR= 3; PC= 4; HT= 0; IN= -5
HP=64; FP=45; Ward=2; SP=40 (swim)
Att | Dam | Def | Stab: bite/claw=+18 | 11 | 28 | 32

Model (Level 12)

TN= 4; ST= 4; AG= 1; CR= 3; PC= 4; HT= 0; IN= -4
HP=64; FP=45; Ward=2; SP=40 (swim)
Att | Dam | Def | Stab: bite/claw=+21 | 11 | 31 | 34

Outstanding (Level 14)

TN= 4; ST= 4; AG= 2; CR= 4; PC= 4; HT= 0; IN= -4
HP=64; FP=45; Ward=2; SP=45 (swim)
Att | Dam | Def | Stab: bite/claw=+24 | 11 | 34 | 36

Selkie

Selkies are gentle shape-shifting faeries who are usually seen by mortals as large seals lounging on rocky beaches. When they assume their natural state, these water dwelling fairies have an elvish appearance with webbed hands and feet. Their most distinguishing characteristic, however, is their large lipid eyes that are recognizable in either form. In fact, their puppy-dog expressions truthfully advertise their kind natures. These gentle creatures quickly forgive wrongs done against them but rarely forget favors offered to them.

To get from the surface to their underwater estates, Selkies must transform themselves into seals. In order to do so, a Selkie must don a specific magical sealskin which is its most valued possession. If anyone steals this skin from the Selkie, it cannot return home and so remains in the possessor's control until the fur can somehow be regained. The Selkie may even be forced to marry its captor. Regardless of the circumstances, the Selkie will flee to the ocean the second it has regained its treasured garment.

Selkies sometimes mate with mortals. The males, in particular, are rather amorous toward human damsels and are often sought out by lonely women who are unhappy with their husbands. The produced offspring invariably have webbed hands and feet and are excellent swimmers. In all other respects, the children appear normal.

Selkies have a special affection toward mermaids and often serve them. Legend has it that in ages past, one selfless mermaid sacrificed her own life to save a Selkie's. Since then, Selkies have repaid the kindness a thousand fold.

Habitat: Selkies live in underwater palaces decorated with pearls, shells, exotic corals, and other ocean delights discovered in their continual oceanic searches. These dwellings are built in magically sustained air pockets where the Selkies live in human form. It is possible for mortals to enter and live within these abodes, but they are very difficult to find without the owner's guidance. The waters will soon engulf a Selkie's estate without their continual upkeep.

Origin: The Celts of the British Isles believed seals to be faery maidens who could cast off their skins and assume a human form. These faeries were known as roane or seal maidens. In fact, roane is a Gaelic word meaning seal.

Fun Facts: Selkies may transform themselves at will into seal form in a manner similar to the Eldritch [Shift to Medium Seal Form](#) (see [The Character Compendium](#) for details). They are limited, however, in that they must don a specific seal skin to perform the transformation. No other will do, and Selkies cannot return to their underwater world without their skins as they are otherwise unable to breathe underwater and are far poorer swimmers in human form.

Selkies can cast the Occult spell [Erect Watery Abode of Ample Size](#) at will, and their touch acts as the Occult spell [Procure Cruel Intoxicating Touch](#).

If a single drop of a murdered Selkie's blood falls into the ocean a violent storm will arise to punish the offender. Treat this as the Pagan Nature spell [Evoke Tempest](#) cast at a spell rank equal to the Level of the slain Selkie.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Gifts: [Aquatic Combat](#), [Night Vision](#)

Keywords: aquatic, blooded, faery, fleshy, humanoid, living, shape-shifter

Traits: Affinity toward Mermaids

Attack Modes: Touch or Shove *Danger Tier:* 0

Wealth Type: mineral *Cunning:* Alert

Move Modes: Run/Swim

Medium Selkie Examples

Baseline Attributes

TN= -2; ST= -1; AG= 0; CR= 0; PC= 1; HT= 0; IN= 2

Adequate (Level 4)

TN= -2; ST= 0; AG= 1; CR= 0; PC= 2; HT= 0; IN= 3

HP=27; FP=38; Ward=0; SP=25 (swim)

Att | Dam | Def | Stab: touch==+10 | special | 17 | 18; or shove==+9 | 1 (setback) | 17 | 18

Decent (Level 6)

TN= -1; ST= 0; AG= 1; CR= 0; PC= 2; HT= 0; IN= 4

HP=29; FP=38; Ward=0; SP=25 (swim)

Att | Dam | Def | Stab: touch==+12 | special | 20 | 21; or shove==+11 | 1 (setback) | 20 | 21

Fit (Level 8)

TN= 1; ST= 0; AG= 1; CR= 0; PC= 2; HT= 0; IN= 4

HP=35; FP=38; Ward=1; SP=25 (swim)

Att | Dam | Def | Stab: touch==+14 | special | 24 | 25; or shove==+13 | 1 (setback) | 24 | 25

Laudable (Level 10)

TN= 1; ST= 0; AG= 2; CR= 0; PC= 3; HT= 0; IN= 4

HP=35; FP=41; Ward=1; SP=30 (swim)

Att | Dam | Def | Stab: touch==+17 | special | 27 | 28; or shove==+16 | 2 (setback) | 27 | 28

Outstanding (Level 12)

TN= 1; ST= 0; AG= 2; CR= 0; PC= 3; HT= 1; IN= 5

HP=35; FP=45; Ward=1; SP=30 (swim)

Att | Dam | Def | Stab: touch==+19 | special | 29 | 30; or shove==+18 | 2 (setback) | 29 | 30

Sleipnir

The Sleipnir is a horse with the rippling muscles of a thoroughbred and the stature and girth of a Clydesdale. This alone would turn the heads of even the most experienced of ranch hands. But once the steed was brought into full view, every jaw would drop in wide-eyed wonder at the beast's most distinctive characteristic: its legs. Not that they are, in and of themselves, anything exceptional. It's just that there are eight of them. Needless to say, this leggy surplus gives the Sleipnir a remarkably smooth gait and allows it to gallop at speeds that can drain the color from the faces of even the most jaded of jockeys. (clacloppittitty-ittitty-ittitty-clop)

Ordinarily, a biologist would hear "eight legs" and find this sufficient reason to automatically classify the beast along with black widows and tarantulas as an arachnid, but even the most casual of inspections will reveal the Sleipnir to be, quite unmistakably, a horse. One with an oversupply of dark-meat, to be sure, but a horse nonetheless. Biologists can take some comfort in the fact that, despite their obviously spider-like features, Sleipnirs have never been known to spray webs out of their butts.

Sleipnir are some of the most valued of war-steeds. Unfortunately, their high-strung spirits can tax the patience of any owner. Their trust is not easily earned, but once this is accomplished, Sleipnirs are highly loyal to their riders and will defend them with their lives. At most, they will accept only a single person as their riding 'companion'. Once formed, this bond is a life-long unwavering commitment.

Although quite rare, there have been reports of **Sleipnirs** with wings. The obvious conclusion that can be drawn from this fact is that Sleipnirs occasionally interbreed with other equine species, including winged horses.

Habitat: Sleipnirs prefer grazing on the wiry tough grass found on the plains of northern climes. They are particularly adept at digging through hard-packed snow to expose the vegetation they demand during the frigid winter months.

Origin: Sleipnir, literally "Glider," was the preferred steed of the Nordic god Odin. This magnificent horse was the offspring of Svadilfari, a tremendously powerful stallion, and Loki, the god of mischief and discord. The resulting creature was a divine equine possessing eight legs which gave it remarkable speed. It could gallop through the air as easily as land (some legends describe sleipnir as having wings) and was supposedly capable of taking its rider anywhere. In one ancient Nordic legend, Sleipnir took the god Hermod to Niflheim in order to beseech Hel to free his brother (Balder) from death's grip.

Fun Facts: Sleipnirs have powerful legs enabling them to jump great distances. Treat this as if it were the occult spell Bound cast at a spell rank equal to the equine's Level. This ability may be performed at will, but requires the horse to have at least a 10 yard run before the leap.

Sleipnir are extremely strong willed. Anyone personally raising a given Sleipnir from birth may ride it. However, the

stubborn horse will only obey its rider's directions if they have a rank in Riding Equines equal to or greater than the Sleipnir's Level.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: blooded, equine-like, fleshy, herd, living

Attack Modes: Hoof/Hoof/Hoof/Hoof

Wealth Type: Incidental

Cunning: Bestial

Move Modes: Gallop

Gifts: Night Vision

Danger Tier: +1

Large Sleipnir Examples

Baseline Attributes

TN= 2; ST= 6; AG= -4; CR= -4; PC= 0; HT= 5; IN= -5

Adequate (Level 6)

TN= 2; ST= 6; AG= -2; CR= -4; PC= 1; HT= 7; IN= -4

HP=64; FP=64; Ward=1; SP=60 (gallop)

Att | Dam | Def | Stab: melee=+10 +tempo | weapon+6 | 16+parry | 19+parry; or range=+3 +tempo | weapon | 16+gap | 19+gap; or punch=+14 | 10 | 17 | 20

Decent (Level 8)

TN= 2; ST= 6; AG= -2; CR= -4; PC= 3; HT= 7; IN= -4

HP=64; FP=76; Ward=1; SP=65 (gallop)

Att | Dam | Def | Stab: melee=+12 +tempo | weapon+6 | 18+parry | 23+parry; or range=+7 +tempo | weapon | 18+gap | 23+gap; or punch=+16 | 10 | 19 | 24

Fit (Level 10)

TN= 2; ST= 7; AG= -2; CR= -4; PC= 3; HT= 7; IN= -3

HP=70; FP=76; Ward=1; SP=70 (gallop)

Att | Dam | Def | Stab: melee=+15 +tempo | weapon+7 | 20+parry | 25+parry; or range=+9 +tempo | weapon | 20+gap | 25+gap; or punch=+19 | 11 | 21 | 26

Laudable (Level 12)

TN= 2; ST= 8; AG= -2; CR= -4; PC= 3; HT= 8; IN= -3

HP=76; FP=82; Ward=1; SP=70 (gallop)

Att | Dam | Def | Stab: melee=+18 +tempo | weapon+8 | 22+parry | 27+parry; or range=+11 +tempo | weapon | 22+gap | 27+gap; or punch=+22 | 12 | 23 | 28

Outstanding (Level 14)

TN= 2; ST= 9; AG= -2; CR= -4; PC= 3; HT= 8; IN= -2

HP=83; FP=82; Ward=1; SP=75 (gallop)

Att | Dam | Def | Stab: melee=+21 +tempo | weapon+9 | 24+parry | 29+parry; or range=+13 +tempo | weapon | 24+gap | 29+gap; or punch=+25 | 13 | 25 | 30

Slime, Boneless

A Boneless Slime is a shapeless mass of translucent white goo. It has no head, face, tail, nor limbs of any kind. Rather, it is an amorphous blob surrounded by a strong acrid smell. It ambulates across the ground like a gigantic amoeba. It has an insatiable appetite, and attacks its prey by engulfing it.

A Boneless Slime's touch is acidic. Once it engulfs its prey, the goo immediately begins digesting its meal and converting it into more white slime. In this way, some of these monsters grow to be up to Great size. They reproduce by simply dividing themselves into two or more parts. But, they occasionally merge with other specimens as well. There doesn't seem to be any intelligence in their actions. But, they do tend to divide and merge themselves to a Size Category approximating that of their prey.

Habitat: **Boneless Slimes** lurk in dark damp caves and underground passages where there is fresh meat to be hunted. They never appear in daylight. But, they are known to occasionally hunt above ground at night. They don't breathe, and so are as comfortable ambulating along the bottom of a lake or pond as they are across the ground.

Origin: Also known as a Frittening, or simply Boneless, the Boneless Slime originates from the folklore of Oxfordshire, England. It is a close cousin to the Brollachan of Western Scotland.

Fun Facts: The Boneless Slime attacks by touch, which it accomplishes by simply moving into the space occupied by its prey. Use the swarm rules for handling combat, as described under [Handling Swarms](#) in [The Rules Reference](#). Further, it sticks to its target, trying to prevent them from departing the space it occupies. Treat this as a [Restraining Attack](#) (as described in the [Special Attack Modes](#) section of [The Rules Reference](#)).

The Boneless Slime's touch has the effect of the Occult spell [Manifest Dire Caustic Touch](#) as if cast at a spell rank equal to its Level. (If an engulfed creature is taken down to 0 Hit Points, but is not at a Glory Status allowing for death, the Boneless Slime will expel the creature, apparently finding its taste to be unappetizing.)

Being essentially a viscous acidic liquid, a Boneless Slime can't be harmed by physical blows. It can't be cut, crushed, bludgeoned, or punctured. It also can't be bound nor tripped. Further, it can ooze through any hole or crack wide enough to stick the tip of a standard writing quill into.

Durabilities: This creature is Immune to Acidic, Bleeding, Blunt, Captivating, Chopping, Crushing, Cutting, Deluding, Dreadful, Enervating, Entrancing, Fettering, Footing, Infernal, Internal, Maladive, Metaphysical, Puncturing, Quieting, Righteous, Sedating, Suffocating, and Tormenting Effects; and Sensitive to Electrical, Scorching, and Sunshining Effects.

Traits: Averse to Sunlight, Insatiable Appetite

Keywords: *ageless, living, Lovecraftian, slime*

Move Modes: Ambulate / Cling

Gifts: [Motion Sensitivity](#)

Wealth Type: Incidental

Cunning: Instinctive

Attack Modes: Touch

Danger Tier: +2

Boneless Slime Swarm Batch Examples

Baseline Attributes

TN= 0; ST= 2; AG= -4; CR= 4; PC= 0; HT= 0; IN= -9

Adequate (Level 2)

TN= 1; ST= 3; AG= -4; CR= 4; PC= 0; HT= 0; IN= -9
HP=45; FP=32; Ward=1; SP=20 (ambulate) / 20 (cling)
Att | Dam | Def | Stab: touch=+10 | special | 13 | 17

Decent (Level 4)

TN= 3; ST= 3; AG= -4; CR= 4; PC= 0; HT= 0; IN= -9
HP=54; FP=32; Ward=1; SP=20 (ambulate) / 20 (cling)
Att | Dam | Def | Stab: touch=+12 | special | 17 | 21

Fit (Level 6)

TN= 3; ST= 3; AG= -2; CR= 4; PC= 0; HT= 0; IN= -9
HP=54; FP=32; Ward=1; SP=20 (ambulate) / 20 (cling)
Att | Dam | Def | Stab: touch=+14 | special | 21 | 23

Laudable (Level 8)

TN= 3; ST= 3; AG= -2; CR= 4; PC= 0; HT= 1; IN= -9
HP=54; FP=34; Ward=1; SP=20 (ambulate) / 20 (cling)
Att | Dam | Def | Stab: touch=+16 | special | 23 | 25

Outstanding (Level 10)

TN= 4; ST= 4; AG= -2; CR= 4; PC= 0; HT= 1; IN= -9
HP=64; FP=34; Ward=2; SP=25 (ambulate) / 25 (cling)
Att | Dam | Def | Stab: touch=+18 | special | 26 | 28

Remarkable (Level 12)

TN= 4; ST= 4; AG= -1; CR= 5; PC= 0; HT= 1; IN= -9
HP=64; FP=34; Ward=2; SP=25 (ambulate) / 25 (cling)
Att | Dam | Def | Stab: touch=+21 | special | 29 | 30

Superb (Level 14)

TN= 4; ST= 4; AG= -1; CR= 6; PC= 1; HT= 1; IN= -9
HP=64; FP=38; Ward=2; SP=30 (ambulate) / 30 (cling)
Att | Dam | Def | Stab: touch=+25 | special | 31 | 33

Wondrous (Level 16)

TN= 4; ST= 4; AG= -1; CR= 6; PC= 1; HT= 1; IN= -8
HP=64; FP=38; Ward=2; SP=30 (ambulate) / 30 (cling)
Att | Dam | Def | Stab: touch=+27 | special | 33 | 35

Snail, Carcolh

A Carcolh is snail-like monster with a large coiled shell on its back, a slimy gastropod body like that of a slug, and eye stalks. However, its most distinctive characteristic involves the long tentacles surrounding its maw used to snag and retrieve prey.

These creatures literally move at a snail's pace. So, they hunt by lurking in dark holes and waiting for prey to wander by. Since they can slime their way across walls and ceilings, one of their favorite tactics is to find a dark crevice in a cave ceiling and attack from above.

Carcolh Snails start out life Small-sized. But, from birth onward, they never stop growing. Some specimens have been known to grow to immense size.

Habitat: Carcolh Snails live on both land and under water. Even when they are on dry ground, you can be sure that there is a pool or stream nearby. They are found in the bright light of day and the absolute dark of deep caves. However, they cannot survive in dry environments.

Origin: The Carcolh (or Lou Carcolh) comes from the Les Landes region of south-western France. One particularly large specimen was said to live in a cave under the town of Hastingue, whose tentacles were said to stretch for miles. The Aztecs believed that the snail's spiral shell symbolized the moon's cycles, and represented the Moon god.

Fun Facts: Carcolh Snails crawl along walls and ceilings with ease. They aren't fast, but they cling to any surface with iron-clad grips. The Carcolh Snail's tentacles are so long, they allow the monster to reach targets up to 4 times the normal Reach for creatures of its Size Category. So, a Medium-sized Carcolh can Reach targets 20 feet away. A Large-sized one can Reach targets 40 feet away, etc.

If its attack hits (against Stability), it acts in a manner similar to a Whip (see [The Character Compendium](#) for details). If the target drops to 0 Fate Points, the Carcolh Snail pulls its victim to its maw at a rate of 10 feet per Round, and begins feasting once its meal is in reach of its raspy teeth (automatically delivering the stated Damage every Round).

When they are well fed, a Carcolh Snail advertises its desire to mate by giving off a faint glow, as the Eldritch ability [Moon Glow](#) (see [The Character Compendium](#) for details).

Durabilities: This creature is Immune to Blighting, Captivating, Deluding, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects; and Resistant to Footing Effects. The tentacles have a Ward of 0, but they are also Immune to Internal Effects.

Attack Modes: Tentacle/Tentacle/Tentacle or Maw

Gifts: [Heavy Natural Armor](#), [Motion Sensitivity](#)

Move Modes: Creep / Cling *Danger Tier:* +1

Wealth Type: Incidental *Cunning:* Instinctive

Keywords: amphibian, blooded, fleshy, living, Lovecraftian

Epic Carcolh Snail Examples

Baseline Attributes

TN=14;ST=18;AG= -24;CR= -2;PC= -2;HT= -3;IN= -8

Adequate (Level 8)

TN=17;ST=19;AG= -22;CR= -2;PC= -2;HT= -2;IN= -8

HP=724; FP=22; Ward=23; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+9 | 15 (setback) | 11 | 37;
or maw=+9 | 33 | 11 | 37

Decent (Level 10)

TN=18;ST=20;AG= -22;CR= -2;PC= -2;HT= -2;IN= -8

HP=861; FP=22; Ward=24; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+12 | 15 (setback) | 14 | 40;
or maw=+12 | 34 | 14 | 40

Fit (Level 12)

TN=18;ST=20;AG= -21;CR= -1;PC= -2;HT= -2;IN= -8

HP=861; FP=22; Ward=24; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+15 | 15 (setback) | 17 | 42;
or maw=+15 | 34 | 17 | 42

Laudable (Level 14)

TN=18;ST=20;AG= -21;CR=0;PC= -1;HT= -2;IN= -8

HP=861; FP=24; Ward=24; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+17 | 15 (setback) | 19 | 45;
or maw=+17 | 34 | 19 | 45

Outstanding (Level 16)

TN=18;ST=20;AG= -21;CR=0;PC= -1;HT= -2;IN= -7

HP=861; FP=24; Ward=24; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+19 | 15 (setback) | 21 | 47;
or maw=+19 | 34 | 21 | 47

Remarkable (Level 18)

TN=18; ST=20; AG= -20; CR=0; PC=0; HT= -2; IN= -7

HP=861; FP=26; Ward=24; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+22 | 15 (setback) | 24 | 50;
or maw=+22 | 34 | 24 | 50

Superb (Level 20)

TN=18; ST=20; AG= -20; CR=1; PC=0; HT= -2; IN= -7

HP=861; FP=26; Ward=24; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+24 | 16 (setback) | 26 | 52;
or maw=+24 | 34 | 26 | 52

Great Carcolh Snail Examples**Baseline Attributes**

TN=12;ST=12;AG= -18;CR=0;PC= -2;HT= -3;IN= -8

Adequate (Level 6)

TN=15;ST=13;AG= -16;CR=0;PC= -2;HT= -3;IN= -8

HP=362; FP=20; Ward=21; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+7 | 11 (setback) | 13 | 33;
or maw=+7 | 24 | 13 | 33**Decent (Level 8)**

TN=15;ST=13;AG= -16;CR=0;PC= -2;HT= -2;IN= -8

HP=362; FP=22; Ward=21; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+9 | 11 (setback) | 15 | 35;
or maw=+9 | 24 | 15 | 35**Fit (Level 10)**

TN=16;ST=14;AG= -16;CR=0;PC= -2;HT= -2;IN= -8

HP=431; FP=22; Ward=22; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+12 | 11 (setback) |
18 | 38; or maw=+12 | 25 | 18 | 38**Laudable (Level 12)**

TN=16;ST=14;AG= -15;CR=1;PC= -2;HT= -2;IN= -8

HP=431; FP=22; Ward=22; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+15 | 12 (setback) |
21 | 40; or maw=+15 | 25 | 21 | 40**Outstanding (Level 14)**

TN=16;ST=14;AG= -15;CR=2;PC= -1;HT= -2;IN= -8

HP=431; FP=24; Ward=22; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+17 | 13 (setback) |
23 | 43; or maw=+17 | 25 | 23 | 43**Remarkable (Level 16)**

TN=16;ST=14;AG= -15;CR=2;PC= -1;HT= -2;IN= -7

HP=431; FP=24; Ward=22; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+19 | 13 (setback) |
25 | 45; or maw=+19 | 25 | 25 | 45**Superb (Level 18)**

TN=16; ST=14; AG= -14; CR=2; PC=0; HT= -2; IN= -7

HP=431; FP=26; Ward=22; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+22 | 13 (setback) |
28 | 48; or maw=+22 | 25 | 28 | 48**Large Carcolh Snail Examples****Baseline Attributes**

TN=10; ST=6; AG= -12; CR=2; PC= -2; HT= -3; IN= -8

Adequate (Level 4)

TN=13; ST=7; AG= -12; CR=2; PC= -2; HT= -3; IN= -8

HP=181; FP=20; Ward=19; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+3 | 12 (setback) | 13 | 29;
or maw=+3 | 16 | 13 | 29**Decent (Level 6)**

TN=13; ST=7; AG= -10; CR=2; PC= -2; HT= -3; IN= -8

HP=181; FP=20; Ward=19; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+7 | 12 (setback) | 17 | 31;
or maw=+7 | 16 | 17 | 31**Fit (Level 8)**

TN=13; ST=7; AG= -10; CR=2; PC= -2; HT= -2; IN= -8

HP=181; FP=22; Ward=19; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+9 | 12 (setback) | 19 | 33;
or maw=+9 | 16 | 19 | 33**Laudable (Level 10)**

TN=14; ST=8; AG= -10; CR=2; PC= -2; HT= -2; IN= -8

HP=215; FP=22; Ward=20; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+12 | 12 (setback) |
22 | 36; or maw=+12 | 17 | 22 | 36**Outstanding (Level 12)**

TN= 14; ST= 8; AG= -9; CR= 3; PC= -2; HT= -2; IN= -8

HP=215; FP=22; Ward=20; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+15 | 13 (setback) |
25 | 38; or maw=+15 | 17 | 25 | 38**Remarkable (Level 14)**

TN= 14; ST= 8; AG= -9; CR= 4; PC= -1; HT= -2; IN= -8

HP=215; FP=24; Ward=20; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+17 | 14 (setback) |
27 | 41; or maw=+17 | 17 | 27 | 41**Superb (Level 16)**

TN= 14; ST= 8; AG= -9; CR= 4; PC= -1; HT= -2; IN= -7

HP=215; FP=24; Ward=20; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+19 | 14 (setback) |
29 | 43; or maw=+19 | 17 | 29 | 43

Medium Carcolh Snail Examples**Baseline Attributes**

TN= 8; ST= 0; AG= -6; CR= 4; PC= -2; HT= -3; IN= -8

Adequate (Level 2)

TN= 9; ST= 1; AG= -6; CR= 4; PC= -2; HT= -3; IN= -8

HP=76; FP=20; Ward=15; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+1 | 11 (setback) | 13 | 23;
or maw=+1 | 8 | 13 | 23**Decent (Level 4)**

TN= 11; ST= 1; AG= -6; CR= 4; PC= -2; HT= -3; IN= -8

HP=91; FP=20; Ward=17; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+3 | 11 (setback) | 17 | 27;
or maw=+3 | 8 | 17 | 27**Fit (Level 6)**

TN= 11; ST= 1; AG= -4; CR= 4; PC= -2; HT= -3; IN= -8

HP=91; FP=20; Ward=17; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+7 | 11 (setback) | 21 | 29;
or maw=+7 | 8 | 21 | 29**Laudable (Level 8)**

TN= 11; ST= 1; AG= -4; CR= 4; PC= -2; HT= -2; IN= -8

HP=91; FP=22; Ward=17; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+9 | 11 (setback) | 23 | 31;
or maw=+9 | 8 | 23 | 31**Outstanding (Level 10)**

TN= 12; ST= 2; AG= -4; CR= 4; PC= -2; HT= -2; IN= -8

HP=108; FP=22; Ward=18; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+12 | 11 (setback) |
26 | 34; or maw=+12 | 9 | 26 | 34**Remarkable (Level 12)**

TN= 12; ST= 2; AG= -3; CR= 5; PC= -2; HT= -2; IN= -8

HP=108; FP=22; Ward=18; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+15 | 12 (setback) |
29 | 36; or maw=+15 | 9 | 29 | 36**Superb (Level 14)**

TN= 12; ST= 2; AG= -3; CR= 6; PC= -1; HT= -2; IN= -8

HP=108; FP=24; Ward=18; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+17 | 13 (setback) |
31 | 39; or maw=+17 | 9 | 31 | 39**Small Carcolh Snail Examples****Baseline Attributes**

TN= 6; ST= -6; AG= 0; CR= 6; PC= -2; HT= -3; IN= -8

Adequate (Level 0)

TN= 6; ST= -6; AG= 0; CR= 6; PC= -2; HT= -3; IN= -8

HP=32; FP=20; Ward=13; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=-2 | 10 (setback) | 14 | 18;
or maw=-2 | 5 | 14 | 18**Decent (Level 2)**

TN= 7; ST= -5; AG= 0; CR= 6; PC= -2; HT= -3; IN= -8

HP=38; FP=20; Ward=13; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+1 | 10 (setback) | 17 | 21;
or maw=+1 | 5 | 17 | 21**Fit (Level 4)**

TN= 9; ST= -5; AG= 0; CR= 6; PC= -2; HT= -3; IN= -8

HP=45; FP=20; Ward=15; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+3 | 10 (setback) | 21 | 25;
or maw=+3 | 5 | 21 | 25**Laudable (Level 6)**

TN= 9; ST= -5; AG= 2; CR= 6; PC= -2; HT= -3; IN= -8

HP=45; FP=20; Ward=15; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+7 | 10 (setback) | 25 | 27;
or maw=+7 | 5 | 25 | 27**Outstanding (Level 8)**

TN= 9; ST= -5; AG= 2; CR= 6; PC= -2; HT= -2; IN= -8

HP=45; FP=22; Ward=15; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+9 | 10 (setback) | 27 | 29;
or maw=+9 | 5 | 27 | 29**Remarkable (Level 10)**

TN= 10; ST= -4; AG= 2; CR= 6; PC= -2; HT= -2; IN= -8

HP=54; FP=22; Ward=16; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+12 | 10 (setback) |
30 | 32; or maw=+12 | 5 | 30 | 32**Superb (Level 12)**

TN= 10; ST= -4; AG= 3; CR= 7; PC= -2; HT= -2; IN= -8

HP=54; FP=22; Ward=16; SP=5 (creep) / 5 (creep)

Att | Dam | Def | Stab: tendril(×3)=+15 | 11 (setback) |
33 | 34; or maw=+15 | 5 | 33 | 34

Snow Queen

Snow Queens are white-skinned faeries with frosty blond hair and eyes as blue as glacial ice. Their high cheekbones and almond shaped eyes accentuate their beauty. They wear thick luxurious furs and ride through the country in sleds drawn by white stallions. Snow Queens are related to ice hags, but, fortunately, there is little family resemblance.

Despite their tremendously good looks, Snow Queens are lonely desperate individuals constantly seeking the company of adoring companions. Unfortunately, Snow Queens are so excessively possessive and controlling that anyone befriending one would effectively become her prisoner. Their sentence would not last long, however, unless they could somehow withstand their warden's icy embrace.

These faeries are surprisingly skilled in the use of daggers fashioned from ice through which their Offer Dire Freezing Brand ability is transmitted. For additional protection, Snow Queens usually carry pouches containing a few snowballs (per the Occult spell Contrive Great Fell Snowball). Due to their extremely cold natures, they can carry these projectiles indefinitely without fear of premature detonation.

Habitat: Snow Queens dwell in arctic conditions where snow remains year round. Here they live in vast icy palaces of glittering snow and glassy ice crystals. As if suspended in time, frozen fountains spew streams of motionless ice and tapestries of icicles drape the palatial walls, providing a tasteful counterbalance to the polished floors of blue glacial ice. Snow Queens are unable to withstand the warmth of spring, summer, and autumn in more temperate climates. Consequently, they seclude themselves in the frigid realms for most of the year, traveling abroad only in the coldest winter months. Even then, they are rarely seen.

Any Snow Queen caught on a warm spring or summer day will slowly die as she succumbs to the unbearable heat.

Origin: Snow queens come from Scandinavian folklore where they dwelled in the northernmost regions of Lapland. Hans Christian Andersen popularized one of these cold beautiful characters in his fairy tale The Snow Queen.

Fun Facts: Even slightly grazing a Snow Queen's skin acts as a combination of the Occult spells Manifest Dire Freezing Touch and Provide Pain Numbing in such a fashion that the target feels a slight chill but no pain. This ability is innate. Snow Queens are completely unable to suppress the effects of their wintry caresses. Snow Queens may cast the following Occult spells: Contrive Great Fell Snowball, Flee as Ample Deft Cyclone, Generate Icy Glaze of Great Size, Invoke Fury of Grim Frostbite, Invoke Great Cone of Fell Wind, Invoke Blast of Doubly Fell Wind, Invoke Great Cone of Grim Frost, Manifest Great Aura of Dire Cold, Manifest Slowing Snow Drift, Offer Dire Freezing Brand, Pitch Fog of Epic Size, Pitch Great Slick Patch of Fell Hailstorm, Harness Basin for Scrying a Kingdom's Distance (using glassy frozen ice), Provide Apt Cool of Night, and Solicit Generous Lasting Rain. In addition, Snow Queens can

fashion snow castles in a fashion similar to the Occult spell Place Sand Castle with a Few Large Rooms, but utilizing snow as the medium instead of sand. (See The Oculus of Occultism for details.) All spells are cast at spell ranks equal to the Snow Queen's Level.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Freezing, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects; Highly Resistant to Footing and Slippery Effects; and Highly Sensitive to Scorching Effects.

Keywords: arctic, blooded, cryogen, faery, fleshy, humanoid, living, murderous, narcissist, occultist

Attack Modes: Dagger or Touch

Wealth Type: Hoard

Cunning: Clever

Gifts: Night Vision

Move Modes: Run

Size: Medium

Danger Tier: +1

Medium Snow Queen Examples

Baseline Attributes

TN= 0; ST= 0; AG= 0; CR= 0; PC= 2; HT= 2; IN= 3

Adequate (Level 10)

TN= 1; ST= 2; AG= 3; CR= 1; PC= 2; HT= 4; IN= 4

HP=41; FP=53; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: dagger=+20 | 5 | 27 | 26; or touch=+17 | special | 28 | 27

Decent (Level 12)

TN= 1; ST= 3; AG= 3; CR= 1; PC= 2; HT= 5; IN= 4

HP=45; FP=58; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: dagger=+23 | 6 | 29 | 28; or touch=+19 | special | 30 | 29

Fit (Level 14)

TN= 1; ST= 3; AG= 3; CR= 1; PC= 3; HT= 5; IN= 5

HP=45; FP=64; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: dagger=+25 | 6 | 31 | 31; or touch=+22 | special | 32 | 32

Laudable (Level 16)

TN= 2; ST= 3; AG= 3; CR= 1; PC= 4; HT= 5; IN= 5

HP=49; FP=69; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: dagger=+27 | 6 | 34 | 35; or touch=+25 | special | 35 | 36

Outstanding (Level 18)

TN= 3; ST= 3; AG= 3; CR= 2; PC= 4; HT= 5; IN= 5

HP=54; FP=69; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: dagger=+29 | 6 | 37 | 38; or touch=+28 | special | 38 | 39

Solovei

A Solovei is similar to a Harpy, in that it has the body, claws, and wings of a bird, as well as the head and bare chest of a human. But, the Solovei also has human arms. The coloration of their feathers is a light brown, like that of a nightingale. Further, both male and females of the species are encountered. They are brutish, but reasonably civilized, and will quickly become angry at any suggestion that they are man eaters like their harpy cousins.

Because these man/bird hybrids have arms, they are capable of wielding weapons, and will do so if pressed into combat. But, they prefer to use the magical power of their voices to take what they want from whomever they encounter.

Habitat: **Soloveis** have a great fondness for treasure, and will often nest near busy roads so they can rob travelers of their wealth.

Origin: The story of the Solovei, whose name means “Nightingale”, come from the Russian folktale of Il’ya Muromets, who encountered a half man/half bird brigand named Solovei Rakhmatich. This bird/man used his loud whistle to kill anyone refusing to hand over their gold.

Fun Facts: Solovies have entrancing voices with magical properties. They can evoke the magical power any musical score capable of being sung. They are particularly fond of C. above High C. (See The Character Compendium for details.)

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: avian-like, blooded, enthrall, fleshy, humanoid-like, hybrid, living, narcissist, winged

Traits: Fond of Sparkly Treasure

Attack Modes: Dagger or Bow or Claw

Cunning: Alert

Gifts: Night Vision

Move Modes: Hop/Hover

Size: Medium

Wealth Type: Hoard

Danger Tier: +1

Medium Solovei 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= 2; CR= 0; PC= 1; HT= 1; IN= 0

HP=32; FP=38; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: dagger=+11 | 3 | 19 | 18; or
bow=+8 | 5 | 16 | 15; or claw=+10 | 4 | 20 | 19

Decent (Level 6)

TN= 0; ST= 0; AG= 2; CR= 0; PC= 2; HT= 2; IN= 0

HP=32; FP=45; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+13 | 3 | 21 | 21; or
bow=+11 | 5 | 18 | 18; or claw=+12 | 4 | 22 | 22

Fit (Level 8)

TN= 0; ST= 0; AG= 2; CR= 0; PC= 3; HT= 2; IN= 1

HP=32; FP=49; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+15 | 3 | 23 | 24; or
bow=+14 | 5 | 20 | 21; or claw=+14 | 4 | 24 | 25

Laudable (Level 10)

TN= 1; ST= 0; AG= 2; CR= 0; PC= 3; HT= 3; IN= 1

HP=35; FP=53; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: dagger=+17 | 3 | 26 | 27; or
bow=+16 | 5 | 23 | 24; or claw=+16 | 4 | 27 | 28

Outstanding (Level 12)

TN= 1; ST= 0; AG= 3; CR= 0; PC= 3; HT= 3; IN= 2

HP=35; FP=53; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: dagger=+20 | 3 | 29 | 29; or
bow=+18 | 5 | 26 | 26; or claw=+19 | 4 | 30 | 30

Remarkable (Level 14)

TN= 2; ST= 1; AG= 3; CR= 0; PC= 3; HT= 3; IN= 2

HP=41; FP=53; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: dagger=+23 | 4 | 32 | 32; or
bow=+20 | 5 | 29 | 29; or claw=+22 | 5 | 33 | 33

Superb (Level 16)

TN= 2; ST= 1; AG= 3; CR= 0; PC= 4; HT= 3; IN= 2

HP=41; FP=58; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: dagger=+25 | 4 | 34 | 35; or
bow=+23 | 5 | 31 | 32; or claw=+24 | 5 | 35 | 36

Specter, Headless

Headless Specters are spirits risen from the bodies of decapitated people. They are encountered wandering through dungeon halls and castle courtyards where they are believed to be looking for their missing heads. These horrific spirits are generally dressed in elegant clothing since nobles are the most commonly beheaded countrymen. Their garments are drenched in blood streaming down from the severed neck

Despite the terrifying visage of these Specters, they are not aggressive and will appear at random intervals for a few Rounds. Headless Specters won't even defend themselves if attacked. Upon sustaining damage, however, it will either escape through a nearby wall or simply fade away. It will return to its haunting tasks at a later time.

Even though these decapitated spirits are not hostile, they are drawn to the raucous noises of combat. Here, they will simply stand in dark corners observing the chaotic and sometimes gruesome spectacles, unaware or unconcerned of the effect their presence has on the combatants.

Habitat: Headless Specters aren't particular about their environments. They tend to haunt the dungeons or castles in which they were formerly executed but occasionally roam about the countryside in search of their lost heads.

Origin: Tales of headless specters appear throughout America, England, Scotland, and France. In fact, headless specters are feared wherever beheadings were common.

Fun Facts: Headless Specters are Undead with the Spectral Condition. (See the Creature Conditions section of The Overlord's Omnibus for details.)

Anyone within 30 feet of a Headless Specter must make an Avoidance Roll with Toughness Adjustments every Round against a Threshold of 10 plus the specter's Level. On the first failure, and every Round thereafter, the individual suffers from bleeding similar to the Occult spell Render Wounds Bleeding. (See The Oculus of Occultism for details.) The bleeding will permanently cease only if the Specter is 'slain'. However, the blood loss will temporarily pause if the spirit and the victim move out of a direct line of sight with one another. Once a single Conflict Roll fails for a given headless specter, no further rolls are allowed against the bleeding effects even if the next encounter occurs years later.

Headless Specters are Immune to all but Iron or Steel Bladed Weapons. Even magical weapons of other forms have no effect. It is believed that the spirit views itself as invulnerable except when faced with a weapon similar to the type that removed its own head.

If a Headless Specter is Overcome, it is temporarily dispersed, but it is not destroyed. The specter will rise again in about a week.

Any time the Specter is damaged by any means, a slight nick appears on the throat of the assailant. Each such cut delivers 1 point of Damage and will bleed as soon as the effects of

Render Wounds Bleeding take hold.

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.

Gifts: Astral Vision, Spawn Undead Decapitated Phantom, Spawn Undead Headless Horseman, Spawn Undead Jack-o'-Lantern

Traits: Afraid of Sunlight, Affinity for Decapitated Phantoms

Keywords: humanoid, specter, undead

Wealth Type: Incidental *Cunning:* Alert

Attack Modes: Special *Move Modes:* Run

Size: Medium *Danger Tier:* +1

Medium Headless Specter Examples

Baseline Attributes

TN= 0; ST= 0; AG= 0; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 6)

TN= 0; ST= 0; AG= 0; CR= 0; PC= 2; HT= 2; IN= 2

HP=32; FP=45; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: special=na | special | 16 | 18

Decent (Level 8)

TN= 0; ST= 0; AG= 0; CR= 0; PC= 3; HT= 3; IN= 2

HP=32; FP=53; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: special=na | special | 18 | 21

Fit (Level 10)

TN= 1; ST= 0; AG= 0; CR= 0; PC= 3; HT= 3; IN= 3

HP=35; FP=53; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: special=na | special | 21 | 24

Laudable (Level 12)

TN= 1; ST= 0; AG= 0; CR= 0; PC= 3; HT= 4; IN= 3

HP=35; FP=58; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: special=na | special | 23 | 26

Outstanding (Level 14)

TN= 2; ST= 0; AG= 0; CR= 0; PC= 3; HT= 4; IN= 3

HP=38; FP=58; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: special=na | special | 26 | 29

Spider, Gleaming Red

Gleaming Red Spiders derive their name from the fact that they periodically emit a dim red glow. In their native environments, this glow is produced infrequently since it is triggered only when a spider has feasted to the point of bursting. At these times, the spider is desirable as a mate since it has proven capable of feeding itself and obviously has sufficient resources to produce offspring.

Many of the underworld races keep Gleaming Red Spiders as family pets, feeding them with rats and the occasional humanoid captive. Since the arachnids are far from cuddly, they are usually housed in small cages that are hung on wall hooks or from chains in the center of the household. The illumination of these spiders is obviously the main reason they are so highly prized, so they rarely go without the blood required to keep their internal 'fires' burning.

Habitat: Gleaming Red Spiders live underground in caves and abandoned mine shafts. They are commonly kept as living light sources by many races of the dark underworld.

Origin: Gleaming red spiders originate from Scandinavian fairy tales. Hans Christian Andersen presents them as a bit of dungeon dressing in his tale *The Traveling Companion*.

Fun Facts: For a period of 24 hours after a one of these arachnids has gorged itself on fresh blood, it is capable of mating. It advertises this fact to prospective mates by producing a dull low reddish glow. This works similar to the Eldritch skill *Moon Glow*, cast at a rank equal to the spider's Level.

The bite of a Gleaming Red Spider injects a *Weak Paralyzing Venom* (described under *Poisons* in [The Wicked Workshop](#)). It does little damage but acts as a local anesthetic allowing the spider to drain its meal undetected. Those bitten must make Avoidance Rolls with Toughness adjustments against a Threshold of 10 plus the spider's Level to detect the bite.

Durabilities: This creature is Immune to Blighting, Captivating, Deluding, 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, predator, subterranean, spider, vampiric

Gifts: [Heat Vision](#), [Motion Sensitivity](#)

Traits: Loves the Taste of Blood

Attack Modes: Chelicerae+Poison

Wealth Type: Incidental

Cunning: Instinctive

Move Modes: Skitter / Cling

Danger Tier: 0

Small Gleaming Red Spider Examples

Baseline Attributes

TN= -2; ST= -6; AG= 8; CR= 3; PC= 0; HT= -2; IN= -8

Adequate (Level 2)

TN= -2; ST= -6; AG= 9; CR= 3; PC= 0; HT= -1; IN= -8

HP=16; FP=29; Ward=0; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: bite=+9 | 1 +poison | 23 | 14

Decent (Level 4)

TN= -1; ST= -6; AG= 9; CR= 3; PC= 1; HT= -1; IN= -8

HP=17; FP=32; Ward=0; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: bite=+11 | 1 +poison | 26 | 18

Fit (Level 6)

TN= -1; ST= -6; AG= 10; CR= 4; PC= 1; HT= -1; IN= -8

HP=17; FP=32; Ward=0; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: bite=+14 | 1 +poison | 29 | 20

Laudable (Level 8)

TN= -1; ST= -6; AG= 10; CR= 6; PC= 1; HT= -1; IN= -8

HP=17; FP=32; Ward=0; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: bite=+16 | 1 +poison | 31 | 22

Outstanding (Level 10)

TN= -1; ST= -6; AG= 11; CR= 6; PC= 2; HT= -1; IN= -8

HP=17; FP=34; Ward=0; SP=55 (skitter) / 35 (cling)

Att | Dam | Def | Stab: bite=+19 | 1 +poison | 34 | 25

Tiny Gleaming Red Spider Examples

Baseline Attributes

TN= -4; ST= -12; AG=14; CR=5; PC=0; HT= -2; IN= -8

Adequate (Level 0)

TN= -4; ST= -12; AG=14; CR=5; PC=0; HT= -2; IN= -8

HP=8; FP=26; Ward=0; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: bite=+6 | 1 +poison | 24 | 10

Decent (Level 2)

TN= -4; ST= -12; AG=15; CR=5; PC=0; HT= -1; IN= -8

HP=8; FP=29; Ward=0; SP=45 (skitter) / 25 (cling)

Att | Dam | Def | Stab: bite=+9 | 1 +poison | 27 | 12

Fit (Level 4)

TN= -3; ST= -12; AG=15; CR=5; PC=1; HT= -1; IN= -8

HP=9; FP=32; Ward=0; SP=50 (skitter) / 30 (cling)

Att | Dam | Def | Stab: bite=+11 | 1 +poison | 30 | 16

Spriggan

Spriggans are the ugliest of sprites. They have black, mottled, blotchy skin amply adorned with scabby warts, juicy boils, and a light sprinkling of pimples. The startling sight could make a battle-hardened dermatologist weep. Although no two Spriggans look exactly alike, their frames are all twisted and bent, often forcing the faery to waddle or limp. Even so, Spriggans are quite spry and, though far from graceful, merrily dance and frolic with surprising vigor.

Despite the Spriggan's horrid appearance, the other faery races covet their favors since they are superb guardians. Their unusual aptitude at the sentry post comes from a mixture of their skills and attitudes. A Spriggan obeys faery law and protocol with the same attention to detail as a grade schooler following an irate school marm through a ruler factory. Even so, the Spriggans' malicious temperament often has them dealing overly harsh punishments for minor crimes.

Origin: Spriggans have their origins in the west of England, in Cornwall and Wales.

Fun Facts: A Spriggan can assume either a Tiny or Large size in a manner similar to the Eldritch skills Deflate Self and Inflate Self. That's not to say it can assume any size *between* Tiny and Large, though; only that it can assume a size of Tiny *or* Large, not anything in-between. Any weapons and armor the Spriggan uses also adjusts to an appropriate size.

Spriggans may cast these Occult spells once per day: Flee as Ample Deft Cyclone, Bond with Spider Thread, Vex with Blight over Many Acres, Vex with Deft Evil Eye, and Vex with Deft Hex. In addition, Spriggans may cast Invoke Bane of Dire Faery Pinch at will. All are cast at spell ranks equal to the faery's Level.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Habitat: Spriggans inhabit old ruins, castles, tombs, faery knolls and wherever buried treasure exists. Ironically, if thieves steal the treasure they guard, the lawful Spriggan will not hesitate to pilfer another one's booty to quickly replenish their own hoard.

Keywords: blooded, faery, fleshy, humanoid, living, shape-shifter, territorial

Traits: Delights in Stealing, Fond of Mortal Children

Attack Modes: Rapier or Poleaxe or Punch

Wealth Type: see below

Cunning: Clever

Move Modes: Run

Gifts: Night Vision

Danger Tier: 0

Large Spriggan Examples

Baseline Attributes

TN= 1; ST= 4; AG= -4; CR= -4; PC= 2; HT= -2; IN= 3

Adequate (Level 4)

TN= 2; ST= 5; AG= -4; CR= -2; PC= 2; HT= -2; IN= 3

HP=59; FP=32; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: rapier=+7 | 11 | 19 | 25; or poleaxe=+7 | 13 | 17 | 23; or punch=+9 | 9 | 13 | 19

Decent (Level 6)

TN= 2; ST= 6; AG= -4; CR= -1; PC= 2; HT= -2; IN= 3

HP=64; FP=32; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: rapier=+10 | 12 | 21 | 27; or poleaxe=+10 | 14 | 19 | 25; or punch=+12 | 10 | 15 | 21

Fit (Level 8)

TN= 3; ST= 6; AG= -4; CR= -1; PC= 2; HT= -1; IN= 3

HP=70; FP=34; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: rapier=+12 | 12 | 24 | 30; or poleaxe=+12 | 14 | 22 | 28; or punch=+14 | 10 | 18 | 24

Laudable (Level 10)

TN= 4; ST= 6; AG= -3; CR= -1; PC= 2; HT= -1; IN= 3

HP=76; FP=34; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: rapier=+15 | 12 | 28 | 33; or poleaxe=+15 | 14 | 26 | 31; or punch=+17 | 10 | 22 | 27

Outstanding (Level 12)

TN= 4; ST= 6; AG= -3; CR= 0; PC= 2; HT= -1; IN= 3

HP=76; FP=34; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: rapier=+17 | 12 | 30 | 35; or poleaxe=+17 | 14 | 28 | 33; or punch=+19 | 10 | 24 | 29

Remarkable (Level 14)

TN= 4; ST= 7; AG= -3; CR= 0; PC= 2; HT= -1; IN= 4

HP=83; FP=34; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: rapier=+20 | 13 | 32 | 37; or poleaxe=+20 | 15 | 30 | 35; or punch=+22 | 11 | 26 | 31

Superb (Level 16)

TN= 4; ST= 7; AG= -3; CR= 0; PC= 2; HT= 0; IN= 4

HP=83; FP=38; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: rapier=+22 | 13 | 34 | 39; or poleaxe=+22 | 15 | 32 | 37; or punch=+24 | 11 | 28 | 33

Tiny Spriggan Examples

Baseline Attributes

TN= -5; ST= -14; AG= 14; CR= 2; PC= 2; HT= -2; IN= 3

Adequate (Level 4)

TN= -4; ST= -13; AG= 14; CR= 4; PC= 2; HT= -2; IN= 3

HP=7; FP=32; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: rapier=+10 | 1 | 29 | 17; or
poleaxe=+11 | 2 | 27 | 15; or punch=+9 | 1 | 25 | 13

Decent (Level 6)

TN= -4; ST= -12; AG= 14; CR= 5; PC= 2; HT= -2; IN= 3

HP=8; FP=32; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: rapier=+13 | 1 | 31 | 19; or
poleaxe=+14 | 2 | 29 | 17; or punch=+12 | 1 | 27 | 15

Fit (Level 8)

TN= -3; ST= -12; AG= 14; CR= 5; PC= 2; HT= -1; IN= 3

HP=9; FP=34; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: rapier=+15 | 1 | 34 | 22; or
poleaxe=+16 | 2 | 32 | 20; or punch=+14 | 1 | 30 | 18

Laudable (Level 10)

TN= -2; ST= -12; AG= 15; CR= 5; PC= 2; HT= -1; IN= 3

HP=10; FP=34; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: rapier=+18 | 1 | 38 | 25; or
poleaxe=+19 | 2 | 36 | 23; or punch=+17 | 1 | 34 | 21

Outstanding (Level 12)

TN= -2; ST= -12; AG= 15; CR= 6; PC= 2; HT= -1; IN= 3

HP=10; FP=34; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: rapier=+20 | 1 | 40 | 27; or
poleaxe=+21 | 2 | 38 | 25; or punch=+19 | 1 | 36 | 23

Remarkable (Level 14)

TN= -2; ST= -11; AG= 15; CR= 6; PC= 2; HT= -1; IN= 4

HP=10; FP=34; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: rapier=+23 | 1 | 42 | 29; or
poleaxe=+24 | 2 | 40 | 27; or punch=+22 | 1 | 38 | 25

Superb (Level 16)

TN= -2; ST= -11; AG= 15; CR= 6; PC= 2; HT= 0; IN= 4

HP=10; FP=38; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: rapier=+25 | 1 | 44 | 31; or
poleaxe=+26 | 2 | 42 | 29; or punch=+24 | 1 | 40 | 27

Sprite

Sprites are the smallest of the faery races, the largest being the size of common house cats. Due to the obvious physical handicaps their diminutive stature entails, having a sprite as a character is not only quite practical, but actually quite fun to play.

Despite their naturally shy natures, some Sprites are quick to befriend any deserving character. Sprites are especially fond of peasants. In addition, it is not unknown for one to be taken as a familiar. To do so, a character must have the gift of Familiar Bonding and must be a sufficient rank in Faery Lore.

Durabilities: Unless otherwise stated in its lineage description, Sprites are Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Fun Facts: All Sprites have the Eldritch Skill of Impish Pinch, which they use at Skill Ranks equal to their Levels.

Gifts: Day Vision (unless otherwise stated), Immunity to Natural Weather

Keywords: ageless, blooded, faery, living, humanoid, trickster

Attack Modes: Melee Weapon or Range Weapon or Rapier or Sling or Touch (Each Sprite Lineage has one or more magical touch attacks delivering varying special effects.)

Wealth Type: Incidental *Cunning:* Clever

Move Modes: Run/Hover *Size:* Tiny

Danger Tier: 0

Alf

Alven (singular Alf) resemble tiny elves with translucent bodies. They are caretakers of freshwater lakes, ponds, rivers and streams. They are wingless, but float about within bubbles that sheen with all the colors of the rainbow.

Alven have a fondness for plants that bloom at night, such as nightwort, and will attack anyone disturbing them. However, they have an odd aversion to fish. Frogs and tadpoles are fine, as are turtles, snails, and leeches. But fish? ... Ewwwww!

Habitat: The Alven live in and around fresh water streams and lakes.

Origin: Also known as the Ottermaaner, the Alf originates in the folklore of the Netherlands and is primarily linked with the Elbe River. They are fairies closely related to elves, although the Alven are specifically described as water spirits. In fact, the word "Alf" can be translated as "Elf".

More Fun Facts: Alven have the ability to conjure bubbles that enable them to fly as the Occult spell Travel in a Few Aerial Bubbles, with the additional restriction that the

bubbles can be no larger than Tiny-size (see The Oculus of Occultism for the spell description).

Alven Sprites also have an innate shape-shifting ability that enables them to transform into otters. The transformation works at as the Eldritch skill Shift to Tiny Scampering Critter Form. They also have the skills of Concocting Herbal Balms, Gardening, Herbal Remedy, and Herb Lore.

An Alf uses the aforementioned spells and skills at ranks equal to its Level.

Traits: Dislikes Fish, Fond of Night Blooming Plants

Wealth Type: Monetary

Blackberry Bramble Sprite

Blackberry Bramble Sprites are tiny faeries that dwell within patches of blackberry brambles. These sprites resemble tiny human youths dressed in clothes fashioned from blackberry leaves. They delight in singing and dancing and tend to generally ignore passers by, other than to hide their presence. However, they are very protective of their blackberry patches, which consist of any number of blackberry brambles. If anyone trespasses into their patch, the sprites will take a harsh view of the intruders. And, woe be to anyone that actually plucks a blackberry.

Habitat: Blackberry bramble sprites rarely venture out of the bramble patch they call home, although the patch itself may cover an acre or more. Each bramble bush is comprised of long arching thorn-covered branches that reach anywhere from three to five feet high. The bushes are often arranged in hedges forming an extensive maze.

Origin: Blackberry bramble sprites originate in Celtic folklore, which states that blackberries are fairy food, which should be left exclusively to the fairy folk. To do otherwise, is to invite retribution. The use of magical music to force an intruder to dance through the bramble patch comes from the Brother's Grimm fairy tale of Sweetheart Roland.

More Fun Facts: Blackberry bramble sprites delight in music, and use the Fantasia skill Playing Woodwind Instruments at ranks equal to their Levels. They primarily play flutes fashioned from Elder wood. If anyone intrudes on their domain, one or more of the sprites in the patch will play a Toe Tapping Tune at a skill rank equal to their Levels (see The Character Compendium for details). Every Round the magic of the music forces an intruder to dance, they sustain 5 damage from the surrounding brambles. (Armor applies normally.) The sprites will dance themselves, although they are small enough to avoid the thorns, and are so used to their own music that it gives them no Drawback.

Blackberry bramble sprites may also cast the following Occult spells at a spell rank equal to their Levels: Grow Bramble, Procure Animal Tongues, and Provide Apt Chameleon's Gamble.

If pressed into combat directly, they will use either bodkin spears or blowguns with darts fashioned from thorns.

Traits: Loathes Trespassers, Loves Blackberries, Dancing, and Music

Wealth Type: Monetary

Blackthorn Sprite

Blackthorn Sprites are tiny faeries that dwell in communities within the branches of blackthorn bushes. They have the appearance of old bald men with gray beards and long spindly arms and legs. They are gaunt, with pointed ears, long teeth, and slender fingers.

Blackthorn sprites despise mankind, and will aggressively torment any humans they encounter. They will often do this by animating the thorn bushes they occupy and lashing out with their branches. On the other hand, they will happily cause openings to appear in their thorn hedges for any allies that wish to pass through.

Habitat: Blackthorn sprites are almost never alone, preferring to live in groups where they arrange their thorn bushes (which are really short bushy trees) into long 10 foot tall hedges to act as barriers to trespassers. They rarely leave their thorny homes, venturing out only on full moons when they pay their respects to their lunar goddess.

Origin: Blackthorn sprites come from Irish folklore, where they are more formally known as Lunantisidhe, which, roughly translated, means “moon faery”.

More Fun Facts: Blackthorn sprites may cast the following Occult spells at a spell rank equal to their Levels: Beseech a Tree to Animate, Grow Bramble, and Grow Many Blocks of Fell Thorns.

If pressed into combat directly, they will use either tiny spears or blowguns with darts fashioned from thorns.

Additional Keywords: arboreal, nocturnal

Traits: Despises Humans *Wealth Type:* Monetary

Bluebell Sprite

Bluebell Sprites are tiny faeries that dwell within fields of bluebell flowers. These sprites resemble tiny humans with hats and clothes fashioned from bluebell petals and leaves. They pretty much keep to themselves. They frolic, sing, and dance in their flower fields. Anyone wandering by will usually be ignored without incident, as long as they don't venture into the bluebell field itself. If anyone trespasses into their field, the sprites will take great offense. And, woe be to anyone that actually plucks a flower. Bluebell sprites aren't malicious. But, they aren't above stripping a rude interloper of every worldly possession.

Habitat: Bluebell sprites rarely venture out of the bluebell flower field they call home. Most fields are no more than an acre, but a few are half a mile across. Each bluebell plant has a long arching stem that reaches a few feet in height. Along this stem are a number of blue-petaled flowers that hang down resembling bells.

Origin: Bluebell sprites arise in Celtic folklore, which

asserts that it is unlucky to walk through a field of bluebells, because it is full of fairy spells, and was supposedly populated by “witches” that could turn themselves into hares. The sap of the bluebell was supposedly a major component in a balm allowing a witch to fly. Further, a wreath formed from bluebells and placed on a person's head allegedly forced them to tell the truth. The bluebell's Latin name is Endymion, named after a Greek hero who was put to sleep by the moon goddess so that she could keep them to herself forever.

More Fun Facts: Bluebell sprites delight in music, capable of using the Fantasia skill Playing Percussion Instruments at a skill rank equal to their Levels. They actually tap the bluebell flowers, causing them to tinkle like tiny bells. If anyone intrudes on their domain, one or more of the sprites in the patch will play a Lullaby Theme (or Pastoral Theme if the intruder isn't humanoid) at a skill rank equal to their Levels (see The Character Compendium for details). (Bluebell Sprites can play these Musical Score on the delicate flower bells in their fields, even though they aren't normally playable with Percussion Instruments.) The sprites will sway to the music themselves, but it has no effect on them. Anyone falling asleep due to this music is rooted to the ground (via an encore of a Winding Dance), and has their possessions taken from them. Even if the sprites are unable to acquire the belongings immediately, they feel entitled to them. They will clandestinely pilfer the most prized items later, even if it means leaving their beloved bluebell field to do so.

Bluebell sprites have an innate shape-shifting ability that enables them to transform into rabbits. The transformation works at as the Eldritch skill Shift to Tiny Scampering Critter Form used at a spell rank equal to its Level.

Bluebell sprites may also cast the following Occult spells at a spell rank equal to their Levels: Flex Epic Aura of Fell Honesty, Impart Dream Message, Invoke Able Hare's Leap, Procure Animal Tongues, and Provide Apt Chameleon's Gamble.

Traits: Despises Spiders and Trespassers, Fond of Bees and Rabbits, Loves Music and Dancing

Wealth Type: Monetary

Ellyl

An Ellyl (plural **Ellyllon**) is a tiny humanoid faery resembling a miniature delicate elf. It is a lively and joyful creature drawn to the simple delights of dancing and music. Due to the highly social nature of this faery species, ellyllon are almost never seen wandering about alone. Rather, they celebrate continuously during the night with countless friends feasting on mushrooms, toadstools, and ‘fairy butter’, a jelly-like fungus that grows in tree roots.

Pixies and spriggans are often invited to their nightly parties. At the end of each evening's celebrations, toadstools quickly grow in the circle traced by the Ellyllon in their dancing frenzy. The resulting mushroom pattern is known as a fairy

ring and is the only evidence of the night's revelry.

Habitat: The Ellyllon inhabit deep forests where they hold grand dances and balls. The music from these celebrations can be heard faintly for miles, but it is often impossible to pinpoint the revelry's source. They are ruled by Queen Mab.

Origin: This faery is the Wales version of the elf. It is often associated with the Tylwyth Teg and Changelings.

More Fun Facts: Ellyllon are unique Sprites, in that they lack wings and cannot fly. However, they are quite magical. They have the Eldritch Skills of Bound, Deflate Self, Facade, Faery Heft, Glamour, Impish Pinch, Moon Glow, and Vanish, all of which they use at Skill ranks equal to their Levels.

Gifts: Dancing, Night Vision

Traits: Desires Mushrooms, Likes Faery Butter, Revels in Dancing, Favors Music, Adores White Silk

Wealth Type: Monetary

Flibbertigibbet

(Schnee-fräulein, Winter Sprite)

Flibbertigibbets are tiny nymph-like winter fairies. During the winter months, it is their responsibility to hang icicles and sprinkle the morning frost across the countryside.

Flibbertigibbets have gossamer wings and either dress themselves in revealing diaphanous silk made from spider's webs or wear nothing at all. They aren't the least bit self-conscious about their exposed bodies when dancing and frolicking, and will express puzzlement if queried about it. If befriended, a flibbertigibbet will chatter endlessly about any number of inane topics, flitting from one subject to the next in an almost random fashion that mimics their carefree dances.

Flibbertigibbet women delight in seducing young men and playing them for fools. Their favorite tactic is to use their faery magic to generate a cold white halo around their bodies at night, giving them the appearance of an alluring Will-o'-Wisp. Using every ounce of feminine wile they can muster, a flibbertigibbet will flit about and strike any number of suggestive poses to gain any passing traveler's attention. Once accomplished, she will lure them through the dark woods at night, doing her best to keep their eyes on her and off their path. With a little luck, she will be able to draw them over a cliff edge or into quicksand. At this point, she will either careen away into the night laughing or negotiate with the hapless dupe for her aid. Any bargains will cost the person dearly, as flibbertigibbets are often described by their victims as cold-hearted succubi.

Habitat: During the winter months, flibbertigibbets can be found dancing and frolicking about in any natural setting. During the warmer months, they hide themselves away in rotted out logs, under rocks, or in any other cool niche they can find.

Origin: Winter sprites come from Nordic and Russian

folklore, the most famous of which is Jack Frost, who was said to be responsible for leaving the winter frost on windows.

More Fun Facts: Flibbertigibbets are a player race with a number of magical abilities. They are fully described in The Character Compendium.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Freezing, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Wealth Type: Monetary

Hyter Sprite

The skin and hair of **Hyter Sprites** is a sandy brown that perfectly matches the feathery garments in which they dress themselves. The Hyter Sprite's only truly colorful characteristic is found in its eyes which are bright green. Their eyes are, in fact, their only truly distinguishing feature. Like many other Sprite races, these faeries have an innate shape-shifting ability which, in the Hyter Sprite's case, allows them to transform themselves into sand martins. The magic is apparently too weak to enable a complete metamorphosis, though, since their green eyes remains invariant regardless of the form taken.

Despite the fact that Sprites have a universal dislike for discourse with the mortal realm, Hyter Sprites are unusually social. They have remarkably kind hearts and will overcome their aversion to human contact if they are witness to any injustice or suffering where they have the power to intervene.

Habitat: Hyter Sprites prefer to live near the ocean where they can enjoy the sandy beaches.

Origin: The Hyter Sprite is an English faery that comes from the Lincolnshire and East Anglian areas.

More Fun Facts: Whenever it desires, a Hyter Sprite may assume the form of a sand martin as the Eldritch skill Shift to Tiny Flying Critter Form used at a spell rank equal to its Level. When in this form, the Hyter Sprite can still be recognized by those versed in faery lore. Their new form provides them with sand-colored feathers but their eyes remain a brilliant green, providing wary observers with an unambiguous clue about the bird's true nature.

Hyter Sprites are very protective of human children. Many a lost child has been returned to its parent's arms because of a Hyter Sprite's kind attention.

Additional Keywords: shape-shifter

Traits: Affinity for Human Children

Pillywiggins

Pillywiggins are lithe little faeries with dainty limbs, golden or black braids, and gossamer wings like those of dragonflies. They dress themselves with flower petals and thistledown and often carry hawthorn wands that glow with rainbow colors when they cast spells.

Pillywiggins tend to populate enchanted forests and glades like mosquitoes populate swamps.

One of the pillywiggin's most important duties is to flit about in the hours before dawn and deposit dew drops on every grass blade, leaf, and spider web found in its domain. These are the pillywiggin's busiest hours, because its job must be complete before the first rays of sunlight break night's dark hold. At this time, the tiny sprite must proceed with its next important chore of opening any nearby blossoms to welcome the new day.

Habitat: Pillywiggins are forest and plains dwellers where they set up cozy abodes in any convenient cavity. This often means a pillywiggin will adopt the blossom of a cow slip, wild thyme, bluebell, or foxglove as "home sweet home." In the absence of wild flowers, though, the shell of a robin's egg or the shelter of a knothole will suffice. An area of approximately 5 feet around the sprite's lair is adopted as its 'sphere of influence' and the pillywiggin will industriously tend to the flora with the same care that a grandmother gives to the knitting of her grandchild's mittens.

Origin: Pillywiggins are tiny British fairies with the wings of butterflies or dragonflies who tend flowers and can go anywhere a bee can travel. The Cantabrian folklore of Spain has a similar fairy known as the Anjana.

More Fun Facts: Pillywiggins are a player race with a number of magical abilities. They are fully described in [The Character Compendium](#).

Additional Keywords: shape-shifter

Pixie

(Autumn Sprite, Pigsie, Piskies)

Pixies are diminutive fairies who have tiny wings like those of dragonflies and wear tattered green clothes. A pixie's head supports tangled red hair, pointed ears, and an upturned nose. As pixies often squint, their already short faces appear squat. Although pixies are not malicious or spitefully cruel by nature, they revel in playing practical jokes on travelers. Often, their pranks cross the fine line from 'annoying' to 'down-right infuriating'.

Those pixies lucky enough to dwell in a fairy ring have a particularly fond sport. The pixies hide inside the toadstools until someone steps foot in the ring. At this point the pixies hop out from the toadstools prepared for battle. Extremely wary adventurers (those specifically looking at the mushrooms) may see the pixies while they still have one foot outside of the ring. If their second foot enters the ring, they automatically diminishes to the size of a pixie. To regain their former state, the unfortunate victim must escape the fairy ring. Many believe that those who do not escape fairy rings become pixies themselves, although this is really just a wives' tale.

Habitat: Pixies live in their own little kingdoms in the form of pixie rings, or gallitraps. Outwardly, these appear to be nothing more than a circle or large scattered clump of

mushrooms. However, the mushrooms and rotting tree stumps and logs in the area provide the pixies with miniature cottages, hovels, and even palaces. Needless to say, the fungus utilized by the pixies requires plenty of decaying vegetation, moisture, and shade.

Origin: Legends of pixies originate from southern England. The oldest tales describe the pixies as man-sized. Later, they shrank to a height of four feet or so. As time wore on, pixie tales described their subjects as having smaller and smaller statures. Eventually, it is supposed, they will be as tiny as ants and then disappear from the Earth altogether.

More Fun Facts: Pixies are a player race with a number of magical abilities. They are fully described in [The Character Compendium](#).

Additional Keywords: shape-shifter

Wealth Type: Incidental *Gifts:* [Night Vision](#)

Spunkie

(Fire Sprite, Summer Sprite)

Spunkies are tiny humanoid winged faeries with radiant bodies that burn with an ethereal cold flame. This unusual appearance often has them mistaken for will-o-wisps or luminary ghosts. Due to these misplaced notions, the sight of a spunkie often produces a terrified reaction far in excess of what can be justified from its diminutive stature and benign nature.

The spunkie's main duty is to ignite the embers that give fireflies and their kin the ability to glow at night. Without spunkies, summer nights would be considerably darker and far less interesting. Spunkies will work especially hard if a child is nearby with mayonnaise jar in hand.

Habitat: Spunkies inhabit forests, swamps, plains, and hillsides. Anywhere fireflies, lightning bugs, and glowworms are found, so can the spunkie.

Origin: Spunkies are known throughout the British Isles. Many tales describe them as the souls of unbaptized babies and link them directly with the Will-o-Wisp. The Scottish spunkie legends focus on this dark view, but the stories from Western England give them a more faery bent, including the ability to shape-shift into pale moths.

More Fun Facts: Spunkies are a player race with a number of magical abilities. These are described in the spunkie description in [The Character Compendium](#).

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, Scorching, and Sunshining Effects.

Additional Keywords: shape-shifter

Sprite Fighter Examples**Baseline Attributes**

TN= -4; ST= -14; AG= 12; CR= 2; PC= 2; HT= 2; IN= 0

Adequate (Level 0)

TN= -4; ST= -14; AG= 12; CR= 2; PC= 2; HT= 2; IN= 0

HP=7; FP=45; Ward=0; SP=30 (run) / 40 (hover)

Att | Dam | Def | Stab: rapier=+3 | 1 | 23 | 13; or
spear=+4 | 1 | 20 | 10; or sling=+8 | 2 | 18 | 8; or
touch=+8 | special | 19 | 9

Decent (Level 2)

TN= -4; ST= -13; AG= 13; CR= 2; PC= 2; HT= 2; IN= 0

HP=7; FP=45; Ward=0; SP=35 (run) / 45 (hover)

Att | Dam | Def | Stab: rapier=+7 | 1 | 26 | 15; or
spear=+8 | 1 | 23 | 12; or sling=+10 | 2 | 21 | 10; or
touch=+10 | special | 22 | 11

Fit (Level 4)

TN= -3; ST= -13; AG= 13; CR= 2; PC= 3; HT= 2; IN= 0

HP=8; FP=49; Ward=0; SP=35 (run) / 45 (hover)

Att | Dam | Def | Stab: rapier=+9 | 1 | 29 | 19; or
spear=+10 | 1 | 26 | 16; or sling=+13 | 2 | 24 | 14; or
touch=+13 | special | 25 | 15

Hardened (Level 6)

TN= -2; ST= -13; AG= 14; CR= 2; PC= 3; HT= 2; IN= 0

HP=9; FP=49; Ward=0; SP=40 (run) / 50 (hover)

Att | Dam | Def | Stab: rapier=+12 | 1 | 33 | 22; or
spear=+13 | 1 | 30 | 19; or sling=+15 | 2 | 28 | 17; or
touch=+15 | special | 29 | 18

Laudable (Level 8)

TN= -2; ST= -12; AG= 14; CR= 2; PC= 4; HT= 2; IN= 0

HP=10; FP=53; Ward=0; SP=40 (run) / 50 (hover)

Att | Dam | Def | Stab: rapier=+15 | 1 | 35 | 25; or
spear=+16 | 1 | 32 | 22; or sling=+18 | 2 | 30 | 20; or
touch=+18 | special | 31 | 21

Model (Level 10)

TN= -2; ST= -11; AG= 15; CR= 2; PC= 4; HT= 2; IN= 0

HP=10; FP=53; Ward=0; SP=50 (run) / 60 (hover)

Att | Dam | Def | Stab: rapier=+19 | 1 | 38 | 27; or
spear=+20 | 1 | 35 | 24; or sling=+20 | 2 | 33 | 22; or
touch=+20 | special | 34 | 23

Outstanding (Level 12)

TN= -2; ST= -11; AG= 15; CR= 3; PC= 4; HT= 3; IN= 0

HP=10; FP=58; Ward=0; SP=50 (run) / 60 (hover)

Att | Dam | Def | Stab: rapier=+21 | 1 | 40 | 29; or
spear=+22 | 1 | 37 | 26; or sling=+23 | 2 | 35 | 24; or
touch=+23 | special | 36 | 25

Remarkable (Level 14)

TN= -1; ST= -11; AG= 15; CR= 3; PC= 5; HT= 3; IN= 0

HP=11; FP=64; Ward=0; SP=50 (run) / 60 (hover)

Att | Dam | Def | Stab: rapier=+23 | 1 | 43 | 33; or
spear=+24 | 1 | 40 | 30; or sling=+26 | 2 | 38 | 28; or
touch=+26 | special | 39 | 29

Superb (Level 16)

TN= -1; ST= -10; AG= 15; CR= 3; PC= 5; HT= 3; IN= 0

HP=12; FP=64; Ward=0; SP=55 (run) / 65 (hover)

Att | Dam | Def | Stab: rapier=+26 | 1 | 45 | 35; or
spear=+27 | 1 | 42 | 32; or sling=+28 | 2 | 40 | 30; or
touch=+28 | special | 41 | 31

Wondrous (Level 18)

TN= -1; ST= -10; AG= 15; CR= 3; PC= 5; HT= 3; IN= 1

HP=12; FP=64; Ward=0; SP=55 (run) / 65 (hover)

Att | Dam | Def | Stab: rapier=+28 | 1 | 47 | 37; or
spear=+29 | 1 | 44 | 34; or sling=+30 | 2 | 42 | 32; or
touch=+30 | special | 43 | 33

Sprite Marksman Examples**Baseline Attributes**

TN= -4; ST= -14; AG= 12; CR= 2; PC= 2; HT= 2; IN= 0

Adequate (Level 0)

TN= -4; ST= -14; AG= 12; CR= 2; PC= 2; HT= 2; IN= 0

HP=7; FP=45; Ward=0; SP=30 (run) / 40 (hover)

Att | Dam | Def | Stab: rapier=+3 | 1 | 23 | 13; or
spear=+4 | 1 | 20 | 10; or sling=+8 | 2 | 18 | 8; or
touch=+8 | special | 19 | 9

Decent (Level 2)

TN= -4; ST= -14; AG= 12; CR= 3; PC= 3; HT= 2; IN= 0

HP=7; FP=49; Ward=0; SP=30 (run) / 40 (hover)

Att | Dam | Def | Stab: rapier=+5 | 1 | 25 | 16; or
spear=+6 | 1 | 22 | 13; or sling=+12 | 2 | 20 | 11; or
touch=+12 | special | 21 | 12

Fit (Level 4)

TN= -4; ST= -14; AG= 12; CR= 4; PC= 4; HT= 2; IN= 0

HP=7; FP=53; Ward=0; SP=35 (run) / 45 (hover)

Att | Dam | Def | Stab: rapier=+7 | 1 | 27 | 19; or
spear=+8 | 1 | 24 | 16; or sling=+16 | 2 | 22 | 14; or
touch=+16 | special | 23 | 15

Hardened (Level 6)

TN= -4; ST= -13; AG= 12; CR= 4; PC= 5; HT= 2; IN= 0
 HP=7; FP=58; Ward=0; SP=40 (run) / 50 (hover)
 Att | Dam | Def | Stab: rapier=+10 | 1 | 29 | 22; or
 spear=+11 | 1 | 26 | 19; or sling=+19 | 2 | 24 | 17; or
 touch=+19 | special | 25 | 18

Laudable (Level 8)

TN= -4; ST= -13; AG= 12; CR= 5; PC= 5; HT= 2; IN= 1
 HP=7; FP=58; Ward=0; SP=40 (run) / 50 (hover)
 Att | Dam | Def | Stab: rapier=+12 | 1 | 31 | 24; or
 spear=+13 | 1 | 28 | 21; or sling=+22 | 2 | 26 | 19; or
 touch=+22 | special | 27 | 20

Model (Level 10)

TN= -4; ST= -13; AG= 12; CR= 6; PC= 5; HT= 2; IN= 1
 HP=7; FP=58; Ward=0; SP=40 (run) / 50 (hover)
 Att | Dam | Def | Stab: rapier=+14 | 1 | 33 | 26; or
 spear=+15 | 1 | 30 | 23; or sling=+25 | 2 | 28 | 21; or
 touch=+25 | special | 29 | 22

Outstanding (Level 12)

TN= -3; ST= -13; AG= 12; CR= 6; PC= 5; HT= 2; IN= 2
 HP=8; FP=58; Ward=0; SP=40 (run) / 50 (hover)
 Att | Dam | Def | Stab: rapier=+16 | 1 | 36 | 29; or
 spear=+17 | 1 | 33 | 26; or sling=+27 | 2 | 31 | 24; or
 touch=+27 | special | 32 | 25

Remarkable (Level 14)

TN= -3; ST= -13; AG= 12; CR= 6; PC= 6; HT= 2; IN= 2
 HP=8; FP=64; Ward=0; SP=40 (run) / 50 (hover)
 Att | Dam | Def | Stab: rapier=+18 | 1 | 38 | 32; or
 spear=+19 | 1 | 35 | 29; or sling=+30 | 2 | 33 | 27; or
 touch=+30 | special | 34 | 28

Superb (Level 16)

TN= -3; ST= -12; AG= 13; CR= 6; PC= 6; HT= 2; IN= 2
 HP=9; FP=64; Ward=0; SP=45 (run) / 55 (hover)
 Att | Dam | Def | Stab: rapier=+22 | 1 | 41 | 34; or
 spear=+23 | 1 | 38 | 31; or sling=+32 | 2 | 36 | 29; or
 touch=+32 | special | 37 | 30

Wondrous (Level 18)

TN= -1; ST= -12; AG= 13; CR= 6; PC= 6; HT= 2; IN= 2
 HP=10; FP=64; Ward=0; SP=45 (run) / 55 (hover)
 Att | Dam | Def | Stab: rapier=+24 | 1 | 45 | 38; or
 spear=+25 | 1 | 42 | 35; or sling=+34 | 2 | 40 | 33; or
 touch=+34 | special | 41 | 34

Sprite Rogue Examples**Baseline Attributes**

TN= -4; ST= -14; AG= 12; CR= 2; PC= 2; HT= 2; IN= 0

Adequate (Level 0)

TN= -4; ST= -14; AG= 12; CR= 2; PC= 2; HT= 2; IN= 0
 HP=7; FP=45; Ward=0; SP=30 (run) / 40 (hover)
 Att | Dam | Def | Stab: bolas=+8 | 3 (setback) | 18 | 8; or
 rapier=+3 | 1 | 23 | 13; or sling=+8 | 2 | 18 | 8; or
 touch=+8 | special | 19 | 9

Decent (Level 2)

TN= -4; ST= -14; AG= 13; CR= 2; PC= 3; HT= 2; IN= 0
 HP=7; FP=49; Ward=0; SP=35 (run) / 45 (hover)
 Att | Dam | Def | Stab: bolas=+11 | 3 (setback) | 21 | 11; or
 rapier=+6 | 1 | 26 | 16; or sling=+11 | 2 | 21 | 11; or
 touch=+11 | special | 22 | 12

Fit (Level 4)

TN= -4; ST= -14; AG= 15; CR= 2; PC= 3; HT= 2; IN= 0
 HP=7; FP=49; Ward=0; SP=40 (run) / 50 (hover)
 Att | Dam | Def | Stab: bolas=+13 | 3 (setback) | 25 | 13; or
 rapier=+10 | 1 | 30 | 18; or sling=+13 | 2 | 25 | 13; or
 touch=+13 | special | 26 | 14

Hardened (Level 6)

TN= -3; ST= -14; AG= 15; CR= 2; PC= 4; HT= 2; IN= 0
 HP=7; FP=53; Ward=0; SP=40 (run) / 50 (hover)
 Att | Dam | Def | Stab: bolas=+16 | 3 (setback) | 28 | 17; or
 rapier=+12 | 1 | 33 | 22; or sling=+16 | 2 | 28 | 17; or
 touch=+16 | special | 29 | 18

Laudable (Level 8)

TN= -3; ST= -14; AG= 15; CR= 4; PC= 4; HT= 2; IN= 0
 HP=7; FP=53; Ward=0; SP=40 (run) / 50 (hover)
 Att | Dam | Def | Stab: bolas=+20 | 5 (setback) | 30 | 19; or
 rapier=+14 | 1 | 35 | 24; or sling=+20 | 2 | 30 | 19; or
 touch=+20 | special | 31 | 20

Model (Level 10)

TN= -3; ST= -14; AG= 15; CR= 5; PC= 5; HT= 2; IN= 0
 HP=7; FP=58; Ward=0; SP=40 (run) / 50 (hover)
 Att | Dam | Def | Stab: bolas=+24 | 6 (setback) | 32 | 22; or
 rapier=+16 | 1 | 37 | 27; or sling=+24 | 2 | 32 | 22; or
 touch=+24 | special | 33 | 23

Outstanding (Level 12)

TN= -2; ST= -14; AG= 15; CR= 5; PC= 5; HT= 2; IN= 1
 HP=8; FP=58; Ward=0; SP=40 (run) / 50 (hover)
 Att | Dam | Def | Stab: bolas=+26 | 6 (setback) | 35 | 25; or
 rapier=+18 | 1 | 40 | 30; or sling=+26 | 2 | 35 | 25; or
 touch=+26 | special | 36 | 26

Remarkable (Level 14)

TN= -2; ST= -14; AG= 15; CR= 5; PC= 5; HT= 3; IN= 2
 HP=8; FP=64; Ward=0; SP=40 (run) / 50 (hover)
 Att | Dam | Def | Stab: bolas=+28 | 6 (setback) | 37 | 27; or
 rapier=+20 | 1 | 42 | 32; or sling=+28 | 2 | 37 | 27; or
 touch=+28 | special | 38 | 28

Superb (Level 16)

TN= -2; ST= -14; AG= 16; CR= 5; PC= 5; HT= 3; IN= 2
 HP=8; FP=64; Ward=0; SP=45 (run) / 55 (hover)
 Att | Dam | Def | Stab: bolas=+30 | 6 (setback) | 40 | 29; or
 rapier=+23 | 1 | 45 | 34; or sling=+30 | 2 | 40 | 29; or
 touch=+30 | special | 41 | 30

Wondrous (Level 18)

TN= -2; ST= -14; AG= 16; CR= 6; PC= 5; HT= 3; IN= 2
 HP=8; FP=64; Ward=0; SP=45 (run) / 55 (hover)
 Att | Dam | Def | Stab: bolas=+33 | 7 (setback) | 42 | 31; or
 rapier=+25 | 1 | 47 | 36; or sling=+33 | 2 | 42 | 31; or
 touch=+33 | special | 43 | 32

Sprite Sage Examples**Baseline Attributes**

TN= -4; ST= -14; AG= 12; CR= 2; PC= 2; HT= 2; IN= 0

Adequate (Level 0)

TN= -4; ST= -14; AG= 12; CR= 2; PC= 2; HT= 2; IN= 0
 HP=7; FP=45; Ward=0; SP=30 (run) / 40 (hover)
 Att | Dam | Def | Stab: dagger=+5 | 1 | 19 | 9; or
 spear=+4 | 1 | 20 | 10; or staff=+4 | 2 | 23 | 13; or
 touch=+8 | special | 19 | 9

Decent (Level 2)

TN= -4; ST= -14; AG= 12; CR= 2; PC= 2; HT= 3; IN= 1
 HP=7; FP=49; Ward=0; SP=30 (run) / 40 (hover)
 Att | Dam | Def | Stab: dagger=+7 | 1 | 21 | 11; or
 spear=+6 | 1 | 22 | 12; or staff=+6 | 2 | 25 | 15; or
 touch=+10 | special | 21 | 11

Fit (Level 4)

TN= -4; ST= -14; AG= 12; CR= 2; PC= 2; HT= 5; IN= 1
 HP=7; FP=58; Ward=0; SP=30 (run) / 40 (hover)
 Att | Dam | Def | Stab: dagger=+9 | 1 | 23 | 13; or
 spear=+8 | 1 | 24 | 14; or staff=+8 | 2 | 27 | 17; or
 touch=+12 | special | 23 | 13

Hardened (Level 6)

TN= -4; ST= -14; AG= 12; CR= 3; PC= 2; HT= 5; IN= 2
 HP=7; FP=58; Ward=0; SP=30 (run) / 40 (hover)
 Att | Dam | Def | Stab: dagger=+11 | 1 | 25 | 15; or
 spear=+10 | 1 | 26 | 16; or staff=+10 | 2 | 29 | 19; or
 touch=+15 | special | 25 | 15

Laudable (Level 8)

TN= -4; ST= -14; AG= 12; CR= 4; PC= 2; HT= 5; IN= 3
 HP=7; FP=58; Ward=0; SP=30 (run) / 40 (hover)
 Att | Dam | Def | Stab: dagger=+13 | 1 | 27 | 17; or
 spear=+12 | 1 | 28 | 18; or staff=+12 | 2 | 31 | 21; or
 touch=+18 | special | 27 | 17

Model (Level 10)

TN= -4; ST= -14; AG= 13; CR= 4; PC= 3; HT= 5; IN= 3
 HP=7; FP=64; Ward=0; SP=35 (run) / 45 (hover)
 Att | Dam | Def | Stab: dagger=+16 | 1 | 30 | 20; or
 spear=+15 | 1 | 31 | 21; or staff=+15 | 2 | 34 | 24; or
 touch=+21 | special | 30 | 20

Outstanding (Level 12)

TN= -4; ST= -13; AG= 14; CR= 4; PC= 3; HT= 5; IN= 3
 HP=7; FP=64; Ward=0; SP=40 (run) / 50 (hover)
 Att | Dam | Def | Stab: dagger=+20 | 1 | 33 | 22; or
 spear=+19 | 1 | 34 | 23; or staff=+19 | 2 | 37 | 26; or
 touch=+23 | special | 33 | 22

Remarkable (Level 14)

TN= -4; ST= -12; AG= 14; CR= 4; PC= 4; HT= 5; IN= 3
 HP=8; FP=69; Ward=0; SP=40 (run) / 50 (hover)
 Att | Dam | Def | Stab: dagger=+23 | 1 | 35 | 25; or
 spear=+22 | 1 | 36 | 26; or staff=+22 | 2 | 39 | 29; or
 touch=+26 | special | 35 | 25

Superb (Level 16)

TN= -4; ST= -12; AG= 14; CR= 4; PC= 5; HT= 5; IN= 3
 HP=8; FP=76; Ward=0; SP=45 (run) / 55 (hover)
 Att | Dam | Def | Stab: dagger=+25 | 1 | 37 | 28; or
 spear=+24 | 1 | 38 | 29; or staff=+24 | 2 | 41 | 32; or
 touch=+29 | special | 37 | 28

Wondrous (Level 18)

TN= -4; ST= -12; AG= 14; CR= 4; PC= 6; HT= 5; IN= 3
 HP=8; FP=82; Ward=0; SP=50 (run) / 60 (hover)
 Att | Dam | Def | Stab: dagger=+27 | 1 | 39 | 31; or
 spear=+26 | 1 | 40 | 32; or staff=+26 | 2 | 43 | 35; or
 touch=+32 | special | 39 | 31

Stollenwurm

A Stollenwurm is a serpentine dragon with six clawed legs, a forked tongue, and a head shaped like that of a cat, although they are covered entirely with the scaly skin of reptiles. The females are pure white while the males are pure black or dark grey. Adults grow up to 7 feet long with a thickness of about a man's leg.

Habitat: The flightless Stollenwurm prefers to dwell in caves and other dark niches. They have a fondness for milk, and therefore tend to nest near cow pastures.

Origin: The Stollenwurm comes from Swiss folklore. It is closely related to the tales of the Tatzelwurm of Austria and Bavaria. The Stollenwurm could supposedly have any number of legs between 2 and 6, and had either a white, black, or dark grey coloration.

Fun Facts: The dragon can grab hold of and restrain its prey as a Constriction Attack (as described in the Special Attack Modes section of The Rules Reference).

When desired, the dragon can emit a frightening bellow as the Occult spell Invoke Fell Roar of Epic Size.

The bite of this creature delivers a Typical Toxin to those bitten. (See Poisons in The Wicked Workshop for details).

Durabilities: **Stollenwurms** are Immune to Blighting, Captivating, Dreadful, Enervating, Infernal, Metaphysical, Poisoning, Quieting, Righteous, Sedating, Sunshining, and Toxic Effects.

Like other dragons, the Stollenwurm has a natural resistance to charms and enchantments. All spells affecting the creature have their spell ranks cut in half.

Keywords: blooded, carnivore, dragon, fleshy, living, predator, reptile

Gifts: Gold Sense, Moderate Natural Armor, Night Vision

Attack Modes: Carnivorous Bite+Poison/Claw or Constriction

Traits: Fond of milk.

Danger Tier: +1

Wealth Type: Hoard

Cunning: Simpleminded

Move Modes: Slither

Small Stollenwurm Examples

Baseline Attributes

TN= 0; ST= -5; AG= 5; CR= 2; PC= 2; HT= 0; IN= -4

Adequate (Level 4)

TN= 0; ST= -4; AG= 7; CR= 2; PC= 3; HT= 0; IN= -4

HP=23; FP=41; Ward=7; SP=35 (slither)

Att | Dam | Def | Stab: bite/claw=+11 | 5 +poison | 21 | 21; or
constriction=+11 | 2 (dam) + 5 (setback) | 21 | 21

Decent (Level 6)

TN= 0; ST= -4; AG= 7; CR= 2; PC= 4; HT= 1; IN= -4

HP=23; FP=49; Ward=7; SP=40 (slither)

Att | Dam | Def | Stab: bite/claw=+13 | 5 +poison | 23 | 24; or
constriction=+13 | 2 (dam) + 5 (setback) | 23 | 24

Fit (Level 8)

TN= 0; ST= -3; AG= 7; CR= 3; PC= 4; HT= 1; IN= -4

HP=25; FP=49; Ward=7; SP=45 (slither)

Att | Dam | Def | Stab: bite/claw=+16 | 5 +poison | 25 | 26; or
constriction=+16 | 2 (dam) + 6 (setback) | 25 | 26

Laudable (Level 10)

TN= 1; ST= -3; AG= 7; CR= 3; PC= 5; HT= 1; IN= -4

HP=27; FP=53; Ward=8; SP=45 (slither)

Att | Dam | Def | Stab: bite/claw=+18 | 5 +poison | 28 | 30; or
constriction=+18 | 2 (dam) + 6 (setback) | 28 | 30

Outstanding (Level 12)

TN= 2; ST= -3; AG= 7; CR= 3; PC= 5; HT= 2; IN= -4

HP=29; FP=58; Ward=8; SP=45 (slither)

Att | Dam | Def | Stab: bite/claw=+20 | 5 +poison | 31 | 33; or
constriction=+20 | 2 (dam) + 6 (setback) | 31 | 33

Remarkable (Level 14)

TN= 2; ST= -3; AG= 7; CR= 3; PC= 5; HT= 3; IN= -3

HP=29; FP=64; Ward=8; SP=45 (slither)

Att | Dam | Def | Stab: bite/claw=+22 | 5 +poison | 33 | 35; or
constriction=+22 | 2 (dam) + 6 (setback) | 33 | 35

Superb (Level 16)

TN= 2; ST= -3; AG= 7; CR= 4; PC= 5; HT= 3; IN= -2

HP=29; FP=64; Ward=8; SP=45 (slither)

Att | Dam | Def | Stab: bite/claw=+24 | 5 +poison | 35 | 37; or
constriction=+24 | 2 (dam) + 7 (setback) | 35 | 37

Swan Folk

Every avid bird watcher knows that swans are far more than just large birds with long graceful necks and beautiful feathers. When men are nowhere in sight, some swans are known to remove their feathered garments and bathe nude in human form. These are **Swan Folks**. Swan Folk in their man-like state are trim and muscular. The maids have fair skin and their hair matches the color of their feathered clothes. Mature Swan Folk are also quite physically fit, but their skins and hair are jet black.

If a Swan Folk's feathered garment is stolen, the thief will have control over it since the cloak is the faery's most prized possession. For its return, a Swan Folk will go to any length. Of course, that includes killing the thief, if possible.

Habitat: It is unknown where Swan Maidens and Swan Women dwell, since they are only seen in human form bathing in rivers and lakes. It is assumed they live in large opulent castles, since their male counterparts, the Swan Knights, are formidable warriors and knights who are known to possess large fortress-like estates.

Origin: Swans are sometimes considered deceitful since their white feathers cover the swan's black skin. Swans were believed to sing only before their own deaths, so the last work created by a composer was known as their swan song.

Celtic folklore abounds with tales of swan maidens and the somewhat rarer swan knights. The young maids were often pleasant to men, who would steal their swan feather garments and force them to submit to their desires. As the swan maidens became more familiar with the ways of men, they reportedly became more and more antisocial. By the time a swan maiden matured into a woman, she supposedly learned the arts of Sorcery and Black Magic.

Scandinavia has its own swan maidens, which are eloquently described in Hans Christian Andersen's fairy tales [The Wild Swan](#) and [The Marsh King's Daughter](#).

Interestingly enough, swan lads must exist, since the male swan knights do. But, they are oddly absent in folklore.

Fun Facts: All Swan Folk may transform at will from Swan form into Human form and back again as the Eldritch skill [Shift to Medium Swan Form](#). (See [The Character Compendium](#) for details about the Shift to ... Form skill and [The Tome of Terrors](#) for details on swans – treating a swan as a [Flying Critter](#).) They are limited, however, in that they can only assume the form of a swan with the spell and each must don a specific swan skin to perform the transformation. No other will do, and Swan Folk cannot return to their faeryland homes without them.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: ageless, avian, blooded, faery, fleshy, humanoid, living, shape-shifter

Wealth Type: Monetary

Cunning: Clever

Move Modes: Run/Glide

Gifts: [Day Vision](#)

Size: Medium

Danger Tier: +1

Swan Knight

Fun Facts: Many **Swan Knights** are also Black Knights, Green Knights, or Red Knights along with all the spell-casting privileges that entails. (Most Swan Knights follow Celtic deities.)

Attack Modes: Longsword or Bow or Punch/Kick

Swan Knight Examples

Baseline Attributes

TN= -1; ST= 0; AG= 1; CR= 0; PC= 2; HT= 2; IN= 3

Adequate (Level 8)

TN= 1; ST= 2; AG= 3; CR= 1; PC= 2; HT= 3; IN= 3

HP=41; FP=49; Ward=1; SP=45 (run) / 75 (glide)

Att | Dam | Def | Stab: longsword=+17 | 8 | 26 | 25; or bow=+14 | 5 | 22 | 21; or punch/kick=+17 | 7 | 23 | 22

Decent (Level 10)

TN= 1; ST= 2; AG= 3; CR= 1; PC= 3; HT= 3; IN= 4

HP=41; FP=53; Ward=1; SP=50 (run) / 80 (glide)

Att | Dam | Def | Stab: longsword=+19 | 8 | 28 | 28; or bow=+17 | 5 | 24 | 24; or punch/kick=+19 | 7 | 25 | 25

Fit (Level 12)

TN= 2; ST= 2; AG= 3; CR= 1; PC= 4; HT= 3; IN= 4

HP=45; FP=58; Ward=1; SP=50 (run) / 80 (glide)

Att | Dam | Def | Stab: longsword=+21 | 8 | 31 | 32; or bow=+20 | 5 | 27 | 28; or punch/kick=+21 | 7 | 28 | 29

Laudable (Level 14)

TN= 2; ST= 2; AG= 4; CR= 1; PC= 4; HT= 3; IN= 5

HP=45; FP=58; Ward=1; SP=55 (run) / 85 (glide)

Att | Dam | Def | Stab: longsword=+24 | 8 | 34 | 34; or bow=+22 | 5 | 30 | 30; or punch/kick=+24 | 7 | 31 | 31

Outstanding (Level 16)

TN= 2; ST= 2; AG= 4; CR= 2; PC= 5; HT= 3; IN= 5

HP=45; FP=64; Ward=1; SP=55 (run) / 85 (glide)

Att | Dam | Def | Stab: longsword=+26 | 8 | 36 | 37; or bow=+26 | 5 | 32 | 33; or punch/kick=+26 | 7 | 33 | 34

Swan Maiden

Fun Facts: **Swan Maidens** are sometimes thought of as a mixed breed of three elemental spirits: those of water, air, and earth. This opinion is reinforced by the magical powers of these lovely maids. In addition to their shape-shifting abilities, Swan Maidens may cast the following Occult spells at will: Charm Pouch with Many Deft Elf Shots, Empower Carbuncle Stone, Place Great Globe of Projectile Shielding, Procure Decent Ward against Earth, Procure Twinkle of Colossal Light, Pitch Dire Dust Devil of Great Size, Provide Water Breathing, and Release Great Vapors of Grand Hourly Healing. All spells are cast at spell ranks equal to the Swan Maiden's Level. See The Oculus of Occultism for details.

Attack Modes: Dagger or Bow or Punch/Kick

Swan Maiden Examples

Baseline Attributes

TN= -3; ST= -8; AG= 9; CR= 2; PC= 2; HT= 2; IN= 3

Adequate (Level 0)

TN= -3; ST= -8; AG= 9; CR= 2; PC= 2; HT= 2; IN= 3

HP=12; FP=45; Ward=0; SP=35 (run) / 65 (glide)

Att | Dam | Def | Stab: dagger=+6 | 3 | 19 | 12; or
bow=+7 | 5 | 16 | 9; or punch/kick=+5 | 5 | 17 | 10

Decent (Level 2)

TN= -3; ST= -7; AG= 10; CR= 2; PC= 2; HT= 2; IN= 3

HP=13; FP=45; Ward=0; SP=40 (run) / 70 (glide)

Att | Dam | Def | Stab: dagger=+10 | 3 | 22 | 14; or
bow=+9 | 5 | 19 | 11; or punch/kick=+9 | 5 | 20 | 12

Fit (Level 4)

TN= -2; ST= -7; AG= 11; CR= 2; PC= 2; HT= 2; IN= 3

HP=15; FP=45; Ward=0; SP=40 (run) / 70 (glide)

Att | Dam | Def | Stab: dagger=+13 | 3 | 26 | 17; or
bow=+11 | 5 | 23 | 14; or punch/kick=+12 | 5 | 24 | 15

Laudable (Level 6)

TN= -2; ST= -6; AG= 11; CR= 3; PC= 2; HT= 2; IN= 3

HP=16; FP=45; Ward=0; SP=45 (run) / 75 (glide)

Att | Dam | Def | Stab: dagger=+16 | 3 | 28 | 19; or
bow=+14 | 5 | 25 | 16; or punch/kick=+15 | 5 | 26 | 17

Outstanding (Level 8)

TN= -1; ST= -6; AG= 11; CR= 3; PC= 2; HT= 3; IN= 3

HP=17; FP=49; Ward=0; SP=45 (run) / 75 (glide)

Att | Dam | Def | Stab: dagger=+18 | 3 | 31 | 22; or
bow=+16 | 5 | 28 | 19; or punch/kick=+17 | 5 | 29 | 20

Swan Woman

Fun Facts: As a Swan Maiden ages, her heart becomes hard and cruel. As such, her spell-casting ability shifts from having an elemental bent to darker shades. All **Swam Women** may cast the following Occult spells at will: Invoke Grim Vitality Siphon, Invoke Bane of Fell Rigor Mortis, Invoke Grief of Fell Mesmerizing, Force Cumulative Blood Boil, Invoke Brief Fell Rage, Procure Shield of Many Wisps, Render Bones Brittle, Invoke Grief of Fell Torment, Render Doubly Deft Blindness, Render Dire Bleeding, Render Dire Pox, Utter Ample Death Wail, Vex with Deft Evil Eye, and Vex with Deft Hex. All spells are cast at spell ranks equal to the Swan Woman's Level. See The Oculus of Occultism for details.

Attack Modes: Dagger or Bow or Punch/Kick

Swan Woman Examples

Baseline Attributes

TN= -1; ST= -2; AG= 3; CR= 0; PC= 2; HT= 2; IN= 3

Adequate (Level 8)

TN= 1; ST= 0; AG= 5; CR= 1; PC= 2; HT= 3; IN= 3

HP=35; FP=49; Ward=1; SP=45 (run) / 75 (glide)

Att | Dam | Def | Stab: dagger=+18 | 3 | 27 | 24; or
bow=+14 | 5 | 24 | 21; or punch/kick=+17 | 5 | 25 | 22

Decent (Level 10)

TN= 1; ST= 0; AG= 5; CR= 1; PC= 3; HT= 3; IN= 4

HP=35; FP=53; Ward=1; SP=50 (run) / 80 (glide)

Att | Dam | Def | Stab: dagger=+20 | 3 | 29 | 27; or
bow=+17 | 5 | 26 | 24; or punch/kick=+19 | 5 | 27 | 25

Fit (Level 12)

TN= 2; ST= 0; AG= 5; CR= 1; PC= 4; HT= 3; IN= 4

HP=38; FP=58; Ward=1; SP=50 (run) / 80 (glide)

Att | Dam | Def | Stab: dagger=+22 | 3 | 32 | 31; or
bow=+20 | 5 | 29 | 28; or punch/kick=+21 | 5 | 30 | 29

Laudable (Level 14)

TN= 2; ST= 0; AG= 6; CR= 1; PC= 4; HT= 3; IN= 5

HP=38; FP=58; Ward=1; SP=55 (run) / 85 (glide)

Att | Dam | Def | Stab: dagger=+25 | 3 | 35 | 33; or
bow=+22 | 5 | 32 | 30; or punch/kick=+24 | 5 | 33 | 31

Outstanding (Level 16)

TN= 2; ST= 0; AG= 6; CR= 2; PC= 5; HT= 3; IN= 5

HP=38; FP=64; Ward=1; SP=55 (run) / 85 (glide)

Att | Dam | Def | Stab: dagger=+27 | 3 | 37 | 36; or
bow=+26 | 5 | 34 | 33; or punch/kick=+26 | 5 | 35 | 34

Bestiary ~ T

Tarasque

The Tarasque is one of the most bizarre of all dragons. If not for its dagger-like teeth and flaming breath, you might not think it a dragon at all. In fact, it looks more akin to a giant building-sized tortoise than a Wyrm. The Tarasque has a hard carapace resembling a huge turtle shell with horny spiked protrusions. It shambles around on six short but stocky legs, unable even to outpace most humans. Even so, the Tarasque finds penned livestock to be easy prey and its fiery breath can easily bring down any quarry that comes within range, regardless of its speed. Its head is that of a great lion, albeit one with a scaly mane, and its tail is long and thick, easily able to send mounted knights flying.

Habitat: The Tarasque prefers a Mediterranean climate where livestock are plentiful and the peasants taste of wine and quiche. The dragon is quite comfortable in the water as well, easily able to remain submerged for hours before being forced to surface for air. They are strong swimmers, utilizing their powerful tails for underwater propulsion.

Origin: The Tarasque roamed the banks of the Rhone River in southern France near a town named Nerluc where it ravaged the countryside, killing farm animals and farmers alike. Even a dozen fully armored knights were no match for the beast. The people of Nerluc, in desperation, turned to St. Martha, a quiet selfless Christian maiden who was said to have performed a number of miracles in the past. She quietly strode out across the field where the dragon feasted on the blackened corpse of a local peasant, formed a cross from two charred pieces of straw, and presented the make-shift holy symbol to the beast. Instantly, the monster was tamed. After sprinkling holy water over the Tarasque, St. Martha placed a light cord around its neck and led the shy reptile into town, much to the townsfolk's astonishment. St. Martha's great demonstration that peace and faith are more powerful than anger and violence so impressed those gathered that they hesitated for a full twenty minutes before bludgeoning the now timid creature to a bloody death. The town was ever afterward known as Tarascon.

Fun Facts: When attacked, a Tarasque usually spouts fire at the opposing force. This fiery breath works as the Occult spell Invoke Great Cone of Grim Fire used at a spell rank equal to the dragon's Level. A Tarasque may breathe in this way up to once per day for every 100 Hit Points it possesses.

The dragon is continually surrounded by an aura of fear as the spell Manifest Great Gloom of Dire Fear. It can also bellow a mighty roar to frighten off some of its attackers as the Occult spell Invoke Fell Roar of Epic Size. Treat both as being cast at spell ranks equal to the dragon's Level.

Traits: Affinity for the Taste of Venison and Lamb

Durabilities: **Tarasques** are Immune to Blighting, Captivating, Dreadful, Enervating, Infernal, Metaphysical, Quieting, Righteous, Scorching, and Sunshining Effects.

In addition, they are resistant to all forms of Eldritch, Occult, and Pagan magic. Any such spells affecting a Tarasque have their spell ranks cut in half. Even so, Mystic spells are unaffected by the beast's magical resistance.

Keywords: ageless, blooded, dragon, fleshy, living, predator, reptile

Gifts: Gold Sense, Heavy Natural Armor, Night Vision

Attack Modes: Carnivorous Bite/Claw/Tail Whip

Wealth Type: Hoard

Cunning: Bestial

Move Modes: Lope

Danger Tier: +3

Great Tarasque Examples

Baseline Attributes

TN= 7; ST= 14; AG= -12; CR= -4; PC= 4; HT= 4; IN= -6

Adequate (Level 12)

TN=11; ST=15; AG= -11; CR= -4; PC=7; HT=5; IN= -5

HP=304; FP=90; Ward=17; SP=45 (run) / 75 (glide)

Att | Dam | Def | Stab: bite/claw/tail=+20 | 13 (dam) + 7 (setback) | 20 | 44

Decent (Level 14)

TN=11; ST=15; AG= -10; CR= -4; PC=7; HT=5; IN= -5

HP=304; FP=90; Ward=17; SP=50 (run) / 80 (glide)

Att | Dam | Def | Stab: bite/claw/tail=+23 | 13 (dam) + 7 (setback) | 23 | 46

Fit (Level 16)

TN= 12; ST= 15; AG= -9; CR= -4; PC= 7; HT= 5; IN= -5

HP=332; FP=90; Ward=18; SP=55 (run) / 85 (glide)

Att | Dam | Def | Stab: bite/claw/tail=+26 | 13 (dam) + 7 (setback) | 27 | 49

Laudable (Level 18)

TN= 12; ST= 17; AG= -9; CR= -4; PC= 7; HT= 5; IN= -5

HP=395; FP=90; Ward=18; SP=60 (run) / 90 (glide)

Att | Dam | Def | Stab: bite/claw/tail=+30 | 13 (dam) + 7 (setback) | 29 | 51

Outstanding (Level 20)

TN= 12; ST= 17; AG= -9; CR= -3; PC= 7; HT= 6; IN= -5

HP=395; FP=98; Ward=18; SP=60 (run) / 90 (glide)

Att | Dam | Def | Stab: bite/claw/tail=+32 | 13 (dam) + 7 (setback) | 31 | 53

Tarragon

A Tarragon is a tiny four-legged dragon with bat-like wings. They have skins of various colors. Brown, black, yellow, and red are all common, but relatively few have uniform in color. Rather, they usually have dark skins with bright, vibrant spots or bright skins with dark patches. Black skins with yellow underbellies and red spots on the wings is a fairly common coloration pattern for tarragons, but other, equally spectacular combinations are documented.

Tarragons have been successfully impressed as familiars. To do so, a character must have the gift of Familiar Bonding and a sufficient rank in Dragon Lore.

Needless to say, Tarragon eggs are exceptionally valuable. Unfortunately, they are about as delicate as robin eggs and are, therefore, quite difficult to transport. Even worse, no tarragon has ever been successfully bred in captivity, even those that have been impressed as familiars.

Habitat: Tarragons seek out streams containing natural traces of gold dust and will ordinarily create nests in the stream banks or within easily accessible rubble piles. Being cold-blooded, however, they will sometimes dig rabbit-hole sized lairs underneath any nearby warm cabin or hovel instead. Any gold nuggets large enough to pick out of the stream's muddy bottom will be carried home as royal bedding material.

Origin: Tarragon (Estragon in French, Tarkhun in Arabic, and Dracunculus in Latin) is the name of an herb used in folk medicine cooking. The name literally means "little dragon", which it gets from its long coiling serpentine roots. The Baltic states have their own folklore concerning tiny dragons, which they call puks. These legends describe puks as tiny helpful dragons that bring treasure back to their master's house. It is likely that the stories of these small dragons are derived from the English Puck, a hobgoblin also known as Robin Goodfellow and who stars in Shakespeare's play A Midsummer Night's Dream. We use the term tarragon rather than puk to avoid confusion with the famous sprite.

Fun Facts: Like all dragons, Tarragons innately sense gold. This acts continually as the Occult spell Procure Dragon Sight. In addition, tarragons have the ability to generate a soft glow from their bodies, as the Eldritch skill Moon Glow, at a skill rank equal to its Level. They use this ability primarily to attract mates. However, both male and female tarragons are capable of generating this glow at any time.

Tarragons are able to 'spit' out globs of fire. This unusual breath weapon consists of tiny dollops of a highly caustic saliva. This saliva is so acidic that it will immediately burst into flame the moment it contacts the air. To strike its target, the diminutive dragon must make a normal Attack Roll. Treat this breath weapon as the Occult spell Invoke Burst of Fell Flame, with a spell rank equal to the tarragon's Level. A tarragon may breathe in this fashion 3 times per day.

Durabilities: This creature is Immune to Blighting, Captivating, Dreadful, Enervating, Infernal, Metaphysical, Quieting, Righteous, Scorching, and Sunshining Effects.

Further, any spell affecting a tarragon has its spell rank cut in half.

Gifts: Gold Sense, Light Natural Armor, Night Vision

Keywords: blooded, dragon, fiery, fleshy, living, reptile, winged

Attack Modes: Carnivorous Bite *Wealth Type:* Hoard

Move Modes: Scamper/Hover *Cunning:* Bestial

Danger Tier: +1 *Size:* Tiny

Tiny Tarragon Examples

Baseline Attributes

TN= -4; ST= -12; AG= 14; CR= 5; PC= 6; HT= 3; IN= -5

Adequate (Level 2)

TN= -3; ST= -12; AG= 14; CR= 5; PC= 7; HT= 3; IN= -5

HP=9; FP=76; Ward=4; SP=50 (scamper) / 60 (hover)

Att | Dam | Def | Stab: bite=+8 | 2 | 25 | 20

Decent (Level 4)

TN= -2; ST= -12; AG= 14; CR= 5; PC= 7; HT= 3; IN= -4

HP=10; FP=76; Ward=4; SP=50 (scamper) / 60 (hover)

Att | Dam | Def | Stab: bite=+10 | 2 | 28 | 23

Fit (Level 6)

TN= -2; ST= -11; AG= 15; CR= 5; PC= 7; HT= 3; IN= -4

HP=10; FP=76; Ward=4; SP=55 (scamper) / 65 (hover)

Att | Dam | Def | Stab: bite=+14 | 2 | 31 | 25

Laudable (Level 8)

TN= -1; ST= -11; AG= 15; CR= 5; PC= 8; HT= 3; IN= -4

HP=11; FP=82; Ward=4; SP=60 (scamper) / 70 (hover)

Att | Dam | Def | Stab: bite=+16 | 2 | 34 | 29

Model (Level 10)

TN= -1; ST= -11; AG= 15; CR= 5; PC= 8; HT= 4; IN= -3

HP=11; FP=90; Ward=4; SP=60 (scamper) / 70 (hover)

Att | Dam | Def | Stab: bite=+18 | 2 | 36 | 31

Outstanding (Level 12)

TN= -1; ST= -10; AG= 16; CR= 5; PC= 8; HT= 4; IN= -3

HP=12; FP=90; Ward=4; SP=65 (scamper) / 75 (hover)

Att | Dam | Def | Stab: bite=+22 | 2 | 39 | 33

Tatzlwurm

The Tatzlwurm is smallish dragon species that rarely grows to a size larger than a man. In fact, a sizable number of reports state that some sighted Tatzlwurms escaped observation by darting through the knothole of a rotting tree. Most likely, these reports are sightings of very young Tatzlwurms since an adult, while small in dragon terms, can easily carry off a plump sheep.

The Tatzlwurm is a serpentine dragon having four clawed legs and a pair of bat-like wings. The hue of the Tatzlwurm's scales varies from a reddish brown to a brownish green although a few Tatzlwurms with white skins have been reported. The Tatzlwurm looks quite similar to the heraldic dragon in form but is rarely mistaken for its cousin due to the extreme size difference. The Tatzlwurm is completely dwarfed by its larger twin.

Despite its dragon ancestry, the Tatzlwurm is extremely shy and will flee any large group unless confronted in its lair. If the reptile believes it has a fighting chance to overpower a party, however, it is not above grabbing a succulent hob or goblin snack.

Unlike most other dragon forms, the Tatzlwurm does not have a bellowing roar to frighten off intruders. Rather, this shy dragon type will generally flee when obviously overpowered.

Habitat: **Tatzlwurms** live in mountaintop caverns and crevices where they overlook the townships nearby. These dragons usually content themselves with snatching small livestock but occasionally attack children.

Origin: The Tatzlwurm is a legendary inhabitant of the Switzerland, Bavarian, and Austrian mountains.

Fun Facts: When attacked directly, the Tatzlwurm spits a slippery, caustic oil at opponents that bursts into flame when it comes in contact with air. This attack works as the Occult spell Pitch Great Slick Patch of Fell Flame cast at a spell rank equal to the dragon's Level. A Tatzlwurm spits in this way three times per day.

Durabilities: This creature is Immune to Blighting, Captivating, Dreadful, Enervating, Infernal, Metaphysical, Quieting, Righteous, Scorching, and Sunshining Effects.

Tatzlwurms are also Resistant to all forms of magic. Any spell cast at a Tatzlwurm has its spell rank cut in half.

Keywords: carnivore, dragon, fiery, fleshy, reptile, predator, serpentine, territorial, winged

Gifts: Gold Sense, Moderate Natural Armor, Night Vision

Attack Modes: Carnivorous Bite/Claw/Tail Whip

Wealth Type: Hoard

Cunning: Simpleminded

Traits: Lust for Gold

Danger Tier: +2

Move Modes: Romp/Hover

Size: Medium

Medium Tatzlwurm Examples

Baseline Attributes

TN= 4; ST= 2; AG= 2; CR= 0; PC= 3; HT= -1; IN= -3

Adequate (Level 4)

TN= 4; ST= 3; AG= 4; CR= 0; PC= 4; HT= -1; IN= -3

HP=59; FP=41; Ward=9; SP=60 (romp) / 60 (hover)

Att | Dam | Def | Stab: bite/claw/tail=+15 | 8 (dam) + 4 (setback) | 22 | 26

Decent (Level 6)

TN= 4; ST= 4; AG= 5; CR= 0; PC= 4; HT= -1; IN= -3

HP=64; FP=41; Ward=9; SP=70 (romp) / 70 (hover)

Att | Dam | Def | Stab: bite/claw/tail=+19 | 8 (dam) + 4 (setback) | 25 | 28

Fit (Level 8)

TN= 5; ST= 4; AG= 5; CR= 0; PC= 5; HT= -1; IN= -3

HP=70; FP=45; Ward=9; SP=70 (romp) / 70 (hover)

Att | Dam | Def | Stab: bite/claw/tail=+21 | 8 (dam) + 4 (setback) | 28 | 32

Laudable (Level 10)

TN= 5; ST= 5; AG= 5; CR= 0; PC= 6; HT= -1; IN= -3

HP=76; FP=49; Ward=9; SP=80 (romp) / 80 (hover)

Att | Dam | Def | Stab: bite/claw/tail=+24 | 8 (dam) + 4 (setback) | 30 | 35

Outstanding (Level 12)

TN= 5; ST= 5; AG= 5; CR= 1; PC= 6; HT= -1; IN= -2

HP=76; FP=49; Ward=9; SP=80 (romp) / 80 (hover)

Att | Dam | Def | Stab: bite/claw/tail=+26 | 8 (dam) + 5 (setback) | 32 | 37

Remarkable (Level 14)

TN= 5; ST= 5; AG= 6; CR= 1; PC= 6; HT= -1; IN= -2

HP=76; FP=49; Ward=9; SP=85 (romp) / 85 (hover)

Att | Dam | Def | Stab: bite/claw/tail=+29 | 8 (dam) + 5 (setback) | 35 | 39

Superb (Level 16)

TN= 5; ST= 6; AG= 6; CR= 1; PC= 6; HT= -1; IN= -2

HP=83; FP=49; Ward=9; SP=90 (romp) / 90 (hover)

Att | Dam | Def | Stab: bite/claw/tail=+32 | 8 (dam) + 5 (setback) | 37 | 41

Wondrous (Level 18)

TN= 5; ST= 6; AG= 6; CR= 1; PC= 6; HT= 0; IN= -2

HP=83; FP=53; Ward=9; SP=90 (romp) / 90 (hover)

Att | Dam | Def | Stab: bite/claw/tail=+34 | 8 (dam) + 5 (setback) | 39 | 43

Taxim

A Taxim is an undead male humanoid that has risen from his grave to exact revenge for some injustice done against him or his loved ones. The Taxim rises a few nights after its death and stalks whatever villain (or villains) it holds responsible for its lifelong misery, premature downfall, or plain old bad luck. When it finds its nemesis, the Taxim will attempt to kill him in a manner that exacts poetic justice. For example, if a spurned suitor beheaded a Taxim's sister, it may attempt to repay the deed using the same technique. Of course, if the Taxim cannot erect a guillotine in its hated quarry's bedroom, an axe will have to do.

Habitat: **Taxims** can obviously be found in the dark crypts and tombs that house the bodies of the dead. Surprisingly, they are just as commonly encountered wandering across the countryside or lurking in dark alleys in search of vengeance. Whenever they are seen, they are always shrouded in shadow since they are extremely averse to the light of day.

Origin: The legend of the Taxim arose in Eastern Europe, where it was believed that the remains of the restless dead would rise to revenge themselves on those who wronged them during life.

Fun Facts: A Taxim may assume a ghostly state 3 times a night for a duration of 1 Round each to aid in passing through doorways, walls, and other barricades. This works as the Occult spell Stride in Spectral Form cast at a rank equal to the Taxim's Level.

Taxims are surrounded by the stench of their own rotting flesh. Treat the horrible aroma as the Occult spell Manifest Great Halo of Deft Nauseous Fumes on all breathing creatures within 5 feet of the revenant (cast at a spell rank equal to the Taxim's Level). Although the nauseating effects of their stench only extend 5 feet from the creature, the odor can be smelled downwind for a considerable distance. This fact often gives warning of a Taxim's approach.

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.

Keywords: fleshy, humanoid, murderous, putrid, revenant, undead

Attack Modes: Axe or Throwing Axe or Punch/Kick

Wealth Type: Incidental *Cunning:* Alert

Traits: Afraid of Sunlight *Gifts:* Astral Vision

Move Modes: Run *Size:* Medium

Danger Tier: +1

Medium Taxim 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= 2; CR= 0; PC= 0; HT= 0; IN= 2

HP=32; FP=32; Ward=0; SP=35 (run)

Att | Dam | Def | Stab: axe=+9 | 7 | 19 | 17; or throwing
axe=+8 | 4 | 16 | 14; or punch/kick=+10 | 5 | 17 | 15

Decent (Level 6)

TN= 1; ST= 0; AG= 3; CR= 0; PC= 0; HT= 0; IN= 2

HP=35; FP=32; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: axe=+12 | 7 | 23 | 20; or throwing
axe=+10 | 4 | 20 | 17; or punch/kick=+13 | 5 | 21 | 18

Fit (Level 8)

TN= 2; ST= 0; AG= 3; CR= 0; PC= 0; HT= 1; IN= 2

HP=38; FP=34; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: axe=+14 | 7 | 26 | 23; or throwing
axe=+12 | 4 | 23 | 20; or punch/kick=+15 | 5 | 24 | 21

Laudable (Level 10)

TN= 3; ST= 0; AG= 3; CR= 1; PC= 0; HT= 1; IN= 2

HP=41; FP=34; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: axe=+16 | 7 | 29 | 26; or throwing
axe=+15 | 4 | 26 | 23; or punch/kick=+17 | 5 | 27 | 24

Outstanding (Level 12)

TN= 3; ST= 1; AG= 3; CR= 1; PC= 1; HT= 1; IN= 2

HP=45; FP=38; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: axe=+19 | 8 | 31 | 29; or throwing
axe=+18 | 4 | 28 | 26; or punch/kick=+20 | 6 | 29 | 27

Remarkable (Level 14)

TN= 3; ST= 1; AG= 3; CR= 1; PC= 1; HT= 2; IN= 3

HP=45; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: axe=+21 | 8 | 33 | 31; or throwing
axe=+20 | 4 | 30 | 28; or punch/kick=+22 | 6 | 31 | 29

Superb (Level 16)

TN= 3; ST= 1; AG= 3; CR= 1; PC= 2; HT= 3; IN= 3

HP=45; FP=49; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: axe=+23 | 8 | 35 | 34; or throwing
axe=+23 | 4 | 32 | 31; or punch/kick=+24 | 6 | 33 | 32

Tiger, Heraldic

Heraldic Tigers do not really look very similar to their natural namesakes. While they do have tawny coats covered with vertical black stripes, it is here that the similarity between this creature and the magnificent Asian feline ends. The Heraldic Tiger's body resembles that of a large wolf, often reaching a height of 4 or 5 feet at the shoulders. Likewise, its head is distinctively canine, with unusually large jaws and oversize canine teeth. Accenting its vicious maw are two large lower tusks protruding upward from the lower jaw which are capable of delivering unusually severe gashes in any creature unlucky enough to fall prey to one of these beasts. In addition, a bony upward curving horn protrudes from the tip of the monster's otherwise wolfish snout. Finally, the Heraldic Tiger has tufts of hair on its neck resembling a scraggly lion's mane. Its tail, though striped down its entire length, is capped with another hair tuft, making its one truly cat-like feature decidedly lion-like in appearance.

Habitat: Heraldic tigers live solitary lives deep in dense forests.

Origin: The Heraldic Tiger was an invention of European folklore. It's distinctively non-feline form arose from the total lack of actual tigers living in Europe. Thus, the only information available came from tales of the ferocious beasts related by Middle Eastern travelers. It represents cruelty and destructiveness.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: blooded, canine, fleshy, heraldic, living, predator, territorial

Wealth Type: Incidental

Cunning: Bestial

Attack Modes: Carnivorous Bite

Move Modes: Romp

Gifts: Night Vision

Danger Tier: +1

Large Heraldic Tiger Examples

Baseline Attributes

TN= 3; ST= 6; AG= -2; CR= -1; PC= 2; HT= -3; IN= -5

Adequate (Level 6)

TN= 6; ST= 8; AG= -2; CR= -1; PC= 3; HT= -3; IN= -5
HP=108; FP=32; Ward=3; SP=60 (romp)
Att | Dam | Def | Stab: bite=+16 | 15 | 24 | 29

Decent (Level 8)

TN= 6; ST= 9; AG= -2; CR= -1; PC= 4; HT= -3; IN= -5
HP=117; FP=34; Ward=3; SP=65 (romp)
Att | Dam | Def | Stab: bite=+19 | 16 | 26 | 32

Fit (Level 10)

TN= 6; ST= 9; AG= -1; CR= -1; PC= 5; HT= -3; IN= -5
HP=117; FP=38; Ward=3; SP=75 (romp)
Att | Dam | Def | Stab: bite=+22 | 16 | 29 | 35

Laudable (Level 12)

TN= 6; ST= 9; AG= 0; CR= -1; PC= 5; HT= -3; IN= -5
HP=117; FP=38; Ward=3; SP=75 (romp)
Att | Dam | Def | Stab: bite=+25 | 16 | 32 | 37

Model (Level 14)

TN= 7; ST= 9; AG= 1; CR= -1; PC= 5; HT= -3; IN= -5
HP=128; FP=38; Ward=3; SP=80 (romp)
Att | Dam | Def | Stab: bite=+28 | 16 | 36 | 40

Outstanding (Level 16)

TN= 7; ST= 9; AG= 1; CR= 0; PC= 5; HT= -3; IN= -5
HP=128; FP=38; Ward=3; SP=80 (romp)
Att | Dam | Def | Stab: bite=+30 | 16 | 38 | 42

Medium Heraldic Tiger Examples

Baseline Attributes

TN= 1; ST= 0; AG= 4; CR= 1; PC= 2; HT= -3; IN= -5

Adequate (Level 4)

TN= 3; ST= 2; AG= 4; CR= 1; PC= 2; HT= -3; IN= -5
HP=49; FP=29; Ward=1; SP=60 (romp)
Att | Dam | Def | Stab: bite=+14 | 7 | 25 | 23

Decent (Level 6)

TN= 4; ST= 2; AG= 4; CR= 1; PC= 3; HT= -3; IN= -5
HP=54; FP=32; Ward=2; SP=60 (romp)
Att | Dam | Def | Stab: bite=+16 | 7 | 28 | 27

Fit (Level 8)

TN= 4; ST= 3; AG= 4; CR= 1; PC= 4; HT= -3; IN= -5
HP=59; FP=34; Ward=2; SP=65 (romp)
Att | Dam | Def | Stab: bite=+19 | 8 | 30 | 30

Laudable (Level 10)

TN= 4; ST= 3; AG= 5; CR= 1; PC= 5; HT= -3; IN= -5
HP=59; FP=38; Ward=2; SP=75 (romp)
Att | Dam | Def | Stab: bite=+22 | 8 | 33 | 33

Outstanding (Level 12)

TN= 4; ST= 3; AG= 6; CR= 1; PC= 5; HT= -3; IN= -5
HP=59; FP=38; Ward=2; SP=75 (romp)
Att | Dam | Def | Stab: bite=+25 | 8 | 36 | 35

Tree Folk

Trees come in a wide range of varieties. The trunks of some are proud and straight while others are gnarled and bent. Some have smooth bark like paper, while that of others resembles dried corrugated mud. Some trees grow to immense size while others are little more than shrubs.

Regardless of the specifics, many legends animate trees and imbue them with personalities of their own. This section provides descriptions for a broad range of these arboreal faeries, known as **Tree Folks**.

Durabilities: This creature is Immune to Bleeding, Captivating, Enervating, Freezing, Infernal, Internal, Metaphysical, Quieting, Righteous, Suffocating, Sunshining, and Toxic Effects; Highly Resistant to Footing and Slippery Effects; and Sensitive to Acidic, Blighting, Chopping, and Scorching Effects.

Gifts: Day Vision, Moderate Natural Armor

Wealth Type: Incidental. *Cunning:* Alert

Attack Modes: Branch or Shove *Move Modes:* Stride

Keywords: arboreal, faery, living, vegetal

Tree Folk, Apple

At first sight, an **Apple-Tree Folk** is indistinguishable from any other apple tree in the orchard, but close scrutiny will reveal some vaguely human-like features. A combination of knotholes, knobs, crevices, bulges and other minor deformities in the tree's bark form the features of a crude but serviceable face which, more often than not, has a pleasant disposition.

It is no mistake that **Apple Tree Folks** so closely resemble apple trees. They are, in fact, apple trees that have simply awakened from their arboreal slumber in order to tend to the needs of their surrounding companions. Being an orchard's caretaker is a difficult task requiring a good deal of wisdom and patience, so the job falls on the shoulders of the eldest tree in the orchard.

To walk, an Apple Tree Folk will quickly uproot itself and ambulate along the ground by means of its serpentine roots. When it finds an appropriate stopping place, it will wind its roots into the soil to rest. The uprooting and re-rooting processes each require one full Round to accomplish, but the arboreal faery may participate in combat while doing so.

Habitat: **Apple-Tree Folks** dwell in apple orchards.

Origin: The tale of these tree faeries originates in Somerset, England, where the oldest tree in every apple orchard was said to be the orchard's apple-tree man. The fertility of the entire orchard was the apple-tree man's main responsibility. As such, it could be a great ally to anyone tending the orchard and a serious foe to those bringing reckless harm.

Fun Facts: Apple-Tree Folks may use the Occult spells Procure Great Aura of Blight Reduction and Solicit.

Generous Lasting Rain at will. Both are used at spell ranks equal to the Apple-Tree Folk's Level. See The Oculus of Occultism for details. If their orchard is threatened with fire, the Apple-Tree Folk will call forth a drenching downpour within a matter of seconds to extinguish the flames.

Traits: Affinity for the Taste of Cider, the harder the better. Most of these tree-faeries can be coaxed into discourse by pouring a jug of the golden liquid onto their thirsty roots.

Tree Folk, Ash

Ash Tree Folks are woodland faeries appearing like ordinary trees. They stand straight and tall, with a pride and dignity that reflects their strict moral code. Their branches are likewise straight with slender offshoots supporting rows of tapered leaves. They ignore visitors unless they do harm to the forest. If aroused, the various knotholes and scars on the tree's trunk will spring to life, forming a face that did not seem to exist only moments before.

Ash Tree Folks protect the forests they live in, but are sensitive to any affronts to the fresh water springs that are usually found in or near their environs. They view the springs as the forest's ultimate source of life. As such, they will defend their sanctity with their own lives, if necessary.

Ash Tree Folks are particularly protective of children and will always aid any sick child brought before them. If approached in a friendly manner, they are likely to help others as well. Before doing so, though, the tree will require those they aid to make an oath to defend the forest if a need should ever arise. Woe be to anyone that breaks their word.

Ash Tree Folks are the strongest of all the faery trees. This is somewhat unfortunate, since it makes their wood very valuable. The very best magical bows and spears are made from the branches of this powerful woody faery.

When an Ash Tree Folk walks, it appears to be wading through the dirt like an ordinary man wades through shallow water. If it comes to a rocky landing or a road paved with stone, the tree can actually lift itself out of the dirt and ambulate across the hard surface using only its roots for support. If this is done, its Speed is cut in half. The uprooting and re-rooting processes each require one full Round to accomplish, but the arboreal faery may participate in combat while doing so.

Habitat: Ash Tree Folks greatly prefer woodland areas immediately surrounding fresh water springs. The association between ash and spring is so great that the ash tree is believed to be the guardian of the spring's purity.

Origin: Superstition about the ash is widespread throughout Europe. Yggdrasil, the Nordic world tree that held up the sky, was said to be an ash tree. On the British Isles, the ash tree supposedly had healing powers. However, the magical healing came at a cost. The life of anyone saved by an ash tree was forever after tied to the tree. If the ash tree was injured or died at any point in the future, the same happened to the tree's benefactor's. On the Isle of Man, ash trees are believed to be the protectors of springs. They are particularly

revered by the continental Celts, who refer to them as Uinsinn (pronounced ooshin).

Fun Facts: Ash Tree Folks have magical healing abilities. All of them cast Pagan Healing spells at spell ranks equal to their Levels. They can individually select their own spells, but they all invariably select Healing Touch, Panacea, and Heal Bone as a few of their choices. Some are apparently able to cast spells other than healing, but no ash tree has ever been known to cast spells that injure others, although they are not shy about defending themselves and their forests if pressed too far. Most are priests of the Celtic Water Cult.

Tree Folk, Elder

When looking at an elder tree, one ordinarily sees a knobby gnarled trunk supporting many limbs that are covered by a rough bark skin. In the summer, a rich canopy of teardrop shaped leaves covers its branches. This is the Elder Tree Folks' natural docile state that mimics the behavior and attitude of the forest's other arboreal inhabitants.

When an Elder Tree Folk is angered, it will animate and attack with sweeping, ponderous motions. Its two major branches move like human arms, which are deadly in combat. When animated, the Elder Tree Folk has a vaguely humanoid appearance with knotholes for eyes and a wooden cavity for a mouth. Its rough bark resembles old wrinkled skin. Most are female, although male elders also exist.

The female Elders, who are properly addressed as 'Old Lady' or 'Old Gal', blossom in a lacy gown of white flowers in the spring and produce black berries in the autumn. The males, who answer to the title of 'Old Man', lack this added decoration although they often grow mossy beards.

On the rare occasion when the 'Old Gal' invites a guest to a meal, she proudly serves a wide assortment of delicacies. Among her favorites are gritty dirt covered with a creamy mud gravy, cherry clay balls, powdered gravel, and black loam cake (for desert). When she is trying to be particularly impressive, she will pop the cork on a bottle of mineral water that has been pre-filtered through topsoil. Ooooooeeee!!! Home Cookin!

When an Elder Tree walks, it appears to wade through the dirt like a man wading through water. If it comes to rocky ground, it will lift itself out of the dirt and ambulate across the hard surface using only its roots for support. If this is done, its Speed is cut in half.

Habitat: Elder Trees are deciduous plants that are common throughout Europe and North America.

Origin: Also known as the Elder Mother and the Old Gal, the elder tree is believed throughout Europe to be inhabited by elves and utilized by witches. The superstitions concerning the tree are strongest in Germany and Scandinavia. Elder wood should supposedly not be used for anything other than magical wands and amulets. If one is forced to use elder wood for lack of any other available resource, one should first ask the tree's permission.

Fun Facts: As guardians of the forests, **Elder Tree Folks** possess the power of "waking up" trees to aid them. This power works like the Occult spell Beseech a Tree to Animate. Further, they can put out fires as the Occult spell Pitch Extinguishing Cube of Great Size. Both spells are cast at spell ranks equal to the tree's Level.

Elder Tree Folks are renowned for their healing arts. Any elder tree older than a sapling has the skills of Concocting Herbal Balms and Herbal Remedy, which it uses at a skill rank equal to its Level.

Durabilities: This creature is Immune to Bleeding, Captivating, Enervating, Freezing, Infernal, Internal, Metaphysical, Quieting, Righteous, Suffocating, Sunshining, and Toxic Effects; Highly Resistant to Footing and Slippery Effects; and Sensitive to Acidic, Blighting, Chopping, and Scorching Effects.

Traits: Hatred toward Axe-Wielders and Fire Bearers, Great Animosity toward Goblins and Orcs, Offended by Bad Manners

Tree Folk, Hazel

Hazel trees, being members of the birch tree family, are small trees that bear nuts encased in leafy husks. The hard shelled hazelnuts are quite edible and are believed to impart some of the wisdom and knowledge of the parent tree to anyone consuming them. Although common hazel nuts obviously have no such power, it is quite possible that the nuts of the oldest and wisest hazel trees do exhibit this remarkable property. Hazel wood is one of the most bendable woods, making the hazel rather spry for a tree.

As a rule, **Hazel Tree Folks** rarely put their great knowledge to practical use. They merely content themselves with the acquisition of knowledge and diligent study. They will, however, be more than happy to discuss their favorite subject at length with anyone knowledgeable enough to keep up with the conversation. As soon as the topic turns to other matters, however, the hazel tree is likely to simply excuse himself and depart for some quiet study time alone.

There are legends of nine extremely ancient and scholarly hazel trees possessing the patience of saints and the insight of arch mages. Every hazelnut taken from one of these special trees and eaten will grant any class desired for which the consumer already qualifies.

To walk, a Hazel Tree Folk will quickly uproot itself and ambulate along the ground by means of its serpentine roots. When it finds an appropriate stopping place, it will wind its roots into the soil to rest. The uprooting and re-rooting processes each require one full Round to accomplish, but the arboreal faery may participate in combat while doing so.

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 hazel trees dwell in forests and groves.

Origin: The Norse associated the hazel tree with lightning (and the god Thor). This belief was later incorporated into

Christian lore in the notion that crosses fashioned from hazel wood was a charm against storms. The Celts, on the other hand, linked the hazel tree with intelligence and wisdom. According to Celtic tradition, a salmon became the wisest living creature when it ate the nuts produced by the nine hazel trees of wisdom. The Gaelic name for the hazel tree is “Coll.”

Fun Facts: All Hazel Tree Folks are highly intelligent and have a distinctively ‘ivory tower’ bent. Each selects a specific area of Common or Occult Lore to study. The tree will have earned a rank in this lore equal to its Level. Oddly enough, Hazel Tree Folks rarely apply their knowledge in practical ways. They content themselves merely with study.

Hazel Tree Folks may use the Occult spells of Invoke Great Dire Thunderstrike of Grim Lightning and Solicit Generous Lasting Rain at will. These are used at spell ranks equal to the tree’s Level. See The Oculus of Occultism for details. If threatened with fire, the hazel tree will call forth a drenching downpour within a matter of seconds to extinguish the flames.

Tree Folk, Rowan

The rowan, or mountain ash, is a deciduous tree with a rough dark brown bark that can grow to a height of 30 feet or more. Its individual leaves are tear shaped and grow in fan-like clusters. Three times per year, the rowan produces brilliant red berries that are quite sweet and juicy. Unfortunately, the taste of rowan berries is addicting to many dragon species, so rowan forests are often inhabited by the large reptiles.

The vast majority of rowan trees, those less than a century old, are relatively unremarkable. Their only characteristic of note is that any magic spell invoked within 50 yards of a rowan has its spell ranks reduced by 1. This effect is cumulative, so a rowan grove or forest admits very little in the way of spell-casting. Spell-casters traveling through woods containing large populations of rowan trees must subtract 4 ranks from all spells they invoke. Oddly enough, this magic dampening zone does not seem to have any effect on spells cast by arboreal faeries (i.e. Birch Tree Spirit, Elder Tree Folk, Oakfolk etc.). In all other respects, these youthful rowans have the stature and rigid stance of any ordinary tree.

Once a rowan tree matures to the point that it animates, it takes on some distinctly human-like features. These include a vaguely humanoid face with knotholes for eyes and two powerful arms ending in a multitude of twiggy fingers. Most rowan trees are female, although males are rarely encountered.

The berries of animated **Rowan Tree Folks** are highly valued by woodland dwellers due to their great medicinal potency. Consequently, they provide the faery with its only source of ready currency. An enterprising woodsman can expect to pay 1 silver piece per berry. Each blooming provides the rowan with about 1000 usable berries. At least half will be kept to seed the surrounding forest.

When a Rowan Tree Folk walks, it appears to be wading through the dirt like an ordinary man wades through shallow water. If it comes to a rocky landing or a road paved with stone, the tree can actually lift itself out of the dirt and ambulate across the hard surface using only its roots for support. If this is done, its Speed is cut in half.

Rowan Tree Folks also apparently have the unusual ability to fly, although they usually do so only at night to avoid attracting attention.

Habitat: Rowan Tree Folks mainly grow on the slopes and in the valleys of mountainous areas, although they are also found on the plains near mountain ranges.

Origin: The rowan tree is well known throughout European folklore as a protection against witchcraft and evil spirits. This is likely because the tree’s red berries have five points like a pentagram. A staff or cross made of rowan wood, or a bunch of red rowan berries are especially potent talismans. The ancient Celts believed the rowan tree to be the ‘tree of life’ and held that their red berries has particularly potent medicinal value. Scandinavian lore imbues rowans found growing in inaccessible rocky clefts or in the boughs or other trees with particular potency. These were deemed “flying rowans” since the trees could apparently move on their own volition. The Scottish Gaelic name for the tree is “Caorunn” (pronounced “koroon”).

Fun Facts: When a Rowan Tree reaches a sufficient age, its inherent faery spirit ‘wakes up’. At this point, the tree can move about the forest as it pleases.

Rowan Trees have the ability to cast the following Occult spells at will: Invoke Bane of Fell Ectoplasmic Drain, Invoke Great Cube of Dispelling, Manifest Magic Reduction, Pitch Magic Reduction Vortex of Epic Size, and Raise Hermetic Globe of Great Size. All spells are cast at spell ranks equal to the rowan’s Level.

Rowan Tree Folks also have the unusual ability of flight, similar to the Occult spell Travel in Flight, which they can cast only once per week. They are almost never seen flying, however, as they are loathe to advertise their existence to any hostile neighbors. The males of the species lack this ability.

Rowan Trees have no innate ability to extinguish fires themselves, and so commonly develop alliances with Elder Trees, which can deal with the problem quite readily. Fortunately for the Rowans, Elders can do little against magical fires. This, of course, is the Rowan’s specialty so the two species complement each other nicely.

The red berries borne by older Rowan Trees are remarkably potent when used in medicines. One berry crushed into an herbal balm will increase its healing powers by 6 Hit Points. In addition, rowan berry juice prepared by a character with Herbal Remedy and served to their patient will give an Edge on the healer’s chance of curing an illness.

Traits: Hatred toward Evil Spirits and Undead, Great Animosity toward Evil Occultists.

Epic Tree Folk Examples*Danger Tier: +4***Baseline Attributes**

TN= 7; ST= 12; AG= -14; CR= -2; PC= 2; HT= 2; IN= 0

Adequate (Level 10)TN= 10; ST= 21; AG= -19; CR= -4; PC= 5; HT= 3; IN= 1
HP=470; FP=64; Ward=13; SP=40 (stride)Att | Dam | Def | Stab: branch=+16 | 30 | 11 | 39; or
shove=+16 | 2 (setback) | 11 | 39**Decent (Level 12)**TN= 11; ST= 21; AG= -19; CR= -4; PC= 5; HT= 3; IN= 2
HP=512; FP=64; Ward=14; SP=40 (stride)Att | Dam | Def | Stab: branch=+18 | 30 | 14 | 42; or
shove=+18 | 2 (setback) | 14 | 42**Fit (Level 14)**TN= 12; ST= 21; AG= -18; CR= -4; PC= 5; HT= 3; IN= 2
HP=558; FP=64; Ward=15; SP=45 (stride)Att | Dam | Def | Stab: branch=+21 | 30 | 18 | 45; or
shove=+21 | 3 (setback) | 18 | 45**Laudable (Level 16)**TN= 12; ST= 21; AG= -17; CR= -4; PC= 5; HT= 3; IN= 3
HP=558; FP=64; Ward=15; SP=45 (stride)Att | Dam | Def | Stab: branch=+24 | 30 | 21 | 47; or
shove=+24 | 4 (setback) | 21 | 47**Outstanding (Level 18)**TN= 12; ST= 21; AG= -17; CR= -4; PC= 6; HT= 3; IN= 3
HP=558; FP=69; Ward=15; SP=50 (stride)Att | Dam | Def | Stab: branch=+26 | 30 | 23 | 50; or
shove=+26 | 4 (setback) | 23 | 50**Remarkable (Level 20)**TN= 12; ST= 21; AG= -17; CR= -4; PC= 6; HT= 4; IN= 3
HP=558; FP=76; Ward=15; SP=50 (stride)Att | Dam | Def | Stab: branch=+28 | 30 | 25 | 52; or
shove=+28 | 4 (setback) | 25 | 52**Superb (Level 22)**TN= 12; ST= 22; AG= -17; CR= -4; PC= 6; HT= 5; IN= 3
HP=609; FP=82; Ward=15; SP=50 (stride)Att | Dam | Def | Stab: branch=+31 | 31 | 27 | 54; or
shove=+31 | 5 (setback) | 27 | 54**Great Tree Folk Examples***Danger Tier: +3***Baseline Attributes**

TN= 7; ST= 12; AG= -14; CR= -2; PC= 2; HT= 2; IN= 0

Adequate (Level 8)TN= 7; ST= 14; AG= -13; CR= -2; PC= 5; HT= 3; IN= 1
HP=197; FP=64; Ward=10; SP=35 (stride)Att | Dam | Def | Stab: branch=+13 | 22 | 12 | 34; or
shove=+13 | 1 (setback) | 12 | 34**Decent (Level 10)**TN= 8; ST= 15; AG= -13; CR= -2; PC= 5; HT= 3; IN= 1
HP=235; FP=64; Ward=11; SP=40 (stride)Att | Dam | Def | Stab: branch=+16 | 23 | 15 | 37; or
shove=+16 | 2 (setback) | 15 | 37**Fit (Level 12)**TN= 9; ST= 15; AG= -13; CR= -2; PC= 5; HT= 3; IN= 2
HP=256; FP=64; Ward=12; SP=40 (stride)Att | Dam | Def | Stab: branch=+18 | 23 | 18 | 40; or
shove=+18 | 2 (setback) | 18 | 40**Laudable (Level 14)**TN= 10; ST= 15; AG= -12; CR= -2; PC= 5; HT= 3; IN= 2
HP=279; FP=64; Ward=13; SP=45 (stride)Att | Dam | Def | Stab: branch=+21 | 23 | 22 | 43; or
shove=+21 | 3 (setback) | 22 | 43**Outstanding (Level 16)**TN= 10; ST= 15; AG= -11; CR= -2; PC= 5; HT= 3; IN= 3
HP=279; FP=64; Ward=13; SP=45 (stride)Att | Dam | Def | Stab: branch=+24 | 23 | 25 | 45; or
shove=+24 | 4 (setback) | 25 | 45**Remarkable (Level 18)**TN= 10; ST= 15; AG= -11; CR= -2; PC= 6; HT= 3; IN= 3
HP=279; FP=69; Ward=13; SP=50 (stride)Att | Dam | Def | Stab: branch=+26 | 23 | 27 | 48; or
shove=+26 | 4 (setback) | 27 | 48**Superb (Level 20)**TN= 10; ST= 15; AG= -11; CR= -2; PC= 6; HT= 4; IN= 3
HP=279; FP=76; Ward=13; SP=50 (stride)Att | Dam | Def | Stab: branch=+28 | 23 | 29 | 50; or
shove=+28 | 4 (setback) | 29 | 50

Large Tree Folk Examples

Danger Tier: +2

Baseline Attributes

TN= 5; ST= 6; AG= -8; CR= 0; PC= 2; HT= 2; IN= 0

Adequate (Level 4)

TN= 5; ST= 6; AG= -7; CR= 0; PC= 4; HT= 2; IN= 1

HP=83; FP=53; Ward=9; SP=30 (stride)

Att | Dam | Def | Stab: branch=+7 | 13 | 12 | 27; or
shove=+7 | 0 (setback) | 12 | 27

Decent (Level 6)

TN= 5; ST= 7; AG= -7; CR= 0; PC= 4; HT= 3; IN= 1

HP=91; FP=58; Ward=9; SP=35 (stride)

Att | Dam | Def | Stab: branch=+10 | 14 | 14 | 29; or
shove=+10 | 0 (setback) | 14 | 29

Fit (Level 8)

TN= 5; ST= 8; AG= -7; CR= 0; PC= 5; HT= 3; IN= 1

HP=99; FP=64; Ward=9; SP=35 (stride)

Att | Dam | Def | Stab: branch=+13 | 15 | 16 | 32; or
shove=+13 | 1 (setback) | 16 | 32

Laudable (Level 10)

TN= 6; ST= 9; AG= -7; CR= 0; PC= 5; HT= 3; IN= 1

HP=117; FP=64; Ward=10; SP=40 (stride)

Att | Dam | Def | Stab: branch=+16 | 16 | 19 | 35; or
shove=+16 | 2 (setback) | 19 | 35

Outstanding (Level 12)

TN= 7; ST= 9; AG= -7; CR= 0; PC= 5; HT= 3; IN= 2

HP=128; FP=64; Ward=10; SP=40 (stride)

Att | Dam | Def | Stab: branch=+18 | 16 | 22 | 38; or
shove=+18 | 2 (setback) | 22 | 38

Remarkable (Level 14)

TN= 8; ST= 9; AG= -6; CR= 0; PC= 5; HT= 3; IN= 2

HP=140; FP=64; Ward=11; SP=45 (stride)

Att | Dam | Def | Stab: branch=+21 | 16 | 26 | 41; or
shove=+21 | 3 (setback) | 26 | 41

Superb (Level 16)

TN= 8; ST= 9; AG= -5; CR= 0; PC= 5; HT= 3; IN= 3

HP=140; FP=64; Ward=11; SP=45 (stride)

Att | Dam | Def | Stab: branch=+24 | 16 | 29 | 43; or
shove=+24 | 4 (setback) | 29 | 43

Medium Tree Folk Examples

Danger Tier: +1

Baseline Attributes

TN= 3; ST= 0; AG= -2; CR= 2; PC= 2; HT= 2; IN= 0

Adequate (Level 4)

TN= 3; ST= 0; AG= -1; CR= 2; PC= 4; HT= 2; IN= 1

HP=41; FP=53; Ward=8; SP=30 (stride)

Att | Dam | Def | Stab: branch=+7 | 5 | 16 | 25; or
shove=+7 | 0 (setback) | 16 | 25

Decent (Level 6)

TN= 3; ST= 1; AG= -1; CR= 2; PC= 4; HT= 3; IN= 1

HP=45; FP=58; Ward=8; SP=35 (stride)

Att | Dam | Def | Stab: branch=+10 | 6 | 18 | 27; or
shove=+10 | 0 (setback) | 18 | 27

Fit (Level 8)

TN= 3; ST= 2; AG= -1; CR= 2; PC= 5; HT= 3; IN= 1

HP=49; FP=64; Ward=8; SP=35 (stride)

Att | Dam | Def | Stab: branch=+13 | 7 | 20 | 30; or
shove=+13 | 1 (setback) | 20 | 30

Laudable (Level 10)

TN= 4; ST= 3; AG= -1; CR= 2; PC= 5; HT= 3; IN= 1

HP=59; FP=64; Ward=9; SP=40 (stride)

Att | Dam | Def | Stab: branch=+16 | 8 | 23 | 33; or
shove=+16 | 2 (setback) | 23 | 33

Outstanding (Level 12)

TN= 5; ST= 3; AG= -1; CR= 2; PC= 5; HT= 3; IN= 2

HP=64; FP=64; Ward=9; SP=40 (stride)

Att | Dam | Def | Stab: branch=+18 | 8 | 26 | 36; or
shove=+18 | 2 (setback) | 26 | 36

Remarkable (Level 14)

TN= 6; ST= 3; AG= 0; CR= 2; PC= 5; HT= 3; IN= 2

HP=70; FP=64; Ward=10; SP=45 (stride)

Att | Dam | Def | Stab: branch=+21 | 8 | 30 | 39; or
shove=+21 | 3 (setback) | 30 | 39

Superb (Level 16)

TN= 6; ST= 3; AG= 1; CR= 2; PC= 5; HT= 3; IN= 3

HP=70; FP=64; Ward=10; SP=45 (stride)

Att | Dam | Def | Stab: branch=+24 | 8 | 33 | 41; or
shove=+24 | 4 (setback) | 33 | 41

Tree, Haunted

A Haunted Tree is a tree that has been possessed and animated by the spirit of a murder victim. The spirit lingers near its place of execution seeking an outlet for its seething anger against the world's cruelty. Before long, the spirit discovers that its only means to influence the material world is by inhabiting and manipulating the nearby trees.

These haunted trees patiently wait for forest trespassers. Their initial attack usually surprises adventurers unaccustomed to aggressive oaks.

If the tree is destroyed, the spirit that haunts it flees to the nearest tree of sufficient size to house it. If it is alive, the newly possessed tree slowly dies over a period of a few weeks. As soon as the tree is totally dead, the spirit gains absolute control of the dead husk and may begin manipulating the limbs and roots. If no tree lies within 100 yards when 'slain', the inhabiting spirit merely wanders until a new tree sprouts nearby and grows to sufficient size.

Habitat: These arboreal haunts can be found anywhere that trees grow. For reasons only they understand, they tend to congregate around the castles of necromancers and within haunted forests. The most likely explanation is that these gnarly beasts make superb dungeon scenery (but rather poor arch-villains).

Origin: Also known as Trees of Ghostly Dread, haunted trees are found in folklore throughout Europe. In 1958, Elliott O'Donnell cited numerous examples (in Canada, Scotland, Germany, and England) in his [Trees of Ghostly Dread](#).

Fun Facts: **Haunted Trees** are Sensitive to Fire. Nevertheless, a Haunted Tree can put out normal fires as the Occult spell [Pitch Extinguishing Cube of Great Size](#) (see [The Oculus of Occultism](#) for details).

Gifts: [Astral Vision](#), [Moderate Natural Armor](#). Further, Haunted Tree have the gifts of [Spawn Undead Haunt](#) and [Spawn Undead Jack-o'-Lantern](#), which they will use on any fresh corpses they encounter (particularly those it personally killed). See [The Character Compendium](#) for details. The description of [Haunt](#) can be found in [The Tome of Terrors](#).

Durabilities: This creature is Immune to Bleeding, Blighting, Dehydrating, Entrancing, Fatiguing, Footing, Freezing, Infernal, Internal, Intoxicating, Maladive, Rotting, Sedating, Slippery, Starving, Suffocating, Sunshining, and Toxic Effects; Resistant to Enervating Effects; and Sensitive to Chopping and Scorching Effects.

Keywords: arboreal, faery, undead, vegetal

Wealth Type: Incidental *Cunning:* Alert

Attack Modes: Branch *Move Modes:* Stride

Danger Tier: +1 *Size:* Great

Great Haunted Tree Examples

Baseline Attributes

TN= 6; ST= 14; AG= -12; CR= 1; PC= 0; HT= 0; IN= -2

Adequate (Level 8)

TN= 6; ST= 15; AG= -11; CR= 2; PC= 3; HT= 1; IN= -1

HP=197; FP=45; Ward=10; SP=0 (immobile)

Att | Dam | Def | Stab: branch=+16 | 23 | 13 | 31

Fit (Level 10)

TN= 6; ST= 16; AG= -10; CR= 2; PC= 3; HT= 1; IN= -1

HP=215; FP=45; Ward=10; SP=0 (immobile)

Att | Dam | Def | Stab: branch=+20 | 24 | 16 | 33

Laudable (Level 12)

TN= 7; ST= 16; AG= -10; CR= 2; PC= 3; HT= 1; IN= 0

HP=235; FP=45; Ward=10; SP=0 (immobile)

Att | Dam | Def | Stab: branch=+22 | 24 | 19 | 36

Outstanding (Level 14)

TN= 8; ST= 16; AG= -10; CR= 2; PC= 3; HT= 1; IN= 1

HP=256; FP=45; Ward=11; SP=0 (immobile)

Att | Dam | Def | Stab: branch=+24 | 24 | 22 | 39

Large Haunted Tree Examples

Baseline Attributes

TN= 6; ST= 14; AG= -12; CR= 1; PC= 0; HT= 0; IN= -2

Adequate (Level 2)

TN= 4; ST= 8; AG= -6; CR= 3; PC= 2; HT= 0; IN= -2

HP=91; FP=38; Ward=9; SP=0 (immobile)

Att | Dam | Def | Stab: branch=+8 | 15 | 10 | 22

Fit (Level 4)

TN= 4; ST= 8; AG= -5; CR= 3; PC= 2; HT= 0; IN= -1

HP=91; FP=38; Ward=9; SP=0 (immobile)

Att | Dam | Def | Stab: branch=+11 | 15 | 13 | 24

Laudable (Level 6)

TN= 4; ST= 8; AG= -5; CR= 4; PC= 2; HT= 1; IN= -1

HP=91; FP=41; Ward=9; SP=0 (immobile)

Att | Dam | Def | Stab: branch=+13 | 15 | 15 | 26

Outstanding (Level 8)

TN= 4; ST= 9; AG= -5; CR= 4; PC= 3; HT= 1; IN= -1

HP=99; FP=45; Ward=9; SP=0 (immobile)

Att | Dam | Def | Stab: branch=+16 | 16 | 17 | 29

Tree Man, Willow

Willow branches are thick, gnarled, and covered with rough bark. Even so, willows are both lovely and deceptively peaceful when first encountered. They have long tendril-like leaves drooping nearly to the ground, forming a seemingly perfect picnic site. Any breeze blowing through the tree's canopy produces a soft rustling which beckons any picnicker to nap. But, anyone doing so will have made a fatal mistake.

Willow Tree Men have an insatiable thirst and a fondness for blood. Anyone caught snoozing will be summarily ensnared in their embrace and dropped into their roomy maws. Here the victual will be squeezed like a grape in a wine press.

Because of their drooping appearances, Willows are often described as weeping willows. Nobody knows whether Willows actually cry, but if they do it is certain that nothing but crocodile tears wet their roots.

Willows leave their watering holes when water no longer satiates their thirst. At that point, they will wait beside a road or trail for travelers. It will try to magically put them to sleep. Failing this, if night has fallen, the tree will stealthily follow its prey until they stop for rest. Otherwise, the tree will attack to satiate its burning thirst.

Habitat: Willows grow in temperate climates. They need lots of water, and so are found on the banks of rivers and lakes.

Origin: The legends of the willow come from Celtic and Scandinavian folklore. The Greeks had their own beliefs, asserting that wands made from willow were potent in invoking the muses and for protection in the underworld.

Willow bark was supposedly used by witches to treat fevers and rheumatism. This is likely true, since the bark contains a natural form of salicylic acid, the active ingredient in aspirin.

Fun Facts: All Willows have the skill of Rural Stealth and possess sweet enchanting voices whose barely audible songs act as the Occult spell Invoke Grief of Fell Slumber. They can use both abilities at will at ranks equaling its Level.

Willow Trees use the long leafy tendrils that hang from their branches as weapons. These are utilized similar to whips that deliver Fettering Setback, but no Damage. If a foe's Fate Points drops to zero, they become entangled. On the next Round, the tree will usually pick up the defeated foe and drop them into its maw. Thereafter, the maw automatically delivers the stated Crushing Damage every Round. Only a single Medium-sized creature (or a couple of Small-size creatures) can fit in the maw at once.

Although they are woody faeries, Willows contain so much water that they are Resistant to Fire. In fact, a living willow tree will not fuel any flame applied to it (even though it will sustain damage from the applied flame itself).

To move, a Willow will uproot itself and ambulate along the ground using its serpentine roots. When it arrives at its destination, it will wind its roots back into the soil. The

uprooting and re-rooting processes takes one Round, but the tree may engage in combat while doing so.

Durabilities: This creature is Immune to Bleeding, Captivating, Enervating, Freezing, Infernal, Internal, Metaphysical, Quieting, Righteous, Suffocating, Sunshining, and Toxic Effects; Highly Resistant to Footing and Slippery Effects; and Sensitive to Acidic, Blighting, Chopping, and Scorching Effects.

Wealth Type: Incidental. Since willows are mobile, there is usually little scattered at its roots. However, indigestible items of its victims can often be found in its maw.

Keywords: arboreal, faery, man-eater, living, vegetal

Gifts: Day Vision, Moderate Natural Armor

Traits: Affinity for the Taste of Human Blood

Danger Tier: +2

Cunning: Alert

Attack Modes: Tendril or Maw

Move Modes: Stride

Great Willow Tree Man Examples

Baseline Attributes

TN= 6; ST= 12; AG= -12; CR= 2; PC= 0; HT= 0; IN= -1

Adequate

(Level 6)

TN= 7; ST= 14; AG= -11; CR= 2; PC= 2; HT= 0; IN= -1

HP=197; FP=38; Ward=10; SP=35 (stride)

Att | Dam | Def | Stab: tendril=+13 | 9 (setback) | 12 | 29; or maw=+13 | 25 | 12 | 29

Decent

(Level 8)

TN= 7; ST= 15; AG= -11; CR= 2; PC= 2; HT= 1; IN= -1

HP=215; FP=41; Ward=10; SP=35 (stride)

Att | Dam | Def | Stab: tendril=+16 | 9 (setback) | 14 | 31; or maw=+16 | 26 | 14 | 31

Fit

(Level 10)

TN= 7; ST= 15; AG= -10; CR= 2; PC= 2; HT= 2; IN= -1

HP=215; FP=45; Ward=10; SP=40 (stride)

Att | Dam | Def | Stab: tendril=+19 | 9 (setback) | 17 | 33; or maw=+19 | 26 | 17 | 33

Laudable

(Level 12)

TN= 8; ST= 15; AG= -10; CR= 2; PC= 2; HT= 3; IN= -1

HP=235; FP=49; Ward=11; SP=40 (stride)

Att | Dam | Def | Stab: tendril=+21 | 9 (setback) | 20 | 36; or maw=+21 | 26 | 20 | 36

Outstanding

(Level 14)

TN= 9; ST= 15; AG= -10; CR= 2; PC= 2; HT= 3; IN= 0

HP=256; FP=49; Ward=12; SP=40 (stride)

Att | Dam | Def | Stab: tendril=+23 | 9 (setback) | 23 | 39; or maw=+23 | 26 | 23 | 39

Tree Spirit, Birch

Birch Tree Spirits are tall female faeries that live within birch tree groves. Like the trees in which they live, birch tree folks have pale white or silvery skin that has the light flaky texture of birch bark. The most striking physical characteristic of these spirits is the fact that they are exceptionally thin. The torsos of Birch Tree Spirits are strongly reminiscent of birch tree trunks. Their arms exactly resemble the pale tree's slender branches and their fingers are nearly as long as their arms. The Birch Tree Spirits' twig-like digits are so wiry that they are unable to grasp and hold any utensils, including weapons. Even so, the magical touch of a **Birch Tree Spirit** can bring about an unpleasant death. It is no mistake that when one wants to speak of a Birch Tree Spirit without attracting its attention; it is often referred to as "The One with the White Hand." The spirit is very tall, approaching 10 feet in height, but is extremely spindly.

Habitat: Birch Tree Spirits are so closely tied to the copse of birch trees in which they dwell that they are scarcely ever seen outside of its perimeter. Birch glens haunted by these dangerous faeries are a common sight in black forests.

Origin: Wherever birch trees exist, there are a wide variety of superstitions surrounding it. Its bark is used to heal wounds and its wood is a charm against the evil eye. In England, however, a malevolent female spirit known as "The One with the White Hand" inhabits the birch tree. This evil faery may cause madness or even death at a mere touch. The Celts call the tree *Beithe* (pronounced "bey").

Fun Facts: Birch Tree Spirits have the ability to pass from one birch tree into another in a manner similar to the Occult spell Transfer to Distant Tree. In addition, with a mere glance, a Birch Tree Spirit can curse its victim with the spell Vex with Deft Evil Eye. These spells are cast at spell ranks equal to the faery's Level.

A Birch Tree Spirit may induce any of the following effects at will: Apply Fell Derangement, Devise Deft Phantasmal Murmurings, Invoke Brief Fell Rage, Render Dire Bleeding, and Vex with Deft Weakness. With its touch, the spirit may induce the spell Invoke Bane of Dire Faery Pinch, Invoke Bane of Fell Paralysis, or Provide Pain Numbing. All spells are cast at spell ranks equal to the Birch Tree Spirit's Level. Although the spirit must make an Attack Roll to touch its victim, the Conflict Rolls for the various effects still apply. See The Oculus of Occultism for details.

Durabilities: This creature is Immune to Bleeding, Captivating, Enervating, Freezing, Infernal, Internal, Metaphysical, Quieting, Righteous, Suffocating, Sunshining, and Toxic Effects; and Sensitive to Acidic, Blighting, Chopping, and Scorching Effects.

Wealth Type: Incidental. The remains of past victims will be scattered randomly throughout the birch grove where the spirit dwells.

Keywords: ageless, arboreal, faery, living, occultist, vegetal

Gifts: Day Vision, Moderate Natural Armor

Attack Modes: Touch

Move Modes: Stride

Danger Tier: +2

Cunning: Clever

Size: Medium

Medium Birch Tree Spirit Examples

Baseline Attributes

TN= 4; ST= -2; AG= 2; CR= 2; PC= 0; HT= -1; IN= 2

Adequate (Level 4)

TN= 6; ST= -1; AG= 2; CR= 2; PC= 0; HT= -1; IN= 3

HP=49; FP=29; Ward=10; SP=25 (stride)

Att | Dam | Def | Stab: touch==+10 | special | 22 | 24

Decent (Level 6)

TN= 7; ST= -1; AG= 2; CR= 3; PC= 0; HT= -1; IN= 3

HP=54; FP=29; Ward=10; SP=25 (stride)

Att | Dam | Def | Stab: touch==+13 | special | 25 | 27

Fit (Level 8)

TN= 7; ST= -1; AG= 3; CR= 4; PC= 0; HT= -1; IN= 3

HP=54; FP=29; Ward=10; SP=30 (stride)

Att | Dam | Def | Stab: touch==+16 | special | 28 | 29

Laudable (Level 10)

TN= 7; ST= -1; AG= 3; CR= 5; PC= 0; HT= 0; IN= 3

HP=54; FP=32; Ward=10; SP=30 (stride)

Att | Dam | Def | Stab: touch==+19 | special | 30 | 31

Outstanding (Level 12)

TN= 7; ST= 0; AG= 3; CR= 5; PC= 0; HT= 1; IN= 3

HP=59; FP=34; Ward=10; SP=30 (stride)

Att | Dam | Def | Stab: touch==+21 | special | 32 | 33

Remarkable (Level 14)

TN= 7; ST= 0; AG= 3; CR= 5; PC= 0; HT= 2; IN= 4

HP=59; FP=38; Ward=10; SP=30 (stride)

Att | Dam | Def | Stab: touch==+23 | special | 34 | 35

Superb (Level 16)

TN= 7; ST= 0; AG= 5; CR= 5; PC= 0; HT= 2; IN= 4

HP=59; FP=38; Ward=10; SP=35 (stride)

Att | Dam | Def | Stab: touch==+25 | special | 38 | 37

Wondrous (Level 18)

TN= 7; ST= 0; AG= 5; CR= 5; PC= 0; HT= 2; IN= 5

HP=59; FP=38; Ward=10; SP=35 (stride)

Att | Dam | Def | Stab: touch==+27 | special | 40 | 39

Trenti

Trentis are anthropomorphic mushroom faeries, with pitch-black faces and sparkling green eyes. Its form is essentially that of a mushroom with arms and legs. Trentis are hard to spot in natural environments, because they cover their bodies with garments of lichen, moss, and leaves.

Trentis are generally friendly, unless threatened. However, they take great joy in playing practical jokes. Their favorite is to pull on the skirts of passing girls.

Habitat: Trentis tend to live deep in forests, caves, mines, and wherever moss and mushrooms thrive. They cannot consume meat directly, but will often raise glowworms and other other meat-eating bugs for the nutrient-rich soils their manures produce.

Origin: The trenti comes from Cantabrian folklore in northern Spain.

Traits: Delights in Practical Jokes, Fond of Oakfolks and Moss Folk (Hobs), Loves moss and mushrooms

Fun Facts: Trentis have the skill of Rural Stealth at a rank equal to their Level.

Further, as soon as a Trenti is struck by a physical blow, a cloud of hallucinogenic spores will immediately puff out of their mushroom cap and surround them. This works as the Occult spell Manifest Large Halo of Dire Euphoric Spores.

Trentis may cast the following Occult spells: Produce Slender Elf Cap, Grow Bramble, Grow Many Blocks of Fell Thorns, Grow Many Toadstools, Produce Deft Yellow Fairy Club, and Provide Apt Chameleon's Gamble. (See The Oculus of Occultism for details.) They also have the Eldritch ability of Foxfire, enabling them to cause mushrooms to glow with a pale, cold light (see The Character Compendium for details).

All spells are cast at a spell rank equal to the Trenti's Level.

Durabilities: This creature is Immune to Bleeding, Captivating, Enervating, Infernal, Internal, Metaphysical, Quieting, Righteous, Sedating, Suffocating, Sunshining, and Toxic Effects; and Sensitive to Acidic, Blighting, Chopping, and Scorching Effects.

Keywords: ageless, fairy, humanoid, living, vegetal, trickster

Attack Modes: Club or Punch/Kick or Shove

Wealth Type: Monetary *Cunning:* Clever

Gifts: Night Vision *Move Modes:* Run

Danger Tier: 0

Large Trenti Examples

Baseline Attributes

TN= 2; ST= 6; AG= -6; CR= -2; PC= 1; HT= 1; IN= -2

Adequate (Level 6)

TN= 3; ST= 8; AG= -3; CR= -2; PC= 1; HT= 1; IN= -2

HP=83; FP=38; Ward=1; SP=40 (stride)

Att | Dam | Def | Stab: club=+13 | 13 | 20 | 24; or
punch/kick=+15 | 15 | 17 | 21; or shove=+15 | 5 (setback) |
20 | 24

Decent (Level 8)

TN= 3; ST= 8; AG= -3; CR= -1; PC= 1; HT= 1; IN= -1

HP=83; FP=38; Ward=1; SP=40 (stride)

Att | Dam | Def | Stab: club=+15 | 13 | 22 | 26; or
punch/kick=+17 | 15 | 19 | 23; or shove=+17 | 5 (setback) |
22 | 26

Fit (Level 10)

TN= 3; ST= 9; AG= -3; CR= -1; PC= 1; HT= 1; IN= 0

HP=91; FP=38; Ward=1; SP=45 (stride)

Att | Dam | Def | Stab: club=+18 | 14 | 24 | 28; or
punch/kick=+20 | 16 | 21 | 25; or shove=+20 | 6 (setback) |
24 | 28

Laudable (Level 12)

TN= 3; ST= 9; AG= -3; CR= -1; PC= 3; HT= 1; IN= 0

HP=91; FP=45; Ward=1; SP=50 (stride)

Att | Dam | Def | Stab: club=+20 | 14 | 26 | 32; or
punch/kick=+22 | 16 | 23 | 29; or shove=+22 | 6 (setback) |
26 | 32

Model (Level 14)

TN= 4; ST= 9; AG= -3; CR= -1; PC= 3; HT= 2; IN= 0

HP=99; FP=49; Ward=2; SP=50 (stride)

Att | Dam | Def | Stab: club=+22 | 14 | 29 | 35; or
punch/kick=+24 | 16 | 26 | 32; or shove=+24 | 6 (setback) |
29 | 35

Outstanding (Level 16)

TN= 4; ST= 9; AG= -3; CR= -1; PC= 4; HT= 2; IN= 0

HP=99; FP=53; Ward=2; SP=55 (stride)

Att | Dam | Def | Stab: club=+24 | 14 | 31 | 38; or
punch/kick=+26 | 16 | 28 | 35; or shove=+26 | 6 (setback) |
31 | 38

Medium Trenti Examples**Baseline Attributes**

TN= 0; ST= 0; AG= 0; CR= 0; PC= 1; HT= 1; IN= -2

Adequate (Level 4)

TN= 1; ST= 1; AG= 2; CR= 0; PC= 1; HT= 1; IN= -2

HP=38; FP=38; Ward=1; SP=40 (stride)

Att | Dam | Def | Stab: club==+10 | 3 | 21 | 20; or
punch/kick==+11 | 6 | 18 | 17; or shove==+11 | 3 (setback) |
21 | 20

Decent (Level 6)

TN= 1; ST= 2; AG= 3; CR= 0; PC= 1; HT= 1; IN= -2

HP=41; FP=38; Ward=1; SP=40 (stride)

Att | Dam | Def | Stab: club==+14 | 4 | 24 | 22; or
punch/kick==+15 | 7 | 21 | 19; or shove==+15 | 5 (setback) |
24 | 22

Fit (Level 8)

TN= 1; ST= 2; AG= 3; CR= 1; PC= 1; HT= 1; IN= -1

HP=41; FP=38; Ward=1; SP=40 (stride)

Att | Dam | Def | Stab: club==+16 | 4 | 26 | 24; or
punch/kick==+17 | 7 | 23 | 21; or shove==+17 | 5 (setback) |
26 | 24

Laudable (Level 10)

TN= 1; ST= 3; AG= 3; CR= 1; PC= 1; HT= 1; IN= 0

HP=45; FP=38; Ward=1; SP=45 (stride)

Att | Dam | Def | Stab: club==+19 | 5 | 28 | 26; or
punch/kick==+20 | 8 | 25 | 23; or shove==+20 | 6 (setback) |
28 | 26

Model (Level 12)

TN= 1; ST= 3; AG= 3; CR= 1; PC= 3; HT= 1; IN= 0

HP=45; FP=45; Ward=1; SP=50 (stride)

Att | Dam | Def | Stab: club==+21 | 5 | 30 | 30; or
punch/kick==+22 | 8 | 27 | 27; or shove==+22 | 6 (setback) |
30 | 30

Outstanding (Level 14)

TN= 2; ST= 3; AG= 3; CR= 1; PC= 3; HT= 2; IN= 0

HP=49; FP=49; Ward=1; SP=50 (stride)

Att | Dam | Def | Stab: club==+23 | 5 | 33 | 33; or
punch/kick==+24 | 8 | 30 | 30; or shove==+24 | 6 (setback) |
33 | 33

Small Trenti Examples**Baseline Attributes**

TN= -2; ST= -6; AG= 6; CR= 2; PC= 1; HT= 1; IN= -2

Adequate (Level 2)

TN= -1; ST= -5; AG= 6; CR= 2; PC= 1; HT= 1; IN= -2

HP=19; FP=38; Ward=0; SP=35 (stride)

Att | Dam | Def | Stab: club==+7 | 1 | 20 | 15; or
punch/kick==+7 | 4 | 18 | 13; or shove==+7 | 1 (setback) |
21 | 16

Decent (Level 4)

TN= -1; ST= -5; AG= 8; CR= 2; PC= 1; HT= 1; IN= -2

HP=19; FP=38; Ward=0; SP=40 (stride)

Att | Dam | Def | Stab: club==+11 | 1 | 24 | 17; or
punch/kick==+11 | 4 | 22 | 15; or shove==+11 | 3 (setback) |
25 | 18

Fit (Level 6)

TN= -1; ST= -4; AG= 9; CR= 2; PC= 1; HT= 1; IN= -2

HP=21; FP=38; Ward=0; SP=40 (stride)

Att | Dam | Def | Stab: club==+15 | 1 | 27 | 19; or
punch/kick==+15 | 4 | 25 | 17; or shove==+15 | 5 (setback) |
28 | 20

Laudable (Level 8)

TN= -1; ST= -4; AG= 9; CR= 3; PC= 1; HT= 1; IN= -1

HP=21; FP=38; Ward=0; SP=40 (stride)

Att | Dam | Def | Stab: club==+17 | 1 | 29 | 21; or
punch/kick==+17 | 4 | 27 | 19; or shove==+17 | 5 (setback) |
30 | 22

Model (Level 10)

TN= -1; ST= -3; AG= 9; CR= 3; PC= 1; HT= 1; IN= 0

HP=23; FP=38; Ward=0; SP=45 (stride)

Att | Dam | Def | Stab: club==+20 | 1 | 31 | 23; or
punch/kick==+20 | 4 | 29 | 21; or shove==+20 | 6 (setback) |
32 | 24

Outstanding (Level 12)

TN= -1; ST= -3; AG= 9; CR= 3; PC= 3; HT= 1; IN= 0

HP=23; FP=45; Ward=0; SP=50 (stride)

Att | Dam | Def | Stab: club==+22 | 1 | 33 | 27; or
punch/kick==+22 | 4 | 31 | 25; or shove==+22 | 6 (setback) |
34 | 28

Troll

The term “troll” is one of those words in literature used liberally to group a variety of faery creatures. Usually, it is applied in an unfavorable fashion and intends to convey the ideas of mystery, magic, and danger. Over the ages, Trolls gradually declined from a gigantic size (described under the various Giant Troll species) down to a dwarfish size. Before their eventual adoption as villains in children’s books, though, Trolls had a rather lengthy existence as creatures having great strength and the same approximate size as humans. Some of the trollish faeries that fall into this general size category are presented here as Troll sub-races.

Origin: **Trolls** made their mythological debut in ancient Scandinavian folklore as Lords of the Goblins. In the earliest legends, all trolls were huge. As the ancient stories faded from popular memory, however, trolls had to accept ‘bit parts’ in European fairy tales, gradually shrinking in stature until they were little larger than men (some even became dwarfish in size). Despite the fact that trolls commonly wore the ‘black hats’ in these whimsical stories, they were quite a bit more ‘folksy’ and approachable than were their gigantic ancestors. Some even had human spouses.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: ageless, blooded, faery, fleshy, humanoid, living, tribal

Attack Modes: Melee Weapon or Range Weapon or Spear or Crossbow or Claw/Kick

Move Modes: Run *Size:* Medium

Danger Tier: 0

Gifts: Night Vision (unless otherwise stated)

Huldra

The male **Huldras** have long bent noses, warty complexions, and frizzy hair. They could easily be mistaken for burly goblins if not for their sharp claws and the fact that their skin is a pale blue. Most Huldras are a bit more fashion conscious than gigantic trolls, having drab grey wardrobes consisting mainly of wide brimmed hats and ragged cloaks.

The beauty of the females provides a stark contrast to the male’s grotesque visage. Like the males, the women have light blue skin, but they are quite attractive. Rather than the gruff rumbling voice of the males, the female’s voice has a tinkling quality reminiscent of delicate wind chimes.

Habitat: Huldras are a highly unusual trollish sub-species, avoiding the prototypical Troll hangouts of mountains, forests, and swamps. Rather, they live in underground dwellings carved into hills. Access to these abodes is only possible at night when the top of the hill rises up on columns to expose the underlying structure. Doing so reveals the activities of typical village life. Even so, Huldras have a

longing for salty-sea air and whenever possible will settle down in hills along the coast.

Origin: Also known as the Mound Folk or Thusser, tales of the huldra come from Norway, Iceland, Finland, Denmark, and Sweden. The term “troll” hardly seems to fit a race whose females are so lovely, but their unusual strength and often bad tempers places them in this category. Their folklore roots are the Duergar dwarfs and dark elves of Scandinavian mythology, which explains the belief that they are master smithies (a trait not seriously afforded any other troll race).

More Fun Facts: Huldra Trolls are a player race with a number of magical abilities. They are fully described in [The Character Compendium](#).

Traits: Afraid of Sunlight

Skogsra

Anyone seeing a mated pair of **Skogsra Trolls** would hardly believe they came from the same species. The males have the stature and bulk of large men and have the dark skins, claws, hooked noses, and evil grins shared by other Troll species. In addition, they have full heads of ratty hair and long tufted tails similar in appearance to those of cattle.

The females, on the other hand, are exquisitely beautiful, far closer in appearance to tall half-elven maidens than to more stereotypical Trolls. A Troll maid does share two aspects with her mate, however. The first is her long claws, which are meticulously manicured and painted to appear like dainty fingernails. The second is her unsightly cow tail. Although all Troll maidens do their best to tuck their ‘deformities’ out of sight, their tails will belligerently poke out from under their skirts at the most embarrassing moments.

Habitat: The marshy bogs, mosquito-infested swamps, and musty caverns avoided by humanity are wonderlands to a Skogsra. Rats, slugs, snakes, and bugs creep about in slimy abundance. Only the luckiest Trolls can afford to live in such lavishly dismal accommodations. The Skogsra are civilized, though. They have learned to build spacious thatch-roofed tree houses and live high above the swampy ground.

Origin: **Skogsras**, also known as the Lundjungfrur, are original natives of Sweden but are also known throughout the Baltics.

More Fun Facts: Skogsra Trolls are a player race with a number of magical abilities. They are fully described in [The Character Compendium](#).

Traits: Afraid of Lightning and Thunder, Aversion to Wolves and Wargs

Troll Fighter Examples**Baseline Attributes**

TN= 2; ST= 2; AG= 0; CR= -4; PC= 0; HT= 0; IN= 0

Adequate (Level 0)

TN= 2; ST= 2; AG= 0; CR= -4; PC= 0; HT= 0; IN= 0

HP=45; FP=32; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: club=+5 | 4 | 16 | 16; or spear=+6 | 5 | 16 | 16; or crossbow=+3 | 5 | 12 | 12; or claw/kick=+6 | 8 | 16 | 16

Decent (Level 2)

TN= 2; ST= 3; AG= 1; CR= -4; PC= 0; HT= 0; IN= 0

HP=49; FP=32; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: club=+9 | 5 | 19 | 18; or spear=+10 | 6 | 19 | 18; or crossbow=+5 | 5 | 15 | 14; or claw/kick=+10 | 9 | 19 | 18

Fit (Level 4)

TN= 3; ST= 3; AG= 1; CR= -4; PC= 1; HT= 0; IN= 0

HP=54; FP=34; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: club=+11 | 5 | 22 | 22; or spear=+12 | 6 | 22 | 22; or crossbow=+8 | 5 | 18 | 18; or claw/kick=+12 | 9 | 22 | 22

Hardened (Level 6)

TN= 4; ST= 3; AG= 2; CR= -4; PC= 1; HT= 0; IN= 0

HP=59; FP=34; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: club=+14 | 5 | 26 | 25; or spear=+15 | 6 | 26 | 25; or crossbow=+10 | 5 | 22 | 21; or claw/kick=+15 | 9 | 26 | 25

Laudable (Level 8)

TN= 4; ST= 4; AG= 2; CR= -4; PC= 2; HT= 0; IN= 0

HP=64; FP=38; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: club=+17 | 6 | 28 | 28; or spear=+18 | 7 | 28 | 28; or crossbow=+13 | 5 | 24 | 24; or claw/kick=+18 | 10 | 28 | 28

Model (Level 10)

TN= 4; ST= 5; AG= 3; CR= -4; PC= 2; HT= 0; IN= 0

HP=70; FP=38; Ward=2; SP=55 (run)

Att | Dam | Def | Stab: club=+21 | 7 | 31 | 30; or spear=+22 | 8 | 31 | 30; or crossbow=+15 | 5 | 27 | 26; or claw/kick=+22 | 11 | 31 | 30

Outstanding (Level 12)

TN= 4; ST= 5; AG= 3; CR= -3; PC= 2; HT= 1; IN= 0

HP=70; FP=41; Ward=2; SP=55 (run)

Att | Dam | Def | Stab: club=+23 | 7 | 33 | 32; or spear=+24 | 8 | 33 | 32; or crossbow=+18 | 5 | 29 | 28; or claw/kick=+24 | 11 | 33 | 32

Remarkable (Level 14)

TN= 5; ST= 5; AG= 3; CR= -3; PC= 3; HT= 1; IN= 0

HP=76; FP=45; Ward=2; SP=55 (run)

Att | Dam | Def | Stab: club=+25 | 7 | 36 | 36; or spear=+26 | 8 | 36 | 36; or crossbow=+21 | 5 | 32 | 32; or claw/kick=+26 | 11 | 36 | 36

Superb (Level 16)

TN= 5; ST= 6; AG= 3; CR= -3; PC= 3; HT= 1; IN= 0

HP=83; FP=45; Ward=2; SP=60 (run)

Att | Dam | Def | Stab: club=+28 | 8 | 38 | 38; or spear=+29 | 9 | 38 | 38; or crossbow=+23 | 5 | 34 | 34; or claw/kick=+29 | 12 | 38 | 38

Wondrous (Level 18)

TN= 5; ST= 6; AG= 3; CR= -3; PC= 3; HT= 1; IN= 1

HP=83; FP=45; Ward=2; SP=60 (run)

Att | Dam | Def | Stab: club=+30 | 8 | 40 | 40; or spear=+31 | 9 | 40 | 40; or crossbow=+25 | 5 | 36 | 36; or claw/kick=+31 | 12 | 40 | 40

Troll Marksman Examples**Baseline Attributes**

TN= 2; ST= 2; AG= 0; CR= -4; PC= 0; HT= 0; IN= 0

Adequate (Level 0)

TN= 2; ST= 2; AG= 0; CR= -4; PC= 0; HT= 0; IN= 0

HP=45; FP=32; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: bow=-1 | 5 | 12 | 12; or crossbow=+3 | 5 | 12 | 12; or club=+5 | 4 | 16 | 16; or claw/kick=+6 | 8 | 16 | 16

Decent (Level 2)

TN= 2; ST= 2; AG= 0; CR= -3; PC= 1; HT= 0; IN= 0

HP=45; FP=34; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: bow=+3 | 5 | 14 | 15; or crossbow=+7 | 5 | 14 | 15; or club=+7 | 4 | 18 | 19; or claw/kick=+8 | 8 | 18 | 19

Fit (Level 4)

TN= 2; ST= 2; AG= 0; CR= -2; PC= 2; HT= 0; IN= 0

HP=45; FP=38; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bow=+7 | 5 | 16 | 18; or crossbow=+11 | 5 | 16 | 18; or club=+9 | 4 | 20 | 22; or claw/kick=+10 | 8 | 20 | 22

Hardened (Level 6)

TN= 2; ST= 3; AG= 0; CR= -2; PC= 3; HT= 0; IN= 0

HP=49; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bow==+10 | 5 | 18 | 21; or
crossbow==+14 | 5 | 18 | 21; or club==+12 | 5 | 22 | 25; or
claw/kick==+13 | 9 | 22 | 25**Laudable (Level 8)**

TN= 2; ST= 3; AG= 0; CR= -1; PC= 3; HT= 0; IN= 1

HP=49; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bow==+13 | 5 | 20 | 23; or
crossbow==+17 | 5 | 20 | 23; or club==+14 | 5 | 24 | 27; or
claw/kick==+15 | 9 | 24 | 27**Model (Level 10)**

TN= 2; ST= 3; AG= 0; CR= 0; PC= 3; HT= 0; IN= 1

HP=49; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bow==+16 | 5 | 22 | 25; or
crossbow==+20 | 5 | 22 | 25; or club==+16 | 5 | 26 | 29; or
claw/kick==+17 | 9 | 26 | 29**Outstanding (Level 12)**

TN= 3; ST= 3; AG= 0; CR= 0; PC= 3; HT= 0; IN= 2

HP=54; FP=41; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bow==+18 | 5 | 25 | 28; or
crossbow==+22 | 5 | 25 | 28; or club==+18 | 5 | 29 | 32; or
claw/kick==+19 | 9 | 29 | 32**Remarkable (Level 14)**

TN= 3; ST= 3; AG= 0; CR= 0; PC= 4; HT= 0; IN= 2

HP=54; FP=45; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: bow==+21 | 5 | 27 | 31; or
crossbow==+25 | 5 | 27 | 31; or club==+20 | 5 | 31 | 35; or
claw/kick==+21 | 9 | 31 | 35**Superb (Level 16)**

TN= 3; ST= 4; AG= 1; CR= 0; PC= 4; HT= 0; IN= 2

HP=59; FP=45; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: bow==+23 | 5 | 30 | 33; or
crossbow==+27 | 5 | 30 | 33; or club==+24 | 6 | 34 | 37; or
claw/kick==+25 | 10 | 34 | 37**Wondrous (Level 18)**

TN= 5; ST= 4; AG= 1; CR= 0; PC= 4; HT= 0; IN= 2

HP=70; FP=45; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: bow==+25 | 5 | 34 | 37; or
crossbow==+29 | 5 | 34 | 37; or club==+26 | 6 | 38 | 41; or
claw/kick==+27 | 10 | 38 | 41**Troll Rogue Examples****Baseline Attributes**

TN= 2; ST= 2; AG= 0; CR= -4; PC= 0; HT= 0; IN= 0

Adequate (Level 0)

TN= 2; ST= 2; AG= 0; CR= -4; PC= 0; HT= 0; IN= 0

HP=45; FP=32; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: dagger==+7 | 5 | 15 | 15; or
rapier==+5 | 7 | 18 | 18; or whip==+5 | 2 (dam) + 4 (setback) |
15 | 15; or claw/kick==+6 | 8 | 16 | 16**Decent (Level 2)**

TN= 2; ST= 2; AG= 1; CR= -4; PC= 1; HT= 0; IN= 0

HP=45; FP=34; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: dagger==+10 | 5 | 18 | 18; or
rapier==+8 | 7 | 21 | 21; or whip==+8 | 2 (dam) + 4 (setback) |
18 | 18; or claw/kick==+9 | 8 | 19 | 19**Fit (Level 4)**

TN= 2; ST= 2; AG= 3; CR= -4; PC= 1; HT= 0; IN= 0

HP=45; FP=34; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: dagger==+14 | 5 | 22 | 20; or
rapier==+12 | 7 | 25 | 23; or whip==+12 | 2 (dam) +
4 (setback) | 22 | 20; or claw/kick==+13 | 8 | 23 | 21**Hardened (Level 6)**

TN= 3; ST= 2; AG= 3; CR= -4; PC= 2; HT= 0; IN= 0

HP=49; FP=38; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: dagger==+16 | 5 | 25 | 24; or
rapier==+14 | 7 | 28 | 27; or whip==+14 | 2 (dam) +
4 (setback) | 25 | 24; or claw/kick==+15 | 8 | 26 | 25**Laudable (Level 8)**

TN= 3; ST= 2; AG= 3; CR= -2; PC= 2; HT= 0; IN= 0

HP=49; FP=38; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: dagger==+18 | 5 | 27 | 26; or
rapier==+16 | 7 | 30 | 29; or whip==+16 | 2 (dam) +
4 (setback) | 27 | 26; or claw/kick==+17 | 8 | 28 | 27**Model (Level 10)**

TN= 3; ST= 2; AG= 3; CR= -1; PC= 3; HT= 0; IN= 0

HP=49; FP=41; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: dagger==+20 | 5 | 29 | 29; or
rapier==+18 | 7 | 32 | 32; or whip==+18 | 2 (dam) +
4 (setback) | 29 | 29; or claw/kick==+19 | 8 | 30 | 30**Outstanding (Level 12)**

TN= 4; ST= 2; AG= 3; CR= -1; PC= 3; HT= 0; IN= 1

HP=54; FP=41; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: dagger==+22 | 5 | 32 | 32; or
rapier==+20 | 7 | 35 | 35; or whip==+20 | 2 (dam) +
4 (setback) | 32 | 32; or claw/kick==+21 | 8 | 33 | 33

Remarkable (Level 14)

TN= 4; ST= 2; AG= 3; CR= -1; PC= 3; HT= 1; IN= 2
 HP=54; FP=45; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: dagger=+24 | 5 | 34 | 34; or
 rapier=+22 | 7 | 37 | 37; or whip=+22 | 2 (dam) +
 4 (setback) | 34 | 34; or claw/kick=+23 | 8 | 35 | 35

Superb (Level 16)

TN= 4; ST= 2; AG= 4; CR= -1; PC= 3; HT= 1; IN= 2
 HP=54; FP=45; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: dagger=+27 | 5 | 37 | 36; or
 rapier=+25 | 7 | 40 | 39; or whip=+25 | 2 (dam) +
 4 (setback) | 37 | 36; or claw/kick=+26 | 8 | 38 | 37

Wondrous (Level 18)

TN= 4; ST= 2; AG= 4; CR= 0; PC= 3; HT= 1; IN= 2
 HP=54; FP=45; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: dagger=+29 | 5 | 39 | 38; or
 rapier=+27 | 7 | 42 | 41; or whip=+27 | 2 (dam) +
 4 (setback) | 39 | 38; or claw/kick=+28 | 8 | 40 | 39

Troll Sage Examples**Baseline Attributes**

TN= 2; ST= 2; AG= 0; CR= -4; PC= 0; HT= 0; IN= 0

Adequate (Level 0)

TN= 2; ST= 2; AG= 0; CR= -4; PC= 0; HT= 0; IN= 0
 HP=45; FP=32; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: dagger=+7 | 5 | 15 | 15; or
 scimitar=+5 | 8 | 17 | 17; or staff=+6 | 6 | 18 | 18; or
 claw/kick=+6 | 8 | 16 | 16

Decent (Level 2)

TN= 2; ST= 2; AG= 0; CR= -4; PC= 0; HT= 1; IN= 1
 HP=45; FP=34; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: dagger=+9 | 5 | 17 | 17; or
 scimitar=+7 | 8 | 19 | 19; or staff=+8 | 6 | 20 | 20; or
 claw/kick=+8 | 8 | 18 | 18

Fit (Level 4)

TN= 2; ST= 2; AG= 0; CR= -4; PC= 0; HT= 3; IN= 1
 HP=45; FP=41; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: dagger=+11 | 5 | 19 | 19; or
 scimitar=+9 | 8 | 21 | 21; or staff=+10 | 6 | 22 | 22; or
 claw/kick=+10 | 8 | 20 | 20

Hardened (Level 6)

TN= 2; ST= 2; AG= 0; CR= -3; PC= 0; HT= 3; IN= 2
 HP=45; FP=41; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: dagger=+13 | 5 | 21 | 21; or
 scimitar=+11 | 8 | 23 | 23; or staff=+12 | 6 | 24 | 24; or
 claw/kick=+12 | 8 | 22 | 22

Laudable (Level 8)

TN= 2; ST= 2; AG= 0; CR= -2; PC= 0; HT= 3; IN= 3
 HP=45; FP=41; Ward=1; SP=35 (run)

Att | Dam | Def | Stab: dagger=+15 | 5 | 23 | 23; or
 scimitar=+13 | 8 | 25 | 25; or staff=+14 | 6 | 26 | 26; or
 claw/kick=+14 | 8 | 24 | 24

Model (Level 10)

TN= 2; ST= 2; AG= 1; CR= -2; PC= 1; HT= 3; IN= 3
 HP=45; FP=45; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: dagger=+18 | 5 | 26 | 26; or
 scimitar=+16 | 8 | 28 | 28; or staff=+17 | 6 | 29 | 29; or
 claw/kick=+17 | 8 | 27 | 27

Outstanding (Level 12)

TN= 2; ST= 3; AG= 2; CR= -2; PC= 1; HT= 3; IN= 3
 HP=49; FP=45; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: dagger=+22 | 6 | 29 | 28; or
 scimitar=+20 | 9 | 31 | 30; or staff=+21 | 7 | 32 | 31; or
 claw/kick=+21 | 9 | 30 | 29

Remarkable (Level 14)

TN= 2; ST= 4; AG= 2; CR= -2; PC= 2; HT= 3; IN= 3
 HP=54; FP=49; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: dagger=+25 | 7 | 31 | 31; or
 scimitar=+23 | 10 | 33 | 33; or staff=+24 | 8 | 34 | 34; or
 claw/kick=+24 | 10 | 32 | 32

Superb (Level 16)

TN= 2; ST= 4; AG= 2; CR= -2; PC= 3; HT= 3; IN= 3
 HP=54; FP=53; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: dagger=+27 | 7 | 33 | 34; or
 scimitar=+25 | 10 | 35 | 36; or staff=+26 | 8 | 36 | 37; or
 claw/kick=+26 | 10 | 34 | 35

Wondrous (Level 18)

TN= 2; ST= 4; AG= 2; CR= -2; PC= 4; HT= 3; IN= 3
 HP=54; FP=58; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: dagger=+29 | 7 | 35 | 37; or
 scimitar=+27 | 10 | 37 | 39; or staff=+28 | 8 | 38 | 40; or
 claw/kick=+28 | 10 | 36 | 38

Troll, Bridge

Giant Trolls are universally large ugly dim-witted giants with highly muscular physiques and mean, greedy dispositions. **Bridge Trolls**, on the other hand, stand apart from their stereotypical brethren. They are, rather, large ugly dim-witted giants with highly muscular physiques and greedy, mean dispositions. The distinction is subtle, but important.

A Bridge Troll's burning desire for gold and silver slightly outweighs their burning desire to tear the limbs off of every living thing they encounter. As such, they are able to take up residence under a bridge or within a castle in order to exact heavy fees from everyone entering their domain. The possibility that their 'customers' might come back with more cash at a later date will usually keep a bridge troll from dining on their guests. Unless, of course, their guests happen to be billy goats.

Habitat: Bridge Trolls inhabit a wide range of terrains, including swamps, forests, and mountain ranges. Wherever they dwell, Bridge Trolls quickly locate and seize the largest and best-traveled bridges to call their own (thus the name).

Origin: Giant trolls first appeared in early Scandinavian folklore, predating the smaller troll varieties. In even the earliest tales, trolls were believed to be the Lords of the Goblins (despite their rather slow wits). Virtually all giant trolls turned into stone or simply burst at the first touch of sunlight. In later European fairy tales, however, many trolls lived under bridges and demanded heavy tolls of all travelers. For some reason, these industrious businessmen were exempt from the "night-shift only" handicap. Perhaps they lathered themselves up with liberal quantities of sun-block lotion.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Traits: Lust for Gold and Silver, Affinity for the Taste of Human Flesh, Lust for the Taste of Billy Goats

Keywords: ageless, blooded, faery, fleshy, humanoid, living, man-eater, tribal

Attack Modes: Carnivorous Bite/Claw

Wealth Type: Hoard

Cunning: Simpleminded

Move Modes: Run

Gifts: Dark Vision

Danger Tier: 0

Large Bridge Troll Examples

Baseline Attributes

TN= 2; ST= 6; AG= -4; CR= -2; PC= 2; HT= -1; IN= -3

Adequate (Level 4)

TN= 4; ST= 8; AG= -4; CR= -2; PC= 2; HT= -1; IN= -3

HP=91; FP=34; Ward=2; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+12 | 18 | 18 | 24

Decent (Level 6)

TN= 5; ST= 9; AG= -4; CR= -2; PC= 2; HT= -1; IN= -3

HP=108; FP=34; Ward=2; SP=45 (run)

Att | Dam | Def | Stab: bite/claw=+15 | 19 | 21 | 27

Fit (Level 8)

TN= 5; ST= 9; AG= -3; CR= -2; PC= 3; HT= -1; IN= -3

HP=108; FP=38; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: bite/claw=+18 | 19 | 24 | 30

Laudable (Level 10)

TN= 5; ST= 9; AG= -2; CR= -2; PC= 4; HT= -1; IN= -3

HP=108; FP=41; Ward=2; SP=55 (run)

Att | Dam | Def | Stab: bite/claw=+21 | 19 | 27 | 33

Outstanding (Level 12)

TN= 5; ST= 9; AG= -2; CR= -2; PC= 5; HT= 0; IN= -3

HP=108; FP=49; Ward=2; SP=60 (run)

Att | Dam | Def | Stab: bite/claw=+23 | 19 | 29 | 36

Remarkable (Level 14)

TN= 5; ST= 9; AG= -2; CR= 0; PC= 5; HT= 0; IN= -3

HP=108; FP=49; Ward=2; SP=60 (run)

Att | Dam | Def | Stab: bite/claw=+25 | 19 | 31 | 38

Superb (Level 16)

TN= 5; ST= 9; AG= -2; CR= 1; PC= 5; HT= 0; IN= -2

HP=108; FP=49; Ward=2; SP=60 (run)

Att | Dam | Def | Stab: bite/claw=+27 | 19 | 33 | 40

Wondrous (Level 18)

TN= 5; ST= 9; AG= -2; CR= 1; PC= 5; HT= 0; IN= -1

HP=108; FP=49; Ward=2; SP=60 (run)

Att | Dam | Def | Stab: bite/claw=+29 | 19 | 35 | 42

Troll, Stone

Stone Trolls are among the largest of the Troll races. Their tough dry skin gives the impression that stone trolls are made of rock through and through. Their skin is mottled with earthy hues, primarily light brown and grey with the occasional patch of brownish green. Their heads are completely bald and their ears are pointed much like those of elves. They do on occasion wear clothing, although no Troll was ever accused of having an overly developed sense of modesty.

Stone Trolls love tasty humans. Of course, if a succulent human is not available, a hob pie will have to do.

Habitat: Giant Stone Trolls are found in mountainous regions, woodlands, and marshes although they are never encountered during the day. When the sun is shining, Stone Trolls barricade themselves underground behind massive doors. These mammoth portals are locked with sturdy deadbolts and imposing locks, the keys of which never leave the owner's possession. Stone Trolls particularly like northerly climes since the sun does not rise very high in the sky and the nights are particularly long in the cooler seasons.

Origin: All trolls have their origins in old Scandinavian folklore. Tales of giant trolls that turn into stone under direct sunlight are particularly old. Legend has it that these giant trolls are the descendants of the ancient Jotuns (Nordic giants). Stone trolls were popularized in modern literature in J.R.R. Tolkien's *The Hobbit*.

Fun Facts: Stone Trolls have the Petrified by Sunlight flaw (see The Character Compendium for details.) So, they turn to stone in directly sunlight.

Durabilities: This creature is Immune to Blighting, Captivating, Electrical, Enervating, Freezing, Infernal, Metaphysical, Quieting, Righteous, Rotting, and Suffocating Effects; Resistant to Cutting, Puncturing, and Rending Effects; Sensitive to Sonic Effects; and Highly Sensitive to Petrifying and Sunshining Effects.

Gifts: Dark Vision, Moderate Natural Armor

Traits: Lust for the Taste of Human Flesh, Terrified of Sunlight

Keywords: ageless, blooded, faery, fleshy, humanoid, living, man-eater, nocturnal, tribal

Attack Modes: Carnivorous Bite/Claw

Wealth Type: Hoard

Cunning: Simpleminded

Move Modes: Run

Danger Tier: 0

Large Stone Troll Examples

Baseline Attributes

TN= 4; ST= 6; AG= -6; CR= -4; PC= 2; HT= 1; IN= -3

Adequate (Level 6)

TN= 5; ST= 8; AG= -4; CR= -4; PC= 3; HT= 1; IN= -3

HP=99; FP=45; Ward=9; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+14 | 18 | 17 | 28

Decent (Level 8)

TN= 6; ST= 9; AG= -4; CR= -4; PC= 3; HT= 1; IN= -3

HP=117; FP=45; Ward=10; SP=45 (run)

Att | Dam | Def | Stab: bite/claw=+17 | 19 | 20 | 31

Fit (Level 10)

TN= 7; ST= 9; AG= -4; CR= -4; PC= 3; HT= 1; IN= -2

HP=128; FP=45; Ward=10; SP=45 (run)

Att | Dam | Def | Stab: bite/claw=+19 | 19 | 23 | 34

Laudable (Level 12)

TN= 7; ST= 9; AG= -4; CR= -2; PC= 3; HT= 1; IN= -2

HP=128; FP=45; Ward=10; SP=45 (run)

Att | Dam | Def | Stab: bite/claw=+21 | 19 | 25 | 36

Outstanding (Level 14)

TN= 7; ST= 9; AG= -3; CR= -2; PC= 3; HT= 1; IN= -2

HP=128; FP=45; Ward=10; SP=45 (run)

Att | Dam | Def | Stab: bite/claw=+24 | 19 | 28 | 38

Remarkable (Level 16)

TN= 7; ST= 10; AG= -3; CR= -2; PC= 4; HT= 1; IN= -2

HP=140; FP=49; Ward=10; SP=50 (run)

Att | Dam | Def | Stab: bite/claw=+27 | 20 | 30 | 41

Superb (Level 18)

TN= 7; ST= 10; AG= -3; CR= -1; PC= 5; HT= 1; IN= -2

HP=140; FP=53; Ward=10; SP=55 (run)

Att | Dam | Def | Stab: bite/claw=+29 | 20 | 32 | 44

Wondrous (Level 20)

TN= 7; ST= 10; AG= -3; CR= -1; PC= 5; HT= 1; IN= -1

HP=140; FP=53; Ward=10; SP=55 (run)

Att | Dam | Def | Stab: bite/claw=+31 | 20 | 34 | 46

Troll, Two-Headed

Two-Headed Trolls are slovenly giants with glistening green-stained teeth, bloodshot eyes, runny noses, and a morning breath that would put a frown on the Mona Lisa. Though tall and muscular, Two-Headed Trolls are gangly when compared to most other giants. They are similar in appearance to other Trolls, having long warty noses, evil grins, and hairdos only a yak could love. To most intrepid adventurers, a Two-Headed Troll has only one major characteristic that distinguishes it from its more common relatives: one extra set of teeth. These are found lurking around the Troll's other set of slaving lips. Like the first set, the second is best avoided.

Habitat: Two-Headed Trolls dwell in the same mountainous, forested, and marshy lands as do their single-headed kindred.

Cunning: Simpleminded. It is an undeniable fact that the larger the troll, the duller the wit. It is as true for Two-Headed Trolls as it is for all Troll-kind.

Origin: Stories of giant many-headed trolls come to us from ancient Nordic folklore. They are very similar in intellect and dietary habits to the English two-headed ogres. (Apparently, the English were not the only ones with a penchant for big stupid brutes that are overly endowed with dazzling smiles.)

Fun Facts: As each head controls one arm independently of the other, allow separate attacks for each head and claw (or weapon).

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: ageless, blooded, faery, fleshy, humanoid-like, living, man-eater, multi-headed, tribal

Attack Modes: Carnivorous Bite/Claw (x2)

Traits: Lust for the Taste of Human Flesh

Move Modes: Run

Gifts: Dark Vision

Wealth Type: Hoard

Danger Tier: +1

Large Two-Headed Troll Examples

Baseline Attributes

TN= 2; ST= 6; AG= -4; CR= -2; PC= 2; HT= -1; IN= -3

Adequate (Level 6)

TN= 4; ST= 8; AG= -2; CR= -2; PC= 2; HT= -1; IN= -3

HP=91; FP=34; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: bite/claw and bite/claw=+16 and +16 | 18 and 18 | 22 | 26

Decent (Level 8)

TN= 4; ST= 9; AG= -2; CR= -2; PC= 3; HT= -1; IN= -3

HP=99; FP=38; Ward=2; SP=55 (run)

Att | Dam | Def | Stab: bite/claw and bite/claw=+19 and +19 | 19 and 19 | 24 | 29

Fit (Level 10)

TN= 4; ST= 9; AG= -1; CR= -2; PC= 4; HT= -1; IN= -3

HP=99; FP=41; Ward=2; SP=60 (run)

Att | Dam | Def | Stab: bite/claw and bite/claw=+22 and +22 | 19 and 19 | 27 | 32

Laudable (Level 12)

TN= 5; ST= 9; AG= -1; CR= -2; PC= 4; HT= -1; IN= -3

HP=108; FP=41; Ward=2; SP=60 (run)

Att | Dam | Def | Stab: bite/claw and bite/claw=+24 and +24 | 19 and 19 | 30 | 35

Outstanding (Level 14)

TN= 5; ST= 10; AG= -1; CR= -2; PC= 4; HT= 0; IN= -3

HP=117; FP=45; Ward=2; SP=65 (run)

Att | Dam | Def | Stab: bite/claw and bite/claw=+27 and +27 | 20 and 20 | 32 | 37

Remarkable (Level 16)

TN= 5; ST= 10; AG= 0; CR= -2; PC= 4; HT= 0; IN= -3

HP=117; FP=45; Ward=2; SP=65 (run)

Att | Dam | Def | Stab: bite/claw and bite/claw=+30 and +30 | 20 and 20 | 35 | 39

Superb (Level 18)

TN= 5; ST= 10; AG= 0; CR= -2; PC= 4; HT= 2; IN= -3

HP=117; FP=53; Ward=2; SP=65 (run)

Att | Dam | Def | Stab: bite/claw and bite/claw=+32 and +32 | 20 and 20 | 37 | 41

Bestiary ~ U

Unicorn, Heraldic

A **Unicorn** is a fabulous horse with a single straight horn jutting from its forehead and a goat's beard dangling from its chin. Its tufted tail resembles that of a lion and its hooves are cloven like those of a goat. Most **Unicorns** are about the same size and weight as common horses, but some individuals are significantly smaller or larger. Most are completely white. In all cases, however, Unicorns are magnificent creatures to behold.

Unicorns shun civilization (and man specifically) like the plague. Occasionally, a Unicorn will relent to temporarily act as a steed for a good Elven, Half Elven, or Human virgin. It will only do so, however, if the need is desperate and the cause is just and deserving.

Even with all of its magical protection, poachers have driven Unicorns nearly to extinction. They prize the Unicorn's horn, known as an alicorn, since Alchemists require pestles made from them to create certain potions. Powdered alicorn acts as an aphrodisiac similar to the Occult spell *Concoct Philter of Love*. In addition, an alicorn purifies any liquid it touches, negating any poisons dissolved therein. (A pestle carved from a Unicorn hoof counteracts poisons in a similar fashion.)

Unicorns of various sizes have been reported throughout the ages. Individuals range from the dainty stature of a goat or gazelle to the great bulk of a large warhorse.

Habitat: Heraldic Unicorns, when not posing for family crests and church tapestries, romp about in the deciduous forests and glens of temperate zones.

Origin: Unicorns are prevalent, in one form or another, in many parts of the world. The earliest detailed accounts come to us from the Greek historian Ctesias around the 4th century B.C. The creature he describes resembles a colorful stag with elephant-like feet (and is detailed under *Monoceros*). It is believed his account is merely a distorted reporting of the decidedly unstag-like rhino. The unicorn was given a great deal of respectability (and consequently a long life in folklore) when an ancient Hebrew word for a type of wild cattle was mistranslated in the Bible (Job 39:9-12) as 'unicorn'⁴. Consequently, belief in the unicorn persisted long after other mythical beasts faded into pure fantasy.

Fun Facts: Unicorns emit powerful magical auras (one at a time of its choosing) which have the effects of the following Occult spells: *Manifest Ample Aura of Deft Forbearance*, *Manifest Great Aura of Dire Sunshine*, *Procure Great Aura of Blight Reduction*. In addition, it can use the following Occult spells: *Procure Shield of Many Wisps*, *Provide Apt*

Disentanglement, and *Transfer to Distant Tree*. In a pinch, a Unicorn can *Teleport Short Range* as the Occult spell once per day. See *The Oculus of Occultism* for more details. All spells are cast at spell ranks equal to the unicorn's Level.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects; and Highly Resistant to Deluding, Dreadful, Entrancing, Fettering, Footing, and Sedating Effects.

Traits: Affinity toward Dryads, Brownies, Elder Tree Folks, and Sprites of all sorts

Keywords: blooded, equine, fleshy, herbivore, living, mammal

Wealth Type: Incidental *Cunning:* Clever

Attack Modes: Gore/Hoof *Move Modes:* Gallop

Gifts: *Day Vision* *Danger Tier:* +2

Large Heraldic Unicorn Examples

Baseline Attributes

TN= 2; ST= 6; AG= -1; CR= 0; PC= 1; HT= 3; IN= 3

Adequate (Level 10)

TN= 2; ST= 6; AG= 1; CR= 2; PC= 4; HT= 6; IN= 3

HP=64; FP=76; Ward=1; SP=75 (gallop)

Att | Dam | Def | Stab: gore/hoof=+21 | 17 | 27 | 30

Decent (Level 12)

TN= 2; ST= 6; AG= 2; CR= 3; PC= 4; HT= 6; IN= 3

HP=64; FP=76; Ward=1; SP=80 (gallop)

Att | Dam | Def | Stab: gore/hoof=+24 | 17 | 30 | 32

Fit (Level 14)

TN= 3; ST= 7; AG= 2; CR= 3; PC= 4; HT= 6; IN= 3

HP=76; FP=76; Ward=1; SP=85 (gallop)

Att | Dam | Def | Stab: gore/hoof=+27 | 18 | 33 | 35

Laudable (Level 16)

TN= 4; ST= 7; AG= 2; CR= 3; PC= 4; HT= 6; IN= 4

HP=83; FP=76; Ward=2; SP=85 (gallop)

Att | Dam | Def | Stab: gore/hoof=+29 | 18 | 36 | 38

Outstanding (Level 18)

TN= 5; ST= 8; AG= 2; CR= 3; PC= 4; HT= 6; IN= 4

HP=99; FP=76; Ward=2; SP=85 (gallop)

Att | Dam | Def | Stab: gore/hoof=+32 | 19 | 39 | 41

⁴ Some modern Bibles have the correct translation, but if you want to see the old wording of "unicorn", look in the King James Version.

Medium Heraldic Unicorn Examples**Baseline Attributes**

TN= 0; ST= 0; AG= 5; CR= 2; PC= 1; HT= 3; IN= 3

Adequate (Level 2)

TN= 0; ST= 0; AG= 5; CR= 2; PC= 3; HT= 3; IN= 3

HP=32; FP=53; Ward=0; SP=70 (gallop)

Att | Dam | Def | Stab: gore/h hoof=+11 | 8 | 21 | 19

Decent (Level 4)

TN= 0; ST= 0; AG= 5; CR= 3; PC= 3; HT= 4; IN= 3

HP=32; FP=58; Ward=0; SP=70 (gallop)

Att | Dam | Def | Stab: gore/h hoof=+13 | 8 | 23 | 21

Fit (Level 6)

TN= 0; ST= 0; AG= 6; CR= 3; PC= 4; HT= 4; IN= 3

HP=32; FP=64; Ward=0; SP=75 (gallop)

Att | Dam | Def | Stab: gore/h hoof=+16 | 8 | 26 | 24

Laudable (Level 8)

TN= 0; ST= 0; AG= 6; CR= 4; PC= 4; HT= 5; IN= 3

HP=32; FP=69; Ward=0; SP=75 (gallop)

Att | Dam | Def | Stab: gore/h hoof=+18 | 8 | 28 | 26

Outstanding (Level 10)

TN= 0; ST= 0; AG= 7; CR= 4; PC= 4; HT= 6; IN= 3

HP=32; FP=76; Ward=0; SP=75 (gallop)

Att | Dam | Def | Stab: gore/h hoof=+21 | 8 | 31 | 28

Remarkable (Level 12)

TN= 0; ST= 0; AG= 8; CR= 5; PC= 4; HT= 6; IN= 3

HP=32; FP=76; Ward=0; SP=80 (gallop)

Att | Dam | Def | Stab: gore/h hoof=+24 | 8 | 34 | 30

Superb (Level 14)

TN= 1; ST= 1; AG= 8; CR= 5; PC= 4; HT= 6; IN= 3

HP=38; FP=76; Ward=1; SP=85 (gallop)

Att | Dam | Def | Stab: gore/h hoof=+27 | 9 | 37 | 33

Wondrous (Level 16)

TN= 2; ST= 1; AG= 8; CR= 5; PC= 4; HT= 6; IN= 4

HP=41; FP=76; Ward=1; SP=85 (gallop)

Att | Dam | Def | Stab: gore/h hoof=+29 | 9 | 40 | 36

Small Heraldic Unicorn Examples**Baseline Attributes**

TN= -2; ST= -6; AG= 11; CR= 4; PC= 1; HT= 3; IN= 3

Adequate (Level 0)

TN= -2; ST= -6; AG= 11; CR= 4; PC= 1; HT= 3; IN= 3

HP=16; FP=45; Ward=0; SP=60 (gallop)

Att | Dam | Def | Stab: gore/h hoof=+9 | 6 | 23 | 13

Decent (Level 2)

TN= -2; ST= -6; AG= 11; CR= 4; PC= 3; HT= 3; IN= 3

HP=16; FP=53; Ward=0; SP=70 (gallop)

Att | Dam | Def | Stab: gore/h hoof=+11 | 6 | 25 | 17

Fit (Level 4)

TN= -2; ST= -6; AG= 11; CR= 5; PC= 3; HT= 4; IN= 3

HP=16; FP=58; Ward=0; SP=70 (gallop)

Att | Dam | Def | Stab: gore/h hoof=+13 | 6 | 27 | 19

Laudable (Level 6)

TN= -2; ST= -6; AG= 12; CR= 5; PC= 4; HT= 4; IN= 3

HP=16; FP=64; Ward=0; SP=75 (gallop)

Att | Dam | Def | Stab: gore/h hoof=+16 | 6 | 30 | 22

Outstanding (Level 8)

TN= -2; ST= -6; AG= 12; CR= 6; PC= 4; HT= 5; IN= 3

HP=16; FP=69; Ward=0; SP=75 (gallop)

Att | Dam | Def | Stab: gore/h hoof=+18 | 6 | 32 | 24

Remarkable (Level 10)

TN= -2; ST= -6; AG= 13; CR= 6; PC= 4; HT= 6; IN= 3

HP=16; FP=76; Ward=0; SP=75 (gallop)

Att | Dam | Def | Stab: gore/h hoof=+21 | 6 | 35 | 26

Superb (Level 12)

TN= -2; ST= -6; AG= 14; CR= 7; PC= 4; HT= 6; IN= 3

HP=16; FP=76; Ward=0; SP=80 (gallop)

Att | Dam | Def | Stab: gore/h hoof=+24 | 6 | 38 | 28

Wondrous (Level 14)

TN= -1; ST= -5; AG= 14; CR= 7; PC= 4; HT= 6; IN= 3

HP=19; FP=76; Ward=0; SP=85 (gallop)

Att | Dam | Def | Stab: gore/h hoof=+27 | 6 | 41 | 31

Utburd

An Utburd is a specter that normally looks like nothing more than a wispy cloud of roiling smoke. It can ordinarily be recognized by wary observers as unusual, though, because the smoke seems to move with a definite purpose, its tendrils seeming to grope in the dark for something unseen.

After approaching its victim, the Utburd will assume a more humanoid shape, although it will still appear insubstantial and ethereal. When in this state, the Utburd can assume almost any size from that of a newborn human infant to that of a fully grown adult human. However, its features are always roundish, giving the spirit a decidedly baby-like appearance. The baby's skin is a pale blue and its eyes seem to radiate a soft glow of pale reddish or black light.

Habitat: **Utburds** only appear at night. When spotted, they are either actively seeking all those involved in their deaths in order to exact revenge or they are waylaying unsuspecting travelers who have inadvertently wandered into the area of their grave-sites.

Origin: Utburds originate in old Scandinavia where life was harsh in the extreme. Occasionally, poor families, who were unable to support their starving or disfigured infants, left their newborns in the woods unprotected from the frigid winter air. No baby left in these abominable conditions could survive the night. Upon its death, the baby's soul would be understandably furious with its parents. Over the course of several years, its anger would fester and grow until the spirit grew enough in strength to rise as an Utburd.

Fun Facts: Utburds are a form of specter, but are unable to pass through walls and doors as other spirits. Rather, they are capable of assuming a wispy smoke-like state that can easily pass underneath doorways or through keyholes. Even when they assume a more recognizably human shape, they are always surrounded by smoky tendrils.

The eyes of the Utburd are horrific. Anyone meeting its gaze must make an Avoidance Roll with Wisdom Adjustments or be affected as the Occult spell Manifest Gaze of Fell Ineffable Awe.

If an Utburd's Attack Roll comes up with a natural 19 or 20, it has 'grabbed' its opponent's throat. In this case, it will maintain its grasp and choke its victim as the Occult spell Force Cumulative Choking until its enemy drops. Note that the freezing touch of its smoky hands will inflict additional Freezing damage (once per Round) as well.

Due to the nature of its death, the touch of an Utburd is extremely cold. It acts as the Occult spell Manifest Dire Freezing Touch. Further, it can Manifest Great Aura of Dire Cold, as the Occult spell. Both are used at a spell rank equal to its Level.

Whenever an Utburd kills an enemy, it feeds on some of the energy of the vanquished foe's spirit. This energy is used to heal any damage sustained by the Utburd by an amount equal to 6 plus 2 per Level of the creature slain.

If an Utburd is Overcome, it is dispersed. But, it is not destroyed. The specter will rise again in about about a week.

Durabilities: This creature is Immune to Acidic, Bleeding, Blighting, Crushing, Dehydrating, Entrancing, Fatiguing, Freezing, Infernal, Internal, Intoxicating, Maladive, Non-Magical, Petrifying, Rotting, Sedating, Starving, Suffocating, and Toxic Effects; and Sensitive to Quieting and Sunshining Effects.

Keywords: enthrall, murderous, nocturnal, specter, undead

Wealth Type: Incidental *Cunning:* Alert

Traits: Terrified of Sunlight *Attack Modes:* Touch

Move Modes: Waft *Gifts:* Astral Vision

Danger Tier: +1

Medium Utburd Examples

Baseline Attributes

TN= 0; ST= 0; AG= 0; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 6)

TN= 0; ST= 0; AG= 2; CR= 0; PC= 2; HT= 1; IN= 1

HP=32; FP=41; Ward=0; SP=60 (gallop)

Att | Dam | Def | Stab: touch==+12 | special | 22 | 22

Decent (Level 8)

TN= 0; ST= 0; AG= 2; CR= 0; PC= 2; HT= 2; IN= 2

HP=32; FP=45; Ward=0; SP=60 (gallop)

Att | Dam | Def | Stab: touch==+14 | special | 24 | 24

Fit (Level 10)

TN= 0; ST= 0; AG= 3; CR= 0; PC= 3; HT= 2; IN= 2

HP=32; FP=49; Ward=0; SP=60 (gallop)

Att | Dam | Def | Stab: touch==+17 | special | 27 | 27

Laudable (Level 12)

TN= 0; ST= 1; AG= 3; CR= 0; PC= 3; HT= 2; IN= 3

HP=35; FP=49; Ward=0; SP=65 (gallop)

Att | Dam | Def | Stab: touch==+19 | special | 29 | 29

Model (Level 14)

TN= 0; ST= 1; AG= 3; CR= 0; PC= 4; HT= 2; IN= 3

HP=35; FP=53; Ward=0; SP=70 (gallop)

Att | Dam | Def | Stab: touch==+22 | special | 31 | 32

Outstanding (Level 16)

TN= 0; ST= 1; AG= 4; CR= 0; PC= 4; HT= 2; IN= 3

HP=35; FP=53; Ward=0; SP=70 (gallop)

Att | Dam | Def | Stab: touch==+24 | special | 34 | 34

Bestiary ~ V

Valkyrie

A Valkyrie is a Daeva in the service of the Nordic god Odin. They are lovely fair skinned maidens dressed in white gowns and armored with breastplates and helms. They generally carry shields, as well as their choice of hammer, axe, spear, or sword. Many ride brilliant white warhorses or the purest black Valravens. Their golden blond hair is braided with the thickness of ship cables and their eyes are as blue as glacial ice. They are often depicted in artwork with wings of bright white feathers, but due to their close link to crows and ravens, it is more likely that their wings are actually black.

Valkyries choose which lucky fallen warriors may enter Valhalla. These “Einherjar” will fight alongside the gods in the final battle with the giants. For a Nordic warrior, there is no greater honor. Besides, there’s just something about tall blondes with stern looks and leather armor.

Habitat: Valkyries normally reside in Valhalla, the great hall of Odin said to be made from spears and polished shields. Here are hosted the spirits of history’s great warriors who fell in battle. The Valkyries leave the magnificent dwelling whenever battle erupts in the lands of men so they can select the worthiest of the slain to join the heroes in their unending revelry and warfare.

Origin: The Valkyries probably originated as Amazonian-like priestesses dressed in white robes who prepared men for battle and tended to the injured and dead. The Valkyries eventually rose to the stature of being Odin’s personal servants, thundering across the skies on their pearly white mounts. They often appeared to mortals in the form of ravens, wolves, and swans.

Fun Facts: Being Daevas of warfare, Valkyries are capable of casting all of the Battle spells available to Nordic priests. These are cast at spell ranks equal to their Levels. They may direct these spells to affect themselves or any Nordic warrior (living or dead), even those which specifically state that they affect only the caster. (See [The Codex of Cultures](#) for details.)

Being spiritual creatures, Valkyries can travel on the Astral plane and can pass from the Mortal Realm into the Astral Plane (and visa versa) any number of times.

Valkyries may assume the forms of ravens, swans, or wolves at will as the Eldritch skills [Shift to Tiny Flying Critter Form](#), [Shift to Medium Flying Critter Form](#), and [Shift to Wolf Form](#), respectively.

When desired, a Valkyrie may produce a magical aura as the Occult spell [Manifest Great Aura of Dire Splendor](#), which is cast at a spell rank equal to their Level.

Finally, all Valkyries practice the skills of [Florentine-Style](#)

[Fencing](#) and [Riding Equines](#) at skill levels equal to their Levels.

Gifts: [Astral Vision](#). Further, Valkyries may use any of the varieties of the [Defending with ... Shield](#) gifts.

Keywords: angel, eidolon, paragon

Durabilities: This creature is Immune to Acidic, Blighting, Dehydrating, Deluding, Entrancing, Fatiguing, Internal, Intoxicating, Maladive, Non-Magical, Quieting, Righteous, Rotting, Scorching, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; Sensitive to Bleeding and Petrifying Effects; and Highly Sensitive to Infernal Effects.

Attack Modes: Short Sword or Spear or Bow or Punch/Kick

Move Modes: Run/Glide

Cunning: Clever

Wealth Type: Nil

Danger Tier: +2

Medium Valkyrie Examples

Baseline Attributes

TN= 2; ST= 1; AG= 2; CR= 1; PC= 0; HT= 1; IN= 0

Adequate (Level 12)

TN= 5; ST= 4; AG= 4; CR= 1; PC= 0; HT= 2; IN= 2

HP=70; FP=38; Ward=2; SP=50 (run) / 80 (glide)

Att | Dam | Def | Stab: short sword=+24 | 9 | 35 | 31; or
spear=+24 | 7 | 35 | 31; or bow=+16 | 5 | 31 | 27; or
punch/kick=+24 | 9 | 32 | 28

Fit (Level 14)

TN= 6; ST= 4; AG= 4; CR= 2; PC= 0; HT= 2; IN= 2

HP=76; FP=38; Ward=3; SP=50 (run) / 80 (glide)

Att | Dam | Def | Stab: short sword=+26 | 9 | 38 | 34; or
spear=+26 | 7 | 38 | 34; or bow=+19 | 5 | 34 | 30; or
punch/kick=+26 | 9 | 35 | 31

Laudable (Level 16)

TN= 6; ST= 4; AG= 4; CR= 3; PC= 1; HT= 2; IN= 2

HP=76; FP=41; Ward=3; SP=50 (run) / 80 (glide)

Att | Dam | Def | Stab: short sword=+28 | 9 | 40 | 37; or
spear=+28 | 7 | 40 | 37; or bow=+23 | 5 | 36 | 33; or
punch/kick=+28 | 9 | 37 | 34

Outstanding (Level 18)

TN= 6; ST= 4; AG= 4; CR= 4; PC= 1; HT= 2; IN= 2

HP=76; FP=41; Ward=3; SP=50 (run) / 80 (glide)

Att | Dam | Def | Stab: short sword=+30 | 9 | 42 | 39; or
spear=+30 | 7 | 42 | 39; or bow=+26 | 5 | 38 | 35; or
punch/kick=+30 | 9 | 39 | 36

Valraven

Valravens are winged humans, with the ability to transform into the forms of large winged wolves and ravens. In wolf form, they sometimes act as mounts for supernatural Valkyries. Valravens are merciless in battle, having seemingly endless appetites for death. Because of these facts, it is decidedly foolish to throw rocks at crows.

In all their forms, Valravens preen themselves regularly to spread a protective layer of oil over their bodies. This oil creates an eerie iridescent blue sheen that highlights their otherwise pure black feathers, fur, and hair

. This shimmering coloration is probably the inspiration for the Valraven's rumored association with ghosts and other spirits.

Habitat: Valravens are often used as mounts by Valkyries. As such, they tend to nest in cloud banks and only descend to the earth to gorge themselves on the corpses of those slain in battle.

Origin: The Valraven, or Valravn, is rather obscure in folklore, only rarely mentioned in Scandinavian mythology. What is known is that Freya, the Scandinavian death-goddess and leader of the valkyries, sometimes rode a black winged mount called the Valraven. The physical characteristics of this steed, other than its ebony color and wings, are somewhat vague although its name certainly implies raven-like features. Other references describe valravens as half wolf and half raven. Nordic folklore also uses the term valravn to refer to crows who feast on the dead after a battle. These crows supposedly have the ability to shape change into human warriors or half woman / half raven forms. This latter form implies that the crows are valkyries themselves, or are at least related to them, although this association is not explicitly stated. Other stories describe intelligent winged wolves capable of serving as steeds and transforming into knights, without giving these beings a specific name, as in the Russian folktale of [Lyubim Tsarevich and the Winged Wolf](#).

Fun Facts: A Valraven has the ability to completely transform itself into the form of a Large-sized winged wolf or a Tiny-sized raven. These work as the Eldritch skill [Shift to Large Scampering Critter Form](#) and [Shift to Tiny Flying Critter Form](#). They are capable of speech in all forms.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: avian-like, blooded, fleshy, humanoid, hybrid, living, shape-shifter, winged, wolf-like

Attack Modes: Herbivorous Bite/Hoof

Wealth Type: Incidental *Cunning:* Bestial

Move Modes: Gallop/Glide *Gifts:* [Night Vision](#)

Danger Tier: 0

Valraven Raven Form

Attack Modes: Beak

Move Modes: Hop/Hover *Size:* Tiny

Baseline Attributes

TN= -2; ST= -6; AG= 6; CR= 2; PC= 0; HT= 0; IN= 0

Adequate (Level 4)

TN= -1; ST= -5; AG= 7; CR= 2; PC= 1; HT= 0; IN= 0

HP=19; FP=34; Ward=0; SP=25 (hop) / 45 (hover)

Att | Dam | Def | Stab: beak=+10 | 2 | 24 | 18

Decent (Level 6)

TN= 0; ST= -5; AG= 8; CR= 2; PC= 1; HT= 0; IN= 0

HP=21; FP=34; Ward=0; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: beak=+13 | 2 | 28 | 21

Fit (Level 8)

TN= 0; ST= -4; AG= 8; CR= 2; PC= 2; HT= 0; IN= 0

HP=23; FP=38; Ward=0; SP=30 (hop) / 50 (hover)

Att | Dam | Def | Stab: beak=+16 | 2 | 30 | 24

Laudable (Level 10)

TN= 0; ST= -3; AG= 9; CR= 2; PC= 2; HT= 0; IN= 0

HP=25; FP=38; Ward=0; SP=40 (hop) / 60 (hover)

Att | Dam | Def | Stab: beak=+20 | 2 | 33 | 26

Model (Level 12)

TN= 0; ST= -3; AG= 9; CR= 3; PC= 2; HT= 1; IN= 0

HP=25; FP=41; Ward=0; SP=40 (hop) / 60 (hover)

Att | Dam | Def | Stab: beak=+22 | 2 | 35 | 28

Outstanding (Level 14)

TN= 1; ST= -3; AG= 9; CR= 3; PC= 3; HT= 1; IN= 0

HP=27; FP=45; Ward=1; SP=40 (hop) / 60 (hover)

Att | Dam | Def | Stab: beak=+24 | 2 | 38 | 32

Valraven Winged Human Form*Attack Modes:* Short Sword or Spear or Bow or Punch/Kick*Move Modes:* Run/Hover*Size:* Medium**Baseline Attributes**

TN= 0; ST= 0; AG= 0; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 4)

TN= 1; ST= 1; AG= 1; CR= 0; PC= 1; HT= 0; IN= 0

HP=38; FP=34; Ward=1; SP=35 (run) / 45 (hover)

Att | Dam | Def | Stab: short sword=+10 | 6 | 20 | 20; or
spear=+10 | 4 | 20 | 20; or bow=+8 | 5 | 16 | 16; or
punch/kick=+10 | 6 | 17 | 17**Decent (Level 6)**

TN= 2; ST= 1; AG= 2; CR= 0; PC= 1; HT= 0; IN= 0

HP=41; FP=34; Ward=1; SP=40 (run) / 50 (hover)

Att | Dam | Def | Stab: short sword=+13 | 6 | 24 | 23; or
spear=+13 | 4 | 24 | 23; or bow=+10 | 5 | 20 | 19; or
punch/kick=+13 | 6 | 21 | 20**Fit (Level 8)**

TN= 2; ST= 2; AG= 2; CR= 0; PC= 2; HT= 0; IN= 0

HP=45; FP=38; Ward=1; SP=40 (run) / 50 (hover)

Att | Dam | Def | Stab: short sword=+16 | 7 | 26 | 26; or
spear=+16 | 5 | 26 | 26; or bow=+13 | 5 | 22 | 22; or
punch/kick=+16 | 7 | 23 | 23**Laudable (Level 10)**

TN= 2; ST= 3; AG= 3; CR= 0; PC= 2; HT= 0; IN= 0

HP=49; FP=38; Ward=1; SP=50 (run) / 60 (hover)

Att | Dam | Def | Stab: short sword=+20 | 8 | 29 | 28; or
spear=+20 | 6 | 29 | 28; or bow=+15 | 5 | 25 | 24; or
punch/kick=+20 | 8 | 26 | 25**Model (Level 12)**

TN= 2; ST= 3; AG= 3; CR= 1; PC= 2; HT= 1; IN= 0

HP=49; FP=41; Ward=1; SP=50 (run) / 60 (hover)

Att | Dam | Def | Stab: short sword=+22 | 8 | 31 | 30; or
spear=+22 | 6 | 31 | 30; or bow=+18 | 5 | 27 | 26; or
punch/kick=+22 | 8 | 28 | 27**Outstanding (Level 14)**

TN= 3; ST= 3; AG= 3; CR= 1; PC= 3; HT= 1; IN= 0

HP=54; FP=45; Ward=1; SP=50 (run) / 60 (hover)

Att | Dam | Def | Stab: short sword=+24 | 8 | 34 | 34; or
spear=+24 | 6 | 34 | 34; or bow=+21 | 5 | 30 | 30; or
punch/kick=+24 | 8 | 31 | 31**Valraven Winged Wolf Form***Attack Modes:* Carnivorous Bite*Move Modes:* Romp/Glide*Size:* Large**Baseline Attributes**

TN= 0; ST= 0; AG= 0; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 4)

TN= 1; ST= 1; AG= 1; CR= 0; PC= 1; HT= 0; IN= 0

HP=38; FP=34; Ward=1; SP=45 (romp) / 65 (glide)

Att | Dam | Def | Stab: bite=+10 | 6 | 20 | 20

Decent (Level 6)

TN= 2; ST= 1; AG= 2; CR= 0; PC= 1; HT= 0; IN= 0

HP=41; FP=34; Ward=1; SP=50 (romp) / 70 (glide)

Att | Dam | Def | Stab: bite=+13 | 6 | 24 | 23

Fit (Level 8)

TN= 2; ST= 2; AG= 2; CR= 0; PC= 2; HT= 0; IN= 0

HP=45; FP=38; Ward=1; SP=50 (romp) / 70 (glide)

Att | Dam | Def | Stab: bite=+16 | 7 | 26 | 26

Laudable (Level 10)

TN= 2; ST= 3; AG= 3; CR= 0; PC= 2; HT= 0; IN= 0

HP=49; FP=38; Ward=1; SP=60 (romp) / 80 (glide)

Att | Dam | Def | Stab: bite=+20 | 8 | 29 | 28

Model (Level 12)

TN= 2; ST= 3; AG= 3; CR= 1; PC= 2; HT= 1; IN= 0

HP=49; FP=41; Ward=1; SP=60 (romp) / 80 (glide)

Att | Dam | Def | Stab: bite=+22 | 8 | 31 | 30

Outstanding (Level 14)

TN= 3; ST= 3; AG= 3; CR= 1; PC= 3; HT= 1; IN= 0

HP=54; FP=45; Ward=1; SP=60 (romp) / 80 (glide)

Att | Dam | Def | Stab: bite=+24 | 8 | 34 | 34

Vampire

Vampires are humanoids that have arisen after death to join the living dead. However, most Vampires forego the gruesome fate of having their flesh rot away like most other undead forms by drinking the blood (and consequently the life essence) of their victims.

Origin: The term vampire comes to us from French and German reports of Slavic superstitions. Vampires (or Vampir or Vampyr) were originally little more than blood-sucking ghouls that were closely associated with werewolves. Some were even reported to transform into wolves themselves.

The best 'loved' vampire of modern days was introduced in Bram Stoker's Dracula. This book was loosely based on a family of Transylvanian tyrants (and forms the basis of the Nosferatu description hereafter). This family was so sadistic and cruel that their clan was nicknamed Dracule, meaning 'devil' or 'dragon'. Vlad IV, known as 'the Impaler', was particularly horrific. He would cut chunks of flesh from conquered foes and dine on their roasted flesh as they twitched and writhed their lives away, impaled on the tops of wooden poles. Dracula was what Vlad supposedly became after death. This is one case where superstition sadly pales in comparison to the gory reality.

However, folklore provides many vampires that simply do not conform to the modern day view of this type of undead. This section contains several of the more interesting ones.

Durabilities: This creature is Immune to Blighting, Dehydrating, Entrancing, Fatiguing, Freezing, Infernal, Internal, Intoxicating, Maladive, Rotting, Sedating, Starving, Suffocating, and Toxic Effects; Resistant to Enervating Effects; and Highly Sensitive to Bleeding Effects.

Fun Facts: Further, a Vampire's bite may heal the undead horror, as the Occult spell Obtain Dire Vampiric Bite.

Further, every vampire has the ability to enthrall one specific strain of creature (such as wolves, bats, skeletons, ghosts, or ghouls) as the Eldritch skill Enthrall...... (See The Character Compendium for details.)

Gifts: Astral Vision. Further, if the Vampire completely drains a victim of blood, and that person is in Glory Status 5 or 6, they become a Vampire of the same type. Those in Glory Status 6 are also enslaved to the vampire's will. This works as the gift Spawn Undead Vampire. See The Character Compendium for details.

Keywords: blooded, enthrall, fleshy, humanoid, nocturnal, predator, psychopath, revenant, shape-shifter, undead, vampiric

Attack Modes: Melee Weapon or Range Weapon or Dagger or Throwing Dagger or Carnivorous Bite/Claw

Wealth Type: Hoard *Danger Tier:* +2

Cunning: Alert *Move Modes:* Run

Size: Medium

Guajona

Guajona is a gaunt human female hag with yellow skin and tiny eyes that shine as bright as stars. Traditionally, the Guajona wears a tattered black cloak. Her hands and feet resemble raptor talons, and her warty nose is hooked like an eagle's beak. From her mouth protrudes a single blackened tooth that is so long it curves down under her chin. She uses this razor-sharp fang to suck the blood of her victims.

The Guajona prefers the blood of children, although adults will suffice when necessary. The Guajona will not usually kill its prey, though. Rather, she will drain enough blood to cause her victims to wake up pale and tired in the morning.

Habitat: The Guajona's ability to transform into a shadow is used to hide in cellars, crypts, caves, and other dark places during the day, and to slip in through windows to hunt prey at night. It uses its pain numbing ability to prevent its prey from waking while it sucks their blood.

Origin: Also known as Guaxa or Lumia, Guajona is a Spanish vampire native to the region of Cantabria.

More Fun Facts: The Guajona has the ability to cast the Occult spells Pitch Darkness of Epic Size, Provide Pain Numbing, and Flaunt Shadow Form at will. These spells are cast at spell ranks equal to the vampire's Level.

More Gifts: Anyone bitten by a Guajona is in danger of becoming undead. Any adult bitten and then slain by the vampire while in Glory Status 6 rises as a Common Shadow under the vampire's control on the next sunset, as per the gift Spawn Undead Common Shadow. On the other hand, any child slain under the same conditions will rise as an Utburd, as per the gift Spawn Undead Utburd.

More Durabilities: **Guajonas** are Highly Sensitive to Sunshining Effects. (See Sunshine in the Natural Hazards section of The Overlord's Omnibus for how to handle natural sunlight.)

Traits: Afraid of Sunlight, Craves the Blood of Children

Kathakano

At a distance, the **Kathakano Vampires** look like everyday humans, albeit with very pale skin. They may appear as nothing more than a vagrant or common stranger to an unwary passer by. When viewed up close, though, **Kathakanos** present a terrifying visage. They have gaping maw-like mouths that are always grinning and are filled with remarkably white pointed teeth.

The only way to permanently kill a Kathakano is to cut off its head and boil it in vinegar. It wouldn't hurt to burn the corpse to ash afterward as well. You can never be too careful.

Habitat: The Kathakano are nocturnal creatures, that hunt at night and return to their graves to sleep during the day.

Origin: The Kathakano folklore comes from Crete.

More Fun Facts: Kathakanos can spit acidic blood on their

victims that causes horrible burns. Treat this as the Occult spell Invoke Medium Cone of Grim Acid. Further, the Vampire may cast the Occult spells: Offer Dire Acidic Brand and Pitch Dire Caustic Mist of Great Size. All spell are cast at spell ranks equal to its Level.

More Gifts: Anyone bitten by a Kathakanos is in danger of becoming a ghoul (as described in Monsters of the Mediterranean). Any such person slain by the vampire while in Glory Status 6 rises as a Common Ghoul under the vampire's control on the next sunset, as per the gift Spawn Undead Common Ghoul.

More Durabilities: Kathakanos are Highly Sensitive to Sunshining Effects. (See Sunshine in the Natural Hazards section of The Overlord's Omnibus for how to handle natural sunlight.)

Traits: Afraid of Sunlight, Craves Human Blood

Nosferatu

Nosferatu Vampires have gaunt, rat or bat-like appearances, with large ears, bald heads, and elongated faces. They revel in chaos and destruction. Any town inhabited by one of these monsters is doomed to frequent fires and other calamities in addition to the nocturnal deaths associated with all vampire infestations.

Nosferatu most prefer the blood of newly married couples, the result of which is that the bride and/or groom becomes infertile. Oddly enough, male Nosferatu are quite libidinous, and are capable of fathering offspring themselves. These half-vampire children are ugly like their father, are covered in hair, and are destined to become moroii, a type of living Vampire, or a gloglave or vampirdzii, which are fully human and destined to become Vampire slayers.

A Nosferatu can be driven into the enduring death-like sleep of torpor by driving a wooden stake through its heart. The only way to kill it permanently is to cut off its head and burn its heart to ash.

Habitat: Nosferatu hide in cellars, crypts, and other dark places during the day, and venture out to hunt at night.

Origin: Also known as the Nesuferitu ("the insufferable one"), the Nosferatu myths originated in Romania, but were popularized by Bram Stoker in his novel Dracula.

More Fun Facts: The Nosferatu may cast the following Occult spells at will: Apply Grim Entrancement to Living Creature, Beget Common Rat, Beget Ghastly Bat, Bestow Phantasmal Invisibility, Devise Apt Sidestep, Devise Bevy of Some Phantasmal Mooks, Devise Phantasmal Bodyguard, Disguise Many Coins as Tantalus Gold, Disguise Self, Disguise Voice, Fetch Ghastly Rat, Invoke Grief of Fell Mesmerizing, Procure Echolocation, Pitch Fog of Epic Size, Polymorph into Common Rat, Polymorph into Ghastly Bat, Procure Cruel Ecstatic Touch, and Render Sight of a Few Foes Defly Blurry. These vampires also have the Eldritch skill Evoke Nightmare. They cast these spells at spell ranks equal to their Levels.

More Durabilities: Nosferatu are Highly Sensitive to Sunshining Effects. (See Sunshine in the Natural Hazards section of The Overlord's Omnibus for how to handle natural sunlight.)

Traits: Afraid of Sunlight, Craves the Blood of Newlyweds

Strigoi

Strigoi Vampires are primarily female, either lovely maidens or old ugly hags. Their skin is pale, their eyes are red, and their fingernails are claw-like. The Strigoi live either as hermits or as homeless people in the streets. The Strigoi bring blight to the areas they inhabit and are remarkable shape-shifters. The owl is their preferred form, but they can assume the shape of just about any forest animal desired. Further, the practices of witchcraft and sorcery are very popular with this vampire breed.

Strigoi are happy to feast on the blood of any humanoid, but most prefer that of human infants.

To permanently kill a Strigoi, you must put garlic in its mouth or remove its heart.

Habitat: Strigoi vampires secret themselves away in abandoned buildings during the day, and come out to hunt at night. Their souls can leave their bodies at night, and wander around in the form of a will-o-wisp, if desired.

Origin: Also known as Strigoiu, Strigoiul, Strigon, and Stryge, the Strigoi legends arose in the Romanian region of the Balkans. The term originated from strix, meaning witch.

More Fun Facts: Anyone bitten by a Strigoi is in danger of contracting the were-owl form of Lycanthropy (as described in The Rules Reference). Any such person Overcome by the vampire while in Glory Status 4 contracts non-chronic Lycanthropy. Anyone Overcome by the vampire's bite while in Glory Status 5 contracts chronic Lycanthropy, but maintains self-control. Those falling in Glory Status 6 contract chronic Lycanthropy and fall under permanent control of the vampire as a were-owl. Further, a were-owl that arose in this fashion who is thereafter slain will rise as a Strigoi vampire on the next sunset.

Strigoi have the ability to cast the following Occult spells at will: Beget Sage Owl, Fetch Ghastly Owl, Forgather Strix Swarm, Invoke Blast of Doubly Fell Wind, Manifest Dire Blighting Touch, Provide Apt Chameleon's Gamble, Pitch Fog of Epic Size, Polymorph into Forest Animal, and Vex with Blight over Many Acres. They cast these spells at spell ranks equal to their Levels.

Further, Stigoi have the ability to shape shift as the skills Shift to Ghastly Owl Form and Shift to Forest Animal Form. Although the vampire appears alive in these alternate forms, it actually remains undead, retaining its vampiric Durabilities. Further, they have the ability to enter a person's dreams, as the Eldritch skill Evoke Nightmare. They cast these spells at spell ranks equal to their Levels.

More Durabilities: Strigoi are Highly Sensitive to Sunshining Effects. (See Sunshine in the Natural Hazards

section of [The Overlord's Omnibus](#) for how to handle natural sunlight.)

Traits: Afraid of Sunlight, Craves the Blood of Infants, Fond of Owls

Upierczi

The **Upierczi Vampires** have the appearance of normal humans. They drain the blood of their victims by means of a long, tentacle-like stinger under their tongues that they plunge into the veins of their prey and suck it out as if through a straw.

Its outward appearance, though, belies its true makeup. Its human-like skin acts as a mere vessel for a writhing swarm of rats, mice, lice, centipedes, maggots and other vermin.

An Upierczi sometimes arises from the body of a suicide or deceased black witch.

To permanently kill an Upierczi, its entire body must be burned completely to ash. When set aflame, its internal swarm will burst forth and attempt to flee. If even a single pest escapes the flames, the Upierczi will rise again. Upierczi can also be drowned in fresh water streams. Here again, its internal vermin will attempt to flee if possible.

Habitat: The Upierczi have all the habits and appearance of normal humans. They sleep in beds in normal human dwellings after midnight, and rise to stalk prey at noon.

Origin: Also known as Vieszczy, the Upierczi arises from the folklore of Poland.

More Fun Facts: An Upierczi may transform itself into a swarm of rats, spiders, or centipedes. Any such swarm consists of five Swarm Batches and may flow through any hole, crack, or gap that the smallest creature making up the swarm can pass through. (Spiders and Centipedes may be as small as Zot-sized, and so can pass through keyholes and under doors. Rats are never smaller than Wee.) In general, the swam must Creep through keyholes and similarly confined passages, though.

The Upierczi have the ability to cast the Occult spells [Beget Common Rat](#), [Beget Spindly Spider](#), [Forgather Centipede Swarm](#), [Forgather Common Rat Swarm](#), [Manifest Large Halo of Dire Wasps](#), and [Raise Great Patch of Grasping Tentacles](#) at will. These spells are cast at spell ranks equal to their Level.

More Durabilities: Upierczi are Immune to Sunshining Effects.

Traits: Craves Human Blood

Varcolac

A Varcolac appears as a normal human with either a pale complexion or flush skin, depending on how recently it fed. It is hard to pick out a Varcolac from the normal populous. However, they do have an unusual fondness for the color white, and invariably dress themselves in white garments.

A Varcolac is both vampire and werewolf. It not only drains its victims' blood, it also devours their flesh and eats their bones. They are especially ravenous, even for Vampires, and are feared for killing and devouring entire families along with their livestock in a single feeding.

These vampires arise from those slain by werewolves, or who were werewolves when they died. Permanently killing a Varcolac requires the slayer to do one of the following:

- cut off its thumbs and toes and drive a nail through its neck or belly.
- pour boiling oil over its body
- cut off its head and burn it to ash.

Habitat: When not out hunting, Varcolacs reside in their burial chambers, which they adorn with white flowers. They can hunt on any night, but prefer to hunt in the form of wolves on nights with full moons.

Origin: Also known as Brucolac, Mulo, Vilkolakis, Vlkodlak, Vlokoslak, Vorvolakas, Vourdoulakas, and Vukodlak, the Vrykolakas appears in the folklore of Croatia, Greece, Lithuania, Montenegro, Romania, and Serbia.

More Fun Facts: Anyone bitten by a Varcolac is in danger of contracting the were-wolf form of [Lycanthropy](#) (as described in [The Rules Reference](#)). Any such person Overcome by the vampire while in Glory Status 4 contracts non-chronic [Lycanthropy](#). Anyone Overcome by the vampire's bite while in Glory Status 5 contracts chronic [Lycanthropy](#), but maintains self-control. Those falling in Glory Status 6 contract chronic [Lycanthropy](#) and fall under permanent control of the vampire as a werewolf. Further, a werewolf that arose in this fashion who is thereafter slain will rise as a Varcolac vampire on the next sunset.

Varcolacs have the ability to shape shift as the skills [Shift to Large Phouka Form](#), [Shift to Medium Ghastly Canine Form](#) (as wolves), and [Shift to Small Sheep Form](#). Although the vampire appears alive in these alternate forms, it actually remains undead, retaining its vampiric Durabilities.

In addition, the Varcolac may cast the Occult spells [Pitch Darkness of Epic Size](#) and [Procure Echolocation](#) at will. These spells are cast at a spell rank equal to the vampire's Level.

More Durabilities: Varcolacs are Sensitive to Sunshining Effects. (See [Sunshine](#) in the [Natural Hazards](#) section of [The Overlord's Omnibus](#) for how to handle natural sunlight.)

Traits: Adores the color White, Craves Human Blood and Flesh.

Vampire Fighter Examples

Baseline Attributes
TN= 0; ST= 2; AG= 2; CR= 1; PC= 0; HT= 2; IN= 0

Adequate (Level 8)
TN= 2; ST= 4; AG= 4; CR= 1; PC= 2; HT= 2; IN= 0
HP=54; FP=45; Ward=1; SP=55 (run)
Att | Dam | Def | Stab: dagger=+21 | 7 | 27 | 25; or scimitar=+19 | 10 | 29 | 27; or throwing dagger=+15 | 4 | 24 | 22; or bite/claw=+20 | 11 | 28 | 26

Decent (Level 10)
TN= 2; ST= 5; AG= 5; CR= 1; PC= 2; HT= 2; IN= 0
HP=59; FP=45; Ward=1; SP=60 (run)
Att | Dam | Def | Stab: dagger=+25 | 8 | 30 | 27; or scimitar=+23 | 11 | 32 | 29; or throwing dagger=+17 | 4 | 27 | 24; or bite/claw=+24 | 12 | 31 | 28

Fit (Level 12)
TN= 2; ST= 5; AG= 5; CR= 2; PC= 2; HT= 3; IN= 0
HP=59; FP=49; Ward=1; SP=60 (run)
Att | Dam | Def | Stab: dagger=+27 | 8 | 32 | 29; or scimitar=+25 | 11 | 34 | 31; or throwing dagger=+20 | 4 | 29 | 26; or bite/claw=+26 | 12 | 33 | 30

Laudable (Level 14)
TN= 3; ST= 5; AG= 5; CR= 2; PC= 3; HT= 3; IN= 0
HP=64; FP=53; Ward=1; SP=65 (run)
Att | Dam | Def | Stab: dagger=+29 | 8 | 35 | 33; or scimitar=+27 | 11 | 37 | 35; or throwing dagger=+23 | 4 | 32 | 30; or bite/claw=+28 | 12 | 36 | 34

Model (Level 16)
TN= 3; ST= 6; AG= 5; CR= 2; PC= 3; HT= 3; IN= 0
HP=70; FP=53; Ward=1; SP=65 (run)
Att | Dam | Def | Stab: dagger=+32 | 9 | 37 | 35; or scimitar=+30 | 12 | 39 | 37; or throwing dagger=+25 | 4 | 34 | 32; or bite/claw=+31 | 13 | 38 | 36

Outstanding (Level 18)
TN= 3; ST= 6; AG= 5; CR= 2; PC= 3; HT= 3; IN= 1
HP=70; FP=53; Ward=1; SP=65 (run)
Att | Dam | Def | Stab: dagger=+34 | 9 | 39 | 37; or scimitar=+32 | 12 | 41 | 39; or throwing dagger=+27 | 4 | 36 | 34; or bite/claw=+33 | 13 | 40 | 38

Vampire Marksman Examples

Baseline Attributes
TN= 0; ST= 2; AG= 2; CR= 1; PC= 0; HT= 2; IN= 0

Adequate (Level 8)
TN= 0; ST= 3; AG= 2; CR= 4; PC= 3; HT= 2; IN= 1
HP=41; FP=49; Ward=0; SP=50 (run)
Att | Dam | Def | Stab: bow=+18 | 5 | 20 | 21; or scimitar=+16 | 9 | 25 | 26; or throwing dagger=+19 | 4 | 20 | 21; or bite/claw=+17 | 10 | 24 | 25

Decent (Level 10)
TN= 0; ST= 3; AG= 2; CR= 5; PC= 3; HT= 2; IN= 1
HP=41; FP=49; Ward=0; SP=50 (run)
Att | Dam | Def | Stab: bow=+21 | 5 | 22 | 23; or scimitar=+18 | 9 | 27 | 28; or throwing dagger=+22 | 4 | 22 | 23; or bite/claw=+19 | 10 | 26 | 27

Fit (Level 12)
TN= 1; ST= 3; AG= 2; CR= 5; PC= 3; HT= 2; IN= 2
HP=45; FP=49; Ward=1; SP=50 (run)
Att | Dam | Def | Stab: bow=+23 | 5 | 25 | 26; or scimitar=+20 | 9 | 30 | 31; or throwing dagger=+24 | 4 | 25 | 26; or bite/claw=+21 | 10 | 29 | 30

Laudable (Level 14)
TN= 1; ST= 3; AG= 2; CR= 5; PC= 4; HT= 2; IN= 2
HP=45; FP=53; Ward=1; SP=50 (run)
Att | Dam | Def | Stab: bow=+26 | 5 | 27 | 29; or scimitar=+22 | 9 | 32 | 34; or throwing dagger=+27 | 4 | 27 | 29; or bite/claw=+23 | 10 | 31 | 33

Model (Level 16)
TN= 1; ST= 4; AG= 3; CR= 5; PC= 4; HT= 2; IN= 2
HP=49; FP=53; Ward=1; SP=55 (run)
Att | Dam | Def | Stab: bow=+28 | 5 | 30 | 31; or scimitar=+26 | 10 | 35 | 36; or throwing dagger=+29 | 4 | 30 | 31; or bite/claw=+27 | 11 | 34 | 35

Outstanding (Level 18)
TN= 3; ST= 4; AG= 3; CR= 5; PC= 4; HT= 2; IN= 2
HP=59; FP=53; Ward=1; SP=55 (run)
Att | Dam | Def | Stab: bow=+30 | 5 | 34 | 35; or scimitar=+28 | 10 | 39 | 40; or throwing dagger=+31 | 4 | 34 | 35; or bite/claw=+29 | 11 | 38 | 39

Vampire Sage Examples

Baseline Attributes

TN= 0; ST= 2; AG= 2; CR= 1; PC= 0; HT= 2; IN= 0

Adequate (Level 8)

TN= 0; ST= 2; AG= 2; CR= 3; PC= 0; HT= 5; IN= 3

HP=38; FP=49; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+17 | 5 | 23 | 21; or
scimitar=+15 | 8 | 25 | 23; or staff=+16 | 6 | 26 | 24; or
bite/claw=+16 | 9 | 24 | 22

Decent (Level 10)

TN= 0; ST= 2; AG= 3; CR= 3; PC= 1; HT= 5; IN= 3

HP=38; FP=53; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+20 | 5 | 26 | 24; or
scimitar=+18 | 8 | 28 | 26; or staff=+19 | 6 | 29 | 27; or
bite/claw=+19 | 9 | 27 | 25

Fit (Level 12)

TN= 0; ST= 3; AG= 4; CR= 3; PC= 1; HT= 5; IN= 3

HP=41; FP=53; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: dagger=+24 | 6 | 29 | 26; or
scimitar=+22 | 9 | 31 | 28; or staff=+23 | 7 | 32 | 29; or
bite/claw=+23 | 10 | 30 | 27

Laudable (Level 14)

TN= 0; ST= 4; AG= 4; CR= 3; PC= 2; HT= 5; IN= 3

HP=45; FP=58; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: dagger=+27 | 7 | 31 | 29; or
scimitar=+25 | 10 | 33 | 31; or staff=+26 | 8 | 34 | 32; or
bite/claw=+26 | 11 | 32 | 30

Model (Level 16)

TN= 0; ST= 4; AG= 4; CR= 3; PC= 3; HT= 5; IN= 3

HP=45; FP=64; Ward=0; SP=55 (run)

Att | Dam | Def | Stab: dagger=+29 | 7 | 33 | 32; or
scimitar=+27 | 10 | 35 | 34; or staff=+28 | 8 | 36 | 35; or
bite/claw=+28 | 11 | 34 | 33

Outstanding (Level 18)

TN= 0; ST= 4; AG= 4; CR= 3; PC= 4; HT= 5; IN= 3

HP=45; FP=69; Ward=0; SP=60 (run)

Att | Dam | Def | Stab: dagger=+31 | 7 | 35 | 35; or
scimitar=+29 | 10 | 37 | 37; or staff=+30 | 8 | 38 | 38; or
bite/claw=+30 | 11 | 36 | 36

Vampire Minion Examples

These examples provide stats for low-level vampires enslaved to the wills of their more potent masters. Not all such disciples need to be low level, though. Some may even be as high level as the masters they follow.

Baseline Attributes

TN= 0; ST= 2; AG= 2; CR= 1; PC= 0; HT= 2; IN= 0

Adequate (Level 0)

TN= 0; ST= 2; AG= 2; CR= 1; PC= 0; HT= 2; IN= 0

HP=38; FP=38; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+9 | 5 | 15 | 13; or
bite/claw=+8 | 9 | 16 | 14

Decent (Level 2)

TN= 0; ST= 2; AG= 2; CR= 2; PC= 1; HT= 2; IN= 0

HP=38; FP=41; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+11 | 5 | 17 | 16; or
bite/claw=+10 | 9 | 18 | 17

Fit (Level 4)

TN= 0; ST= 2; AG= 3; CR= 2; PC= 1; HT= 3; IN= 0

HP=38; FP=45; Ward=0; SP=40 (run)

Att | Dam | Def | Stab: dagger=+14 | 5 | 20 | 18; or
bite/claw=+13 | 9 | 21 | 19

Laudable (Level 6)

TN= 0; ST= 3; AG= 3; CR= 2; PC= 1; HT= 3; IN= 1

HP=41; FP=45; Ward=0; SP=45 (run)

Att | Dam | Def | Stab: dagger=+17 | 6 | 22 | 20; or
bite/claw=+16 | 10 | 23 | 21

Model (Level 8)

TN= 0; ST= 3; AG= 3; CR= 2; PC= 2; HT= 3; IN= 2

HP=41; FP=49; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: dagger=+19 | 6 | 24 | 23; or
bite/claw=+18 | 10 | 25 | 24

Outstanding (Level 10)

TN= 0; ST= 4; AG= 3; CR= 3; PC= 2; HT= 3; IN= 2

HP=45; FP=49; Ward=0; SP=50 (run)

Att | Dam | Def | Stab: dagger=+22 | 7 | 26 | 25; or
bite/claw=+21 | 11 | 27 | 26

Vodyany

The Vodyany (plural **Vodyanoi**) is a bizarre form of undead. They are always male, and their bodies are grotesquely bloated. Their flesh is pink and spongy from continual submersion in water, and their hair and beard are green, having the appearance of matted moss and seaweed. Its most unusual characteristic is that it appears to age from youth to old age every month as the phases of the moon pass. As the moon wanes, the Vodyany's hair gradually whitens and his skin becomes more wrinkled and blotchy.

Needless to say, a Vodyany breaking the water's surface is not a pleasant sight. All things considered, though, the physical characteristics of the Vodyanoi may not be its most novel attributes. It may be the Vodyany's often-jovial attitude that is most noteworthy. They seem to revel in their horrid existence, lunging out at their prey with a mirthful expression on their pudgy, greedy faces.

When desired, Vodyanoi can cast illusions over themselves to appear like handsome men, beautiful women, woodland creatures, or even logs drifting on the water.

Vodyanoi have a particular weakness for gambling. They wager among themselves with souls trapped in jars or gemstones; souls obtained from those personally slain. The Vodyany with the largest collection gains a great deal of respect among his peers, so they are very protective of their diabolical hoards. Vodyanoi are willing to gamble with the living only if the stakes are particularly large and the odds are highly in favor of the ruthless monsters.

Habitat: Vodyanoi lurk in fresh water rivers and lakes and are especially attracted to mills with water wheels. They despise these incessantly churning mechanisms because they interrupt the free flow of water that is this monster's main method of transport. Consequently, the Vodyanoi inflict as much damage as possible on any working mill.

Origin: The vodyany is a nebulous creature of Slavonic lore. Some tales describe them as bloodthirsty faery-like creatures with shape-changing abilities while others describe them as bloated corpse-like monsters with sorcerous powers. The legend of the rusalka is tied to that of the vodyanoi. Some stories relate that the vodyanoi 'rescue' drowning maidens by transforming them into rusalka.

Fun Facts: Although most undead have a fear of sunlight and suffer extreme injury from fresh water, Vodyanoi are completely unaffected by both. In fact, since undead have no need to breathe, Vodyanoi can remain underwater indefinitely.

The only way that a Vodyany can regain lost Hit Points is through the consumption of humanoid flesh. For every "meal" in which a Vodyany gorges himself on this fare, he regains 6 Hit Points.

Vodyanoi are able to cast the following Occult spells at will: Apply Grim Captivity to Eidolon, Disguise Creature, Empower Carbuncle Stone, Provide Swimming at Land

Speed, Unleash Aptly Deft Bloodlust, and Vex with Deft Vertigo. (See The Oculus of Occultism for details.) All spells are cast at spell ranks equal to the invoking Vodyany's Level.

Gifts: Aquatic Combat, Astral Vision, Spawn Undead Rusalka.

Durabilities: This creature is Immune to Bleeding, Blighting, Entrancing, Fatiguing, Freezing, Infernal, Internal, Intoxicating, Maladive, Rotting, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; Resistant to Enervating Effects; and Sensitive to Dehydrating Effects.

Keywords: fleshy, humanoid, man-eater, murderous, nocturnal, predator, revenant, undead

Traits: Lust for the Taste of Human Flesh

Attack Modes: Carnivorous Bite/Claw

Wealth Type: Hoard

Cunning: Alert

Move Modes: Run

Danger Tier: +1

Medium Vodyany Examples

Baseline Attributes

TN= 0; ST= 0; AG= 0; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 8)

TN= 2; ST= 2; AG= 2; CR= 1; PC= 1; HT= 0; IN= 0

HP=45; FP=34; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+16 | 9 | 26 | 25

Decent (Level 10)

TN= 2; ST= 2; AG= 2; CR= 2; PC= 1; HT= 0; IN= 1

HP=45; FP=34; Ward=1; SP=40 (run)

Att | Dam | Def | Stab: bite/claw=+18 | 9 | 28 | 27

Fit (Level 12)

TN= 2; ST= 3; AG= 3; CR= 2; PC= 1; HT= 0; IN= 1

HP=49; FP=34; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: bite/claw=+22 | 10 | 31 | 29

Laudable (Level 14)

TN= 3; ST= 3; AG= 3; CR= 3; PC= 1; HT= 0; IN= 1

HP=54; FP=34; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: bite/claw=+24 | 10 | 34 | 32

Outstanding (Level 16)

TN= 3; ST= 3; AG= 3; CR= 3; PC= 2; HT= 1; IN= 1

HP=54; FP=41; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: bite/claw=+26 | 10 | 36 | 35

Bestiary ~ W

Warg

Wargs resemble big bristly wolves. They have dark coats and cunning eyes which reveal a sinister intelligence far beyond that of common canines. The social order of Wargs is quite similar to that of the common wolf in that they group themselves into packs of about a half dozen to a dozen individuals led by a dominant male and an alpha female. Even so, they are moderately intelligent creatures and have a primitive dialect of their own made up of grunts, growls, yelps, barks, whistles, and howls. A few have even mastered a smattering of human words.

Due to their intelligence, fortitude, and speed, Wargs make excellent mounts. Their services are generally restricted mainly to goblins and their ilk, though. Even then, their loyalty is assured only as long as riches keep accumulating.

Habitat: Wargs lives in the deep forests, marshes, and fens of the Scandinavian countryside. They avoid human towns and dwellings as much as possible since men will usually kill Wargs on sight. When encountered in the wild, Wargs surround their prey in order to overpower them by sheer numbers.

Origin: The warg comes to us from Nordic legends and was originally derived from the terms varg or wearg, meaning outlaw. In Scandinavian lands, outlaws lived a wild life in the woods, wearing whatever furs they could trap. Often, the best they could obtain were wolf skins. Thus, the varg were associated with wolves and the Scandinavian werewolf (or ulfhamr).

Fun Facts: Killing the pack leader gives a 33% chance that the rest of the pack will scatter in confusion.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Wealth Type: Hoard. Wargs have a voracious appetite for gold. As such, they will waylay any encountered travelers that the pack leader decides is easy prey.

Keywords: blooded, canine, carnivore, fleshy, living, mammal, predator

Traits: Lust for Gold and Silver

Cunning: Simpleminded *Gifts:* Night Vision

Attack Modes: Carnivorous Bite *Danger Tier:* 0

Move Modes: Romp / Paddle

Large Warg Examples

Baseline Attributes

TN= 2; ST= 5; AG= -2; CR= -1; PC= 2; HT= -2; IN= -4

Adequate (Level 4)

TN= 4; ST= 6; AG= -1; CR= -1; PC= 2; HT= -2; IN= -4
HP=76; FP=32; Ward=2; SP=55 (romp) / 25 (paddle)
Att | Dam | Def | Stab: bite=+13 | 13 | 21 | 24

Decent (Level 6)

TN= 4; ST= 7; AG= 0; CR= -1; PC= 2; HT= -2; IN= -4
HP=83; FP=32; Ward=2; SP=60 (romp) / 30 (paddle)
Att | Dam | Def | Stab: bite=+17 | 14 | 24 | 26

Fit (Level 8)

TN= 4; ST= 8; AG= 0; CR= -1; PC= 2; HT= -1; IN= -4
HP=91; FP=34; Ward=2; SP=65 (romp) / 35 (paddle)
Att | Dam | Def | Stab: bite=+20 | 15 | 26 | 28

Laudable (Level 10)

TN= 5; ST= 8; AG= 0; CR= -1; PC= 3; HT= -1; IN= -4
HP=99; FP=38; Ward=2; SP=65 (romp) / 35 (paddle)
Att | Dam | Def | Stab: bite=+22 | 15 | 29 | 32

Outstanding (Level 12)

TN= 6; ST= 8; AG= 0; CR= -1; PC= 3; HT= -1; IN= -4
HP=108; FP=38; Ward=3; SP=65 (romp) / 35 (paddle)
Att | Dam | Def | Stab: bite=+24 | 15 | 32 | 35

Remarkable (Level 14)

TN= 6; ST= 8; AG= 1; CR= 0; PC= 3; HT= -1; IN= -4
HP=108; FP=38; Ward=3; SP=70 (romp) / 40 (paddle)
Att | Dam | Def | Stab: bite=+27 | 15 | 35 | 37

Superb (Level 16)

TN= 6; ST= 8; AG= 1; CR= 0; PC= 4; HT= -1; IN= -3
HP=108; FP=41; Ward=3; SP=75 (romp) / 45 (paddle)
Att | Dam | Def | Stab: bite=+29 | 15 | 37 | 40

Wondrous (Level 18)

TN= 6; ST= 8; AG= 1; CR= 0; PC= 5; HT= -1; IN= -3
HP=108; FP=45; Ward=3; SP=75 (romp) / 45 (paddle)
Att | Dam | Def | Stab: bite=+31 | 15 | 39 | 43

Were-Creature

A Were-Creature is a person who either suffers from a magical Curse of Lycanthropy or is infected with the disease of Lycanthropy⁵. Either way, their affliction forces them to periodically transform into a beast against their will. When this happens, there is no way to prevent the transformation. The forced transformation lasts several hours.

Most forms of lycanthropy cause the host to lose control of their mind while transformed. However, if a person is aware of their affliction, they may attempt to retain their mental faculties while in beast form. Every time a character attempts to retain awareness, allow them a Wisdom Check against a Threshold of 15. If the roll succeeds, the character retains control over their actions *this time*. Further, they retain some human characteristics while transformed. In essence, they become an anthropomorphic version of whatever bestial form they take. At a minimum, they retain the ability to speak and can grasp tools and/or weapons. (For complete details on how to handle anthropomorphic beasts, see the Bestial Anthropomorph Overlay in the Anthropomorph section of The Tome of Terrors.)

Once they have successfully retained their mental faculties in beast form, a were-creature can thereafter attempt to transform into their alternate beast form when desired. Although an infected *Avatar* cannot control their transformations, the person *playing* an infected Avatar can make it happen if they get some other player to recognize that they are role-playing their character's transformation. (Only the Avatars and their players have this restriction. Villains played by the Overlord can transform whenever they want to.)

The following were-creature descriptions entirely lack examples, because they merely describe how the disease and/or curse affects their hosts. Both the humanoids and the creatures they transform into are fully described elsewhere.

Assume that any NPC that escapes alive after having been bitten by a Were-Creature will inevitably become infected with the disease. The most common way Avatars are afflicted with lycanthropy is for them to be Overcome by a Were-Creature (as it is one of the potential consequences that can be chosen on the Guts and Glory Tables in The Rules Reference).

Durabilities: While in beast form, **Were-Creatures** retain the same Durabilities they possess when in non-beast form. While in beast form, though, a Were-Creature can only be hit by magic weapons and weapons fashioned from silver.

Danger Tier: Variable

Were-Bear Overlay

A Were-Bear is a person cursed to transform into a bear during the day and return to humanoid form only at night. Unlike most other strains of the disease, bear-lycanthropy never impairs the mind of its hosts. Consequently, although Were-Bears are shunned by society due to fear of infection, they are rarely hunted down aggressively unless they make a general nuisance of themselves by feeding on the peasantry's livestock.

Despite the fact that **Were-Bears** are unwelcome in towns and cities, hermits and peasants in secluded rural areas often accept them as eccentric neighbors. It is probably due to this small acceptance that were-bears are well known for their good manners and occasionally heroic acts. No Were-Bear is trusting of strangers, but neither are they overly hostile.

Habitat: Were-Bears dwell in northerly climes where the winters are harsh and the summers bountiful. They are equally at home in the mountains, fjords, and forests but always require an expansive hunting range.

Origin: Tales of shape-shifters appear throughout the world, and are especially prevalent in Scandinavian and Slavic areas. Tales of the were-bear, or Bjornhamr, come to us from Scandinavian fairy-tales in which a prince named Bjorn was cursed to the life of a were-bear, living every day as a bear and only transforming into a man at night. J.R.R. Tolkien popularized were-bears in his classic The Lord of the Rings trilogy.

Fun Facts: Upon every sun-rise, any person afflicted with this form of lycanthropy transforms into a horrifying bear. They remain in that form until sunset, when their human form returns. The unfortunate individual cannot prevent their transformations, which work similarly to the Eldritch skill Shift to Ghastly Bear Form, where the bear has a size category that most closely matches that of the humanoid form, and the skill rank equals the character's Level. The description for Ghastly Bear is found in The Tome of Terrors. Fortunately, Were-Bears always retain their mental faculties while transformed. They also retain the ability to speak, walk upright, and use tools and/or weapons.

Traits: Strong Affinity for the Taste of Honey. Although the infected *character* cannot control their transformations, the person *playing* the character can make it happen if they get some other player to recognize that the infected character is acting out the trait: Slowly Turning into a Bear.

Gifts: Chattering with Bears.

Keywords: blooded, fleshy, infectious, lycanthrope, humanoid, living, mammal, nocturnal, shape-shifter

⁵ In Greek mythology, Lycaon was the king of Arcadia. He was honored by Zeus as a guest in Olympus. To test whether Zeus was actually omniscient, Lycaon tried to trick Zeus. So, he killed his own son, Nyctimus, and served him as a stew to the gods. Before consuming the meal, the gods became aware of Lycaon's evil deed. Zeus turned Lycaon and his offspring into wolves. Lycanthropy is named after this accursed murderer.

Were-Boar Overlay

A Were-Boar⁶ is a person afflicted with one of the worst forms of lycanthropy. The boar forms the hosts are forced to assume are ugly, smelly beasts with no redeeming qualities whatsoever. Their complexions are warty and they have all the patience of killer bees. They are not man-eaters, but are extremely territorial.

The disease that distorts their bodies also has a profound impact on the psyche. Anyone infected as a Were-Boar will quickly adopt boorish manners and a hatred for civilization. In fact, they are only truly comfortable among those of their own kind. Over time, a Were-Boar's demeanor will slowly creep toward a dark, wild bent.

Habitat: **Were-Boars** are hermitish creatures, shunning the societies that despise them. They will often congregate in secluded communities deep within dense forests.

Origin: Shape changers having the ability to transform themselves into wild boars are especially common in the folklore of Scandinavian and Slavic lands.

Fun Facts: A Were-Boar will spontaneously transform into a horrifying boar in times of stress at a rate of about once per month. The transformation acts similarly to the Eldritch skill Shift to Ghastly Boar Form, where the boar has a size category that most closely matches that of the humanoid form, and the skill rank equals the character's Level. The description for Ghastly Boar is found in The Tome of Terrors.

If a Were-Boar is aware of their affliction, they may attempt to control their transformations as describe in the Were-Creature introduction. Every time a character attempts to prevent their metamorphosis, allow them a Heart Check against a Threshold of 20. If the roll succeeds, the character foregoes their terrible transmutation into a boar *this* time.

A Were-Boar may attempt to retain their mental faculties while transformed as described in the Were-Creature introduction.

Gifts: Chattering with Boars.

Traits: Any Were-Boar who is unable to retain awareness in boar form suffers from an Uncontrollable Lust for Slop. Although the infected *character* cannot control their transformations, the person *playing* the character can make it happen if they get some other player to recognize that the infected character is acting out the trait: Slowly Turning into a Boar.

Keywords: anti-social, blooded, fleshy, infectious, lycanthrope, humanoid, living, mammal, nocturnal, shape-shifter, split personality, territorial

Were-Hyena Overlay

A Were-Hyena is a person infected with a canine strain of lycanthropy similar to that afflicting werewolves. The disease periodically mutates its victim into ravenous bloodthirsty hyenas. The infected victim can initially recall no events that transpired in hyena form. Indeed, several months may pass before they are even aware of their affliction. The hyena lycanthropy strain forces the victim to transform every night from midnight until dawn.

Were-Hyenas have unusually strong pack instincts. They have great animosity for all outsiders and strong affinities for those of their kind. Because of this, Were-Hyenas seek out fellow practitioners of their trades and/or professions to purposefully infect and adopt into their packs. Lycanthropy epidemics have been known to infect entire witch covens and blacksmith guilds. Humans infected with the disease become unusually hairy, have blood-shot eyes, and emit high-pitched laughs similar to those of common hyenas.

There is one strain of Hyena Lycanthropy that is particularly nasty. The beasts don't devour their victims. Rather, they suck every drop of blood from their victims' bodies. Some sages surmise that this rare vampiric strain produces a form of undead were-creature, but nobody knows for certain.

Habitat: Were-Hyenas are most prevalent in the same desert environs that common hyenas dwell.

Origin: The were-hyena comes from northern and eastern Africa in the regions of Morocco, Ethiopia, Sudan, and Tanzania. They were also known in Persia, where they were known as Kaftar.

Fun Facts: A Were-Hyena will spontaneously transform into a horrifying hyena when exposed to moonlight. Even if a person is aware of their affliction, they are entirely unable to prevent their transformation. The transformation acts similarly to the Eldritch skill Shift to Ghastly Canine Form, where the skill rank equals the character's Level. The description for Ghastly Canine is found in Monsters of the Mediterranean.

Were-Hyenas can, however, attempt to retain their mental faculties as described in the Were-Creature introduction.

Further, the bite of a Were-Hyena may heal the beast, as the Occult spell Obtain Dire Vampiric Bite.

Gifts: Chattering with Hyenas.

Traits: Any Were-Hyena who is unable to retain awareness in hyena form will suffer from an Uncontrollable Lust for the Taste of Human Flesh. Although the infected *character* cannot control their transformations, the person *playing* the character can make it happen if they get some other player to recognize that the infected character is acting out the trait: Slowly Turning into a Hyena.

Keywords: blooded, canine, fleshy, humanoid, infectious, living, lycanthrope, mammal, man-eater, nocturnal, predator, shape-shifter, split personality

⁶ Despite the low esteem in which Were-Boars are held, they should not be confused with the lowest lycanthrope form: the were-bore. These hideous monsters will invade your living rooms disguised as relatives or door-to-door salesmen and will quickly reveal their true natures while keeping you paralyzed with apathy.

Were-Leopard Overlay

A Were-Leopard is a person afflicted with a form of lycanthropy that periodically warps its host's body into the form of a spotted leopard. The transformation often impairs the mental faculties of the cursed individual, who will subsequently revert to the behaviors of a wild, hungry predator. Since were-leopards are merely diseased men, they tend to inhabit populated areas. Consequently, the bloody scene of a big-cat attack on a merchant or townsman is a strong indicator that a were-leopard lives nearby.

Even through **Were-Leopards** are despised by the general populous, their superb combative skills often allow them to quickly gain power in areas where petty tyrants can rise unchallenged. The disease also has a stung influence on the personalities of those infected. Over time, the individual's disposition will slowly become wild and predatory.

Habitat: Were-Leopards are found in all areas where their common big-cat cousins dwell. In feline form, these dangerous predators prowl through forests, underbrush, jagged hillsides, and scrub. Even so, they are rarely encountered far from human towns and townships.

Origin: Legends of men changing into the forms of leopards are known wherever the big cats have lived. As such, they were commonly known in Eastern Africa and in the Middle East.

Fun Facts: A Were-Leopard will spontaneously transform into a horrifying leopard in times of stress at a rate of about once per month. Even if a person is aware of their affliction, they are entirely unable to prevent their transformation. The transformation acts similarly to the Eldritch skill [Shift to Ghastly Feline Form](#), where the cat has a size category that most closely matches that of the humanoid form, and the skill rank equals the character's Level. The description for [Ghastly Feline](#) is found in [The Tome of Terrors](#).

A Were-Leopard may attempt to retain their mental faculties while transformed as described in the [Were-Creature](#) introduction.

Further, the bite of a Were-Leopard may heal the beast, as the Occult spell [Obtain Dire Vampiric Bite](#).

Gifts: [Chattering with Cats](#).

Traits: Any Were-Leopard who is unable to retain awareness in feline form will suffer from an Uncontrollable Lust for the Taste of Human Flesh. Although the infected *character* cannot control their transformations, the person *playing* the character can make it happen if they get some other player to recognize that the infected character is acting out the trait: Slowly Turning into a Leopard.

Keywords: blooded, feline, fleshy, infectious, lycanthrope, humanoid, living, mammal, shape-shifter, split personality

Were-Owl Overlay

Were-Owls are ordinary people who have been cursed with a strain of lycanthropy that nightly disfigures its host's form into that of an owl. Even though Were-Owls retain their human shapes during the day, they are exceedingly lonely individuals. The powerful predatory instincts of the nocturnal raptors drive Were-Owls to stay active during the night, forcing them to rest through the majority of the day.

Fortunately, Were-Owls find it far easier than most lycanthropes in hiding their affliction. Many even dare the lives of city dwellers. It certainly helps that owl-lycanthropy does not transform its victims into horrible blood-thirsty monsters. Even so, it does subtly affect its host's personality. The owl-like perceptiveness gained by this affliction eventually makes them realize just how stupid their friends really are.

Habitat: Were-Owls are nocturnal, sleeping in human habitation during the day and hunting in owl-form at night.

Origin: Were-owls are among the rarest of lycanthrope types in folklore. One such example appears in *The Golden Ass* written by Apuleius of ancient Greece. In this romance, the were-owl is presented as a witch who transforms herself through magical ointments and spells.

Fun Facts: Were-Owls are Immune to all but silver and magical weapons. In addition, in owl form, they have excellent Night Vision.

Upon every sun-set, a person afflicted with the owl-strain of lycanthropy will transform into the form of a horrifying owl. They will remain in that form until the sun rises once again, when their human form is restored. The unfortunate individual is entirely unable to prevent these transformations. The transformation acts similarly to the Eldritch skill [Shift to Ghastly Raptor Form](#), where the skill rank equals the character's Level. (For stats, use the [Common Raptor](#) description, found in [The Tome of Terrors](#)). Fortunately, Were-Owls always retain their mental faculties while transformed. They are also anthropomorphic, in that they retain the ability to speak and use tools and/or weapons.

Gifts: [Chattering with Raptors](#).

Traits: Over time, all Were-Owls slowly adopt the Personality Trait: "I'm surrounded by morons". Although the infected *character* cannot control their transformations, the person *playing* the character can make it happen if they get some other player to recognize that the infected character is acting out the trait: Slowly Turning into an Owl.

Keywords: avian, blooded, fleshy, infectious, lycanthrope, humanoid, living, nocturnal, shape-shifter, split personality

Were-Tiger Overlay

A Were-Tiger is a human or half-human infected with the particular strain of lycanthropy that periodically transforms its host into a tiger. When a Were-Tiger assumes its feline shape, it has a voracious appetite. Those infected for a year or two usually have control over their blood-thirst but those newly cursed have no such luxury. These wild-eyed cats will prowl the city streets for prey and all too often find it in a helpless youth. While the amnesia brought on by the metamorphosis of a newly infected Were-Tiger may seem a blessing, the eventual shock at discovering its horrific nocturnal habits often drives these disease-ridden souls to suicide. Those that do not kill themselves undergo a dramatic personality change. Their actions slowly become more and more violent, forcing their demeanors to shift toward evil.

Habitat: **Were-Tigers** are prevalent wherever tigers exist. Like its more mundane tiger kindred, they are most comfortable in deep, dark jungles and in dense underbrush. Since were-tigers are nothing more than diseased humans, they are usually encountered near human habitation.

Origin: Also known as a Jadian, the Were-Tiger is prevalent in India, Asia, and West Africa. The mechanisms by which individuals transform are confused in literature. Some legends assert that it is a voluntary process while others describe shape shifting as a curse. Because the tales are so mixed, they lend themselves to being categorized as a disease which is initially uncontrollable but which becomes manageable with experience.

Fun Facts: A Were-Tiger will spontaneously transform into a huge horrifying tiger in times of stress at a rate of about once per month. Even if a person is aware of their affliction, they are entirely unable to prevent their transformation. The transformation acts similarly to the Eldritch skill Shift to Large Ghastly Feline Form, where the skill rank equals the character's Level. A description of Ghastly Feline can be found in The Tome of Terrors.

A Were-Tiger may attempt to retain their mental faculties in bestial form as described in the Were-Creature introduction.

Further, the bite of a Were-Tiger may heal the beast, as the Occult spell Obtain Dire Vampiric Bite.

Gifts: Chattering with Cats.

Traits: Any Were-Tiger that is unable to retain awareness in tiger form will suffer an Uncontrollable Lust for the Taste of Human Flesh. Although the infected *character* cannot control their transformations, the person *playing* the character can make it happen if they get some other player to recognize that the infected character is acting out the trait: Slowly Turning into a Tiger.

Keywords: blooded, carnivore, feline, fleshy, humanoid, infectious, living, lycanthrope, man-eater, nocturnal, predator, shape-shifter, split personality, territorial

Wealth Type: Monetary

Cunning: Alert

Were-Wolf Overlay

Werewolves are people infected with a canine strain of lycanthropy, which periodically mutates them into ravenous cannibalistic wolves. The infected victim can initially recall no events that transpired in wolf form. Indeed, several months may pass before they are even aware of their affliction.

The disfiguring disease makes its host particularly sensitive to moonlight. A **Werewolf** exposed to a sufficiently bright moon will undergo a grueling and painful metamorphosis. Thus, most werewolves terrorize the countryside on nights with full moons, although this is not always the case (such as when clouds completely obscure the nighttime sky). The longer a werewolf goes without experiencing an episode, the greater their sensitivity to moonlight becomes. Fortunately, a single night of ravenous bloody feasting gives the tortured soul a month-long respite from their curse.

Habitat: Since Werewolves are nothing more than men and women afflicted with a terrible contagious disease, these bloodthirsty predators are almost always encountered roaming the countryside near human towns and villages.

Origin: Tales of shape-shifters and lycanthropy were ubiquitous throughout the ages in European mythology and folklore. Werewolves, in particular, were especially common in Scandinavia, England, and France⁷. The term lycanthropy derives from the name of the infamous Greek character Lycaeon who was cursed and transformed by Zeus after the insolent mortal fed human flesh to the gods.

Fun Facts: A **Werewolf** will spontaneously transform into a horrifying wolf when exposed to a full moon. Even if a person is aware of their affliction, they are entirely unable to prevent their transformation. The transformation acts similarly to the Eldritch skill Shift to Ghastly Canine Form, where the wolf has a size category that most closely matches that of the humanoid form, and the skill rank equals the character's Level. The description for Ghastly Canine is found in The Tome of Terrors.

A Werewolf may attempt to retain their mental faculties in bestial form as described in the Were-Creature introduction.

Further, the bite of a Werewolf may heal the beast, as the Occult spell Obtain Dire Vampiric Bite.

Gifts: Chattering with Wolves.

Traits: Any Werewolf who is unable to retain awareness in wolf form will suffer from an Uncontrollable Lust for the Taste of Human Flesh. Although the infected *character* cannot control their transformations, the person *playing* the character can make it happen if they get some other player to recognize that the infected character is acting out the trait: Slowly Turning into a Wolf.

Keywords: blooded, canine, fleshy, humanoid, infectious, living, lycanthrope, mammal, man-eater, nocturnal, predator, shape-shifter, split personality

⁷ The French term for werewolf is "Loup-Garou".

White Lady

White Ladies are ghostly undead spirits that seem to shimmer with a tenuous white light. They are said to arise from the souls of saintly women who suffered greatly in life by the evil acts of close friends or relatives. The vast majority of these spirits are those of goodly women, who were beaten horribly by their abusive husbands. Consequently, the term ‘white lady’ has virtually usurped the term ‘white phantom’ in common usage. White Ladies are usually dressed in long billowy dresses and wear white headbands or veils. White ‘gentlemen’ have also been seen, but the nature of their rising is less certain. These specters are so different from other undead forms that they are often mistaken for ethereal fairies such as sylphs.

Most of these good spirits have undertaken some important quest that went unfulfilled in life. In death, they either act to fulfill their unsatisfied mission or, if that is impossible, find some way to make up for their short-comings in life. Unfortunately, they are incapable of speech, and are restricted from communicating directly what they need. So, they must resort to providing subtle hints and clues to any ally.

White Ladies are loathe to inflict injury to the living, and will refuse to do so regardless of circumstances. However, they are likely to help anyone that assists them in the tasks they need to complete in order to leave the mortal realm and find final rest.

Habitat: These unusual specters are commonly found in enchanted forests and in areas that have nostalgic or sentimental significance due to important events of their former lives.

Origin: White Ladies are found throughout European folklore, most notably that of Germany and Britain. Interestingly enough, the old Celtic name ‘Gwenhwyar’ can be translated as “White Phantom.” The modern spelling of this name is “Guinevere,” which suggests forgotten connections between these good specters and Arthurian legend. We are sad to report though, that, as far as we can tell from our research, there never actually existed a friendly ghost named Casper.

Fun Facts: White Ladies are Undead with the Spectral Condition. (See the Creature Conditions section of The Overlord’s Omnibus for details.)

These good spirits are intolerant of malicious spirits. Whenever one of these is encountered (and recognized as such), the White Lady will do its best to send it to its final rest. To do so, it is equipped with the ability to cast the Occult spells Invoke Grief of Fell Elevation and Invoke Bane of Fell Ectoplasmic Drain.

White Ladies may also cast the following Pagan spells: Blinding Aura, Healing Touch, Lift Curse, and Mend Bone. They can also cast the Occult spell Provoke Able Levitation. All spells are cast at spell ranks equal to their Levels.

If a White Lady is Overcome, it is temporarily dispersed, but it is not destroyed. The Specter will rise again in about a week.

Durabilities: This creature is Immune to Acidic, Bleeding, Blighting, Crushing, Dehydrating, Entrancing, Fatiguing, Freezing, Internal, Intoxicating, Maladive, Non-Magical, Petrifying, Righteous, Rotting, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; Sensitive to Quieting Effects; and Highly Sensitive to Infernal Effects.

Keywords: humanoid, specter, undead

Wealth Type: Incidental

Cunning: Alert

Attack Modes: Shove

Move Modes: Waft

Gifts: Astral Vision

Size: Medium

Danger Tier: +1

Medium White Lady 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= 1; HT= 0; IN= 2

HP=32; FP=34; Ward=0; SP=35 (waft)

Att | Dam | Def | Stab: shove=+9 | 1 (setback) | 19 | 19

Decent (Level 6)

TN= 0; ST= 0; AG= 1; CR= 1; PC= 1; HT= 0; IN= 3

HP=32; FP=34; Ward=0; SP=35 (waft)

Att | Dam | Def | Stab: shove=+11 | 1 (setback) | 21 | 21

Fit (Level 8)

TN= 0; ST= 1; AG= 2; CR= 1; PC= 1; HT= 0; IN= 3

HP=35; FP=34; Ward=0; SP=40 (waft)

Att | Dam | Def | Stab: shove=+15 | 3 (setback) | 24 | 23

Laudable (Level 10)

TN= 0; ST= 1; AG= 2; CR= 1; PC= 1; HT= 2; IN= 3

HP=35; FP=41; Ward=0; SP=40 (waft)

Att | Dam | Def | Stab: shove=+17 | 3 (setback) | 26 | 25

Model (Level 12)

TN= 0; ST= 2; AG= 2; CR= 1; PC= 1; HT= 3; IN= 3

HP=38; FP=45; Ward=0; SP=40 (waft)

Att | Dam | Def | Stab: shove=+20 | 4 (setback) | 28 | 27

Outstanding (Level 14)

TN= 0; ST= 3; AG= 3; CR= 1; PC= 1; HT= 3; IN= 3

HP=41; FP=45; Ward=0; SP=45 (waft)

Att | Dam | Def | Stab: shove=+24 | 6 (setback) | 31 | 29

White Stag

White Stags appear as ordinary male deer with bright white coats. They are remarkably shy creatures that are loathe to show themselves to mortal eyes. However, they are also quite good and will endeavor to right any wrongs or injustices they encounter. Their combative abilities are limited, however, so their ordinary tactic is to seek assistance by drawing attention to the evil happenings.

The manner in which they 'recruit' help is quite novel. Being good creatures, they do not want to place a good shepherd or hunter in a situation that the stag believes would be suicidal. Thus, the stag will test the potential recruit's skills. It does this primarily by showing itself and drawing the 'applicant' into a chase, during which the stag will use whatever tricks and maneuvers that it feels are necessary to validate the candidate's fitness. If the test is not passed, the stag will simply bound away leaving its pursuer none the worse for wear. If the test is passed, however, the stag will lead the recruit to the site of wrongdoing. Since 'passing the test' often means the stag will be inflicted with some life-threatening wound, White Stags do not enter into these contests lightly.

Powdered White Stag antler acts as an aphrodisiac similar to the Occult spell Concoct Philter of Love.

White Stags are loathe to attack, preferring a quick escape to combat. However, they will defend themselves if forced to do so.

Habitat: White Stags are timid, gentle creatures that are most often encountered in forests. They are especially prevalent in enchanted forests. Oddly enough, they can occasionally be spotted in black or undead forests if they become aware of a terrible injustice that needs immediate attention.

Origin: Stags, or harts, are used as symbols of the Otherworld in Celtic, Nordic, and Greek mythologies. It was highly important to the Celtic god Cernunnos as a guide to lead the souls of the newly dead to the underworld and as a symbol of sunlight. The Norse associated its branching antlers with the Tree of Life, Yggdrasil. It was also held as sacred by the Greek Goddesses Artemis, Aphrodite, Athena, and Diana. The stag was often used in heraldry as well to represent piety. In fairy tales, stag hunts would often end in some supernatural adventure.

Fun Facts: White Stags continually produce a dim white glow that is anathema to Undead and evil spirits (Treat this aura as if it were the Mystic Power Enervating Halo cast at a spell rank equal to the stag's Level). This glow is virtually undetectable during daylight hours, but is quite apparent at night.

White Stags have an exceptional jumping ability that can be performed at will. Treat this as the Occult spell Invoke Able Hare's Leap (cast at a spell rank equal to the stag's Level).

White Stags have remarkable recuperative abilities. They

can effectively regenerate 1 point of physical damage sustained every Round. Unfortunately, its healing powers cannot restore the stag's life once it is slain.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Metaphysical, Quieting, Righteous, and Sunshining Effects; and Highly Sensitive to Infernal Effects.

Keywords: blooded, fleshy, herbivore, living, mammal

Traits: Affinity toward Elves *Gifts:* Night Vision

Wealth Type: Incidental *Cunning:* Clever

Attack Modes: Antlers/Hoof *Move Modes:* Gallop

Danger Tier: +2

Medium White Stag Examples

Baseline Attributes

TN= 0; ST= 3; AG= 2; CR= 0; PC= 2; HT= 4; IN= 3

Adequate (Level 4)

TN= 2; ST= 5; AG= 2; CR= 0; PC= 2; HT= 4; IN= 3

HP=59; FP=53; Ward=1; SP=70 (gallop)

Att | Dam | Def | Stab: antlers/hoof=+15 | 13 | 22 | 22

Decent (Level 6)

TN= 3; ST= 6; AG= 2; CR= 0; PC= 2; HT= 4; IN= 3

HP=70; FP=53; Ward=1; SP=75 (gallop)

Att | Dam | Def | Stab: antlers/hoof=+18 | 14 | 25 | 25

Fit (Level 8)

TN= 3; ST= 6; AG= 2; CR= 0; PC= 4; HT= 4; IN= 3

HP=70; FP=64; Ward=1; SP=80 (gallop)

Att | Dam | Def | Stab: antlers/hoof=+20 | 14 | 27 | 29

Laudable (Level 10)

TN= 4; ST= 6; AG= 2; CR= 0; PC= 4; HT= 4; IN= 3

HP=76; FP=64; Ward=2; SP=80 (gallop)

Att | Dam | Def | Stab: antlers/hoof=+22 | 14 | 30 | 32

Model (Level 12)

TN= 4; ST= 7; AG= 2; CR= 0; PC= 4; HT= 4; IN= 3

HP=83; FP=64; Ward=2; SP=85 (gallop)

Att | Dam | Def | Stab: antlers/hoof=+25 | 15 | 32 | 34

Outstanding (Level 14)

TN= 4; ST= 7; AG= 2; CR= 0; PC= 5; HT= 4; IN= 4

HP=83; FP=69; Ward=2; SP=85 (gallop)

Att | Dam | Def | Stab: antlers/hoof=+27 | 15 | 34 | 37

Wight

Wights are undead horrors risen from their graves of fallen warriors. Their lifeless flesh is black from death's touch and is often bloated. Witnesses have described these monsters as "swollen to the size of an ox and black as Hell." In addition, their eyes glow with a pallid unearthly light. A wight's skin is cold to the touch, more akin to clay than living flesh, and it is exceptionally resistant to damage.

Being well past the vanities of life, Wights have little concern about personal hygiene. Their hair is wild and unkempt and they are surrounded by the sickly sweet odor of death and decay. Their nails are overgrown and would make effective weapons in their own right. However, most wights were powerful warriors in life, and so prefer to wield the weapons in which they are highly trained.

Habitat: Wights inhabit the burial mounds in which they were laid to rest. The most elaborate of these "barrows" bury the honored warrior in their favored ship (i.e. a viking longboat) along with their valuables. Often, their warhorse and perhaps a servant were sacrificed and placed along with them for company in the afterlife. This entire assembly was then buried under several yards of dirt and clay. Obviously, only the most honored of warriors would warrant so magnificent a send-off. It is said that these mounds sometimes give off a baleful eerie glow at night.

Gifts: Astral Vision, Medieval-Style Fighting, Moderate Natural Armor

Further, Wights have the gifts of Spawn Undead Ankou and Spawn Undead Ghastly Skeleton, which they will use on any fresh corpses they encounter (particularly those it personally killed). See The Character Compendium for details. The Ghastly Skeleton can be found in The Tome of Terrors.

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.

Origin: The word "wight" originated as a vague Germanic term meaning "creature." Over time, it took on a more supernatural meaning. The Celts used the related terms wicht and wichtln to refer to dangerous faeries. The word "wight" was eventually applied to the Scandinavian draugr (also known as a haugbui), which was the walking corpse of a Nordic warrior. These great warriors were laid to rest in barrows, or burial mounds, which explains J. R. R. Tolkien's use of "barrow wights" into his classic tale The Hobbit.

Keywords: fleshy, humanoid, nocturnal, revenant, undead

Attack Modes: Melee Weapon or Range Weapon or Longsword/Shield or Axe/Shield or Bow or Claw/Kick

Wealth Type: Hoard

Cunning: Alert

Traits: Aversion to Sunlight

Danger Tier: +2

Move Modes: Run

Medium Wight Examples

Baseline Attributes

TN= 4; ST= 3; AG= 0; CR= 0; PC= 0; HT= 0; IN= 0

Adequate (Level 8)

TN= 5; ST= 5; AG= 0; CR= 1; PC= 2; HT= 1; IN= 1

HP=76; FP=41; Ward=9; SP=40 (run)

Att | Dam | Def | Stab: melee=+13 +tempo | weapon+5 | 19+parry | 25+parry; or range=+11 +tempo | weapon | 19+gap | 25+gap; or longsword/shield=+15 | 13 | 25 | 29; or axe/shield=+15 | 14 | 25 | 29; or bow=+14 | 5 | 19 | 25; or claw/kick=+17 | 10 | 23 | 29

Decent (Level 10)

TN= 6; ST= 6; AG= 0; CR= 1; PC= 2; HT= 1; IN= 1

HP=91; FP=41; Ward=10; SP=45 (run)

Att | Dam | Def | Stab: melee=+16 +tempo | weapon+6 | 22+parry | 28+parry; or range=+13 +tempo | weapon | 22+gap | 28+gap; or longsword/shield=+18 | 14 | 28 | 32; or axe/shield=+18 | 15 | 28 | 32; or bow=+16 | 5 | 22 | 28; or claw/kick=+20 | 11 | 26 | 32

Fit (Level 12)

TN= 6; ST= 6; AG= 1; CR= 1; PC= 3; HT= 1; IN= 1

HP=91; FP=45; Ward=10; SP=50 (run)

Att | Dam | Def | Stab: melee=+19 +tempo | weapon+6 | 25+parry | 31+parry; or range=+16 +tempo | weapon | 25+gap | 31+gap; or longsword/shield=+21 | 14 | 31 | 35; or axe/shield=+21 | 15 | 31 | 35; or bow=+19 | 5 | 25 | 31; or claw/kick=+23 | 11 | 29 | 35

Laudable (Level 14)

TN= 6; ST= 6; AG= 1; CR= 2; PC= 3; HT= 1; IN= 1

HP=91; FP=45; Ward=10; SP=50 (run)

Att | Dam | Def | Stab: melee=+21 +tempo | weapon+6 | 27+parry | 33+parry; or range=+19 +tempo | weapon | 27+gap | 33+gap; or longsword/shield=+23 | 14 | 33 | 37; or axe/shield=+23 | 15 | 33 | 37; or bow=+22 | 5 | 27 | 33; or claw/kick=+25 | 11 | 31 | 37

Outstanding (Level 16)

TN= 7; ST= 7; AG= 1; CR= 2; PC= 3; HT= 1; IN= 1

HP=108; FP=45; Ward=10; SP=50 (run)

Att | Dam | Def | Stab: melee=+24 +tempo | weapon+7 | 30+parry | 36+parry; or range=+21 +tempo | weapon | 30+gap | 36+gap; or longsword/shield=+26 | 15 | 36 | 40; or axe/shield=+26 | 16 | 36 | 40; or bow=+24 | 5 | 30 | 36; or claw/kick=+28 | 12 | 34 | 40

Wild Huntsman

A loud blare from their horn and the howling of their dogs signals the approach of a Wild Huntsman (toot-toot-toot-TAAAA bur-WAAA). While a Wild Huntsman usually contents themselves with a stag or boar, they prefer the greater challenge of human quarry. They have a dark countenance whose features are rarely seen on the nights they venture forth. Except for the huntsman's fiery green eyes, they are seen only as a dark silhouette. Only appearing at night, their black outline usually shows horns or antlers sprouting from their head. Nobody is certain whether the horns grow from the huntsman's head or are merely worn as ornaments.

As these hunters are sportsmen, they only chase those 'willingly' joining the hunt by fleeing at the sound of their horn. Once they have killed their quarry, the huntsman will depart into the woods until the next evening. They are not a gladiator and will only laugh at those that suggest they stand and fight. They generally use spears and bows in their pursuit of prey.

If slain, the huntsman will fade away, leaving weapons and armor behind. A holy symbol of Cernunnos or Odin is often found inscribed on the horn or spear.

Habitat: **Wild Huntsmen** are found wherever the hunting is good. Consequently, they prefer forests but are equally comfortable chasing big game across grassy plains.

Origin: Wild Huntsmen are feared throughout northern Europe (including Scandinavia, Germany, and England). It seems as if each province has its own dark forest haunted by one of these terrible faeries. Most wild huntsman tales descended from myths concerning the Nordic god Woden (Odin). In their early forms, these stories described Woden periodically riding across the sky mounted on his magnificent white steed and bringing doom to all those unfortunate enough to see the spectacle. The similarity of the Wild Huntsman to the Celtic god Cernunnos, however, is striking. Some historians believe that the resemblance cannot be discounted as mere coincidence and ascribe at least some aspects of the tales to the horned god.

Fun Facts: All Wild Huntsmen have the skill of Tracking, which they perform at skill ranks equal to their Levels. In fact, most are believed to possess all of the wilderness skills of a woodsman or scout. In addition, a Wild Huntsman has the following magical abilities that they use as the Occult spells at ranks equal to their Level:

- Invoke Fell Roar of Great Size to all hearing the blare of their hunting horn.
- Flaunt Shadow Form at will.
- Manifest Gaze of Fell Ineffable Awe to all who meet their gaze.

A Wild Huntsman is usually accompanied by a pack of several dogs, wolves, or wargs. They train these beasts to track by scent so that prey rarely escapes. Each trained

canine gives them an Edge while Tracking, up to a maximum of 3 Edges. These beasts have Levels about 2 lower than their master's and will always fight to the death in their defense (but are usually treated as mooks).

While most huntsmen prefer to track their prey on foot, occasionally one will take a Phouka as a steed. The Phouka will have a Level commensurate with the hunter's.

Durabilities: This creature is Immune to Blighting, Captivating, Enervating, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Keywords: blooded, faery, fleshy, humanoid, living, predator

Attack Modes: Spear or Throwing Spear or Bow or Punch/Kick

Wealth Type: Incidental

Cunning: Clever

Traits: Delights in the Hunt

Gifts: Night Vision

Move Modes: Run

Danger Tier: +1

Medium Wild Huntsman Examples

Baseline Attributes

TN= 1; ST= 1; AG= 1; CR= 1; PC= 1; HT= 1; IN= 1

Adequate (Level 8)

TN= 1; ST= 2; AG= 4; CR= 2; PC= 3; HT= 2; IN= 1

HP=41; FP=49; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: spear=+18 | 5 | 27 | 26; or throwing spear=+16 | 4 | 23 | 22; or bow=+16 | 5 | 23 | 22; or punch/kick=+18 | 7 | 24 | 23

Fit (Level 10)

TN= 1; ST= 3; AG= 4; CR= 2; PC= 4; HT= 2; IN= 1

HP=45; FP=53; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: spear=+21 | 6 | 29 | 29; or throwing spear=+19 | 4 | 25 | 25; or bow=+19 | 5 | 25 | 25; or punch/kick=+21 | 8 | 26 | 26

Laudable (Level 12)

TN= 2; ST= 3; AG= 4; CR= 3; PC= 4; HT= 2; IN= 1

HP=49; FP=53; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: spear=+23 | 6 | 32 | 32; or throwing spear=+22 | 4 | 28 | 28; or bow=+22 | 5 | 28 | 28; or punch/kick=+23 | 8 | 29 | 29

Outstanding (Level 14)

TN= 2; ST= 4; AG= 4; CR= 3; PC= 4; HT= 3; IN= 1

HP=54; FP=58; Ward=1; SP=60 (run)

Att | Dam | Def | Stab: spear=+26 | 7 | 34 | 34; or throwing spear=+24 | 4 | 30 | 30; or bow=+24 | 5 | 30 | 30; or punch/kick=+26 | 9 | 31 | 31

Will-o'-Wisp

A **Will-o-Wisp** is a ghostly ball of light resembling a candle flame. Normally these spirits are encountered bobbing about swampy areas although no one knows why they have a fondness for such environs. Here they lure travelers into danger (in much the same way as the Jack-o'-Lantern). Consequently, they are viewed as portents of death. The motive for their unscrupulous behavior is unknown. It may be that the will-o'-wisp feeds on the fleeing souls of those lead to their deaths.

Habitat: Since **Will-o-Wisps** are ghostly spirits, they frequent all of the standard undead haunts. Even so, they are most often encountered bobbing and darting through the reeds and cattails of marshes and swamps.

Origin: The **Will-o'-Wisp** is known by many names: Corpse Candle, Jack-o-lantern, Ignus Fatuus, Feu Follet, Ghost Light, Spunkie, and Will-o-Wyke. They are believed to arise from a variety of sources. One of the most common beliefs is that they are the wandering souls of un-baptized babies. Modern science has provided the unromantic notion that the Will-o'-Wisp is nothing more than burning methane sporadically being released from decaying matter submerged in the swamp's murky waters, also known as swamp gas.

Fun Facts: **Will-o'-Wisps** are Ghostly Undead. (See the Creature Conditions section of The Overlord's Omnibus for details.)

Will-o'-Wisps have an ability similar to the occult spell Flaunt Great Aura of Dire Fascination. Treat the ability as if cast at a spell rank equal to the Wisp's Level. This ability can be used only if the wisp is visible.

The Will-o'-Wisp has a voracious appetite for magical energy. When hungry, it acts as a sort of roving magic sink that sucks in any nearby spells. Treat this power as if it were a Pitch Magic Reduction Vortex of Great Size cast at a spell rank equal to half the spirit's Level. (See the Occult spell in The Oculus of Occultism for details.)

Although the Will-o'-Wisp can ingest an impressive quantity of its favorite food, it does have its limits. On any given night, the wisp can only absorb a number of spell ranks equal to its maximum Fate Points.

Durabilities: This creature is Immune to all Damaging as well as Entrancing, Fatiguing, Intoxicating, Maladive, Non-Magical, Poisoning, Sedating, and Weblike Effects; and Highly Sensitive to Quieting Effects.

Keywords: ghost, nocturnal, undead

Wealth Type: Incidental

Cunning: Alert

Traits: Afraid of Sunlight

Attack Modes: Special

Move Modes: Dash

Gifts: Astral Vision

Size: Ultratiny

Danger Tier: +1

Ultratiny Will-o'-Wisp Examples

Baseline Attributes

TN= -6; ST= -18; AG= 18; CR= 6; PC= 0; HT= 0; IN= 0

Adequate (Level 2)

TN= -12; ST= -36; AG=36; CR=12; PC=0; HT=0; IN=2

HP=--; FP=32; Ward=N/A; SP=70 (dash)

Att | Dam | Def | Stab: special=na | special | 36 | 0

Decent (Level 4)

TN= -12; ST= -36; AG=37; CR=12; PC=1; HT=0; IN=2

HP=--; FP=34; Ward=N/A; SP=75 (dash)

Att | Dam | Def | Stab: special=na | special | 39 | 3

Fit (Level 6)

TN= -12; ST= -36; AG=37; CR=12; PC=2; HT=1; IN=2

HP=--; FP=41; Ward=N/A; SP=75 (dash)

Att | Dam | Def | Stab: special=na | special | 41 | 6

Laudable (Level 8)

TN= -12; ST= -36; AG=38; CR=12; PC=2; HT=2; IN=2

HP=--; FP=45; Ward=N/A; SP=80 (dash)

Att | Dam | Def | Stab: special=na | special | 44 | 8

Outstanding (Level 10)

TN= -12; ST= -36; AG=38; CR=12; PC=2; HT=3; IN=3

HP=--; FP=49; Ward=N/A; SP=80 (dash)

Att | Dam | Def | Stab: special=na | special | 46 | 10

Remarkable (Level 12)

TN= -12; ST= -36; AG=39; CR=12; PC=2; HT=3; IN=3

HP=--; FP=49; Ward=N/A; SP=80 (dash)

Att | Dam | Def | Stab: special=na | special | 49 | 12

Superb (Level 14)

TN= -12; ST= -36; AG=39; CR=13; PC=2; HT=4; IN=3

HP=--; FP=53; Ward=N/A; SP=80 (dash)

Att | Dam | Def | Stab: special=na | special | 51 | 14

Wondrous (Level 16)

TN= -12; ST= -36; AG=39; CR=14; PC=3; HT=4; IN=3

HP=--; FP=58; Ward=N/A; SP=80 (dash)

Att | Dam | Def | Stab: special=na | special | 53 | 17

Wraith

A person's soul is far more sensitive to important impending events than is its physical host who is overburdened with worldly matters. As such, the soul can sometimes glimpse the grim reaper a short time before death. Unsurprisingly, the doomed soul of an evil and corrupt individual is rarely overjoyed about the event and will occasionally have the strength to wrench itself free of its host before its bill comes due. Whenever this occurs, a Wraith is born.

Before departing, the Wraith will appear to its former host as a final 'farewell'. The abandoned host, and those with close emotional ties to him, will see the spirit as the host's twin. To everyone else, the Specter is invisible.

After its host's death, the Wraith soon finds that the only material objects it can manipulate are the gauntlets, weaponry, armor, equipment, and other apparel either worn by their remains or closely tied to their own self-image. These items rarely exceed half a dozen in number. Wraiths are highly protective of these possessions. These items remain fully corporeal in nature and, regardless of whether the spirit itself can actually be seen by an observer, are always fully visible to anyone encountering the Specter.

One legend describes a haunted castle where an empty suit of plate mail attacks all intruders. Another tells of empty gloves wielding a bloody sword while a cape dances behind them as if draped over invisible shoulders. Both of these ghost stories speak of Wraiths.

Habitat: **Wraiths** inhabit the castles, mansions, and estates of their former, usually elitist, existence.

Fun Facts: Wraiths are Undead with the Spectral Condition. (See the Creature Conditions section of The Overlord's Omnibus for details.)

A Wraith's direct touch delivers Freezing Damage in a manner similar to the Occult spell Manifest Dire Freezing Touch. They can also use their voices as the Occult spell Apply Grim Captivity to Undead. These abilities are cast at a spell rank equal to the wraith's Level.

Wraiths may pass through walls and other barriers without hindrance as can any Specter. However, in doing so, however, they cannot transport any corporeal materials they carry.

If a Wraith is Overcome, it is temporarily dispersed. But, it is not destroyed. It will rise again in about a week.

Durabilities: This creature is Immune to Acidic, Bleeding, Blighting, Crushing, Dehydrating, Entrancing, Fatiguing, Freezing, Infernal, Internal, Intoxicating, Maladive, Non-Magical, Petrifying, Rotting, Sedating, Starving, Suffocating, and Toxic Effects; and Sensitive to Quieting and Sunshining Effects.

Gifts: Astral Vision. Further, Wraiths have the gifts of Spawn Undead Ankou and Spawn Undead Bound Fury, which they will use on any fresh corpses they encounter (particularly those it personally killed). See The Character Compendium for details. The description for Bound Fury can be found in The Tome of Terrors.

Origin: Belief in the existence of wraiths was a common superstition throughout Europe. They were known by a variety of names including cowalker, doppelganger, and fetch, among others. When a wraith appeared to a person, it took the form of their exact double in every regard (including dress). The sight of one of these specters was an ominous portent to the beholder, for it foretold their imminent death. It was believed by some that the spirit was nothing more than the soul of the doomed individual, prematurely fleeing the body in order to escape the pain of a gory demise or possibly to escape some portion of the body's fatal and final end.

Attack Modes: Melee Weapon or Longsword or Mace or Touch

Keywords: specter, undead

Move Modes: Run

Wealth Type: Hoard

Cunning: Brilliant

Traits: Afraid of Sunlight

Danger Tier: +2

Large Wraith Examples

Baseline Attributes

TN= 0; ST= 0; AG= 0; CR= 2; PC= 3; HT= 1; IN= 1

Adequate (Level 10)

TN= 5; ST= 8; AG= -3; CR= 0; PC= 3; HT= 3; IN= 1

HP=99; FP=53; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: melee=+15 +tempo | weapon+8 | 22+parry | 28+parry; or longsword=+18 | 17 | 26 | 32; or mace=+17 | 16 | 27 | 33; or touch=+17 | special | 26 | 32

Decent (Level 12)

TN= 5; ST= 9; AG= -3; CR= 0; PC= 3; HT= 4; IN= 1

HP=108; FP=58; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: melee=+18 +tempo | weapon+9 | 24+parry | 30+parry; or longsword=+21 | 18 | 28 | 34; or mace=+20 | 17 | 29 | 35; or touch=+19 | special | 28 | 34

Fit (Level 14)

TN= 6; ST= 9; AG= -3; CR= 0; PC= 3; HT= 4; IN= 1

HP=117; FP=58; Ward=3; SP=50 (run)

Att | Dam | Def | Stab: melee=+20 +tempo | weapon+9 | 27+parry | 33+parry; or longsword=+23 | 18 | 31 | 37; or mace=+22 | 17 | 32 | 38; or touch=+21 | special | 31 | 37

Laudable (Level 16)

TN= 6; ST= 9; AG= -3; CR= 0; PC= 4; HT= 4; IN= 2

HP=117; FP=64; Ward=3; SP=55 (run)

Att | Dam | Def | Stab: melee=+22 +tempo | weapon+9 | 29+parry | 36+parry; or longsword=+25 | 18 | 33 | 40; or mace=+24 | 17 | 34 | 41; or touch=+24 | special | 33 | 40

Model (Level 18)

TN= 6; ST= 9; AG= -3; CR= 0; PC= 5; HT= 4; IN= 3

HP=117; FP=69; Ward=3; SP=55 (run)

Att | Dam | Def | Stab: melee=+24 +tempo | weapon+9 | 31+parry | 39+parry; or longsword=+27 | 18 | 35 | 43; or mace=+26 | 17 | 36 | 44; or touch=+27 | special | 35 | 43

Outstanding (Level 20)

TN= 6; ST= 9; AG= -2; CR= 0; PC= 5; HT= 4; IN= 3

HP=117; FP=69; Ward=3; SP=60 (run)

Att | Dam | Def | Stab: melee=+27 +tempo | weapon+9 | 34+parry | 41+parry; or longsword=+30 | 18 | 38 | 45; or mace=+29 | 17 | 39 | 46; or touch=+29 | special | 38 | 45

Medium Wraith Examples

Baseline Attributes

TN= 0; ST= 0; AG= 0; CR= 2; PC= 3; HT= 1; IN= 1

Adequate (Level 8)

TN= 3; ST= 1; AG= 3; CR= 2; PC= 3; HT= 2; IN= 1

HP=45; FP=49; Ward=1; SP=45 (run)

Att | Dam | Def | Stab: melee=+12 +tempo | weapon+1 | 24+parry | 24+parry; or longsword=+16 | 7 | 28 | 28; or mace=+15 | 6 | 29 | 29; or touch=+17 | special | 28 | 28

Decent (Level 10)

TN= 3; ST= 2; AG= 3; CR= 2; PC= 3; HT= 3; IN= 1

HP=49; FP=53; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: melee=+15 +tempo | weapon+2 | 26+parry | 26+parry; or longsword=+19 | 8 | 30 | 30; or mace=+18 | 7 | 31 | 31; or touch=+19 | special | 30 | 30

Fit (Level 12)

TN= 3; ST= 3; AG= 3; CR= 2; PC= 3; HT= 4; IN= 1

HP=54; FP=58; Ward=1; SP=50 (run)

Att | Dam | Def | Stab: melee=+18 +tempo | weapon+3 | 28+parry | 28+parry; or longsword=+22 | 9 | 32 | 32; or mace=+21 | 8 | 33 | 33; or touch=+21 | special | 32 | 32

Laudable (Level 14)

TN= 4; ST= 3; AG= 3; CR= 2; PC= 3; HT= 4; IN= 1

HP=59; FP=58; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: melee=+20 +tempo | weapon+3 | 31+parry | 31+parry; or longsword=+24 | 9 | 35 | 35; or mace=+23 | 8 | 36 | 36; or touch=+23 | special | 35 | 35

Model (Level 16)

TN= 4; ST= 3; AG= 3; CR= 2; PC= 4; HT= 4; IN= 2

HP=59; FP=64; Ward=2; SP=55 (run)

Att | Dam | Def | Stab: melee=+22 +tempo | weapon+3 | 33+parry | 34+parry; or longsword=+26 | 9 | 37 | 38; or mace=+25 | 8 | 38 | 39; or touch=+26 | special | 37 | 38

Outstanding (Level 18)

TN= 4; ST= 3; AG= 3; CR= 2; PC= 5; HT= 4; IN= 3

HP=59; FP=69; Ward=2; SP=55 (run)

Att | Dam | Def | Stab: melee=+24 +tempo | weapon+3 | 35+parry | 37+parry; or longsword=+28 | 9 | 39 | 41; or mace=+27 | 8 | 40 | 42; or touch=+29 | special | 39 | 41

Wyrms

The Wurm has a lizard-like shape with a long serpentine body, four razor sharp claws, and a barbed tail. It is one of the most feared of all dragon species for it can grow to a tremendous size. Some larger specimens are reportedly able to wrap themselves completely around small hills. The Wurm is most closely related to the heraldic dragon in stature and form, but lacks the heraldic's flying ability and scorching breath. Despite its earth-bound limitations, the Wurm's noxious breath weapon inflicts excruciating pain in its foes.

Wyrms are generally red or reddish brown in color but yellow, black, and brown Wyrms have also been spotted. Regardless of a Wurm's particular hue, its scaly hide provides ample protection against the paltry mundane weapons wielded by the seemingly endless stream of glory-seeking knights that throw themselves at the uncomprehending and puzzled reptiles.

Habitat: Wyrms begin their lengthy careers in a substantially amphibious state, often taking up residence in a town well or fresh water spring. They grow with remarkable speed, however, and soon must leave their tight-fitting quarters for more comfortable accommodations. At this point, a Wurm will seek out an abandoned castle or spacious cavern in which to gather and build its treasure pile.

Origin: The Celtic wurm, or worm, derives many of its characteristics from the Scandinavian worm (Heraldic Dragon) but lacks its cousin's leathery wings and fiery breath. Of all dragon forms, the wurm is most closely linked to the element of earth.

There are many tales of Wyrms on the British Isles, one of the more notable of which is that of the Lambton Worm. This beast was caught while still a veritable hatchling by John Lambton, heir to Lambton Castle, while he was fishing on a fine Sunday morning (rather than attending church as would any respectable Englishman). In his terror, John threw the ugly hissing monster into the nearby well and, taking the incident as an ill omen, swore to amend his ways.

In order to atone for his past sins, John left his home and joined the Crusades for several years. When he finally returned home, John found, to his horror, that the creature he had flung into the well had grown into a full-fledged dragon which was ravaging the countryside. He sought out a local witch to ask advice on how the monster could be vanquished, and was told that he must have a special suit of armor made with spikes and blades protruding from all sides and that he must fight the beast in the nearby river. Finally, as a final penance for his foolish past, once the beast was slain he must also kill the first living thing he met. If this final condition was not met, his family would be cursed for nine generations so that no heir to the Lambton Castle would die a peaceful death.

John followed the witch's advice and engaged the Wurm waist-deep in the river's waters. As the wurm attempted to

wrap its coils around John, the spikes and blades wounded the dragon badly. Finally, with his sword in hand, John was able to cut the wurm into several pieces. Ordinarily, the separate pieces would have simply rejoined one another with the dragon none the worse for wear. However, the river's current pulled the pieces downstream, keeping them apart. In this fashion, the dragon was finally slain.

As John was walking home triumphantly, however, his father ran out to greet him with warm arms. John realized that to avoid the witch's curse he must kill his father. He was unwilling to do so, however, and so the Lambton family suffered the curse for nine generations.

Fun Facts: When attacked, a Wurm usually belches forth a noxious cloud of poisonous vapors. The cloud sprays forth in a cone 80 feet long with a base diameter of 40 feet. Anyone in this area is affected by poisonous acid having an effect similar to the Occult spell Invoke Great Cone of Grim Acid, but having a size equal to the Wurm's Size Category. Treat this as if cast at a spell rank equal to the dragon's Level (see The Oculus of Occultism for details). The dragon may breathe in this way three times per day. While vomiting out this acidic cloud, the Wurm cannot bite but retains all other forms of attack.

Wyrms have the unusual ability to regenerate lost body parts and heal wounds at the tremendous rate of 5 Hit Points per Round. Even if the Wurm is cut up into small pieces, its pieces will rejoin and eventually graft themselves into the reptile's former terrifying form. Cremation provides the only simple way to prevent regeneration.

The dragon is continually surrounded by an aura of fear as the spell Manifest Epic Gloom of Dire Fear. It can also bellow a mighty roar to frighten off some of its attackers as the Occult spell Invoke Fell Roar of Colossal Size. Treat both as being cast at spell ranks equal to the dragon's Level.

On any given day, the first three times a Wurm's stinger strikes, it delivers a Strong Toxin. (See Poisons in The Wicked Workshop for details.) Thereafter, the stinger will be depleted of poison until the next day.

Durabilities: This creature is Immune to Acidic, Blighting, Captivating, Dreadful, Enervating, Infernal, Metaphysical, Poisoning, Quieting, Righteous, Sedating, Sunshining, and Toxic Effects.

Wyrms are also resistant to all forms of magic. Any spell affecting a Wurm has its spell rank cut in half.

Traits: Lust for Gold (A Wurm's main concern lies in the protection and enlargement of its treasure hoard.)

Keywords: acid, blooded, carnivore, dragon, fleshy, lizard-like, living, poisonous, predator, reptile, serpentine, territorial

Gifts: Gold Sense, Moderate Natural Armor, Night Vision

Attack Modes: Carnivorous Bite/Claw or Sting

Wealth Type: Hoard

Cunning: Clever

Move Modes: Slither

Epic Wurm Examples

Danger Tier: +4

Baseline Attributes

TN= 8; ST= 17; AG= -15; CR= -10; PC= 4; HT= 0; IN= 3

Adequate (Level 12)

TN= 9; ST= 20; AG= -14; CR= -10; PC= 7; HT= 3; IN= 3

HP=395; FP=76; Ward=12; SP=60 (slither)

Att | Dam | Def | Stab: bite/claw=+22 | 35 | 17 | 42; or
sting=+22 | 26 +poison | 17 | 42

Decent (Level 14)

TN= 9; ST= 21; AG= -14; CR= -10; PC= 7; HT= 3; IN= 3

HP=431; FP=76; Ward=12; SP=60 (slither)

Att | Dam | Def | Stab: bite/claw=+25 | 36 | 19 | 44; or
sting=+25 | 27 +poison | 19 | 44

Fit (Level 16)

TN= 9; ST= 21; AG= -13; CR= -10; PC= 7; HT= 4; IN= 3

HP=431; FP=82; Ward=12; SP=65 (slither)

Att | Dam | Def | Stab: bite/claw=+28 | 36 | 22 | 46; or
sting=+28 | 27 +poison | 22 | 46

Laudable (Level 18)

TN=10; ST=21; AG= -12; CR= -10; PC=7; HT=4; IN=3

HP=470; FP=82; Ward=13; SP=70 (slither)

Att | Dam | Def | Stab: bite/claw=+31 | 36 | 26 | 49; or
sting=+31 | 27 +poison | 26 | 49

Outstanding (Level 20)

TN=10; ST=21; AG= -12; CR= -10; PC=7; HT=4; IN=4

HP=470; FP=82; Ward=13; SP=70 (slither)

Att | Dam | Def | Stab: bite/claw=+33 | 36 | 28 | 51; or
sting=+33 | 27 +poison | 28 | 51

Remarkable (Level 22)

TN=11; ST=21; AG= -12; CR= -10; PC=8; HT=4; IN=4

HP=512; FP=90; Ward=14; SP=75 (slither)

Att | Dam | Def | Stab: bite/claw=+35 | 36 | 31 | 55; or
sting=+35 | 27 +poison | 31 | 55

Superb (Level 24)

TN=11; ST=21; AG= -12; CR= -10; PC=8; HT=4; IN=5

HP=512; FP=90; Ward=14; SP=75 (slither)

Att | Dam | Def | Stab: bite/claw=+37 | 36 | 33 | 57; or
sting=+37 | 27 +poison | 33 | 57

Great Wurm Examples

Danger Tier: +3

Baseline Attributes

TN= 6; ST= 11; AG= -9; CR= -8; PC= 4; HT= 0; IN= 3

Adequate (Level 10)

TN= 7; ST= 14; AG= -8; CR= -8; PC= 7; HT= 2; IN= 3

HP=197; FP=69; Ward=10; SP=60 (slither)

Att | Dam | Def | Stab: bite/claw=+20 | 26 | 19 | 38; or
sting=+20 | 19 +poison | 19 | 38

Decent (Level 12)

TN= 7; ST= 14; AG= -8; CR= -8; PC= 7; HT= 3; IN= 3

HP=197; FP=76; Ward=10; SP=60 (slither)

Att | Dam | Def | Stab: bite/claw=+22 | 26 | 21 | 40; or
sting=+22 | 19 +poison | 21 | 40

Fit (Level 14)

TN= 7; ST= 15; AG= -8; CR= -8; PC= 7; HT= 3; IN= 3

HP=215; FP=76; Ward=10; SP=60 (slither)

Att | Dam | Def | Stab: bite/claw=+25 | 27 | 23 | 42; or
sting=+25 | 20 +poison | 23 | 42

Laudable (Level 16)

TN= 7; ST= 15; AG= -7; CR= -8; PC= 7; HT= 4; IN= 3

HP=215; FP=82; Ward=10; SP=65 (slither)

Att | Dam | Def | Stab: bite/claw=+28 | 27 | 26 | 44; or
sting=+28 | 20 +poison | 26 | 44

Outstanding (Level 18)

TN= 8; ST= 15; AG= -6; CR= -8; PC= 7; HT= 4; IN= 3

HP=235; FP=82; Ward=11; SP=70 (slither)

Att | Dam | Def | Stab: bite/claw=+31 | 27 | 30 | 47; or
sting=+31 | 20 +poison | 30 | 47

Remarkable (Level 20)

TN= 8; ST= 15; AG= -6; CR= -8; PC= 7; HT= 4; IN= 4

HP=235; FP=82; Ward=11; SP=70 (slither)

Att | Dam | Def | Stab: bite/claw=+33 | 27 | 32 | 49; or
sting=+33 | 20 +poison | 32 | 49

Superb (Level 22)

TN= 9; ST= 15; AG= -6; CR= -8; PC= 8; HT= 4; IN= 4

HP=256; FP=90; Ward=12; SP=75 (slither)

Att | Dam | Def | Stab: bite/claw=+35 | 27 | 35 | 53; or
sting=+35 | 20 +poison | 35 | 53

Wyvern

The Wyvern is one of the most feared of all dragon species, respected by professional dragon slayers almost as much as the heraldic dragon, its closest relative. It is a Large-sized dragon, smaller than most heraldics but larger than the more serpentine species, such as the Lindwurm and Amphiptere. It has the general build of the heraldic: a long flexible neck, barbed tail, massive frame, and powerful wings. The most obvious characteristic that distinguishes the Wyvern from its larger cousin is its lack of fore claws, although it does retain two muscular hind legs resembling those of a giant raptor. Oversize pectoral muscles on the dragon's chest provide the Wyvern's wings with staggering lift on their downward stroke, making the Wyvern one of the fastest and most graceful fliers of all dragon-kind.

Individual **Wyverns** vary in color. The majority have a drab greenish hue or are a shade of grey ranging anywhere from pure white to black. Even so, a more brilliantly colored specimen is occasionally sighted.

These dangerous reptiles have whip-like tails tipped with stingers that inject painful poisons into anyone struck. The Wyvern's preferred method of attack is to swoop down on its prey and, wings madly flapping, hover just out of reach as it savagely attacks with claws, teeth, and tail.

The Wyvern has no natural breath weapon although a few reports of Wyvern-like beasts belching flame have been recorded in the annals of history. If these rare individuals ever existed, it is likely that they represent an unidentified hybrid between heraldic and Wyvern.

Habitat: Wyverns prefer to nest at high altitudes within mountain clefts or within caves found near the tops of tall cliffs. These lofty sites enable the reptiles to effortlessly take wing.

Origin: The term Wyvern is derived from wivere, the old Saxon word for snake and is often used in heraldry to represent envy, pestilence, and war. In Arthurian legend, Merlin, the great wizard, adopted the Wyvern as his own personal symbol.

Fun Facts: Every day, the first three times a Wyvern's stinger tail strikes, it injects a Deadly Killing Venom. See [Poisons](#) in [The Wicked Workshop](#) for details.) Thereafter, the stinger will be depleted of venom until the next day.

When desired, the dragon can emit a frightening bellow as the Occult spell [Invoke Fell Roar of Epic Size](#).

Durabilities: This creature is Immune to Blighting, Captivating, Dreadful, Enervating, Infernal, Metaphysical, Poisoning, Quieting, Righteous, Sedating, Sunshining, and Toxic Effects.

Wyverns are also resistant to all forms of magic. Any spell affecting a Wyvern has its spell rank cut in half.

Gifts: [Gold Sense](#), [Moderate Natural Armor](#), [Night Vision](#)

Keywords: blooded, carnivore, dragon, fleshy, living, poisonous, predator, reptile, winged

Attack Modes: Carnivorous Bite/Claw or Sting

Traits: Lust for Gold *Danger Tier:* +3

Wealth Type: Hoard *Cunning:* Bestial

Move Modes: Shamble/Hover

Large Wyvern Examples

Baseline Attributes

TN= 4; ST= 8; AG= -4; CR= -2; PC= 4; HT= 2; IN= -5

Adequate (Level 8)

TN= 6; ST= 8; AG= -2; CR= -2; PC= 6; HT= 4; IN= -5

HP=108; FP=76; Ward=10; SP=45 (shamble) / 65 (hover)

Att | Dam | Def | Stab: bite/claw=+18 | 18 | 22 | 34; or sting=+18 | 12 +poison | 22 | 34

Decent (Level 10)

TN= 7; ST= 8; AG= -2; CR= -2; PC= 6; HT= 5; IN= -5

HP=117; FP=82; Ward=10; SP=45 (shamble) / 65 (hover)

Att | Dam | Def | Stab: bite/claw=+20 | 18 | 25 | 37; or sting=+20 | 12 +poison | 25 | 37

Fit (Level 12)

TN= 7; ST= 9; AG= -1; CR= -2; PC= 6; HT= 5; IN= -5

HP=128; FP=82; Ward=10; SP=50 (shamble) / 70 (hover)

Att | Dam | Def | Stab: bite/claw=+24 | 19 | 28 | 39; or sting=+24 | 13 +poison | 28 | 39

Laudable (Level 14)

TN= 7; ST= 9; AG= -1; CR= -1; PC= 6; HT= 5; IN= -5

HP=128; FP=82; Ward=10; SP=50 (shamble) / 70 (hover)

Att | Dam | Def | Stab: bite/claw=+26 | 19 | 30 | 41; or sting=+26 | 13 +poison | 30 | 41

Model (Level 16)

TN= 7; ST= 9; AG= -1; CR= -1; PC= 6; HT= 6; IN= -4

HP=128; FP=90; Ward=10; SP=50 (shamble) / 70 (hover)

Att | Dam | Def | Stab: bite/claw=+28 | 19 | 32 | 43; or sting=+28 | 13 +poison | 32 | 43

Outstanding (Level 18)

TN= 7; ST= 11; AG= -1; CR= -1; PC= 6; HT= 6; IN= -4

HP=152; FP=90; Ward=10; SP=60 (shamble) / 80 (hover)

Att | Dam | Def | Stab: bite/claw=+32 | 21 | 34 | 45; or sting=+32 | 15 +poison | 34 | 45

Bestiary ~ Y

Yggr

A Yggr is a demon who sports in mercilessly tracking, running down, and slaying men to gather their souls as trophies. They are encountered riding ghostly pale horses through the skies at night followed by any number of unnatural Spectres. It is difficult to distinguish the Yggr's features, since the demon absorbs all light falling on its form. The only means of identifying its physical make-up is through the silhouette of its body. A muscular human frame is usually the only characteristic that can be readily perceived, since the demon rarely remains motionless long enough for detailed observations. Even so, some Yggrs have been reported with horns sprouting from their heads. It's perfectly sable facade is broken only by the fiery red glow of its eyes, which fixate on its prey during any hunt. Yggrs commonly wield and throw spears.

Habitat: When sighted, yggr are invariably riding on pale phantom horses through the clouds at night leading hosts of undead spirits. During these nocturnal raids, the Yggr searches for the souls of mortal men to plunder. Yggr prefer riding Phantom Horses or Nightmares when hunting.

Fun Facts: When a Yggr slays an evil man, the soul of the fallen will rise on the following eve as a ghostly spirit who must slavishly follow its murderer for a year. After this time, the spirit is forced to wander the earth. The form taken from this unholy ordeal is appropriate to the Level of the individual slain. Ghosts, wraiths, and phantoms are the most common, but other purely spiritual undead forms also arise. Any good person killed in this manner escapes this horrible fate.

All Yggrs have Tracking and cast the Occult spells Stride in Spectral Form, Invoke Great Cone of Fell Wind, and Flee as Ample Deft Cyclone at will. All abilities are performed at skill ranks equal to the Yggr's Level.

When desired, these demons may also produce an unholy aura as the Occult spell Manifest Large Aura of Dire Hellfire, cast at a spell rank equal to its Level.

Durabilities: This creature is Immune to Acidic, Blighting, Dehydrating, Deluding, Entrancing, Fatiguing, Infernal, Internal, Intoxicating, Maladive, Non-Magical, Quieting, Rotting, Scorching, Sedating, Starving, Suffocating, Sunshining, and Toxic Effects; Sensitive to Bleeding and Petrifying Effects; and Highly Sensitive to Righteous Effects.

Keywords: demon, devil, eidolon, murderous, nocturnal, predator, psychopath, serial killer

Attack Modes: Spear or Throwing Spear or Bow or Horns/Punch/Kick

Origin: "Yggr," or "Terrible One," is a title of Odin in his role as the Nordic god of death. When Christians first encountered the Norse, they associated Odin with the devil since Odin was the Nordic lord of winds and Satan, among other things, was known as the Prince of Air. Thus, "Yggr" became the demon of death who hunted men for their souls as he rode through the sky mounted on his pale horse. From this point, Yggr eventually evolved into the tales of both the Wild Huntsman and the Ogre.

Wealth Type: Hoard

Cunning: Clever

Traits: Afraid of Sunlight

Gifts: Astral Vision

Move Modes: Run

Danger Tier: +2

Large Yggr Examples

Baseline Attributes

TN= 2; ST= 4; AG= -3; CR= 2; PC= 2; HT= 0; IN= 0

Adequate

(Level 12)

TN= 3; ST= 6; AG= 1; CR= 4; PC= 4; HT= 0; IN= 0

HP=70; FP=45; Ward=1; SP=55 (run)

Att | Dam | Def | Stab: spear=+21 | 13 | 31 | 34; or throwing spear=+21 | 7 | 26 | 29; or bow=+21 | 8 | 26 | 29; or horns/punch/kick=+23 | 17 | 30 | 33

Fit

(Level 14)

TN= 3; ST= 6; AG= 1; CR= 5; PC= 5; HT= 0; IN= 0

HP=70; FP=49; Ward=1; SP=60 (run)

Att | Dam | Def | Stab: spear=+23 | 13 | 33 | 37; or throwing spear=+25 | 7 | 28 | 32; or bow=+25 | 8 | 28 | 32; or horns/punch/kick=+25 | 17 | 32 | 36

Laudable

(Level 16)

TN= 4; ST= 7; AG= 1; CR= 5; PC= 5; HT= 0; IN= 0

HP=83; FP=49; Ward=2; SP=65 (run)

Att | Dam | Def | Stab: spear=+26 | 14 | 36 | 40; or throwing spear=+27 | 7 | 31 | 35; or bow=+27 | 8 | 31 | 35; or horns/punch/kick=+28 | 18 | 35 | 39

Outstanding

(Level 18)

TN= 5; ST= 7; AG= 1; CR= 5; PC= 5; HT= 1; IN= 0

HP=91; FP=53; Ward=2; SP=65 (run)

Att | Dam | Def | Stab: spear=+28 | 14 | 39 | 43; or throwing spear=+29 | 7 | 34 | 38; or bow=+29 | 8 | 34 | 38; or horns/punch/kick=+30 | 18 | 38 | 42

Bestiary ~ Z

Zmei

The Zmei are many-headed dragons known for their ability to control the weather and spit fiery lightning. They are quite intelligent, and possess shape changing abilities allowing them to change into human form.

The body of a Zmei is serpentine. In fact, hatchling Zmei are single-headed serpents, entirely lacking wings and legs. As they grow into adulthood, though, they gain more heads and appendages. A fully adult Zmei has many heads, a pair of wings, and both fore and hind legs. Their skins can be any color, but scales with a metallic sheen, such as copper or iron, are common.

As a Zmei grows, it goes through several life stages as it grows in size and sprouts new heads. From its adolescence onward, it has a multiple of three heads. So, Zmei are only found with a single head, or with 3, 6, 9, or 12 heads.

Habitat: Young Zmei live in deep dark caves or mountains with plenty of free-flowing fresh water. After they sprout wings, Zmei leave their old nesting grounds in favor of life in the sky. There they dwell in caves on cloud islands, but frequently venture far afield to hunt for prey on the ground.

Origin: Also known as Azhdaya, Zmay and Zmey, the Zmei arose in Slavic lands, where they are sometimes seen as benevolent, and at other times malicious. They control the weather and sometimes shape-shift into a fully human form. Male Zmei are infamous for kidnapping human maidens and forcing them into marriage, which has the understandable effect of ticking off the females of the dragon species. One of the more famous members of this dragon type was named Chudo-ludo. He was the brother of Koschei the Deathless, and the son of Baba Yaga.

Romanian folklore talks about a renowned school of magic, known as Solomonarie or Scholomance. This school taught its students knowledge of how to control Zmei and other dragon spirits, and even taught its best pupils how to ride them. Rumors also persist that the school provides lessons in black magic taught by the Devil himself. Graduates of this school are known as the Solomonari (singular Solomonar). They generally wear long white robes to advertise the elite nature of their training.

Fun Facts: Each head acts independently of the others, although one is always dominant. This dominant head has the ability to cast various weather-related spells as described under the various Zmei example headings below. They cast these spells at spell ranks equal to their Levels. The other heads cannot cast spells.

Adolescent Zmei and older can also change their shape as the Eldritch skill Shift to Medium Human Form.

Zmei with three or more heads breathe lightning, as the Wizardry spell Invoke Fury of Grim Lightning. Each head may breathe in this way once per day. At most, one third of the Zmei's heads may do so at a time. Fortunately, the nature of the electrical attack does not allow two lightning bolts to strike the same target at a time. So, if a Zmei uses multiple lightning attacks at once, they must be spread out to different targets.

A Zmei can attack as many creatures within reach as it has heads. At most, four heads can attack any given foe at a time, though. Attacks from multiple heads will usually be combined into group attacks. So, two heads attacking a single foe gives one Edge on the Attack Roll, and four heads against a single foe gives two Edges.

If a large party attacks a Zmei, it will roar to frighten off some of its attackers. Any creature hearing this roar must make an Avoidance Roll with Wisdom adjustments against a Threshold of 10 plus the dragon's Level. If multiple heads roar simultaneously, the dragon gains Edges as described under Group Conflict Rolls in The Rules Reference. Any creature failing the roll is affected as the Occult spell Invoke Fell Roar of Epic Size.

A combatant may target an individual head, if desired. Treat each head as having a number of Hit Points equal to the dragon's total Hit Points divided by the number of its heads. If that amount of damage is delivered to a given head, it is severed from the neck or smashed into a pulp. If this is done, that head is incapacitated for the remainder of the scene.

Characters wanting to strike a head rather than the body may do so without suffering any penalties. After all, Zmeis don't provide many opportunities for a close combatant to swing at anything else. If an assailant wants to strike a specific head, they may do so if their Attack Roll results in a Pure Success. Otherwise, a successful roll strikes a random head. Zmei have remarkable regenerative powers, though. Unless a Zmei is killed, any head that has been cut off or incapacitated will regenerate within a day.

Durabilities: This creature is Immune to Blighting, Captivating, Dreadful, Electrical, Enervating, Freezing, Infernal, Metaphysical, Quieting, Righteous, and Sunshining Effects.

Additionally, Zmei are resistant to magic. Any spell affecting a Zmei has its spell rank cut in half.

Keywords: amphibious, blooded, dragon, fleshy, living, multi-headed, predator, reptile, serpentine

Gifts: Gold Sense, Night Vision, Heat Sense

Traits: Fond of young maidens *Wealth Type:* Hoard

Cunning: Clever

Zmei-Bogaty (Humanoid) Examples

Description: The Zmei-Bogaty, literally “dragon-hero”, is the human form that the Zmei dragon takes. The stats listed here for the human form are valid regardless of the Zmei’s size in its normal dragon state. The dragon retains the ability to use all of its magical powers when in human form.

Additional Keywords: humanoid

Attack Modes: Longsword or Spear or Throwing Spear or Punch/Kick

Move Modes: Run

Size: Medium

Baseline Attributes

TN= 2; ST= 1; AG= 0; CR= 0; PC= 2; HT= 0; IN= 2

Adequate (Level 12)

TN= 4; ST= 3; AG= 1; CR= 2; PC= 5; HT= 2; IN= 2

HP=59; FP=58; Ward=2; SP=50 (run)

Att | Dam | Def | Stab: longsword=+20 | 9 | 31 | 35; or spear=+20 | 6 | 31 | 35; or throwing spear=+22 | 4 | 27 | 31; or punch/kick=+20 | 8 | 28 | 32

Fit (Level 14)

TN= 4; ST= 4; AG= 1; CR= 3; PC= 5; HT= 2; IN= 2

HP=64; FP=58; Ward=2; SP=55 (run)

Att | Dam | Def | Stab: longsword=+23 | 10 | 33 | 37; or spear=+23 | 7 | 33 | 37; or throwing spear=+25 | 4 | 29 | 33; or punch/kick=+23 | 9 | 30 | 34

Laudable (Level 16)

TN= 4; ST= 4; AG= 1; CR= 3; PC= 5; HT= 2; IN= 4

HP=64; FP=58; Ward=2; SP=55 (run)

Att | Dam | Def | Stab: longsword=+25 | 10 | 35 | 39; or spear=+25 | 7 | 35 | 39; or throwing spear=+27 | 4 | 31 | 35; or punch/kick=+25 | 9 | 32 | 36

Outstanding (Level 18)

TN= 4; ST= 4; AG= 1; CR= 3; PC= 5; HT= 3; IN= 5

HP=64; FP=64; Ward=2; SP=55 (run)

Att | Dam | Def | Stab: longsword=+27 | 10 | 37 | 41; or spear=+27 | 7 | 37 | 41; or throwing spear=+29 | 4 | 33 | 37; or punch/kick=+27 | 9 | 34 | 38

Epic 12-Headed Zmei Examples

Description: The 12-Headed Zmei has a thick serpentine body supporting twelve heads with both fore and hind claws. It also has wings with which to fly.

Fun Facts: The dominant head may cast the following Occult spells: Funnel Whisper a Kingdom’s Distance, Generate Icy Glaze of Colossal Size, Invoke a Few Grim Lightning Links, Invoke Great Blast of Grim Lightning, Invoke Great Cone of Dire Water, Invoke Great Cone of Grim Frost, Invoke Great Dire Thunderstrike of Grim Lightning, Invoke Great Cone of Fell Wind, Invoke Blast of Doubly Fell Wind, Invoke Great Thawing, Manifest Slowing Snow Drift, Pitch Fog of Epic Size, Harness Basin for Scrying a Kingdom’s Distance, Provide Swimming at Land Speed, Provide Water Breathing, Pitch Great Slick Patch of Fell Hailstorm, and Solicit Generous Lasting Rain.

More Gifts: Moderate Natural Armor

Attack Modes: Carnivorous Bite (x12)

Move Modes: Slither/Undulate/Glide

Danger Tier: +3

Size: Epic

Baseline Attributes

TN= 8; ST= 19; AG= -18; CR= -6; PC= 2; HT= 0; IN= 2

Adequate (Level 12)

TN= 10; ST= 21; AG= -17; CR= -4; PC= 5; HT= 2; IN= 2

HP=470; FP=58; Ward=13; SP=45 (slither) / 45 (undulate) / 75 (glide)

Att | Dam | Def | Stab: bite and bite and ...=+20 and +20 and ... | 32 and 32 and ... | 15 | 41

Fit (Level 14)

TN= 10; ST= 22; AG= -17; CR= -3; PC= 5; HT= 2; IN= 2

HP=512; FP=58; Ward=13; SP=50 (slither) / 50 (undulate) / 80 (glide)

Att | Dam | Def | Stab: bite and bite and ...=+23 and +23 and ... | 33 and 33 and ... | 17 | 43

Laudable (Level 16)

TN= 10; ST= 22; AG= -17; CR= -3; PC= 5; HT= 2; IN= 4

HP=512; FP=58; Ward=13; SP=50 (slither) / 50 (undulate) / 80 (glide)

Att | Dam | Def | Stab: bite and bite and ...=+25 and +25 and ... | 33 and 33 and ... | 19 | 45

Outstanding (Level 18)

TN= 10; ST= 22; AG= -17; CR= -3; PC= 5; HT= 3; IN= 5

HP=512; FP=64; Ward=13; SP=50 (slither) / 50 (undulate) / 80 (glide)

Att | Dam | Def | Stab: bite and bite and ...=+27 and +27 and ... | 33 and 33 and ... | 21 | 47

Great 9-Headed Zmei Examples

Description: The 9-Headed Zmei has a thick serpentine body sporting nine heads with both fore and hind claws. It also has wings with which to fly.

Fun Facts: The dominant head may cast the following Occult spells: Funnel Whisper a Kingdom's Distance, Generate Icy Glaze of Great Size, Invoke Great Blast of Grim Lightning, Invoke Great Cone of Dire Water, Invoke Great Cone of Grim Frost, Invoke Great Cone of Fell Wind, Invoke Blast of Doubly Fell Wind, Invoke Great Thawing, Manifest Slowing Snow Drift, Pitch Fog of Epic Size, Harness Basin for Scrying a Kingdom's Distance, Provide Swimming at Land Speed, Provide Water Breathing, Pitch Great Slick Patch of Fell Hailstorm, and Solicit Generous Lasting Rain.

More Gifts: Moderate Natural Armor

Attack Modes: Carnivorous Bite (x9)

Move Modes: Slither/Undulate/Glide

Danger Tier: +2

Size: Great

Baseline Attributes

TN= 6; ST= 13; AG= -12; CR= -4; PC= 2; HT= 0; IN= 2

Adequate (Level 12)

TN= 8; ST= 15; AG= -11; CR= -2; PC= 5; HT= 2; IN= 2
HP=235; FP=58; Ward=11; SP=45 (slither) / 45 (undulate) / 75 (glide)

Att | Dam | Def | Stab: bite and bite and ...=+20 and +20
and ... | 24 and 24 and ... | 19 | 39

Fit (Level 14)

TN= 8; ST= 16; AG= -11; CR= -1; PC= 5; HT= 2; IN= 2
HP=256; FP=58; Ward=11; SP=50 (slither) / 50 (undulate) / 80 (glide)

Att | Dam | Def | Stab: bite and bite and ...=+23 and +23
and ... | 25 and 25 and ... | 21 | 41

Laudable (Level 16)

TN= 8; ST= 16; AG= -11; CR= -1; PC= 5; HT= 2; IN= 4
HP=256; FP=58; Ward=11; SP=50 (slither) / 50 (undulate) / 80 (glide)

Att | Dam | Def | Stab: bite and bite and ...=+25 and +25
and ... | 25 and 25 and ... | 23 | 43

Outstanding (Level 18)

TN= 8; ST= 16; AG= -11; CR= -1; PC= 5; HT= 3; IN= 5
HP=256; FP=64; Ward=11; SP=50 (slither) / 50 (undulate) / 80 (glide)

Att | Dam | Def | Stab: bite and bite and ...=+27 and +27
and ... | 25 and 25 and ... | 25 | 45

Large 6-Headed Zmei Examples

Description: The 6-Headed Zmei has a thick serpentine body sporting six heads and hind claws. It also has wings with which to fly.

Fun Facts: The dominant head may cast the following Occult spells: Funnel Whisper a Kingdom's Distance, Generate Icy Glaze of Great Size, Invoke Fury of Grim Frostbite, Invoke Great Cone of Dire Water, Invoke Great Cone of Fell Wind, Invoke Great Cone of Grim Frost, Invoke Blast of Doubly Fell Wind, Invoke Great Thawing, Manifest Slowing Snow Drift, Pitch Fog of Epic Size, Harness Basin for Scrying a Kingdom's Distance, Provide Swimming at Land Speed, Provide Water Breathing, Pitch Great Slick Patch of Fell Hailstorm, and Solicit Generous Lasting Rain.

More Gifts: Moderate Natural Armor

Attack Modes: Carnivorous Bite (x6)

Move Modes: Slither/Undulate/Glide

Danger Tier: +1

Size: Large

Baseline Attributes

TN= 4; ST= 7; AG= -6; CR= -2; PC= 2; HT= 0; IN= 2

Adequate (Level 12)

TN= 6; ST= 9; AG= -5; CR= 0; PC= 5; HT= 2; IN= 2
HP=117; FP=58; Ward=10; SP=45 (slither) / 45 (undulate) / 75 (glide)

Att | Dam | Def | Stab: bite and bite and ...=+20 and +20
and ... | 16 and 16 and ... | 23 | 37

Fit (Level 14)

TN= 6; ST= 10; AG= -5; CR= 1; PC= 5; HT= 2; IN= 2
HP=128; FP=58; Ward=10; SP=50 (slither) / 50 (undulate) / 80 (glide)

Att | Dam | Def | Stab: bite and bite and ...=+23 and +23
and ... | 17 and 17 and ... | 25 | 39

Laudable (Level 16)

TN= 6; ST= 10; AG= -5; CR= 1; PC= 5; HT= 2; IN= 4
HP=128; FP=58; Ward=10; SP=50 (slither) / 50 (undulate) / 80 (glide)

Att | Dam | Def | Stab: bite and bite and ...=+25 and +25
and ... | 17 and 17 and ... | 27 | 41

Outstanding (Level 18)

TN= 6; ST= 10; AG= -5; CR= 1; PC= 5; HT= 3; IN= 5
HP=128; FP=64; Ward=10; SP=50 (slither) / 50 (undulate) / 80 (glide)

Att | Dam | Def | Stab: bite and bite and ...=+27 and +27
and ... | 17 and 17 and ... | 29 | 43

Medium 3-Headed Zmei Examples

Description: The 3-Headed Zmei looks like a snake with three heads and hind claws that it can use to stand upright.

Fun Facts: The dominant head may cast the following Occult spells: Generate Icy Glaze of Large Size, Invoke Fury of Fell Frostbite, Invoke Great Cone of Dire Water, Invoke Great Thawing, Manifest Slowing Snow Drift, Pitch Fog of Epic Size, Harness Basin for Scrying a Kingdom's Distance, Provide Swimming at Land Speed, Provide Water Breathing, and Solicit Generous Lasting Rain.

More Gifts: Moderate Natural Armor

Attack Modes: Carnivorous Bite (x3)

Move Modes: Slither/Undulate/Glide

Danger Tier: +1 *Size:* Medium

Baseline Attributes

TN= 2; ST= 1; AG= 0; CR= 0; PC= 2; HT= 0; IN= 2

Adequate (Level 12)

TN= 4; ST= 3; AG= 1; CR= 2; PC= 5; HT= 2; IN= 2

HP=59; FP=58; Ward=9; SP=45 (slither) / 45 (undulate)

Att | Dam | Def | Stab: bite and bite and bite=+20 and +20 and +20 | 8 and 8 and 8 | 27 | 35

Fit (Level 14)

TN= 4; ST= 4; AG= 1; CR= 3; PC= 5; HT= 2; IN= 2

HP=64; FP=58; Ward=9; SP=50 (slither) / 50 (undulate)

Att | Dam | Def | Stab: bite and bite and bite=+23 and +23 and +23 | 9 and 9 and 9 | 29 | 37

Laudable (Level 16)

TN= 4; ST= 4; AG= 1; CR= 3; PC= 5; HT= 2; IN= 4

HP=64; FP=58; Ward=9; SP=50 (slither) / 50 (undulate)

Att | Dam | Def | Stab: bite and bite and bite=+25 and +25 and +25 | 9 and 9 and 9 | 31 | 39

Outstanding (Level 18)

TN= 4; ST= 4; AG= 1; CR= 3; PC= 5; HT= 3; IN= 5

HP=64; FP=64; Ward=9; SP=50 (slither) / 50 (undulate)

Att | Dam | Def | Stab: bite and bite and bite=+27 and +27 and +27 | 9 and 9 and 9 | 33 | 41

Small 1-Headed Zmei (Smok)

Description: Known more commonly as a Smok, the 1-Headed Zmei looks like a fairly typical snake, although it has the sharp teeth of a dragon.

Fun Facts: The dragon may cast the following Occult spells: Generate Icy Glaze of Large Size, Invoke Fury of Dire Frostbite, Invoke Great Cone of Dire Water, Provide Swimming at Land Speed, and Provide Water Breathing.

More Gifts: Moderate Natural Armor

Attack Modes: Carnivorous Bite

Danger Tier: +1 *Size:* Small

Baseline Attributes

TN= 0; ST= -5; AG= 6; CR= 2; PC= 2; HT= 0; IN= 2

Adequate (Level 2)

TN= 1; ST= -4; AG= 6; CR= 2; PC= 2; HT= 0; IN= 2

HP=25; FP=38; Ward=8; SP=35 (slither) / 35 (undulate)

Att | Dam | Def | Stab: bite=+8 | 3 | 19 | 19

Decent (Level 4)

TN= 1; ST= -4; AG= 6; CR= 3; PC= 3; HT= 0; IN= 2

HP=25; FP=41; Ward=8; SP=35 (slither) / 35 (undulate)

Att | Dam | Def | Stab: bite=+10 | 3 | 21 | 22

Fit (Level 6)

TN= 1; ST= -3; AG= 6; CR= 4; PC= 3; HT= 0; IN= 2

HP=27; FP=41; Ward=8; SP=35 (slither) / 35 (undulate)

Att | Dam | Def | Stab: bite=+13 | 3 | 23 | 24

Laudable (Level 8)

TN= 1; ST= -3; AG= 7; CR= 4; PC= 3; HT= 1; IN= 2

HP=27; FP=45; Ward=8; SP=40 (slither) / 40 (undulate)

Att | Dam | Def | Stab: bite=+16 | 3 | 26 | 26

Model (Level 10)

TN= 1; ST= -3; AG= 7; CR= 4; PC= 5; HT= 1; IN= 2

HP=27; FP=53; Ward=8; SP=45 (slither) / 45 (undulate)

Att | Dam | Def | Stab: bite=+18 | 3 | 28 | 30

Outstanding (Level 12)

TN= 2; ST= -3; AG= 7; CR= 4; PC= 5; HT= 2; IN= 2

HP=29; FP=58; Ward=8; SP=45 (slither) / 45 (undulate)

Att | Dam | Def | Stab: bite=+20 | 3 | 31 | 33

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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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* Has only minor reptilian features

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There is a great deal of overlap between the Celtic and the Arthurian. This is due to the fact that the Arthurian legends evolved from Celtic lore. This section also includes creatures which were not part of Arthurian legend, but which fit into a Medieval/Heraldic setting.

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Black Forest Dwellers

* Distinctive to area

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2. Banshee
3. Blob, Brollachan
4. *Boogy-Man
5. *Bugbear
6. Buggane
7. Chimera, Heraldic
8. Cockatrice
9. Cuegle
10. Cyclops, Cantabrian
11. Dog, Black
12. Doppelganger
13. Drac
14. Dragon, Heraldic
15. Dwarf (Duergar)
16. *Dwarfish Troll (Henke)
17. *Dwarfish Troll (Sith)
18. Elf (Daoine Sidhe)
19. Elf (Sluagh Sidhe)
20. Ettin
21. Fauchan
22. Firbolg
23. Firedrake
24. Fomorian
25. Gargouille
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28. Giant, Highland
29. Giant, Two-Headed
30. Glaistig
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97. **Wild Huntsman
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99. Wyrm
100. Wyvern
101. Yggr

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3. Hellhound
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5. Valraven
6. Warg
7. Were-Hyena Overlay
8. Were-Wolf Overlay

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 79. Slime, Boneless
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 81. *Spriggan
 82. *Sprite (Blackberry Bramble Sprite)
 83. *Sprite (Blackthorn Sprite)
 84. *Sprite (Bluebell Sprite)
 85. *Sprite (Ellyl)
 86. *Sprite (Flibbertigibbet)
 87. *Sprite (Hyter Sprite)
 88. *Sprite (Pillywigginn)
 89. *Sprite (Pixie)
 90. *Sprite (Spunkie)
 91. Stollenwurm
 92. *Swan Folk
 93. Taxim
 94. *Tree Folk, Apple
 95. Tree Folk, Ash
 96. *Tree Folk, Elder
 97. Tree Folk, Hazel
 98. *Tree Folk, Rowan
 99. Tree, Haunted
 100. *Tree Man, Willow
 101. Tree Spirit, Birch
 102. Trenti
 103. Warg
 104. Were-Boar Overlay
 105. Were-Owl Overlay
 106. Were-Wolf Overlay
 107. White Lady
 108. White Stag
 109. *Wild Huntsman
 110. *Will-o'-Wisp
 111. Wraith
 112. *Wyvern
-
- City Dwellers**
-
1. Boogy-Man
 2. Bugbear
 3. Changeling
 4. Decapitated Phantom
 5. Dog, Black
 6. Doppelganger
 7. Drac
 8. Dwarf (Deneg)
 9. Dwarf (Rugen)
 10. Dwarfish Troll (Henke)
 11. Elf (Daoine Sidhe)
 12. Elf (Gwraedd Annwn)
 13. Elf (Sluagh Sidhe)
 14. Ellyl
 15. Fauchan
 16. Firbolg
 17. Galley Beggar
 18. Gargoyle
 19. Gnome (Coblynau)
 20. Gnome (Gignosko)
 21. Goblin (Bogle)
 22. Goblin (Kobalos)
 23. Goblin (Kobold)
 24. Goblin (Tylwyth Teg)
 25. Grotesque
 26. Headless Horseman
 27. Hob (Bannik)
 28. Hob (Brownie)
 29. Hob (Domavoi)
 30. Hob (Hobithurst)
 31. Hob (Killmoulis)
 32. Hobgoblin (Bauchan)
 33. Hobgoblin (Buttery Spirit)
 34. Imp
 35. Incubus
 36. Jack-o'-Lantern
 37. Kirk Grim
 38. Lamia
 39. Lich
 40. Nightmare
 41. Orc (Fenoderee)
 42. Orc (Orchi)
 43. Orc (Squarefoot)
 44. Phantom, Common
 45. Poltergeist
 46. Screaming Skull
 47. Specter, Headless
 48. Spider, Gleaming Red
 49. Spriggan
 50. Swan Folk
 51. Vampire
 52. Were-Boar Overlay
 53. Were-Hyena Overlay
 54. Were-Leopard Overlay
 55. Were-Owl Overlay
 56. Were-Wolf Overlay
 57. Will-o'-Wisp

58. Wraith

Cloud Dwellers

- * Distinctive to area
- 1. *Giant, Cloud
- 2. Lich
- 3. *Nuberu
- 4. Swan Folk
- 5. *Valkyrie
- 6. *Valraven
- 7. Were-Owl Overlay
- 8. Wyvern
- 9. Yggr

Dragons

1. Amphiptere
2. Cuélebre
3. Drac
4. Dragon, Heraldic
5. Firedrake
6. Gargouille
7. Guivre
8. Lindwurm
9. Stollenwurm
10. Tarasque
11. Tarragon
12. Tatzlwurm
13. Wyrm
14. Wyvern
15. Zmei

Eidolons

1. Caballucos del Diablo
2. Doppelganger
3. Hellhound
4. Imp
5. Incubus
6. Mortem
7. Nightmare
8. Nuckelavee
9. Valkyrie
10. Yggr

Enchanted Forest Dwellers

- * Distinctive to area
- 1. Asrai
- 2. *Changeling
- 3. Dwarf (Erduitle)
- 4. *Elf (Fay)
- 5. *Elf (Liosalfar)
- 6. Giant, Highland
- 7. Gnome (Coblynau)
- 8. Gnome (Gignosko)
- 9. Gnome (Knocker)
- 10. Goblin (Kobold)
- 11. *Green Man
- 12. Grindylow
- 13. *Hob (Brownie)
- 14. *Hob (Domavoi)
- 15. Hob (Hobithurst)
- 16. Hob (Killmoulis)
- 17. Hob (Moss Folk)
- 18. Hobgoblin (Bauchan)
- 19. Hobgoblin (Leprechaun)
- 20. *Horse, Fairy
- 21. *Nixie
- 22. Orc (Fenoderee)
- 23. Orc (Squarefoot)
- 24. Owl, Sage
- 25. *Sprite (Blackberry, Bramble Sprite)
- 26. *Sprite (Alf)
- 27. *Sprite (Bluebell Sprite)
- 28. *Sprite (Ellyl)
- 29. *Sprite (Hyter Sprite)
- 30. *Sprite (Pillywiggin)
- 31. *Sprite (Spunkie)
- 32. *Swan Folk
- 33. Tiger, Heraldic
- 34. *Tree Folk, Apple
- 35. *Tree Folk, Ash
- 36. *Tree Folk, Elder
- 37. *Tree Folk, Hazel
- 38. *Tree Folk, Rowan
- 39. Trenti
- 40. **Unicorn, Heraldic
- 41. Valkyrie
- 42. Were-Bear Overlay
- 43. Were-Owl Overlay
- 44. White Lady

Equine-Like Creatures

1. Buggane
2. Caballucos del Diablo
3. Horse, Fairy
4. Kelpie
5. Kirk Grim (sometimes a horse)
6. Kornwief
7. Nightmare
8. Nuckelavee
9. Phouka
10. Sleipnir
11. Unicorn, Heraldic
12. Wild Huntsman

Faery Creatures

- ? Faery status is debatable
- 1. ?Banshee
- 2. Bolotnik
- 3. Boogy-Man
- 4. Bugbear
- 5. Buggane
- 6. Changeling
- 7. Cuegle
- 8. Cyclops, Cantabrian
- 9. Dog, Black
- 10. Dwarfish Troll (Henke)
- 11. Dwarfish Troll (Sith)
- 12. Fauchan
- 13. Firbolg
- 14. Fomorian
- 15. Glaistig
- 16. Gnome (Barbegazi)
- 17. Gnome (Blue Cap)
- 18. Gnome (Coblynau)
- 19. Gnome (Gignosko)
- 20. Gnome (Knocker)
- 21. Goblin (Bogle)
- 22. Goblin (Kobalos)
- 23. Goblin (Kobold)
- 24. Goblin (Tylwyth Teg)
- 25. Goborchinn
- 26. Green Man
- 27. Grindylow
- 28. Hag, Black
- 29. Hag, Ice

30. Hag, Rock
31. Hag, Water
32. Hag, Wood
33. Hob (Bannik)
34. Hob (Brownie)
35. Hob (Domavoi)
36. Hob (Killmoulis)
37. Hob (Moss Folk)
38. Hobgoblin (Bauchan)
39. Hobgoblin (Buttery Spirit)
40. Hobgoblin (Leprechaun)
41. Hobgoblin (Polevik)
42. Horse, Fairy
43. Kelpie
44. Kirk Grim
45. Kornwief
46. Merfolk
47. Merrow
48. Nixie
49. Nuberu
50. Oakfolk
51. Orc (Fenoderee)
52. Orc (Orchi)
53. Orc (Squarefoot)
54. Phouka
55. ?Rusalka
56. Selkie
57. Snow Queen
58. Spriggan
59. Sprite (Blackberry
Bramble Sprite)
60. Sprite (Alf)
61. Sprite (Blackthorn Sprite)
62. Sprite (Bluebell Sprite)
63. Sprite (Ellyl)
64. Sprite (Flibbertigibbet)
65. Sprite (Hyter Sprite)
66. Sprite (Pillywiggin)
67. Sprite (Pixie)
68. Sprite (Spunkie)
69. Swan Folk
70. Tree Folk, Apple
71. Tree Folk, Ash
72. Tree Folk, Elder
73. Tree Folk, Hazel
74. Tree Folk, Rowan
75. Tree Man, Willow
76. Tree Spirit, Birch
77. Trenti

78. Troll, Bridge
79. Troll, Stone
80. Troll, Two-Headed
81. Troll (Huldra)
82. Troll (Skogsra)
83. ?Vodyany
84. ?White Lady
85. White Stag
86. Wild Huntsman

Feline-Like Creatures

1. Chimera, Heraldic
2. Grotesque Feline
3. Lamia
4. Sea Lion, Heraldic
5. Stollenwurm
6. Tiger, Heraldic
7. Were-Leopard Overlay
8. Were-Tiger Overlay

Fiery Creatures

1. Chimera, Heraldic
2. Cuélebre
3. Dragon, Heraldic
4. Firedrake
5. Giant, Balachko
6. Hellhound
7. Kirk Grim
8. Tarasque
9. Tarragon
10. Tatzlwurm

Forest Dwellers

1. Amphiptere
2. Boogy-Man
3. Bugbear
4. Buggane
5. Changeling
6. Chimera, Heraldic
7. Cockatrice
8. Cuegle
9. Cyclops, Cantabrian
10. Dwarfish Troll (Henke)
11. Elf (Fay)
12. Elf (Liosalfar)
13. Ettin
14. Fauchan
15. Firbolg
16. Fomorian
17. Gargoyle (in ruins)
18. Giant, Cornish
19. Giant, Highland
20. Giant, Two-Headed
21. Glaistig
22. Gnome (Gignosko)
23. Goblin (Bogle)
24. Goblin (Kobold)
25. Goblin (Tylwyth Teg)
26. Goborchinn
27. Green Man
28. Grindylow
29. Grotesque (in ruins)
30. Guivre
31. Hag, Black
32. Hag, Rock
33. Hag, Wood
34. Harpy, Heraldic
35. Headless Horseman
36. Hob (Brownie)
37. Hob (Domavoi)
38. Hob (Hobithurst)
39. Hob (Moss Folk)
40. Hobgoblin (Bauchan)
41. Hobgoblin (Leprechaun)
42. Hungry Grass
43. Jackdaw
44. Lamia
45. Lindwurm
46. Oakfolk

47. Ogre, Common
48. Ogre, Two-Headed
49. Orc (Fenoderee)
50. Orc (Orchi)
51. Orc (Squarefoot)
52. Owl, Sage
53. Phouka
54. Spriggan
55. Sprite (Blackberry Bramble Sprite)
56. Sprite (Blackthorn Sprite)
57. Sprite (Bluebell Sprite)
58. Sprite (Ellyl)
59. Sprite (Flibbertigibbet)
60. Sprite (Pillywiggan)
61. Sprite (Pixie)
62. Sprite (Spunkie)
63. Stollenwurm
64. Swan Folk
65. Tarasque
66. Tarragon
67. Tatzlwurm
68. Tiger, Heraldic
69. Tree Folk, Apple
70. Tree Folk, Ash
71. Tree Folk, Elder
72. Tree Folk, Rowan
73. Tree Folk, Hazel
74. Tree, Haunted
75. Tree Man, Willow
76. Tree Spirit, Birch
77. Trenti
78. Troll, Bridge
79. Troll, Stone (at night)
80. Troll, Two-Headed
81. Troll (Skogsra)
82. Unicorn, Heraldic
83. Warg
84. Were-Bear Overlay
85. Were-Boar Overlay
86. Were-Leopard Overlay
87. Were-Owl Overlay
88. Were-Wolf Overlay
89. White Stag
90. Wild Huntsman
91. Will-o'-Wisp
92. Wyrn
93. Wyvern

Fresh Water Creatures

1. Amphiptere
2. Asrai
3. Blob, Buratsche
4. Bolotnik
5. Drac
6. Elf (Gwagedd Annwn)
7. Fauchan
8. Firbolg
9. Fomorian
10. Gargouille
11. Glaistig
12. Goblin (Tylwyth Teg)
13. Goborchinn
14. Grindylow
15. Guivre
16. Hag, Water
17. Hob (Bannik)
18. Jelly, Vough
19. Kelpie
20. Merrow
21. Nixie
22. Ramdreju
23. Rusalka
24. Selkie
25. Snail, Carcolh
26. Sprite (Alf)
27. Swan Folk
28. Vodyany
29. Zmei

Giants

1. Buggane
2. Cyclops, Cantabrian
3. Ettin
4. Fauchan
5. Firbolg
6. Fomorian
7. Giant, Balachko
8. Giant, Cloud
9. Giant, Cornish
10. Giant, Highland
11. Giant, Two-Headed
12. Goborchinn
13. Ogre, Common
14. Ogre, Two-Headed
15. Spriggan
16. Troll, Bridge
17. Troll, Stone
18. Troll, Two-Headed

Heraldic Creatures

Heraldic creatures are beasts that were used in the heraldic devices of the knights of the Middle Ages.

1. Chimera, Heraldic
2. Dragon, Heraldic
3. Griffin (Keythong, Griffin):ToT
4. Harpy, Heraldic
5. Sea Lion, Heraldic
6. Tiger, Heraldic
7. Unicorn, Heraldic
8. White Stag

Hybrid Creatures

1. Bolotnik
2. Buggane
3. Caballucos del Diablo
4. Chimera, Heraldic
5. Cockatrice
6. Gargoyle
7. Glaistig
8. Harpy, Heraldic
9. Kornwief
10. Lamia

11. Merfolk
12. Merrow
13. Nuckelavee
14. Phouka
15. Pixie
16. Sea Lion, Heraldic
17. Stollenwurm
18. Swan Folk
19. Tarasque
20. Unicorn, Heraldic
21. Valkyrie
22. Valraven

Mountain Dwellers

1. Amphiptere
2. Boogy-Man
3. Bugbear
4. Buggane
5. Chimera, Heraldic
6. Cockatrice
7. Dwarf (Duergar)
8. Dwarf (Rugen)
9. Dwarfish Troll
10. Dragon, Heraldic
11. Elf (Daoine Sidhe)
12. Elf (Sluagh Sidhe)
13. Elf (Svartalfar)
14. Ettin
15. Fauchan
16. Firbolg
17. Firedrake
18. Giant, Balachko
19. Giant, Cloud
20. Giant, Cornish
21. Giant, Highland
22. Giant, Two-Headed
23. Glaistig
24. Gnome (Barbegazi)
25. Gnome (Blue Cap)
26. Gnome (Coblynau)
27. Gnome (Gignosko)
28. Gnome (Knocker)
29. Goblin (Kobalos)
30. Goblin (Kobold)
31. Goblin (Redcap)
32. Green Man
33. Hag, Black
34. Hag, Ice

35. Hag, Rock
36. Hag, Wood
37. Harpy, Heraldic
38. Lamia
39. Lindwurm
40. Malachite Maid
41. Malachite Lizard
42. Oakfolk
43. Ogre, Common
44. Ogre, Two-Headed
45. Orc (Orchi)
46. Spriggan
47. Sprite (Pixie)
48. Stollenwurm
49. Tarragon
50. Tatzlwurm
51. Tiger, Heraldic
52. Tree Folk, Apple
53. Tree Folk, Elder
54. Tree Folk, Rowan
55. Tree, Haunted
56. Tree Spirit, Birch
57. Troll, Bridge
58. Troll, Stone
59. Troll, Two-Headed
60. Troll (Skogsra)
61. Unicorn, Heraldic
62. Warg
63. Were-Bear Overlay
64. Were-Boar Overlay
65. Were-Leopard Overlay
66. Were-Owl Overlay
67. Were-Wolf Overlay
68. Wild Huntsman
69. Wyrm
70. Wyvern
71. Zmei

Multi-Headed

1. Chimera, Heraldic
2. Ettin
3. Fomorian
4. Giant, Balachko
5. Giant, Two-Headed
6. Nuckelavee
7. Ogre, Two-Headed
8. Troll, Two-Headed
9. Zmei

Nocturnal Creatures

1. Apparition, Repeating
2. Asrai
3. Banshee
4. Blob, Brollachan
5. Blob, Buratsche
6. Bloody Bones
7. Boogy-Man
8. Decapitated Phantom
9. Draug (Land Draug)
10. Draug (Sea Draug)
11. Duffy Jonah
12. Dwarf (Duergar)
13. Dwarf (Rugen)
14. Dwarfish Troll (Sith)
15. Elf (Sluagh Sidhe)
16. Elf (Svartalfar)
17. Goblin (Tylwyth Teg)
18. Grindylow
19. Headless Horseman
20. Incubus
21. Jack-o'-Lantern
22. Jelly, Vough
23. Kirk Grim
24. Lich
25. Lion, African
26. Manes
27. Nightmare
28. Phantom, Common
29. Phouka
30. Rawhead
31. Screaming Skull
32. Slime, Boneless
33. Snail, Carcolh
34. Specter, Headless
35. Spider, Gleaming Red
36. Sprite (Blackthorn Sprite)
37. Sprite (Spunkie)
38. Tarragon
39. Tiger, Heraldic
40. Tree, Haunted
41. Tree Man, Willow
42. Troll, Stone
43. Troll (Huldra)
44. Utburd
45. Vampire
46. Warg
47. Were-Hyena Overlay

- 48. Were-Leopard Overlay
- 49. Were-Owl Overlay
- 50. Were-Tiger Overlay
- 51. Were-Wolf Overlay
- 52. Wight
- 53. Wild Huntsman
- 54. Will-o'-Wisp
- 55. Wolf, Common
- 56. Wraith
- 57. Yggr

Nordic Creatures

(Germanic / Scandinavian)

* Distinctive to area

- 1. *Bogle
- 2. *Doppelganger
- 3. *Dragon, Heraldic
- 4. *Draug (Land Draug)
- 5. *Draug (Sea Draug)
- 6. *Dwarfish Troll (Henke)
- 7. *Dwarfish Troll (Sith)
- 8. *Ettin
- 9. *Firedrake
- 10. Giant, Two-Headed
- 11. Guivre
- 12. Hag, Black
- 13. *Hag, Ice
- 14. Hag, Rock
- 15. *Hag, Water
- 16. *Hag, Wood
- 17. Harpy, Heraldic
- 18. Headless Horseman
- 19. Jackdaw
- 20. *Kobold
- 21. *Lich
- 22. *Lindwurm
- 23. Merfolk
- 24. Nightmare
- 25. *Nixie
- 26. Ogre, Common
- 27. Ogre, Two-Headed
- 28. *Sea Serpent (ToT)
- 29. *Sleipnir
- 30. *Snow Queen
- 31. Specter, Headless
- 32. *Spider, Gleaming Red
- 33. *Swan Folk
- 34. Tarragon

- 35. *Tatzlwurm
- 36. Taxim
- 37. Tree Folk, Apple
- 38. *Tree Folk, Ash
- 39. Tree Folk, Elder
- 40. Tree, Haunted
- 41. *Tree Man, Willow
- 42. *Troll, Bridge
- 43. *Troll, Stone
- 44. *Troll, Two-Headed
- 45. *Troll (Huldra)
- 46. *Troll (Skogsra)
- 47. *Utburd
- 48. *Valkyrie
- 49. *Valraven
- 50. *Warg
- 51. *Were-Bear Overlay
- 52. *Were-Boar Overlay
- 53. *Were-Wolf Overlay
- 54. White Lady
- 55. *Wight
- 56. *Wild Huntsman
- 57. Wraith
- 58. Wyrm
- 59. Yggr

Overlays

- 1. Grotesque Overlay
- 2. Were-Bear Overlay
- 3. Were-Boar Overlay
- 4. Were-Hyena Overlay
- 5. Were-Leopard Overlay
- 6. Were-Owl Overlay
- 7. Were-Tiger Overlay
- 8. Were-Wolf Overlay

Plains Dwellers

- 1. Amphiptere
- 2. Boogy-Man
- 3. Bugbear
- 4. Buggane
- 5. Changeling
- 6. Chimera, Heraldic
- 7. Cockatrice
- 8. Dragon, Heraldic
- 9. Dwarf (Deneg)
- 10. Dwarfish Troll (Henke)

- 11. Elf (Fay)
- 12. Elf (Liosalfar)
- 13. Ettin
- 14. Giant, Cornish
- 15. Giant, Two-Headed
- 16. Glaistig
- 17. Gnome (Gignosko)
- 18. Goblin (Kobalos)
- 19. Grotesque (in ruins)
- 20. Guivre
- 21. Hag, Black
- 22. Harpy, Heraldic
- 23. Hob (Bannik)
- 24. Hob (Brownie)
- 25. Hob (Domavoi)
- 26. Hob (Hobithurst)
- 27. Hob (Killmoulis)
- 28. Hobgoblin (Bauchan)
- 29. Hobgoblin (Leprechaun)
- 30. Hobgoblin (Polevik)
- 31. Horse, Fairy
- 32. Hungry Grass
- 33. Jackdaw
- 34. Kornwief
- 35. Lamia
- 36. Lindwurm
- 37. Ogre, Common
- 38. Ogre, Two-Headed
- 39. Orc (Fenoderee)
- 40. Orc (Squarefoot)
- 41. Phouka
- 42. Sleipnir
- 43. Spriggan
- 44. Sprite (Ellyl)
- 45. Sprite (Flibbertigibbet)
- 46. Sprite (Pillywiggin)
- 47. Sprite (Pixie)
- 48. Sprite (Spunkie)
- 49. Swan Folk
- 50. Tarasque
- 51. Tiger, Heraldic
- 52. Tree Folk, Apple
- 53. Tree Folk, Elder
- 54. Tree Man, Willow
- 55. Tree Spirit, Birch
- 56. Warg
- 57. Were-Bear Overlay
- 58. Were-Boar Overlay
- 59. Were-Leopard Overlay

60. Were-Wolf Overlay**Powerful Spellcasters**

* Selected individuals

1. Ankou
2. Apparition, Repeating
3. Asrai
4. *Bolotnik
5. Drac
6. *Dwarfish Troll
7. *Firbolg
8. *Fomorian
9. *Giant, Highland
10. Green Man
11. Hag, Black
12. Hag, Ice
13. Hag, Rock
14. Hag, Water
15. Hag, Wood
16. Hobgoblin (Leprechaun)
17. Kornwief
18. Lamia
19. Lich
20. *Lindwurm
21. Malachite Maid
22. Mortem
23. Nightmare
24. Nuberu
25. Phouka
26. Snow Queen
27. *Sprite (Ellyl)
28. Sprite (Pixie)
29. Spriggan
30. Swan Folk (Woman)
31. Tree Folk, Hazel
32. Tree Spirit, Birch
33. Unicorn, Heraldic
34. Valkyrie
35. *Vampire
36. *Were-Bear Overlay
37. *Were-Boar Overlay
38. *Were-Leopard Overlay
39. *Were-Owl Overlay
40. *Were-Wolf Overlay
41. *Wraith
42. Zmei

Repulsive Creatures

1. Blob, Brollachan
2. Blob, Buratsche
3. Bloody Bones
4. Bolotnik
5. Cockatrice
6. Draug (Land Draug)
7. Draug (Sea Draug)
8. Dwarfish Troll (Henke)
9. Fauchan
10. Fomorian
11. Gargoyle
12. Goborchinn
13. Grotesque
14. Hag, Black
15. Hag, Ice
16. Hag, Rock
17. Hag, Water
18. Hag, Wood
19. Imp
20. Jelly, Vough
21. Nuckelavee
22. Ogre, Common
23. Ogre, Two-Headed
24. Rawhead
25. Slime, Boneless
26. Spriggan
27. Troll, Bridge
28. Troll, Stone
29. Troll, Two-Headed
30. Troll (Huldra male)
31. Troll (Skogsra male)
32. Vodyany

Sewer Dwellers

1. Blob, Brollachan
2. Blob, Buratsche
3. Boogy-Man
4. Cockatrice
5. Decapitated Phantom
6. Guivre
7. Jack-o'-Lantern
8. Jelly, Vough
9. Phantom, Common
10. Slime, Boneless
11. Snail, Carcolh
12. Specter, Headless

13. Spider, Gleaming Red
14. Vampire (Upierdzi)
15. Vodyany
16. Will-o'-Wisp

Shape Changers

* Shape change is illusory

1. Buggane
2. Changeling
3. Doppelganger
4. Draug (Land Draug)
5. Draug (Sea Draug)
6. Hobgoblin (Bauchan)
7. Incubus
8. Jelly, Vough
9. Kelpie
10. Kornwief
11. *Lamia
12. Malachite Maid
13. Merrow
14. Nightmare
15. Nixie
16. Phouka
17. *Rusalka
18. Selkie
19. Spriggan
20. Sprite (Bluebell Sprite)
21. Sprite (Hyter Sprite)
22. Sprite (Pillywiggin)
23. Sprite (Pixie)
24. Sprite (Spunkie)
25. Swan Folk
26. Valkyrie
27. Valraven
28. Vampire (Nosferatu)
29. Vampire (Strigoi)
30. Vampire (Upierdzi)
31. Vampire (Varcolac)
32. Were-Bear Overlay
33. Were-Boar Overlay
34. Were-Hyena Overlay
35. Were-Leopard Overlay
36. Were-Owl Overlay
37. Were-Tiger Overlay
38. Were-Wolf Overlay
39. Zmei

Slavic Creatures

- * Distinctive to area
1. Bogle
 2. *Bolotnik
 3. Cockatrice
 4. Decapitated Phantom
 5. Doppelganger
 6. Dragon, Heraldic
 7. Giant, Balachko
 8. Giant, Two-Headed
 9. Hag, Black
 10. Hag, Ice
 11. Hag, Rock
 12. Hag, Water
 13. Hag, Wood
 14. Harpy, Heraldic
 15. Hob (Bannik)
 16. Hob (Domavoi)
 17. Hobgoblin (Buttery Spirit)
 18. *Hobgoblin (Polevik)
 19. Jackdaw
 20. Kirk Grim
 21. Knocker
 22. Kobold
 23. *Kornwief
 24. Lich
 25. Lindwurm
 26. Malachite Maid
 27. Malachite Lizard
 28. Merfolk
 29. Nightmare
 30. Nymph (Vila): MoM
 31. *Pan (Leshy): MoM
 32. Phantom, Common
 33. *Rusalka
 34. Specter, Headless
 35. Tarragon
 36. Tatzlwurm
 37. *Taxim
 38. Tree Folk, Elder
 39. Tree Folk, Rowan
 40. Tree, Haunted
 41. Unicorn, Heraldic
 42. *Vampire
 43. Valraven
 44. *Vodyany
 45. Warg

46. Were-Bear Overlay
47. Were-Boar Overlay
48. Were-Owl Overlay
49. *Were-Wolf Overlay
50. Wight
51. Wild Huntsman
52. Wraith
53. Wyrn
54. Zmei

Swamp Dwellers

1. Amphiptere
2. Asrai
3. Banshee
4. Blob, Brollachan
5. Blob, Buratsche
6. Bolotnik
7. Boogy-Man
8. Bugbear
9. Changeling
10. Cockatrice
11. Dwarfish Troll (Henke)
12. Elf (Fay)
13. Elf (Gwagedd Annwn)
14. Fauchan
15. Firbolg
16. Fomorian
17. Gargouille
18. Goblin (Bogle)
19. Goblin (Redcap)
20. Goblin (Tylwyth Teg)
21. Goborchinn
22. Grindylow
23. Guivre
24. Hag, Black
25. Hag, Water
26. Hag, Wood
27. Harpy, Heraldic
28. Hob (Moss Folk, Yoda)
29. Hobgoblin (Bauchan)
30. Hungry Grass
31. Jack-o'-Lantern
32. Jelly, Vough
33. Kelpie
34. Lamia
35. Lindwurm
36. Nixie

37. Oakfolk
38. Ogre, Common
39. Ogre, Two-Headed
40. Orc (Fenoderee)
41. Orc (Orchi)
42. Orc (Squarefoot)
43. Owl, Sage
44. Phantom, Common
45. Phouka
46. Rusalka
47. Snail, Carcolh
48. Spider, Gleaming Red
49. Spriggan
50. Sprite (Alf)
51. Sprite (Blackthorn Sprite)
52. Sprite (Ellyl)
53. Sprite (Pillywiggin)
54. Sprite (Pixie)
55. Sprite (Spunkie)
56. Stollenwurm
57. Swan Folk
58. Tarantula
59. Tree, Haunted
60. Tree Man, Willow
61. Troll, Bridge
62. Troll, Stone
63. Troll, Two-Headed
64. Troll (Skogsra)
65. Vodyany
66. Were-Owl Overlay
67. Wild Huntsman
68. Will-o'-Wisp

Undead Creatures

1. Ankou
2. Apparition, Repeating
3. Banshee
4. Bloody Bones
5. Decapitated Phantom
6. Draug (Land Draug)
7. Draug (Sea Draug)
8. Duffy Jonah
9. Galley Beggar
10. Headless Horseman
11. Jack-o'-Lantern
12. Kirk Grim
13. Lich
14. Phantom, Common
15. Poltergeist
16. Rawhead
17. Rusalka
18. Screaming Skull
19. Specter, Headless
20. Taxim
21. Tree, Haunted
22. Utburd
23. Vampire
24. Vodyany
25. White Lady
26. Wight
27. Will-o'-Wisp
28. Wraith

Underworld Dwellers

1. Basilisk
2. Blob, Brollachan
3. Blob, Buratsche
4. Bloody Bones
5. Cockatrice
6. Cuegle
7. Cuélebre
8. Cyclops, Cantabrian
9. Dwarf (Duergar)
10. Dwarf (Rugen)
11. Dwarfish Troll (Henke)
12. Dwarfish Troll (Sith)
13. Elf (Daoine Sidhe)
14. Elf (Sluagh Sidhe)
15. Elf (Svartalfar)
16. Galley Beggar
17. Gargouille
18. Gargoyle
19. Giant, Highland
20. Gnome (Barbegazi)
21. Gnome (Blue Cap)
22. Gnome (Coblynau)
23. Gnome (Gignosko)
24. Gnome (Knocker)
25. Goblin (Kobalos)
26. Goblin (Kobold)
27. Grindylow
28. Grotesque
29. Guivre
30. Hag, Black
31. Hag, Rock
32. Hellhound
33. Jelly, Vough
34. Malachite Maid
35. Malachite Lizard
36. Ogre, Common
37. Ogre, Two-Headed
38. Orc (Fenoderee)
39. Orc (Orchi)
40. Orc (Squarefoot)
41. Ramidreju
42. Rawhead
43. Slime, Boneless
44. Snail, Carcolh
45. Spider, Gleaming Red
46. Spriggan
47. Sprite (Pixie)
48. Stollenwurm
49. Tatzlwurm
50. Troll, Bridge
51. Troll, Stone
52. Troll, Two-Headed
53. Troll (Huldra)
54. Vampire
55. Warg
56. Will-o'-Wisp

Vegetal Creatures

* Only partially plant-like

1. *Bolotnik
2. Green Man
3. Hobgoblin (Polevik)
4. Hungry Grass
5. Kelpie
6. Oakfolk
7. Tree Folk, Apple
8. Tree Folk, Ash
9. Tree Folk, Elder
10. Tree Folk, Hazel
11. Tree Folk, Rowan
12. Tree, Haunted
13. Tree Man, Willow
14. Tree Spirit, Birch
15. Trenti

Water Dwellers

1. Asrai
2. Blob, Brollachan
3. Blob, Buratsche
4. Bolotnik
5. Draug, Sea
6. Duffy Jonah
7. Fauchan
8. Fomorian
9. Goborchinn
10. Grindylow
11. Guivre
12. Hag, Water
13. Jelly, Vough
14. Kelpie
15. Merfolk
16. Merrow
17. Nixie
18. Nuckelavee
19. Rusalka
20. Sea Lion, Heraldic
21. Selkie
22. Snail, Carcolh
23. Vodyany